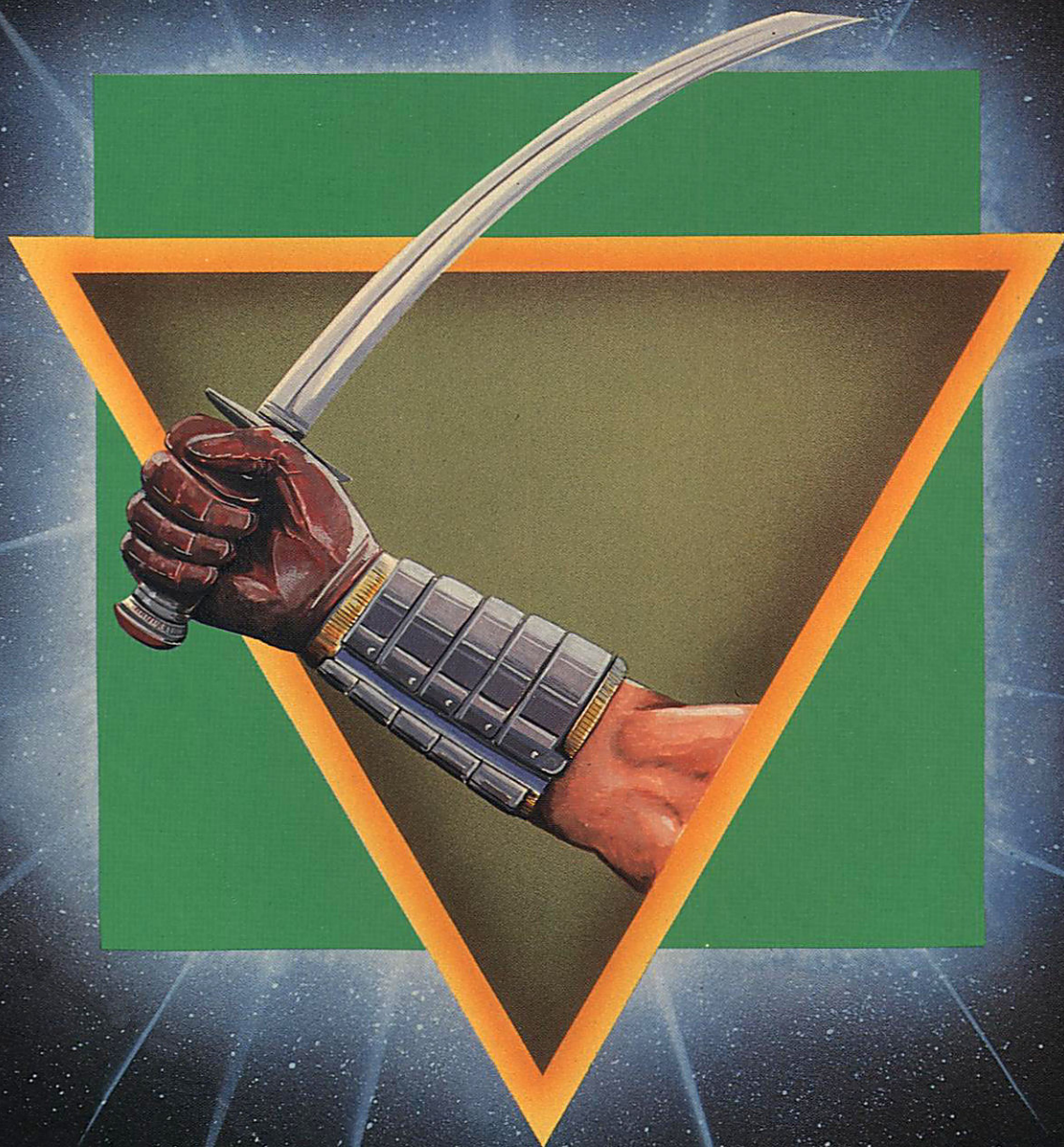


HOUSE LIAO



The Capellan Confederation

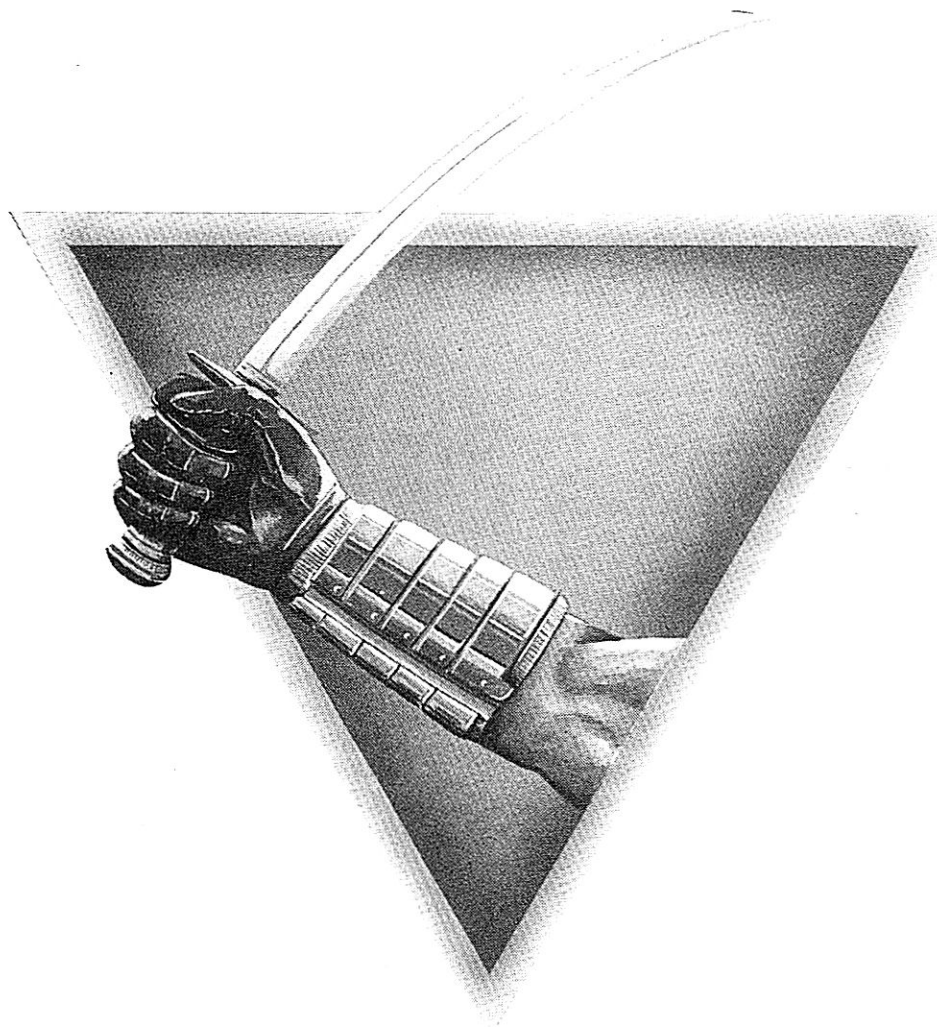
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HOUSE



LIAO



The Capellan Confederation



INTRODUCTION	5	The Magistracy	38
Overview	5	Mother and Daughter	38
The Current Situation	5	Detente with Davion	39
HISTORY	7	Winning Hearts and Minds	39
Introduction	7	Mister and Missus	40
Out of Chaos on Terra...	7	A Time of Learning	40
The First Liao: Elias	7	The Freebooters' War	41
New Beginnings	8	The Aris Chancellor	41
Changing Times	9	Calm Before the Storm	42
War of Independence	9	The Sundermanns	42
The Other Shoe	10	Capellan Reforms	42
Queen of Hearts	10	Red Storm Rising	43
Off-the-Shelf War	11	Incident on Demeter	43
Governmental Turmoil	11	Stefan the Usurper	44
Shades of Things to Come	12	The Succession Wars	45
No Regrets, No Surrender	12	First Succession War	45
A Precious Commodity	13	Blow and Counterblow	45
Capturing the Markets	13	Sandol Quinn Recoups	47
The Capellan Renaissance	14	A Proffered Hand	47
Seeds of Destruction	14	Second Succession War	47
Blood and Gold	14	Third Succession War	48
A Condescending Ultimatum	15	Limits of Success	49
The Capellan-Supremacy War	15	Shift to AeroSpace	50
Enter Marik	16	Near Collapse	50
Arboris Secedes	16	Finally, A Turnaround	50
Loosening Up	17	Recent History	51
The Capellan Confederation	18	Maximilian	51
Terra Resurgent	18	Warriors vs. Regulars	51
The Tikonov Connection	20	Maximilian's Diplomacy	52
Diana's War	22	Dealing with Marik	52
Friends and Other Enemies	22	The Davion Question	53
Tucas Takes Over	24	McCarron's War	54
The Aris Crisis	25	Concord of Kapteyn	55
Tucas is Removed	26	The Family Liao	56
Caroline Calls the Question	27	SOCIOPOLITICAL STRUCTURE	57
A Tiger by the Tail	27	The Capellan Government	57
Hell on Capella Prime	28	The Prefectorate	57
Liao against Marik	28	The Chancellor	58
A Challenge from the Sheng	29	The House of Scions	58
Franco Liao: An Appreciation	29	The Capellan Ministerial	58
The Capellan Order	30	Internal Organization	60
Making the Best of a Good Situation	30	Commonalities	60
The Ares Conventions	31	Duchies, Warrens, and Demesnes	60
One Step Back	33	Capellan Nobility	60
Sir Stephen's Army	34	Diems and Refractors	61
Tribulations	34	The Legal System	61
'Mechs and Rumors of 'Mechs	35	Edicts of St. Ives	61
The Good, The Bad, The Beautiful	35	Capellan Concordat	61
Edmund Salindar, Regent	35	Courts and Judges	62
Hendrick Liao and the Lorixes	35	Family Veneration	62
Kalvin the Devourer	36		
The Fair Mesillia	37		



RELIGION AND PHILOSOPHY	63	Rewards of Capellan Life	112
A Liberal Intolerance	63	Owning Property	112
State Philosophies	64	Social Security	112
The Korvin Doctrine	64	Family Life	112
The Sarna Mandate	64	Free Education	112
The Lorix Order	65	Free Medical Care	112
Thought Control	66	The Education System	113
The Philosophical Examinars	66	Elementary and Secondary Indoctrination	113
Courts of Philosophical Inquiry	66	Special Schools	113
The Ranks of the Dedicated	66	Philotechnique Institutes	113
Strengths and Weaknesses	66	Sian University	113
THE CAPELLAN MILITARY	67	Capellan Science Foundation	113
Military Structure	67	The Arts	114
Capellan Ranks	68	The Fine Art of Conformity	114
Uniforms of the Capellan Armed Forces	73	Cultural Exchanges	114
BattleMech Regiments	76	Quarterly 'Mech Games	114
Capellan Hussars	77	Tikonov Universal Exhibition	114
Northwind Highlanders	79	Native Capellan Art Fair	114
Chesterton Reserves	82	Confederation Life	114
Liao Reserves	86	SOCIOECONOMICS	115
Tikonov Reserves	87	The Closed Circle	115
St. Ives Armored Cavalry	88	The Liaoist Doctrine	116
Blackwind Lancers	91	Distribution of Wealth	117
Capellan Reserves	92	Funding the Confederation	117
Sian Reserves	93	Taxation	117
Sarn Reserves	93	Import Duties	117
McCrimmon's Light Cavalry	94	Corporate Contributions	117
MacGregor's Armored Scouts	94	Emergency Funding	118
Mercenary Units	95	Corporate Relations	118
Martial Training Academies	100	Corporate Profiles	119
Military Decorations	101	Strengths and Weaknesses	121
Civilian Decorations	101	PERSONALITIES	123
House Liao BattleMechs	102	A BREF ATLAS	133
The <i>Vindicator</i>	102	Sian Commonality	133
Experimental BattleMechs	103	Tikonov Commonality	138
Regimental Deployment	105	Capella Commonality	143
Battlement Production	107	Sarna Commonality	146
CULTURE AND ARTS	109	St. Ives Commonality	150
Capellan Society	109	Chesterton Commonality	152
Capellan Citizenship	109	MAP OF THE CAPELLAN CONFEDERATION	Foldout
Native-Born Capellans	109	LIAO FAMILY TREE	Foldout
Non-Native-Born Capellans	109		
A Citizen's Obligations	109		
Loss of Citizenship	110		
Capellan Castes	110		
The Directorship	110		
The Intelligentsia	110		
The Supporters	110		
The Artists	111		
The Entitled	111		
The Commonality	111		
The Servitors	111		



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INTRODUCTION



*Prepared by Adal Corvin,
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The following is a summary of material obtained by my department's investigations into the Capellan Confederation over the last three years. Throughout this document, care has been taken to present verifiable information. Whenever a conclusion reached by our investigators cannot be established by hard data, I take personal responsibility for the position presented. These explanations, elaborations, and personal comments are set off in parentheses in the text and are labeled "Editor."

THE CURRENT SITUATION

Although generally regarded as the weakest of the five major houses making up the remnants of the historic Star League, the Capellan Confederation should not be underestimated. Numerous star systems have been culled from territories originally held by the Confederation, but the Capellans continue to maintain a strong strategic central position and maintain many fortifications and strongly held positions on key territorial locations. Although incapable of mounting a major offensive, Confederation forces could be the deciding factor in any major conflict in which one or more of its neighbors found themselves unexpectedly stalemated or exhausted.

A standard misconception held by many outside the Confederation is that the Capellan state is one gigantic police state with little or no freedom for individuals. Although the upper levels of the Capellan government do maintain control with an iron hand, however, the individual noble more often than not is very lax in interpreting the rules. In addition, although the state rigidly controls major means of production and support systems needed to prosecute wars, individual planetary populations under the direct control of local lords and ladies often enjoy a high degree of personal liberty. These liberties, in conjunction with a few genuine self-governing privileges, are often reinforced by enlightened nobles, whose personal policies endear them to their people.

THE CAPELLAN MILITARY

The modern armed forces of the Capellan Confederation has its origins in the Capellan Defense Force, the first attempt by Franco Liao to amalgamate more than a dozen independent armed services. Franco never quite solved the problem in his day, and many of the same problems continue to haunt the Capellan military. The present-day Capellan armed service is composed of some 30 regular line regiments and 15 reserve regiments, backed by approximately 15 independently organized mercenary units of varying sizes and strengths, and eight specially trained and equipped Warrior House regiments.

The rank and file of many of these units possess a high degree of education and intelligence, but the Capellan military is hampered by a lack of individual initiative in its officer corps. This is due in part to historical events (such as the infamous revolt of the Capellan Hussars) that have periodically caused government leaders to distrust a strong military and a conscious desire on the part of recent Liao rulers to maintain personal control over military actions, even to the direction of individual battalion and company operations.

The Capellan military is a reflection of the society it is charged with protecting. It is a politically conscious army, with all levels required to endure rigid political indoctrination aimed at ensuring loyalty and dependability. Beyond this, the typical Capellan soldier is expected to divide his loyalty among the state, House Liao proper, the Commonality in which one resides, the planet of one's birth, and the social caste from which one hails. This often results in a natural conflict of interests that reduces the flexibility and staying power of Capellan troops on the battlefield.

This does not imply, however, that Capellan troops are inferior to their Davion, Kurita, or Marik counterparts. Examination of the various Warrior House regiments (see below) or of the numerous elite regiments (such as the Red Lancers or the Capellan Death Commandos) shows that the average Capellan soldier is both dedicated and capable of supreme self-sacrifice. What he or she lacks, however, is added incentives to go above and beyond the call of normal duty. One can expect the typical Capellan unit to be composed of politically motivated individuals strongly influenced by a variety of personal commitments to the state. The more recognizable pro-Liaoist regiments will generally be expected to lead local operations. Individual commanders are often under added pressures to prove their political dependability through military success, regardless of the cost involved.

One of the more interesting characteristics of the Capellan Confederation is the quasi-religious Warrior Houses. Not to be confused with similar institutions found within Kurita-held space, these military and religious training institutions are modeled on a collection of 19th century Terran near-Eastern (not Japanese) philosophies.

There are currently eight specialized Warrior House regiments that combine standard 'Mech troops with specialized "leg" infantry and armor elements. Though nominally under the direction of the Capellan military proper, each regiment operates under a series of traditional House laws (restrictions) that limit the ways they are employed. These units are among the best the Capellan state has to offer. Opponents will quickly find them not only militarily superior to their regular counterparts, but personally and individually fanatical in their defense of Capellan soil.



POLITICAL OBJECTIVES

Capellan political leaders have long feared a territorial division of the Confederation, perhaps through some combined action between House Marik and the Federated Suns. This overriding phobia is clearly reflected in all major policy considerations. Confederation foreign policy is centered on two central objectives: (1) the recovery of the lost Chesterton Commonality seized by the Federated Suns, and (2) the reduction of House Davion, which the Confederation has historically seen as the major threat. To these ends, House Liao has hired mercenary 'Mech units to fight as proxies.

Covert policies are being pursued. Maximilian Liao has financed subversive elements under the direction of Anton Marik in the Free Worlds League, and has provided covert support for Michael Hasek-Davion, including repeated offers of formal alliance with the Chesterton Worlds as the pricetag. In addition, the recent pact between Houses Liao, Kurita, and Marik can be viewed as a temporary expedient to reduce Liao's politically isolated position, an expedient that can easily be discarded once circumstances warrant. One can anticipate future policy actions to revolve around these two central considerations.

ECONOMICS

What this Successor State may lack in overt military might, it can compensate for by strong economic potential. Our researchers have dubbed the unofficial policies designed to facilitate just such a concentration of economic power as the "Liao Doctrine." This economic directive is nothing less than a deliberate attempt by Maximilian Liao to move the Capellan Confederation into a commanding position that will threaten the balance of power among the rival Successor States through methodical accumulation of hard currency and outright planetary exploitation.

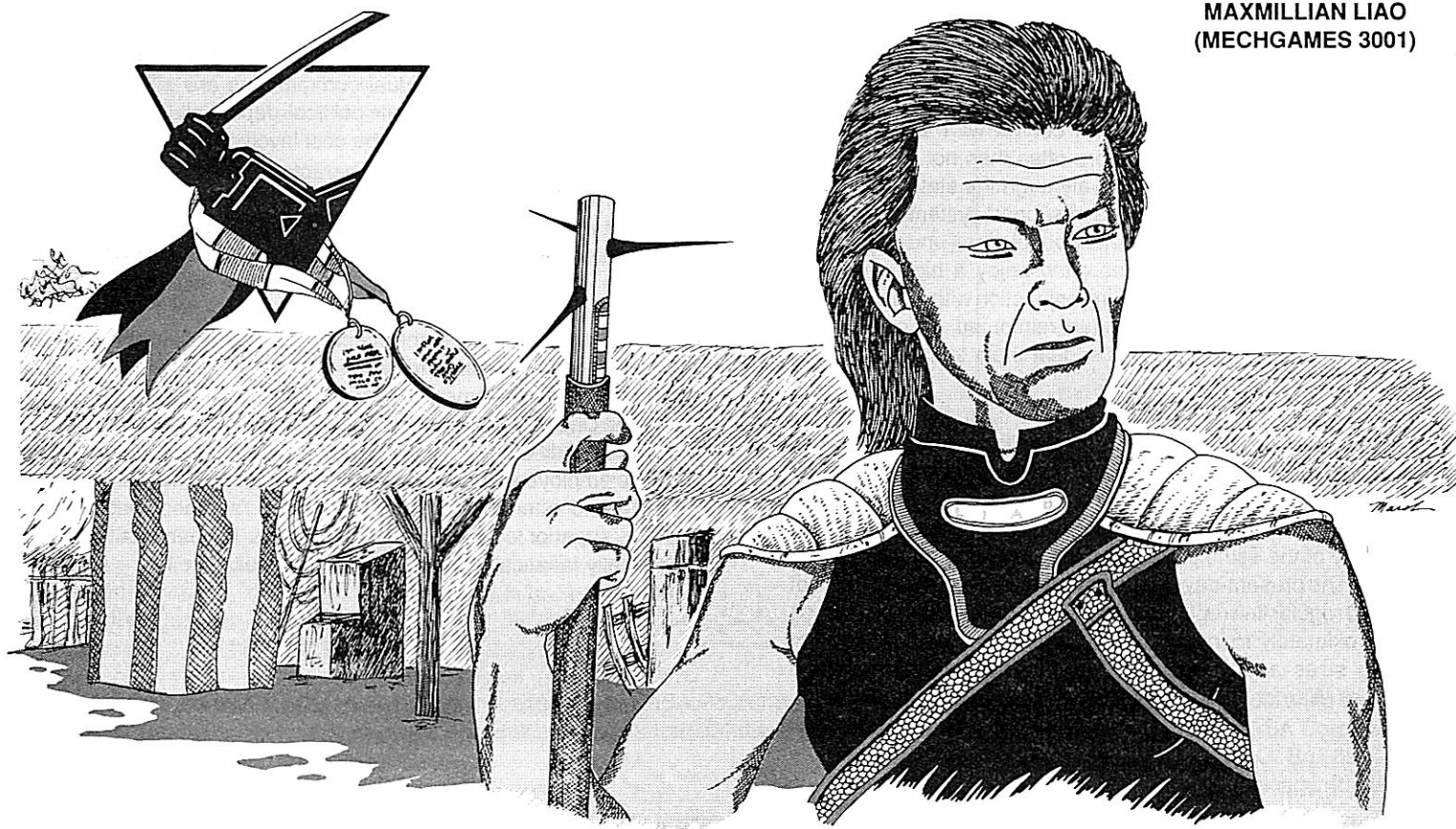


The Confederation is home to a number of major corporations and space-faring industries, which contribute much to the Confederation's defense efforts. Under the auspices of the Liao Doctrine, companies that have the money, such as Ceres Metals, are hiring crack mercenary units to defend corporate holdings, with the tacit understanding that these elite units will be made available unconditionally to the Capellan cause in the event of a serious emergency. Taking a page from his own ancestor Franco, Maximilian Liao has been negotiating with many Capellan corporations in recent months to work out arrangements whereby a syndicate of corporations could impose a crippling trade embargo or ban of rare commodities on any given House not willing to cooperate with Maximilian in his designs against Davion.

In times of peace, the Confederation actually exports more than it imports. Major export items include luxury items and precious metals, as well as grains, pharmaceuticals, and textiles. Although the export base is quantifiably smaller than that of other Successor States, Liao rulers have traditionally opted for a higher degree of quality whenever possible. Such demands for higher quality goods stem not from any altruistic motives on the part of the Capellan hierarchy but from a desire to establish in their customers an over-dependence on sophisticated and complex consumer goods.

Finally, we have uncovered evidence that House Liao plans to impose an indirect trade embargo against the Federated Suns, which would result in the total ban, by confiscation, of selected goods made in Marik factories bound for Davion ports of call. It should be noted, however, that this proscription does not extend to the trading of certain luxury goods by Marik cargo carriers that originate on Capellan home worlds.

MAXMILLIAN LIAO
(MECHGAMES 3001)



HISTORY



INTRODUCTION

The Capellan Confederation officially began with the union of the five diverse states of the Capellan Zone in July 2367. A Capellan Confederation existed in fact, if not in name, long before the Aris Crisis culminated in Franco Liao's Statement of Pan-Capellan Unification.

The history of this Confederation is a history of three principle worlds: Liao, Capella, and Tikonov. Emphasis is given here to the unique developments of these worlds and their inevitable effects on each other. This is ten centuries of human history condensed and focused primarily through a particular lens: the Capellan experience.

NIGHTFALL

From the hilltop we could only stand by, helplessly, watching the tanks finishing up their grisly mission of death. Most of the village was in ruins by now, the flames rising high in the thin night air. Even from our vantage point, we could feel the heat from the fires and the tanks' rapid-fire lasers. It was enough to make us sweat in the middle of a Himalayan winter.

There was no doubt but that we were safe now. The shuttle pilot would dust us off the plateau come dawn. All we had to do was wait till then, wait and listen to the screams below, a few of us getting sick from the stench of the burning bodies.

Father was the last to board. No one blamed him. Everyone knew he had lost a wife and two daughters that night, and we pretty much left him to himself. It was only later, after we transferred to the JumpShip, that it really sank home that my older brother Victor and I had lost a mother and two sisters.

—From *Elias Liao: My Father*, by David Paul Liao, Capellan Institute Press, 2241

OUT OF CHAOS ON TERRA

Today's revisionist historians customarily paint the early 21st and 22nd centuries as an idyllic Golden Age of Terra. Admittedly, the formation of the first Alliance World Parliament at the close of the Second Soviet Civil War (2015) removed, once and for all, the specter of nuclear annihilation that had haunted humanity since the dawn of the atomic age. Likewise, the subsequent developments of workable fusion reactors and the economic reorganization of the West allowed for greater prosperity on a scale hitherto unknown. This and the conservation of resources, which halted the systematic rape of the planet by the mid-2050s, opened the way for the practical exploration of space. For all this, however, the revisionists often ignore or gloss over the fact that Terra was a planet in serious trouble. The freedoms shared by millions of Terran citizens of the 21st century soon proved to be the very cause for discontent on a global scale.

Theorists have put forth many explanations for what happened. Some have pointed to the unwillingness of new Alliance members to yield up willingly their hard-won national sovereignties in favor of a new World State as yet unproved. Others suggest that the real cause of the disruptions lay in the number of near-bankrupt nations unable to afford the benefits of Alliance membership but equally unable to do without. It is clear that as early as 2089, serious economic dislocations had begun among numerous "neutral" Third World nations as yet uncommitted to the new order. The critical factor influencing the early struggles of the Alliance, however, was a basic desire on the part of humans to avoid, ever again, having to fear the threat of nuclear extermination. In short, a growing distrust of any ideology, any nation, or any governmental system, however benevolent, began slowly to root itself in the collective consciousness of the post-nuclear age.

From the chaos of repeated clashes between pro-Alliance and Separatist States in the 2100s, tens of thousands, bombed out of their cities or otherwise forcibly displaced, took refuge in the remote regions of the world. When these areas too became unsafe, they turned to the stars as willing, and sometimes unwilling, colonists. Into this confused, chaotic time came an obscure Nepalese philosopher named Elias Jung Liao.

THE FIRST LIAO: ELIAS

You should never seek to hold any one thing, any one person, any one system, any one ideal above all others. For when you hold that single thing, that single person, that single government, that single value above all else, that thing, that individual, that order, that principle will come to control you and you will have forfeited your basic humanity...Seek therefore to free yourself from unnecessary entanglements, and thereafter seek to free your neighbor, whether he would be free or no.

—Elias Jung Liao, quoted in *The Lessons of Liao*, Book 2, Joao dos Santos Chung, ed., Capellan Institute Press, 2779

Elias Liao was in many ways, regrettably, the perfect model of his age. The product of an unusual marriage, this controversial first Liao grew up in the Hong Kong Free State, the son of an English politician and a Nepalese university professor's daughter. Before his departure from Terra in 2188, Liao was judged by many as a visionary, by a few as a genius, and by the majority of Terra's citizens as a certifiable wacko.

The founder of the House Liao dynasty began his life fully intending to follow in his father's footsteps. Having studied political theory at Hong Kong University and, later, global economics at Oxford, England, Liao managed to get himself elected a Hong Kong Free State Assemblyman in 2176, and two years later became the Third President of the Free State. Elias Liao served as President for barely a year until Hong Kong was overrun by the Offshore Chinese Republic in 2179. After he fled with his wife's family to Nepal, no trace of the luckless former President surfaced until he re-emerged on the world scene in 2182.

Exactly what happened in these intervening three years has been hotly debated by historians. Some researchers contend Elias uncovered relics buried deep in the Himalayas belonging to a hitherto-unknown religious sect. Others argue that the ex-President underwent some form of religious conversion, and still others maintain that Elias Liao had already begun to suffer from acute paranoid delusions. Regardless, the next time Elias Liao surfaced was at the head of a band of fanatical followers, his New World Disciples. By 2182, no longer the conservative Eastern politician, Elias Liao was the radical philosopher-extremist advocating global anarchy as the only viable course of action left for mankind.

Had Elias and his followers been content to remain on their Himalayan mountain in relative obscurity, the course of human history, or at least a good part of it, might well have been different. Convinced that it was his destiny to bring mankind back to its senses, by bringing it to its knees if necessary, Elias began a campaign of terror aimed at the systematic liquidation of key evil people and institutions in order to return humanity to a simpler, "healthier" time.

Between 2182 and 2188, no less than 26 heads of state, 14 Alliance Parliament representatives, 16 economic and political advisors, 41 assorted Parliamentary bureaucrats, and 78 scientists and technicians around the world were assassinated by micro-ton grenades, which quickly came to be the recognized signature of Liao's fanatical disciples. Although the followers of Liao were not the only band of religious or political extremists operating during these dark years, Liao's missionaries of destruction were among the most efficient, and, lamentably, the most successful. The result of these "cleansing actions," as Elias fondly referred to them, was further disruption of an already shaky social order and untold misery to tens of thousands of victims.

Things came to a head in 2187, when multiple fusion explosions destroyed three city blocks in Beijing's prime financial quarter. Responsibility descended on Liao's group of anarchists. That Elias Liao ever personally ordered the Beijing attack has never been proven, nor did it really matter. In the eyes of many who suffered the results of his attempts at social guidance, Elias already had enough blood on his hands to justify his extermination. Tried and found guilty in absentia by an Alliance Hemisphere Court, Liao and his followers were attacked the following year in their Himalayan stronghold by Chinese Republic commandos backed by armored elements from half a dozen European and Indian States.

Elias narrowly avoided capture himself but was unable to prevent the death of his beloved wife and two daughters, ages seven and nine. From such a man as Elias, one might have expected a new round of retribution, the likes of which would make his previous acts of terrorism seem mild by comparison. It did not happen. After the death of his loved ones, Elias smuggled his two surviving sons and the remnant of his followers aboard a JumpShip bound for deep space. Under assumed names, Liao's party would lay claim to a new beginning and a new world. One day, ironically, it would gain recognized status as a protected colony world of the Terran Alliance, and Elias's grandson Victor would be Governor.



NEW BEGINNINGS

It was on the JumpShip journey that the assorted immigrants, pilgrims, refugees, and fugitives learned the true identities of Elias Liao and his party. While a ship-board assembly argued about what they should do, Elias's charismatic personality took the initiative. Before long, a third of his fellow passengers had decided to throw their lot in with him. After the JumpShip crew deposited the main body of passengers at their designated planet, they took a detour on the way back to Terra and left Elias and his followers (including by now the JumpShip navigator and a number of crewmen) on an unnamed backwater world close to Aldebaran.

A GREEN DESPAIR

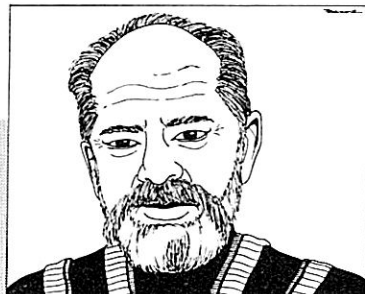
After the long journey, we were not too particular where we set down as long as we could breath pure, uncycled air again before we died. Once the initial trauma of relocation was overcome and we had the chance to look around, the prevailing opinion of the group was pretty much the same: big deal. Cynthiana was a great place if you liked grass and scrubs. Beyond that, however, it had nothing, absolutely nothing, to recommend it. Just plain, dull, monotonous green. There were those who could not help but think, privately, that we had made a grave mistake. Within a month after setting down, we had four suicides in our group alone.

—David Paul Liao, *Cynthiana Colony Log, 2189*, Capellan Institute Press, 2242

The planet Elias Liao and his refugees settled in 2189 was placid and completely ordinary, distinguished from its neighbors only by its immense grasslands, some stretching the length of entire continents. Elias named the planet in honor of his dead wife. He quickly set about turning his new home-away-from-home into as comfortable and prosperous a world as possible. In this, the 47-year-old man proved himself an administrative genius. Within a year of settling the planet, Elias arranged for the importation of several dozen varieties of livestock, including several expensive Eridani horses. This financial investment required the last of the monetary reserves of the colony's inhabitants, but the gamble paid off. Through judicious land management and selective breeding techniques, Cynthiana became one of the major suppliers of cattle, sheep, thoroughbred horses, and processed meat to local star systems such as Zion, Zurich, and Genoa, all at considerably lower prices than their Terran competitors.

Elias Liao died in 2202 at the age of 61. The people of the planet chose his grandson Victor Liao as the governor of the new colony of Liao, the name of the planet having been changed to honor its late founder. By now, with bigger problems much closer to home, the Terran government no longer cared about the true identity of several hundred colonists 23 light years away. Thus did ostracized and hunted anarchists gain respectability within a single generation. As it later developed, this grudging respectability was granted just in time, for events were soon to catch up with the sleepy backwater world of Liao.

ELIAS LIAO



The original emblem of the Capellan Confederation, depicting Capellan space as seen from the earth. It was abandoned in favor of the current symbol in 2388 when expansion had reached a point where a Terracentric view of the universe no longer seemed supportable.

LIAO AND ITS NEIGHBORS

By 2235, the fourth Grand Alliance Survey of Populated Worlds catalogued more than 600 worlds in known space. Of these, 122 planets were already inhabited in the volume of space that would be claimed by the Capellan Confederation. Of these 122 inhabited worlds, the majority still regarded themselves as nominally under the control of the Terran Alliance. There were, however, several notable exceptions. Among these were Tikonov, Chesterton, Capella, Chisholm, and St. Ives. Tikonov was named after the last premier of the Terran Soviet Union and founded at the height of Elias Liao's extremist activities; by 2220 it was already an acknowledged leader in regional politics. Chesterton was founded by the last of the great Welsh explorers, Tristram Chesterton, who also owned one of the largest trading fleets outside the Terran system. Capella was five years the planet Liao's junior, but rapidly developing as a strategic commercial center. Chisholm was settled by wealthy nonconformists in the late 2100s. St. Ives was claimed by refugees of the Hong Kong Free State following its occupation by Republican China in 2197.

—Tanya Soweto, *Our Friends in Space*, Terran Free Press, 2241



AN AUDIENCE WITH THE GOVERNOR

At the appointed time, Governor Liao kept the Terran Ambassador cooling his heels for over an hour. When at last the Ambassador was admitted, both men were obviously in a dark humor. Seeing the crowd of armed guards drawn up within the audience chamber, the Ambassador demanded of Liao whether these were members of the planetary levies he had come for or present solely as a personal insult to himself.

To this Victor Liao answered not a word and continued his methodical polishing of his katana as if the Ambassador had spoken not a word. This deliberate snub infuriated the Ambassador, as it was intended to. Repeating his inquiry once, twice, and yet a third time caused only continued silence, and the Governor refused to acknowledge the Ambassador's presence. All the while, the Ambassador advanced closer and closer to the dais on which the Governor reclined; the rest of us waited, knowing something was about to go down.

When the Ambassador, at last, was reduced to shrill shrieks of protest barely a foot from the Governor's face, Victor Liao made as if to notice the red-and-gold-clad Terran for the first time. I was in the best position to notice what happened next. The Governor shook his head, almost imperceptibly, as if to answer negatively to the Terran's repeated outbursts. Next I saw the Governor smile, and that simple act must have been enough to undermine the Ambassador's already shaken composure. In any case, it was the last thing the Terran ever saw. As the Ambassador moved to draw his dagger, I saw the governor's right hand holding his katana blade twitch ever so slightly. The Ambassador's head parted from his shoulders scant seconds after.

We made it a point to have the Ambassador pickled and sent home by first-class carrier. After all, father always said one should remember to act properly in such matters.

—From Irenna Liao, *My Father*, Capellan Institute Press, 2255

CHANGING TIMES

Within a decade after his father's death, Victor Liao instituted formal diplomatic relations with the neighboring planetary systems, to the mutual advantage of all concerned. In each instance, however, Victor Liao's economic strategy was the same. Refusing to deal directly in Terran currencies, the governor of Liao instead promoted planetary trade based solely on a modified system of exchange. In addition to outright exchanges in kind (meat and livestock for irrigation equipment, for example), Victor was always alert for profits from unlikely sources as well. He frequently accepted payments of open tracts of land on underdeveloped worlds in exchange for his livestock, so vital to the development of a new colony world. While doing everything in his power to encourage immigration to his planet, Victor was not above reselling acquired territories to subsequent waves of immigrants on other worlds at astronomical prices, which he quickly converted into technology, an occasional iceship for trade purposes, or weapons—above all, weapons. Whether Victor Liao foresaw the storm clouds approaching, or whether personal paranoia motivated him is uncertain. Whatever the truth, the Liao homeworld was one of the best-prepared worlds for what happened next.

WAR OF INDEPENDENCE

In 2236, a loosely unified collection of colonies and minor trade worlds along the periphery of the Terran Alliance declared their mutual independence from the Terran government. This action, the logical result of over half a century of benign neglect, sent tremors rippling throughout the entire expanse of humanized space. Soon, the first contingents of Terran troops, undertrained and overconfident, were defeated by poorly equipped but expertly led rebel veterans, and the call went out to local planetary governors to raise armed levies for "foreign" service. Although several worlds, most notably those closest to the Terran system, initially responded with men and materiel, the majority refused, striking down the Terran mobilization call as unconstitutional. In this, Victor Liao's last act as a Terran governor, shortly before his death, was to set a particularly pointed example of defiance at this critical moment in Alliance history. He personally beheaded the Terran Ambassador.



THE OLD HANDICAPPER

I can honestly say that I've been scared twice in my life. First time occurred while I was busy being born. The second occasion was my first and only meeting with Victor Liao. I had heard about the fine stallions Liao was racing at the time and was curious to see what type of mettle this Victor fella was made of.

Very first sight I had of him told me he was twitchy. Picture if you will an Oriental type about five-foot-five, sportin' a green beret and khaki tops with a green plaid kilt to boot. On one hip he had a long-barreled slug thrower, home-grown variety I suspect, and on the other a wicked-looking eastern blade (pig stickers, the locals called 'em, though I never did figure out why).

Sure, I'd heard the stories 'bout Papa Liao's son, and the sight of this youngster all decked out brought some of 'em back right quick-like, but I still believed in luck back then, and my prize mare was a real sprinter....So anyway, we get ourselves properly introduced 'n all, and I start haggling over the size of the bet we be havin'. I kept throwin' out figures, and old Liao he kept on like he didn't hear me. Finally he says he's heard I owned a lot of territory back up on the northern side of Genoa. "Sure," I says, "pract'ly the whole northern hemisphere!"

"That will do nicely," Liao says quiet-like, "for what I have in mind."

"Yeah, well, and what if my horse just happens to win?"

"Why, Mister Montmorency, then you will be allowed to leave here in one piece."

That's when I saw Victor Liao smile for the first time. That's when I got scared.

—From Nathan Gregory Montmorency, *Recollections*, Valiant Suns Publishing, 2208



10

In 2242, the new Liberal party commanding the Terran Alliance Parliament implemented its historic Demarcation Declaration. Reflecting the radical isolationist ideals of the Liberal party, this declaration effectively reduced the limits of the Terran Alliance to an average of 22 light years radius. In so doing, the Liberal party granted full and complete independence to those worlds lying outside the

new Demarcation Zone, whether they wanted it or not. Thereafter, between 2242 and 2312, a period of bitter internal dissension rocked Terra as the two major parties, and the occasional spoiler party, jockeyed for power, each in turn attempting to undo the work of its predecessor.

The political conflicts in the late 23rd century caused the second great exodus of humanity to the stars. During these two generations, millions of Terrans sought to escape the turmoil of everyday existence. By the time the Exodus waned in 2313, humans had colonized over 500 new worlds and stretched the boundaries of known space to at least 150 light years distance from Terra.

Arriving on the worlds beyond the Demarcation Zone, the Terrans brought with them fresh ideas, new technologies, and ambition to overcome hardships. As these new immigrants slowly assimilated themselves into existing colonies and founded new ones, old and new worlds alike underwent a significant political metamorphosis. Finding themselves left to their own devices, the non-Alliance worlds in groups of twos and threes, like frightened animals responding to a herd instinct, began to group together in informal pacts and trading bands. These were the embryos of the larger, more aggressive states of a century later. One model for these mutual protection pacts was the Chesterton Trade League, formed in 2193 between the planets Chesterton and Demeter and expanding with new admissions every year. The Tikonov Grand Union, formed in 2243, was a direct response to the Terran Demarcation Declaration of three years earlier. A similar compact saw the rise of the St. Ives Mercantile Association in 2245. Of particular significance, as events later unfolded, was the rise of the Capellan Hegemony, officially proclaimed in 2270, the result of an older Capellan Co-Prosperity League that had quickly outgrown its original charter.

QUEEN OF HEARTS

In keeping with the rise of these first associations, the planet Liao itself was undergoing a similar metamorphosis. Victor Liao died in 2240, one week after the Demarcation Declaration was promulgated on Terra; the declaration news did not reach Liao until after Victor's death. Leadership of the colony was next taken up by Victor's elder daughter, Irenna. The great-granddaughter of Elias Liao was 22 years of age when she began her rulership of the planet as its first President. Irenna's first public act in office was to proclaim the planet officially a sovereign state, forever renouncing the colonial status it had retained for the last 50 years. This done, Irenna set about instituting a series of sweeping social changes that collectively served to change the planet from an independent agricultural backwater into the highly efficient and very visible center of a feudal dynasty.

Abrogating the original charter governing the planet since its founding, Irenna substituted a new mandate granting herself, among other things, the right to name her own successor. In addition, the new Liao mandate permitted individuals the right to determine their own marriage customs, enforced within the confines of extended family groups. This latter provision, ostensibly to encourage immigration by portraying a favorable and relaxed Liao atmosphere, set the stage for additional provisions that added to the power of the family unit in general and the Liao family unit in particular.

The colonies' refusal to support the Alliance in their Rim War effort helped bring down Terra's Expansionist party within four years. No longer able to draw upon local resources from colony planets close to the problem zone, the Terrans were forced to rely on various reserve formations from deep within the heart of the alliance. Though often having the pleasant appearance of strength on paper, many of these hastily reorganized units had had little or no actual combat experience prior to the outbreak of the Rim War itself. Some were eventually mobilized on a moment's notice with little time for planning or coordination.

What should have been a short-order tour of duty beating up on some local malcontents quickly turned into a full-scale engagement lasting over a year and a half and involving over a quarter of a million men. The Alliance government suffered alarming casualty rates before grudgingly admitting its military failure. If the Rim Worlds' original declaration of independence had sent quivers through the Alliance, their success against an Alliance paper tiger resulted in a virtual shockwave of criticism and scorn. Unable to endure the mounting pressure, the Alliance Expansionist party was ousted in 2240.

THE OTHER SHOE

The fall of the Expansionist party from power was to have far-reaching implications. For the thousands of citizens on Liao, nervously awaiting retaliation for the murder of a Terran ambassador, the first and most dramatic clue that something unusual was happening was that nothing happened. No official action was taken against them.

Taking a page from ancient Terran history, Irenna Liao chose to exercise a subtle game of diplomacy-through-marriage, similar to that of the English Queen Elizabeth in the 16th century, but with one important difference. Whereas the Tudor queen of old was wont to keep both friends and enemies perpetually guessing if she would ever take a consort, Irenna Liao not only took a consort but arranged to take several in succession.

This interesting game of "husband-of-the-month" yielded some extremely beneficial if, admittedly, extremely confusing results. Not only did Irenna Liao gain possession of rather sizeable personal fortunes as the price she exacted of each of her spouses, but individual holdings in terms of land, men, and equipment as "endowments" from her various spouses also came her way. These numerous "anniversary gifts" were typically turned over to the control of the Liao planetary government, membership in which Irenna had pointedly excluded her spouses from, one and all.

The only serious problems this arrangement brought was the occasional arrival of multiple sets of in-laws, usually without notice, all of whom invariably fought over the best rooms in the citadel and the seating arrangements at formal dinners. As might be expected, Madame President was often absent during these times of trial, considering the rigors of state visits to the Capellan border a desirable alternative.

Left to themselves, the independent worlds of the once-mighty Terran Alliance quickly found post-Alliance life to be rather difficult. There were now local governments to be constructed from scratch, numerous new economies to be designed and supported, and trade policies and interplanetary relations to be smoothed out. What remains so interesting about this time is not just that the majority of these adolescent worlds managed to survive, but that in the bargain they found so many new and innovative ways of coping with everyday life.

OFF-THE-SHELF WAR

The story of Albrecht von Hesse is typical of this period, as it combines the best elements of political acumen, economic vision, and the basic opportunism that made the old Alliance what it was in its heyday. Von Hesse was a European businessman who emigrated from Terra in the 2290s. Having secured a land grant from the Tikonov Union, von Hesse founded his own armaments factory on a small planet he immediately renamed in honor of himself. Within three years' time, von Hesse's enterprise was firmly established, and orders were coming in regularly from the Tikonov Union, the new Capellan Hegemony, and even from some of the newer worlds settled by the Davion clan (though such matters were strictly off the record).

Being the enterprising sort that he was, von Hesse decided that just making arms was not enough; he had to ensure an alternate form of income to tide him over during unwelcome times of peace. To this end, von Hesse decided to rent out his planet, New Hessen, to those who felt like bashing heads together on a grand scale but disliked the idea of messing up their own back yard. For a nominal fee, two or more governments, having determined to settle a dispute via armed conflict, were provided Hessian territory for limited- to medium-scale conflict for a stipulated period of time.

In all fairness to von Hesse, he offered discount terms for multiple party, low-level combat actions, low-cost repair and recovery options (both of which he provided), package deals complete with volume sales on weaponry and combat zone fact sheets, group insurance for officers at very reasonable rates, and, equally important, the right of the highest bidder to select beforehand what type of climate his government would like to fight in.



Finally, it was understood by all concerned that, should the parties in question end up clobbering each other into the ground, with no clear-cut decision as a result, von Hesse was empowered to enter into negotiations with both sides and arbitrate a final, humane solution, thus providing a limitation on the otherwise excessive destructiveness of planetary war.

In short, von Hesse gambled on war and on humanity's propensity for mutual animosity. It is a solemn statement on the times that, at his death, von Hesse's personal assets were valued at over three and a half billion Tikonov ingots.

GOVERNMENTAL TURMOIL

Freedom's just another word for nothing left to lose.

—Ancient Terran ballad, origin unknown

By the 2260s, several distinct problems were already evident in the new order of things. The freedom granted to the Alliance colonies had set in motion a process of balkanization, typified by mutual distrust and internal bickering, which contributed to the rise and fall of local governments at an accelerated rate. For example, the Nanking Collective (later abandoned, and with various other worlds reconstituted as the Chisholm Protectorate) had no less than 27 separate governments in office between the years 2242 and 2265, the longest lasting a scant 19 months. At the opposite extreme, the newly designated Sian Supremacy, founded in 2250, maintained a single body of leaders in office for over 40 years, though only at the expense of restructuring the Supremacy's constitution every three years at election time. Conflict was inevitable, as was the suffering of thousands of innocents.

This climate of political musical chairs, runaway inflation (resulting in monetary devaluations and planetary shortages, especially in food) created a growing discontent that few were able to avoid. By the end of the 2260s, a series of mutually destructive little wars among the newer states added to the general malaise. People were quickly becoming fed up with the dubious benefits of freedom and independence. The desire now was for stability at any price. In such an environment, the Capellan Hegemony appeared as a new buttress of civilization.

BITTER TIMES

It was absurd to think that we had once been butcher and baker to over two dozen worlds, especially now that we couldn't even feed ourselves. Instead, we relied on the compassion of neighbors, which always came at an exorbitant price. In place of the glory days of Irenna, we were stuck with the grandiose delusions of her idiot son, Martell. Had anyone asked back in the 2240s if we thought a single decade could bring so much ruin and confusion, we would have laughed in their face. But the other worlds, the outer worlds, they had the last laugh after all. We no longer sold them our goods and our horses or grew fat on our profits and their imports. The blockade of '49 changed all that. Now it was the outer worlds that sold us their secondhand castoffs. More than once we were glad when someone went out and found a horse for the dinner table.

—From Anton DuSable, *Bitter Times*, Raven Press, Inc., 2270

SHADES OF THINGS TO COME

NO REGRETS, NO SURRENDER

In this world, there is only blood and gold.

—Ancient Terran saying incorporated into the Charter of the Capellan Republic

Late in the 22nd century, parties from Terra began settling the planets in a double-star system in the constellation of Auriga, the Charioteer. The dominant world in the system took the name of the double star, Capella, the "little goat."

The Capellan Republic and the Liao Republic were founded only five years apart, and both were founded by Terran political dissidents and exiles. There, however, the similarities between states and founders stop. The origins of the Capellan state actually lie in the financial ruin of the Aris family. Nikos Aris made his fortune in Greece in the mid-2100s from newly discovered uranium mines in northern Macedonia. However, he lost the mines after the Alliance Parliament's decision to internationalize all uranium extraction and refinement operations. Although he was still extremely wealthy, this fall from power proved too much for Nikos, and he committed suicide in 2177.

Elias Liao's formal education centered on politics and economics, but Nikos Aris's son, Jurdan, had concentrated on the classics, developing a particular fascination with the republican principles of Plato. From the day of his father's suicide, Jurdan Aris was a political dissident, though not as extreme or colorful as Elias Liao. Aris became a devoted follower of the New Philistines, an anti-Alliance political faction operating in the Mediterranean. Whereas Elias Liao attacked the Alliance from without, Jurdan Aris sought to attack it from within, running as an opposition candidate and bankrolling like-minded candidates. Jurdan also initiated numerous legal challenges to Alliance legislation and social projects. Over the next several years, his legal campaign did as much to hamper the Alliance's progress in the courts as Liao's bombs did in the streets. Jurdan was suspected



of financing extremist elements in the Middle East, although he denied it and later denounced the so-called evidence as manufactured. Nonetheless, Aris was officially charged, and the Vice President of the Alliance Parliament signed a warrant for his arrest and deportation to an Alliance penal zone in Antarctica.

Despite the threat of arrest and the confiscation of his properties and personal assets by the Greater Free State of Greece, Aris managed to have the last laugh. He took advantage of new Alliance legislation offering amnesty to anyone willing to emigrate offplanet as a voluntary colonist. After signing onto an

outbound JumpShip in January 2192, he was gone before Alliance authorities knew what had happened. Once in deep space, Aris and a select group of followers hijacked the JumpShip at gunpoint.

The next anyone heard of Jurdan Aris was three years later, when a Sarn explorer accidentally stumbled onto a hitherto-hidden colony world. Initial contact between the representatives of the Sarna Supremacy and the new Capella Holdfast, its original title, were less than amiable. The Sarns announced their right to claim the planet by virtue of being duly authorized members of a recognized government, which the Capellans were not. The captain of the Sarn scout ship even went so far as to demand the locals' immediate adoption of the Sarn Constitution, of which he just happened to have a copy, and their immediate acknowledgment of himself as their new military governor. The Capellans instead seized the captain and his crew, and forcibly impressed upon them a difference of opinion, to the point where the Sarns were actually eager to trade away their scout ship in exchange for honorary Capellan citizenship.

Despite initial friction, Capellans and Sarn hotheads were kept under control long enough for intelligent thought to prevail. In this, both sides were aided in large part by the centralized forms of government each maintained, neither of which permitted an excess of anti-government rhetoric after a decision

had been reached. Though neither side completely trusted the other, both sides realized they could ill afford the additional enmity at the time.

A DAY IN COURT

The local magistrate was a particularly imaginative fellow for a judicial type. At his direction, we took hold of the newcomers and adjourned the proceeding until we located the nearest fire ant colony. Once we had the Sassenachs [*sic*, Sarns] each parceled out on a hill of his own, Judge Kingston politely informed our visitors that we appreciated their kind offer of annexation, but inasmuch as we were already a member of a sovereign state, our own, we were impelled to decline their generous invitation.

To wile away the time waiting for Diem Aris to arrive, Judge Kingston told our anxious guests (it was right about noon now, and the ants were beginning to stir) all about how we came to be this little world and how much we enjoyed our own brand of individual autonomy. As our visitors began twitching and wriggling in earnest, the judge gave them an impromptu civics lesson, showing them our proud flag: three gold coins on a red field with the motto "No Regrets, No Surrender" on the reverse. By the time the ants had decided to do some full-scale urban construction 'bout where our guests just happened to be located, Diem Aris arrived.

After Judge Kingston apprised the Diem of the situation, taking his time and pausing to start over again when interrupted by a more ungracious scream from the leader of the gatecrashers, Diem Aris confirmed the judge's handling of the situation and asked how His Honor wished to handle the matter in question.

The judge thought for a moment and then announced that while it was impossible for us to accept the Sarns' offer of social assimilation, we might wish to return the favor at some later date. At the very least, we might start by offering to make our visitors honorary Capellan citizens. The Diem agreed but added that in return for such a handsome gift, the visitors might wish to make a small gifting of their own, say in the form of their scout ship. To this everyone agreed, and the Diem departed.

I am pleased to note that the Sarns were anxious, one might say bursting their bonds with anticipation, at the decision of the court. And so it was that our first visitors from Sarna saw the light and became Capellan citizens in one day. As I do recall, however, Judge Kingston spent all afternoon teaching them to recite the Capellan pledge of allegiance before he would grant them their official citizenship papers.

—From Urvine Henaskj, *What They Don't Teach You At Sarna Business School*. Imperator Press, 3003

A PRECIOUS COMMODITY

Understanding only too well that his small Capellan republic was in no position to compete economically with the substantial industrial potential of the Sarna Supremacy, Jurdan Aris hit on a novel solution to ensure not only his planet's survival but also its eventual dominion over Sarna and many other worlds. Drawing upon his own classical heritage, Aris devoted the bulk of Capella's modest copper deposits to filling the shelves of his new brainchild, the Library of the Capellan Republic. At the same time, Aris made it widely known that men and women of artistic and scholarly pursuit would be welcomed with privileged status on Capella. At a time when free thinking was tantamount to imprisonment or death on dozens of repressive worlds, such a pronouncement was very hard to believe.

In deciding to link Capella's future to the future information needs of the galaxy, rather than to the industrial wants of the moment, Jurdan Aris cunningly laid the foundation of a state that continues to the present day. At the same time, Aris indirectly set in motion a quiet revolution in the politics of the region. Between 2195 and 2245, the principal commodity of interstellar exchange between Capella and its neighbors became information. Beginning in the latter half of the 23rd century, as the flow of new technology inevitably dwindled from Terra, Capella's catalogued, indexed, and systemized data became more and more important.

At first, some Capellans were afraid that the very presence of vast quantities of raw data might invite an attack against their all-but-defenseless world. To guard against this and to gain time until Capella's armed forces could be established, Jurdan negotiated a series of treaties with neighboring planet-states (pointedly excluding Sarna) that formed the basis of the Capellan Co-Prosperity Sphere. This Sphere, originally made up of Capella, Ares, Kuragin, and Bandora, operated on the simple principle of big brother looking after kid sister. In the event Capella remained unmolested, the free and open exchange of information between the signatory worlds would be maintained. Should Capella be menaced by an outside foe, it became incumbent upon the signatory worlds—and in the best interests of all concerned—to come quickly to the defense of Capella.



Alarmed by the growing power of the Capellan Republic, the third Premier of Sarna, Emmanuel Denevieve Brunn, decided to act while there was still time. In 2225, Brunn ordered a military expedition to occupy key installations on Capella, and actually succeeded in landing her strike force on the planet's surface. While Capellan militia defended the hastily constructed fortifications around the

central library complex, the call for help went out to the other members of the Co-Prosperity Sphere. Within five days, the first armed vessels arrived on the scene. Within two weeks, the opposition had grown large enough to force Brunn's recall order, with only minimal casualties to the Capellan ground forces.

CAPTURING THE MARKETS

The evolving political and patriotic spirit of the emerging Capellan state produced prodigious artistic, intellectual, and military achievements. Central to these accomplishments was the effectiveness of Capella as a working democracy built along the lines of classical Terran cultures. As the Co-Prosperity Sphere grew in the late 2200s, there was no question about the genuine enthusiasm felt for the new Capellan order or about their acknowledged leadership in the collections and protection of increasingly valuable knowledge. By the last decade of the 24th century, Capella was the recognized "Teacher of Worlds" and the home of literally hundreds of the brightest minds of the day.

The continued influx of intellectual and artistic talent likewise promoted Capella's commercial prosperity, which quickly rivaled that of Sarna and Chesterton. Independent worlds began to develop the goodwill of and faith in Capella's political economy. A subtle shifting toward Capellan goods at the expense of older, established worlds, was largely due to a growing confidence in the Capellan state. For their part, the Capellans demonstrated a willingness to lend a hand in a good cause, as when a combined Capellan-Sian strike force freed the inhabitants of Highspire from pirates in the late 2280s.

In 2270, under the leadership of Jurdan Aris's son, Nicopolo, the Capellans came to recognize legally what for years had been an unofficial reality. In a plebiscite involving the entire Capellan population, then over two million, the Capellan Agoropolis (Senate) unilaterally declared the formation of the Capellan Hegemony. Provisions of the plebiscite also unilaterally granted immediate fellowship status to all inhabited worlds within a three-parsec (ten-light-year) radius, in addition to those original members of the Co-Prosperity Sphere. Overnight, the Capellan state proclaimed itself the official ruler of twelve cubic light-years of space, incorporating no less than six independent client states, with boundaries extending to the very edge of the Sian Commonwealth.

Not everyone was pleased, however, with the thought of a new Capellan-dominated federation of worlds. Following their failure to subdue the Capellans militarily, the Sarna Supremacy instituted a full-scale economic boycott of the new Capellan Hegemony. This act of defiance remained in place for twelve years, between 2270 and 2282, before events forced a reconciliation on the part of the Sarna government. Likewise, increased competition over dwindling trade in the 70s saw the Capellans engaging in brief conflicts, first with the St. Ives Mercantile League and then with the Ingersoll Concordium, both of which the Capellans won. In the first case, the Capellans were confirmed in their complete control of several key planetary markets, though they would have to wait until 2292 to absorb the planets outright. In the latter instance, the Capellan Agoropolis decreed that the Ingersoll Concordium be annexed in its entirety without delay.



THE CAPELLAN RENAISSANCE

These minor frays notwithstanding, the era of the Capellan Hegemony has generally been perceived as a positive, constructive era marked by significant progress in artistic and scientific development unheard of outside the Terran Alliance. The period 2270 to 2314 has been described as the Capellan Renaissance. During this period, the Capellan state, more than any other contemporary government, established an orderly society out of chaotic factionalism, guaranteed the rights of individuals, and contributed to the preservation and expansion of human knowledge throughout the length and breadth of its imperium. Among the Capellans' more notable achievements were the establishment of over 300 new public and specialized schools throughout the Hegemony. As a direct result, among its far-flung member states, illiteracy showed definite signs of decline for the first time in over a century.

In the arts as well as the sciences, the Capellans led the way. Formed in 2271, the Capellan Ballet Interstellar, a collection of musical, theatrical, and other creative and performing talents, preserved the classics and advanced the avant-garde with over a hundred different productions on more than a dozen worlds in an average year. In much the same way, contributions from the Hegemony general treasury supported hundreds of painters, composers, sculptors, and poets, whose genius might otherwise have gone untapped. Indeed, many of the most valuable art works lining the halls of noble castles, the finest jewels adorning the civic crowns of state, the most magnificent statues of marble and jade, date from this period and region.

SEEDS OF DESTRUCTION

For all this, however, the Capellan Hegemony suffered from several basic, and eventually fatal, flaws. While each member of the Hegemony retained personal representation in the Capellan Agoropolis according to population, Capella retained the primary and decisive role in the formulation of Hegemony policy. In time, the Hegemony devolved into a thinly veiled exportation of Capellan politics maintained through the control of internal planetary affairs. In order to accomplish this, the Hegemony hierarchy relied increasingly on the services of the Deimos. Created ostensibly as a government agency responsible for the coordination of census and matters among client states, the Deimos quickly assumed other, less savory, intelligence-gathering functions, becoming an efficient secret police agency charged with protection of Hegemony policy against enemies, foreign and domestic.

THE GOOD OL' DAYS

In those days, being a Capellan meant something. No matter how far you traveled or in what direction, even to the very gates of Terra herself, the Capellan mystique, the mystery and the power of Capella, went with you. Just saying, "I am a Capellan," was enough in most places to guarantee you a free stand of drinks and friendly companionship for the night on a dozen different worlds. Ofttimes as not, free bed and board would be thrown in for good measures. And, if by chance you wore the gold triangle of the Capellan armed service on your shoulder, well, then, laddybuck, you had the world—literally the entire world—at your beck and snap. Like kings we were in those days, like kings.

Not like today, mind you.

—Extract from the personal log of Captain Jonathan "Big John" Mollo-Brown, reprinted in *Bridge and Fo'c'sle: The Personal Voices of our Servicemen*, Capellan Military Archives, 2310



14

Although the democratic values the Hegemony maintained and supported were acknowledged even by its bitterest foes, in the long run Capellan politics were undermined by the gradual introduction of policies favoring the wealthy over the capable. In his heat, Capella's original founder, Jurdan Aris, always remained an aristocrat. His son and successor, Nicopolo, further believed that while

Capellans everywhere should have a stake in public affairs, one should likewise be well rewarded for undertaking civic responsibilities. In theory, this proposition rewarded the civic-minded with handsome salaries and remunerations, thus making them more responsible in their duties and less likely to have a little (or a lot) under the table. Economic prosperity, however, provided more people with many non-civic options for their life's work. The fewer and fewer individuals who turned to Capellan politics as their calling saw to it that wealth was increasingly concentrated in their own hands. No one knew more about concentrating wealth and power than the founding family of the new order, the powerful Aris family. What may have started as a democratically inspired state in 2270 had degenerated in four short decades into a greedy plutocracy.

The Hegemony's most glaring problem, however, lay not in its internal policies but its external geography. Beyond the confines of its original ten-light-year boundary, the Capellan Hegemony never formed a contiguous state. Although the majority of its members were centrally located just beyond the confines of the Sarna Supremacy, this changed during the '80s and '90s as more and more client states were admitted. The Asuncion and Zion star systems, for example, are located halfway between Capella and Terra, while the Nihal and Homestead provinces could be reached directly only by special transit arrangements with the Sian and St. Ives governments. On the other hand, client states such as Highspire and St. Andre closely bordered both the Sarna and Tikonov governments, both of which regarded themselves as uncomfortably close, while worlds like Anaheim, Brusett, and Wernke, by 2305, were already being diplomatically contested by various mercantile interests backed by the Davion family. In all this, the basic problem of geography, how properly to defend and control these widely dispersed member worlds, recurred again and again. Beginning in 2305, this basic problem in geography would bring the rest of the Hegemony's flaws into sharp focus.

BLOOD AND GOLD

The fact...that all existing things are subject to decay is a proposition which scarcely requires proof...Every kind of state, we may say, is liable to decline from two sources, one being external, and the other due to its own internal evolution.

—2nd century B.C. Greek historian Polybius, *Histories*, Book VI, Chap. 57

The sinews of war are money, money, money.

—From a press conference with Casin Chandler, 4th Premier, Sarna Supremacy, Sarn Broadcasting Co., April 12, 2304

In early 2305, the neighboring star systems of Palos and Wei, after years of heavy-handed taxation and economic exploitation, rebelled against their overlords and, within a fortnight of each other, declared their independence from the Sarna Supremacy. In so doing, these important mining worlds set in motion a series of events that are still being felt today. When word of the rebel worlds reached Capella some three weeks later (the Supremacy having effectively closed its borders to outsiders at the first hint of trouble), the news prompted an immediate emergency meeting of the Capellan Agoropolis. During three days of continuous closed sessions, Prime Magnate Paula Aris and colleagues debated the next move Capella should make.

On the surface, the situation seemed simple enough. Palos and Wei were both major sources of important ores and minerals including iron, gold, copper, and titanium. The Sarna Supremacy was a dictatorship that prized itself on efficiency and productivity at the expense of individual freedoms. The rebels on both worlds had appealed to local Capellan garrisons on Tsitsang and St. Andre. The general consensus was that since the Hegemony and the Supremacists would go to war eventually, the questions were simply when and where. However, the Supremacy was surely already mobilizing, and would likely enjoy a distinct military advantage because it could direct its centralized forces better than the numerically superior but far flung Capellans. Besides, intelligence was unclear owing to delays in receiving news from the rebel worlds.

Prudence dictated that the Capellans bide their time and work toward a negotiated settlement of the problem. Calling in old favors and quickly engineering new ones might well help the Capellans to isolate the Supremacy diplomatically, forcing a decision on them at a time of their choosing. Magnate Aris, however, was not known for her prudence. To her way of thinking, the Sarn Supremacists constituted "an evil empire," ideologically opposed to everything the Capellans stood for. The overthrow of the Sarna governments represented more than just freedom for two hapless worlds, more than just the geographical unification of the Capellan state; it would signify the triumph of democratic ideals for centuries to come. [Editor's Note: It would also make the Capellans the single, most powerful military power in the region.]

A CONDESCENDING ULTIMATUM

As fate would have it, shortly before the Capellan Senate was slated to announce whether or not to aid their fellow "freedom fighters" on Palos, a message addressed to Magnate Aris arrived from Premier Chandler of the Sarn Supremacy. In it, the premier alluded to the recent revolts as minor squabbles between family members that would be resolved quickly, and, in a most condescending and dictatorial manner, warned Aris to stay out of Sarna affairs or the Supremacy would teach the Capellans the same lesson they were presently administering to their delinquents at home. Whatever hesitation there was over committing the Hegemony to the defense of the Sarna rebels quickly evaporated.

On February 17, 2305, speaking from the marbled, open-air forum of the Agoropolis in a specially televised evening broadcast, Prime Magnate Paula Aris delivered the most fateful speech of her political career.

There are those in recent days who have argued that the affairs of Palos and Wei do not concern us. After all, it is said, we are no Palosians; after all, it is said, Wei is so far away. To such counsel, I could not disagree more vehemently. To those who say we are not of Palos, let me remind you our cousins are dying this very night in defense of principles we hold dear. What greater bond need we share? Today, I am a Palosian too. To those who say that Wei is so very far away, let me remind you that Sarna is so very much closer. We're coming for you, Premier Chandler, we're coming for you.



At this point, the Capellan Hegemony and the Sarna Supremacy entered into a state of war. Popular patriotism notwithstanding, the euphoria that heralded Paula Aris's pronouncement quickly dissipated in the cold light of the winter days that followed. Because of the Hegemony's multiple geographic divisions, the Capellans would be forced to rely initially upon armed forces from their older,

rimward provinces exclusively, until word could reach the St. Andre garrisons in the coreward territories as well as those in the outlying territories. This, combined with evidence of the Sarns' immediate preparations for war, caused not a few individuals to have second thoughts about the upcoming conflict. Nevertheless, even as the Capellan Military Command (the Strategios) issued its first mobilization orders, it continued to down-play the difficulties, assuring one and all that a rapid strike aimed at the Sarna capital would succeed with even minimal reserves, effectively ending the war almost before it began. In their best military estimation, the war would not, *could* not, possibly last more than four weeks at the outside.

In fact, it lasted four years.

THE CAPELLAN-SUPREMACY WAR

The actual conduct of the four-year Capellan-Supremacy War (2305–2309) can be summarized quickly. In the first phase of the war, February through September 2305, the Capellans made repeated attempts to capture the Supremacy capital of Sarna, all of which were turned back by the unexpectedly heavy planetary defense and the never-before-experienced system of rapid reinforcement employed by the Supremacists. Time and again, Capellan fleet commanders wagered their reputations and the lives of their most seasoned crews to breach strategic defense positions, only to find an endless array of Sarna reserves seemingly conjured up from thin air. On the ground, it was no better. On a dozen border worlds, the qualitatively superior Capellan forces found themselves outmatched by the sheer fanaticism of their opponents. During this time, Palos was re-occupied by Sarna troops after bitter resistance, after which one out of every three males were summarily executed by the victors.

The second phase of the war, October 2305 through May 2306, is generally referred to as the Kluanian Period. During these eight months, the Capellan war effort was hampered by the intervention of Kluanian pirates recently recruited by clandestine Sarna agents. Although lacking the wherewithal to occupy various planets for any length of time, the Kluans skillfully inflicted maximum damage in a minimum time. Repeated attacks against Redfield, Daniels, Lee, Ball, and Highspire succeeded in drawing off vital Capellan reserves at critical points. Again and again during this period, major anti-Sarna operations, all of them strategically sound, were postponed as crack Capellan troopers were diverted to meet renewed threats along their exposed flank. The only positive accomplishment during this period was the successful defense of Wei by the 4th St. Andre Task Group and the blockade of Sarna forces on Palos. Not until contingents from St. Ives and Chesterton (recently allied with Capella) joined in the fray in early 2306 could sufficient numbers be brought to reduce the Kluanian menace. Following a decisive naval victory off Alcyone, the bulk of the Kluanian opposition was caught and crushed en route to Aasia in early April 2306.

[Editor's Note: Following the victory at Alcyone, Capellan intelligence uncovered evidence of covert support of several pirate groups by influential members of House Davion. This marks the first, however unofficial, occasion when anti-Capellan sentiments on the part of House Davion is encountered.]

With their Kluanian problems effectively dealt with, the Capellan High Command next attempted to achieve its desired aims through indirect means. Instead of continuing to hammer, in vain, at the Sarna capital, it envisioned an indirect approach, one that would deprive the Supremacists of their outlying provinces, eventually isolating Sarna to wither and die at the end of dwindling supply reserves. It was at this point that the Capellans made a fatal error.



fourth and final phase of the war. In the end, complete pacification of Sarna territories could be accomplished only through the imposition of draconian measures at home to ensure the necessary men and materiel.

Beginning in November 2307, the first in a series of emergency legislation was railroaded through the Capellan Agoropolis, and for the fifth time in less than three years, clients of the Capellan system teetered on the verge of economic ruin in an effort to meet their obligations. Between December 2307 and September 2308, the Capellans succeeded in occupying no less than seventeen previously held Sarna worlds. Far from being hailed as liberators, however, the Capellans were resisted as the vilest invaders and butchers. Even on so-called "pacified" worlds, rear-area garrisons (especially Free Worlds garrisons) increasingly came under attack by local populations rising up, typically without warning, to massacre entire companies and even whole battalions of troops in the night.

ENTER MARIK

Thinking to hoist the Sarns by their own petard, in the spring of 2306 the Aris government entered into secret negotiations with the recently formed Free Worlds League. In exchange for their promise of support for League territorial claims, the Capellans hoped to add to their numbers sufficient strength to bring the war to a rapid conclusion, thus saving countless lives in the bargain. However strategically sound such efforts might have been, the Capellans pinned their hopes too high on their would-be allies. When, in accordance with the secret Ryerson Conventions, the Free Worlds eventually supplied combat troops to the Capellan service, these troops proved to be little more than newly trained militia. At the same time, the League opened a secondary campaign aimed at retrieving the Wasat and Berenson systems, which proved to be a considerable embarrassment to the Aris government. When the Capellan-Free Worlds forces did succeed in wresting a planet from Sarna control, far from their being hailed as liberators, the opposite effect occurred.

Incidents by the hundreds of civilians killing Capellan soldiers and the resulting calls for replacements to fill the ranks led to the

ARBORIS SECEDES

In December 2308, yet another series of emergency draft and tax legislation set off a city-wide riot in the capital of Arboris, the most coreward holding in the Hegemony. Having already been bled white by debilitating drafts and tax assessments, the Prefecture of Arboris solemnly declared its inability to comply with further requests for assistance in a "foreign, plutocratic war." What was more, in order to save its own people from certain misery and starvation, Arboris was withdrawing from the Capellan Hegemony, effective immediately.



PEOPLES' WAR

It was gettin' so you didn't know who your real enemies were. I mean, the regulars dinna' give us half as much trouble as these damn civvies. Just yesterday in Baker sector, this little tyke, no more'n six or seven, comes in with a basket o'bread she says her mem done baked for us. Hot it was, and smelling so sweet an' fresh-like, and there's this little 'un looking jus' like a picture postcard. O'Shanter's people had the duty that mornin', and there were round two dozen or so checkin' weapons in the barracks when the little dopple walks in. So there they all sat, eatin', sharin' their tea with her, and the littl' un' smilin pretty as you please till the first trooper drops over dead from the striknyne [sic] in the bread. The little 'un runs out in all the confusion and the rest are too far gone to anything but watch their mates a'dyin.

These are the people we're a'posed to be savin'. It was never supposed to be like this, never.

—Lance Corporal Timothy Mackern, 4th Capellan Jaegers, extract from official Court Of Inquiry Proceedings, 2310

Whatever else the Capellans were concerned with at the moment, the Arboris Decision immediately caught their attention. Until now, there had never been any provision for the possible secession of a client world from the Hegemony. To many, the very thought of such an action seemed absurd. However, if the world seceded, it would set a dangerous precedent for other war-weary worlds embittered by heavy losses. Overnight, the Capellan Hegemony might dissolve from within.

Faced with the alternative of preserving the integrity of the Hegemony or that of her own government, Paula Aris quickly chose the former. Within 24 hours of the Arboris Decision reaching Capella, secret orders were dispatched to the commander of the 2nd Andurien Reserve Fleet (accompanied by several large and very heavy chests of Capellan currency) then positioned at Zion for refitting. The Fleet Commander, Admiral Ishidai, was instructed to move immediately against the Arboris system, to occupy the planet's key administrative centers, and to enforce the recent taxation demands by whatever means available for the duration of the Palos crisis.

What next transpired is something no one among the Prime Magnate's most brilliant strategists could have predicted. Choosing the most direct route from Zion to Arboris, Admiral Ishidai found his approach route unexpectedly blocked near Liao by a ragtag flotilla of hastily armed merchant vessels under the command of Emile Falkner Liao, President of the Independent Republic of Liao. Ishidai was quietly informed by President Liao that Arboris had recently applied for, and had been granted, "protectorate status" under the neutrality laws of the Liao Republic. Any attempt to move against the Arborian system would be construed as an act of war to be met by force of arms, then and there.

Whatever else Ishidai may have been, he was not a person burdened with flexibility of mind. Orders were orders and Ishidai was, if not overly intelligent, at least predictable where his duty was concerned. In the resulting two-hour battle, Ishidai gained his only victory of the war, though it was pyrrhic. Goaded into a premature attack, he launched his fleet against the Liao vessels. Once Ishidai's forces were fully committed, Liao's hidden reserves (waiting just beyond sensor range) mauled the impetuous Capellan. In the end, Liao's forces were driven off, but their withdrawal was far from a rout, and Liao was able to return to his homeworld with ten ships in good shape.

Badly stung by this unexpected complication, already behind schedule, and now worried over the presence of so large an enemy force behind him, Admiral Ishidai refused to proceed farther, but instead blockaded the planet Liao with his remaining forces while he himself returned to Capella for new orders.

The failure of Ishidai to subdue the Arboris "traitors" quickly left the Capellans in an awkward situation. Upon learning of Admiral Ishidai's singular failure, the Free Worlds League immediately withdrew from their temporary alliance with the Capellans. Despite recent victories against the Sarns, continued operations against the Supremacy could now be accomplished only at the cost of severe economic hardships. This sobering assessment, coupled with the daily occurrence of anti-government demonstrations reminiscent of 21st century Terra, prompted Aris to realize that bowing out of the situation, at whatever price, was the only option left.



Seizing on a hard-won victory by the Capellan Navy near Sakhalin in April 2309, Prime Magnate Aris concluded an armistice the following month. On December 24, 2309, a representative of the Tikonov Grand Union handed both sides an arbitrated peace settlement, which the rival delegates signed in complete silence. On December 31, 2309, faced with the prospect of impeachment and subsequent inquiries into alleged abuses in office, Prime Magnate Paula Aris took her own life, three weeks after the execution of Admiral Ishidai for failure to perform his duty.

The Capellan-Supremacy War was over.

LOOSENING UP

In the aftermath of the war, a period of political give and take emerged. The most notable changes occurred within the Capellan Hegemony itself. The treaty agreement negotiated with Tikonov's mediation forced Capella to formally disband the Hegemony in favor of a more representative state. Following the death of Paula Aris, a bloodless revolution ousted the remaining elements of the Aris plutocracy in favor of a republican government, henceforth known officially as the Capellan Commonality. Within the new state, anyone could seek public office, and, except in times of dire emergency, some positions (including that of the newly created Prime Minister) could be held by non-nativeborn Capellans. This particular provision for "independent" non-Capellan candidates, originally intended to limit future Capellan militarism, would have far-reaching implications. In attempting to protect the territorial integrity of each regional state, the possibility of pan-Capellan union along democratic lines was effectively destroyed. What emerged two generations later was nothing more than another Successor State with a resurgent Capellan bureaucracy firmly in control.

In other matters, the blockade of Liao had been lifted in April 2309. Though considerable numbers had suffered as a result of the unofficial siege, under the direction of President Liao, stability was quickly restored. Liao secured Arboris as a protectorate, along with his own reputation. In the years that followed the lifting of the blockade, Emile Liao increased both his planet's and his own influence primarily through the accumulation of additional merchant shipping. At the time of his death in 2356, Liao had amassed a merchant marine in excess of a thousand vessels.

In addition to building the shipping empire, Emile Liao also collected several new worlds between 2310 and 2320. Though nominally independent yet fearful of annexation by larger "Big Brother" states, the star systems of Zurich, Aldebaran, Gan Singh, and Genoa all applied to Liao for protectorate status equal to that of Arboris. In 2315, Liao went one step further, formalizing the various arrangements he had made with these systems by creating the Duchy of Liao and appointing himself Duke. In the next two decades, hundreds of other lesser dignitaries and bureaucrats in the major states assumed self-proclaimed nobility. In the years to come, Emile's son, Franco, would use his father's legacy of mercantile nobility to good purpose.

THE CAPELLAN CONFEDERATION

TERRA RESURGENT

It was a sight I wished I'd never lived to see. On the very steps of the Senate forum, the demonstrators had gathered in one gigantic unwashed mob to burn the Commonwealth flag. As the crowd cheered the destruction of our national symbol, someone recognized a local court official standing quietly nearby. Not content with just burning a flag, they laid hands on the poor bugger as I watched in horror. Someone brought up some jars of Zurich syrup and proceeded to douse him, whereupon a bag of chicken feathers was produced from somewhere (the whole thing can only have been planned in advance). The police just stood by while the crowd done him right proper.

So much for democracy in action.

—From Samuel Indara, *Bad Times*, Gato Press, 2355



Matters came to a head when, on September 23, 2314, a splinter group allied with the Liberal party refused a parliamentary order to disband on the grounds that it had advocated the forcible overthrow of the Alliance. The Liberal party immediately came to the aid of their ally, defying the rival Expansionist party. In response, the Alliance President surrounded the Parliament building with armed troops "purely as a defensive measure." Liberal party members interpreted this step as an indication of the Expansionist's intention to impose a military dictatorship. By the new year, Expansionist and Liberal elements of the Alliance military were engaged in full-scale operations against their counterparts on six continents.

At this critical juncture, one military man alone refused to be swayed by party politics. Interpreting his duty to the people of Terra as his first and foremost obligation, Fleet Admiral James McKenna interposed his naval units in orbit about Terra and

POINT OF ORDER

It was quickly clear that the union issue was coming to a deadlock, with only one Senator, Baron Sung, yet to be heard from. Old Sung had no love for the Morag faction, and they returned the lack of affection in spades. Sung was a patriot of the old school, and if he had his way, the bill would pass into law. That the measure, once enacted, would stab at the heart of the Morag's personal finances was just a bit of icing on the cake he no doubt relished with anticipation.

Sung had to be helped to the podium; his legs were no longer up to it. As he stood there, supported on either side by members of his retinue, he surveyed the gallery where the Morags held sway, and laughed a private joke softly to himself.

We never heard the joke that night, or the speech he was about to make, or the vote he was about to cast. Before any of these things could transpire, laser fire raked the speaker's dais. Sung and his aides were cut into pieces. Seconds later, Lord Huan Morag fell from the gallery, his laser still clutched in his left hand, from answering fire from Senatorial Guards.

Senate Minority Leader Barton Morag later summed up events that evening when he spoke to the Action IV News Team:

"We told you the union bill wouldn't pass. As you can see, it didn't."

—From Axel Yurig, *Heroes of Our Time*, Advantage Press, 2357



The history of the 24th century might be described as a period of planetary reconstruction and revitalization. During this period were formed the majority of those interstellar empires that would later comprise the Star League. The 24th century also saw the re-emergence of Terra as a principal actor in interstellar affairs and, most importantly, the consolidation of power into the hands of a few rich and powerful families.

Events, however distantly removed from each other, never occur in a vacuum. At the very time that Capella was facing its worst crisis of the Supremacy War, on Terra, the Alliance Parliament was experiencing its own crisis: a crisis of confidence. During the previous decade, 2296–2309, the inability of the Expansionist and Liberal parties to gain a clear majority in the Alliance Parliament forced a series of improvised coalition governments, none of which lasted more than a year, all despised for their ineffectiveness.

issued an ultimatum, effectively giving both sides 24 hours to stand down. Following the elapse of the time allotted, Admiral McKenna ordered the orbital bombardment of key command centers controlled by rival factions. Following their atomization, McKenna declared the disbanding of the Alliance and established a new state, the Terran Hegemony, with himself as its first Director-General.

The creation of McKenna's new Hegemony was quickly followed by the formation of other interstellar super states: the Federated Suns in 2317, the Draconis Combine in 2319, and the Lyran Commonwealth in 2341. In each instance, a single, powerful family line consolidated sufficient power to reconstruct their society from the ground up. Only in the region of space encompassing fragmented pro- and anti-Capellan states was this process stalled by mutual suspicion and greed.

Many see the period 2316–2339 as one of peaceful interstellar detente. Such detente did not extend toward the minor Capellan zone governments. Indeed, between 2316 and 2335, at McKenna's direction, renewed Terran colonialism absorbed eleven independent star systems in "Capellan space." Likewise, in his efforts to adopt friendly relations with his powerful neighbors, Director-General McKenna repeatedly sided with Davion and Marik claims for territorial "adjustments" at the expense of the Capellan minors. One of the Hegemony's first acts on the interstellar stage was the confirmation of the Free Worlds' possession of Berenson and Wasat, both occupied by the League during the Supremacy War. Similar arrangements were negotiated between McKenna and the Federated Suns with respect to planets in and around the Redfield and Stein's Folly systems. In reaction to this combined expansionism, the Tikonov Grand Union fought a minor war with the Terran Hegemony between 2336 and 2338 over the Chisholm Province; the Terrans were the ultimate victor.

The situation on Capella during this period can be likened to that in the Terran republic of Weimar Germany some 400 years before. Largely perceived as a "foreign" government imposed on an unwilling people by victorious outsiders, the new Commonality government, however democratic in nature, was ironically denounced and despised by native Capellans who for years had held civil pride as one of their highest virtues. Central to the "passive resistance" were remaining members of the Aris family, out of office but not out of politics. Concentrating their efforts in the judicial sphere, Aris appointees to planetary courts continually acted to obstruct, reinterpret, and generally block pro-Commonality legislation whenever possible.

Disgraced in war, Capella had also lost her status as galactic librarian with the re-emergence of Terra and increased access by the major worlds to Terran science and technology. Substantial losses by the Capellan merchant marine in the Supremacy War also meant that the majority of trade between Capellan worlds would now be in non-Capellan carriers, principally those of Liao, Tikonov, or St. Ives. Most disheartening was the refusal of the Terran Hegemony to recognize formally the independent governments of the Capellan zone until the Liao government made formal reparations for Victor Liao's murder of a Terran ambassador. [Editor's Note: At least that was the official version. No doubt the Terrans also hoped for further expansion and annexations in the region.]

President Franco Liao's refusal to bend before Terran pressure and Terra's unwillingness to deal with the Capellan states as equals contributed to a renewed lack of respect for the Commonality government at home. Efforts to prop up the sagging government were generally dismal failures. Often, such efforts were not without their share of violence.

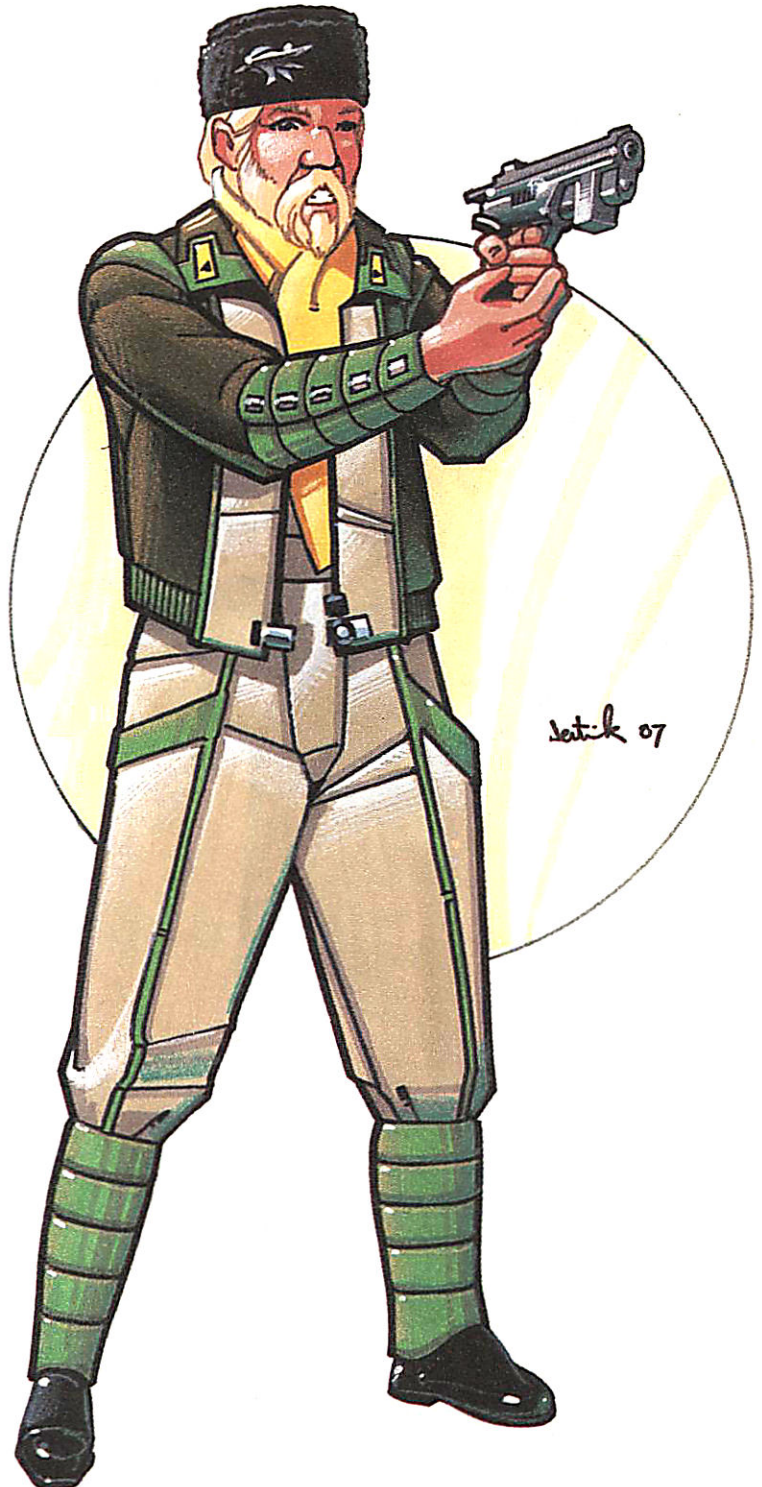
Between 2315 and 2355, no less than twelve separate cabinets were formed in attempts to create a stable Commonality government. By 2360, the message was clear: the Commonality would have to go, just like the Hegemony. The problem was, no one knew exactly what the next alternative should be. No one, that is, except Franco Liao.



19

Lance Commander, The Capellan Hussars

The officer pictured below shows the traditional uniform of the Capellan Hussars. The gold label tabs mark him as a member of the Prefectorate Guard (red tabs for the Red Lancers, blue for Blandford's Grenadiers). The officer holds a Tikonov Mark-IV laser pistol with infrared sights, effective to three hundred yards.



A planetary diem in the Capellan Confederation, this individual is shown wearing her full court ceremonial robes and silver-and-green sash of office. She holds a special datacomm link that doubles as a data storer and emergency communications link with planetary security forces.



20

THE TIKONOV CONNECTION

The question why someone would want to be the ruler of a given world, let alone say 20 or 30, does not always allow for a sensible answer. I mean, just think of the constant perils involved: crimes against the state, fanatical extremists, the unruly populaces, betrayal at court, revolts in the army, invasions by foreign governments, tax riots, pirates, rebellions....

God, I love it so.

—Anton Carinus, 1st Tetrarch of the Tikonov Grand Union, quoted in *Antecedents*, by Luigi Piozzi, Windows Press, 2295

Gengis Khan and so can we!

—Tikonov graffiti, ca. 2170

Before examining the series of events leading directly to the formation of the Capellan Confederation in 2366, it is necessary first to detail briefly the situation as it unfolded between the rival interests of the Federated Suns and the Tikonov Grand Union during the period 2310–2360.

Settled in 2177 by colonists from Central and Eastern Asia, the planet Tikonov was named in honor of the last premier of the Soviet Union, Oleg Tikonov. Largely due to its centralized position along the flow of later colonization efforts, Tikonov quickly became the leader of a vast network of planetary systems working together on a loosely defined cooperative basis. Situated along what would later become the border of the Liao-Kurita-Davion states, the Tikonov Union played a key role in the formation of interstellar policy among these three Houses.

Fiercely independent and territorial, the early Tikonov states and Tikonov's sister league, the Chesterton Trade Worlds, saw the maintenance of a large buffer zone as the best expedient to secure the safety of its member worlds. With such a buffer zone, incursions from neighboring states could be deflected with little harm, and pirate raids and border disputes could be handled with a modest amount of inconvenience. Not surprisingly, the early Tikonov associations ran smack into advanced elements of other provinces, each having the same idea.

Beginning in 2202, a series of sharp clashes along the ill-defined borders of the Tikonov-Chesterton trade zones prompted a series of senatorial decrees granting extraordinary powers to various members of the Tikonov defense forces. These measures resulted in more and more power being granted to certain individuals for longer and longer periods of time. Eventually the Carinus family, founders of the Tikonov Earthwerks, Ltd. industrial complex, came to retain sufficient power to force the reorganization of the infant union into a formal Imperium consisting of three provinces with capitals on Tikonov, Chesterton, and Hamal, each ruled by the Council of Four, the Tikonov Tetrarchy.

During the early 2220s, while the Aris family was consolidating its hold over Capellan politics, the new "Imperial" Tikonov Union conducted a series of minor border wars aimed at expanding its elastic buffer zone at the expense of the weakening Terran Alliance. During this time, the planets Algol, Rio, Mirach, Tybalt, and Ruchbah were occupied with little or no opposition.

By mid-century, the Tikonov Union had evolved into a mature, if somewhat sprawling and uncoordinated, state on par with the Sarna Supremacy and the Capellan Co-Prosperity League. This position of importance, however, was not without its problems. Throughout the 23rd century, disruptions occurred along the border between the Tikonov-Marlette Association spheres of influence. As each succeeding influx of colonists found the choicest territories already claimed, disputes over who would own what erupted with frightening regularity. On more than one occasion, entire colonies were uprooted, often at gunpoint, by their technologically superior successors. Those driven from their homes turned in desperation to brigandage or, in turn, displaced colonists on other worlds.

By 2300, both sides claimed numerous independent worlds. In the end, the Marlette Association reacted to the problem first, occupying the principal worlds of Mirach, Mira, Mesartim, and Almach between 2302 and 2306. [Editor's Note: It is this continued problem over the displaced border worlds that kept the Union out of the Capellan-Supremacy War. Had Marlette not acted to occupy these primary systems, several of the Tikonov Tetrarchs were prepared to side with the Capellan Hegemony against Sarna in anticipation of future conflict. Had this occurred, the entire history of the Capellan Zone would have been radically different.]

The Tikonovs were having difficulties closer to home as well. The problem lay with the manner in which the ruling Tetrarchs chose their hereditary successors. Typically, each Tetrarch was empowered to name any member of his immediate family. By 2307, however, Tetrarch Anton Carinus was in trouble. His young wife and their first baby died in childbirth, and Carinus never remarried. Now 74, Carinus and his government faced the unpleasant prospect of a vacancy in the Tetrarchy, and with it the threat of civil war. His solution was both bold and elegant in its simplicity. Carinus decided to select the ablest person he could find, officially adopt him as a member of his family, and make him co-ruler.

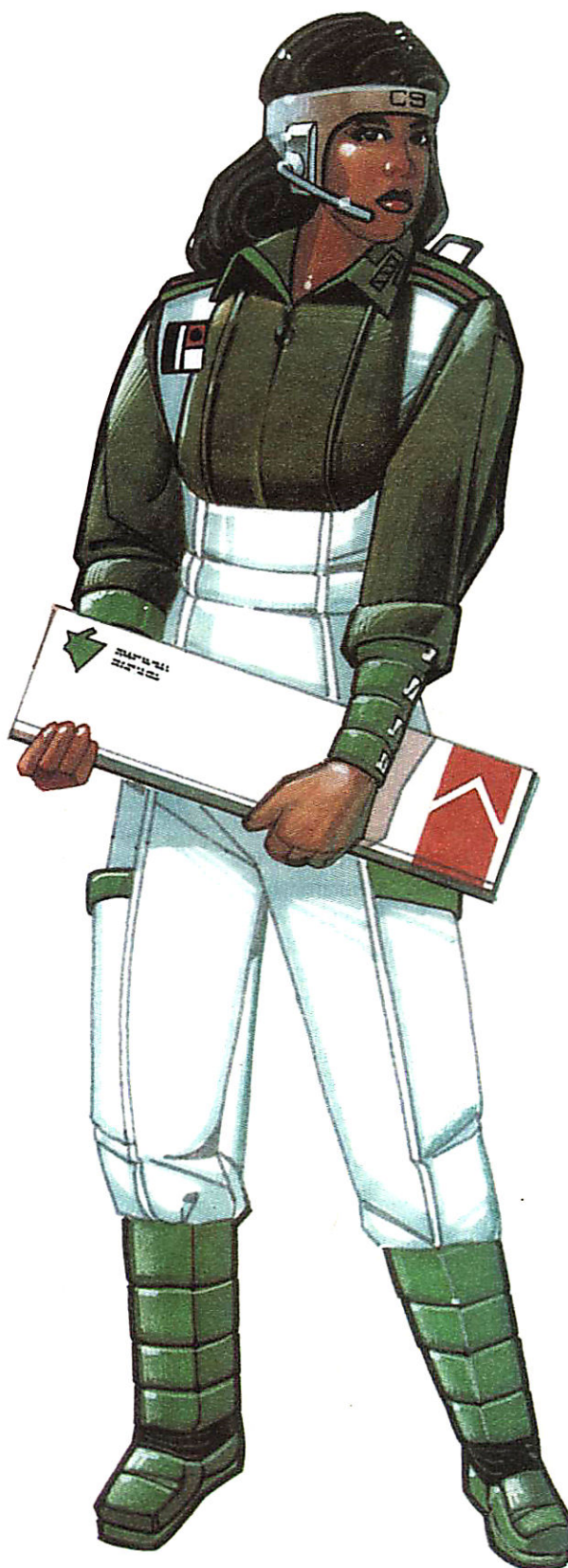
In the end, Carinus chose Diana Chinn, a general in the 3rd Tikonov Border Guards. She was an outspoken beauty noted for her strong anti-Davion sentiments. (Another, less flattering explanation for Carinus's selecting Diana was her mediocrity as a field commander. Carinus needed a general to do his fighting for him, but not one so expert as to threaten him directly.)

Having successfully campaigned along the Marlette border against brigand groups for over a decade, Diana Chinn was ideal for what Carinus had in mind next. Hoping to solve two problems at once, Carinus, a week after Diana's formal adoption and Tetrarchial confirmation, ordered his new daughter to assemble her veteran border forces for an ambitious gamble against the Marlette Association. [Editor's Note: Secret "contributions" from the Sarna Supremacy greatly helped Carinus finance his private little war against the Marlettes and kept the Union out of the Capellan War.]



21

This illustration shows the standard service uniform of the Capellan Navy. The badge worn on the right shoulder is an environmental status monitor, especially useful around reactor control areas. Special color codes on the individual's communications headband indicate her general area of shipboard assignment.



DIANA'S WAR

Diana's infantry and armored regiments crossed the recognized borders of the Tikonov Union on October 11, 2308 and moved rapidly rimward toward Almach. The Almach area had long been a bone of contention between the Tikonovs and the Marlettes, with both sides adapting to the presence of the other as best they could. On the borders of the Almach system, a scratch force of militia, backed by a few seasoned regulars, briefly contested local space, but the intruders defeated them. Diana encountered further resistance as she drove her troops onto Almach proper, but superior numbers and the element of surprise held the day. Almach was occupied in late November 2308, followed by Mesartim in late December, and Halloran V early in the new year.

The swift advance of Diana's Voltigeur (Borderer) regiments was aided by problems in the Marlette Association's command structure. From the beginning of the campaign, individual jealousies and petty bickering among the local Marlette general staff hampered the coordination of reserves. As Diana's victories mounted, so too did the level of passive resistance among fellow officers in the Marlette camp. Information gained from a prisoner taken after the fall of Mesartim confirmed that, by this time, there were no communications between Marlette commanding generals Thorn and Halsen, except in writing. Under such conditions, a coordinated defense was virtually impossible.

Pausing briefly to replenish supplies, Diana next launched her expeditionary force, now six regiments strong, against the Marlette stronghold of Mira. Hastily reinforced by Marlette reserves and fortified against pirates, the trade center held out for 16 weeks until an assault led by General Chinn in person carried the capital and, in the process, killed the local Marlette commandant.

THE GENERAL WAITS

In her quarters following the final battle for the factory complexes, General Chinn had the table laid out ready to receive her command staff as soon as they reported in. She sat down to the meal alone and waited in silence for the first of her comrades to arrive. As time went on, I noticed that whenever the door to her tent opened, admitting a page or orderly, the General would glance at it eagerly, as if through some magical means her anticipation would make her officers appear. In the end, she waited for over two hours and, her meal still uneaten, retired for the night. That evening, the general slept on a wood pallet on the ground outside; an officer of the 3rd Grenadiers was busy dying in the general's bed.

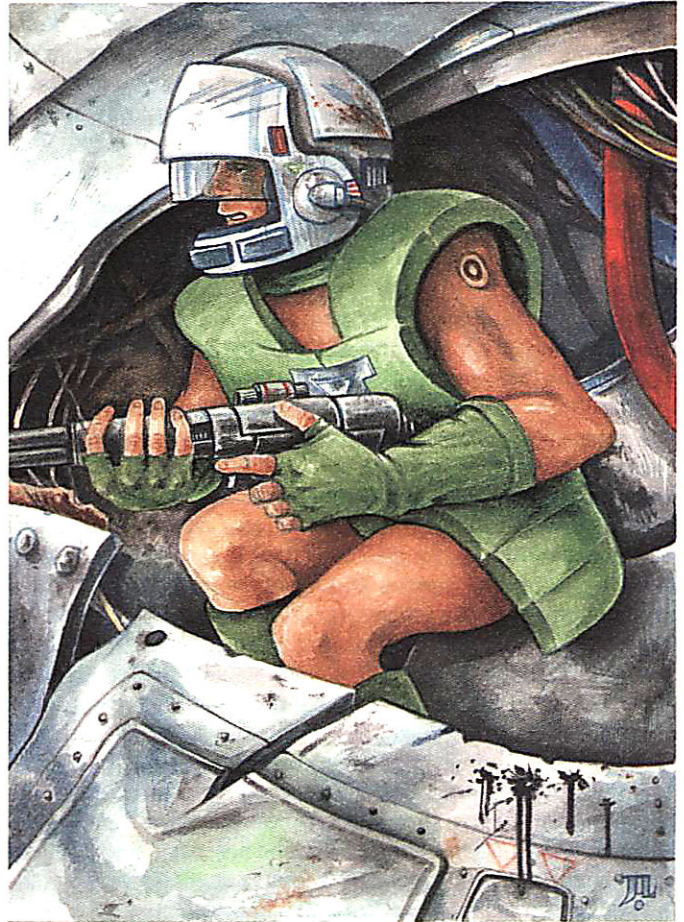
—From *Diana's War*, by Person Smiyth, Yerling Press, 2340

With lightning strikes, Diana's commanders succeeded in capturing seven other Marlette strongholds in four weeks before the Tikonov campaign suddenly halted in its tracks. In mid-May 2309, Diana Chinn died under mysterious circumstances. One account of her demise says she was struck by an illness that defied the best efforts of her medical staff. Another account has Diana poisoned by Marlette agents. Another suggests that Diana's command post was struck by lightning. [Editor's Note: The lightning bolt responsible might well have been milled in a Tikonov munitions factory.] In any case, Diana's death caused immediate widespread confusion and alarm.



22

With Carinus's general and co-ruler dead, the rationale for continued conquest suddenly seemed ill-advised. In an atmosphere charged with suspicion among the higher ranks and among soldiers known for their superstitiousness, the idea of a genuine "accidental death" proved too much to swallow. Soon after Diana's death, the Tikonov Expeditionary Force withdrew from Mira, content to garrison those worlds already occupied. No formal peace with the Marlette Association was ever made.



FRIENDS AND OTHER ENEMIES

In the years following Diana Chinn's successful campaign, the Tikonov Union gradually became a study in bureaucratic ineptitude. Not that the Union and its peoples were not prosperous. If anything, the Union was in many ways the most prosperous of the Capellan states. In 2309, the Union was certainly strong enough to arbitrate an end to the Capellan-Supremacy War, and to bring to a close Paula Aris's political career.

For all this outward show of strength, internally the union had serious difficulties. The death of Diana Chinn in 2309 was followed by the death of Tetrarch Carinus in January 2310. For over a year, the remaining three Tetrarchs beat off attempts to dissolve the Council of Four in favor of a less centralized form of government. In the end, the Tetrarchs won, not through the nomination of a new successor to Carinus but through the creation of new governmental departments to handle state affairs. This rule-by-committee alternative soon created a veritable Byzantine labyrinth of bureaucratic red tape and mass government confusion.

At the same time, the remaining Tetrarchs, for all their political savvy, lacked a basic understanding of interstellar economics. Having ostensibly beaten back the Marlette menace to its border, the Tetrarchs honestly believed the good times would last forever. Starting in 2312, each competed in the construction of ornate palaces, government buildings, and public work projects on a dozen different worlds. In the "bullishness" of the times, no one seemed to notice that they had touched off a rise in prices (due to inflated wages), eventually leading to Union-wide inflation. The Tetrarchs sought to solve the "temporary difficulties" by commissioning more and more projects—with predictable results. By 2330, it was too late. The rising cost of food and basic necessities, and rising unemployment, produced a general atmosphere of hostility and distrust. Half-hearted efforts at economic reform did nothing to improve matters.

In a civilization accustomed to fixed prices, uncontrolled inflation on a planetary scale was profoundly disturbing. The Tetrarchy suffered a general loss of confidence. More importantly, their subjects lost their life savings literally overnight, as the value of their hard-earned money plummeted. By 2344, the situation was out of control and spilling over the Union's borders. In 2345, The Duchy of Liao refused to deal further in the Union currency of diosins, and soon after, the state-controlled companies of the Sarna Supremacy began to feel the effects.

Between 2336 and 2351, the Tikonov Union suffered no less than 300 riots of sufficient size to warrant the use of troops. The growing ferocity of these disruptions (the food riots were the worst) required the increasingly frequent relocation of "line" regiments from the borders. Under these mounting pressures, the Tikonov armed forces lost what little effectiveness they once had.



Never one to ignore the military weakness of a neighbor, the Sarna Supremacy, already repeatedly stung by economic problems of their own, decided in 2351 to remove the growing "Tikonov Problem" by removing the Tikonov Union. Hitherto content to bicker with the Free Worlds League over the fate of the Asuncion system, Premier Quinn ordered elements of the 141st and 173rd

Sarna Shock Brigades across the Tikonov border to occupy Algol and Slocum, "as guarantee of payments due" [Translation: Hostages]. Thus began two years (2351–2352) notable only in their savagery and uncompromising mercilessness.

FEELING THE PINCH

I tried to go to work today. The transport was late. Someone had bombed the controller's post last night, and they were still getting things sorted out. Turned out it really didn't matter, though. When I got to work, the factory gates were shut. The whole plant was shut tight. They said they didn't have enough power to stay open more than two days a week now and would I please come back next week. They said there wasn't enough power because there wasn't enough coal and there wasn't enough coal because the miners are out on strike.

I tried stopping by the grocery before heading back. No one's making deliveries anymore, and there's a shortage of paper bags, and so all I carry home is what I can hold in my hands. Halfway home the transport was grounded—someone hit the power grid—and so I end up walking the last two miles with a can of beans and a tube of toothpaste. So much for dinner. Something's gotta give.

—Anonymous factory technician, New Leningrad, Tikonov, quoted in "People Feel the Pinch," article in Tikonov *Herald-Examiner*, October 25, 2343

EVERY MAN FOR HIMSELF

My Dear Tabatha,

I have recently obtained information (at no little expense, mind you) that the day after tomorrow the government will announce a Union-wide recall of our present currency. This action is being taken as the only viable means of dealing with the increasing resourcefulness of local counterfeiters. What this means is that in two days' time, all our redbacks will be totally worthless!

Therefore, hurry and spend every cent you have—buy up everything you can lay your hands on, never mind the price. Enclosed is my access password to my personal savings account. Do the same for me, I beg of you. Only just remember what belongs to whom! If you try to cheat me, so help me I'll see to it that your house is targeted for rocket practice!

Give my best to papa. Tell him I hope to be home for the holidays next week, mother. Till then take care.

—Private communication from Conrad Seng, November 17, 2332

With more and more troops reassigned as permanent garrison units, frontier planets and their populations increasingly suffered attacks by a variety of anti-Union elements. In 2344, Federated Suns forces succeeded in recapturing Mira, Conway (Mesartim), and Michelet (Almach), the last without a single shot being fired. The following year, by signing the Acala Pact, a mutual nonaggressive pact with House Davion, the Tetrarchs all but admitted their inability to deal with foreign invaders. Six months later, the Almach Accord officially recognized Davion control over the Chesterton worlds.

In November 2352, Capellan Prime Minister Sarah Palmer arranged a temporary cease-fire. Conscious of her inability to intervene directly in the Tikonov-Sarna conflict, Palmer nevertheless arranged for negotiations between the belligerents to be conducted through the neutral auspices of the St. Ives government. The ferocity of the war had left its mark, however, and the subsequent peace talks, which lasted well into the mid-50s, did little other than to point out the deep-set animosities between the two states.

Bearing in mind the provision allowing non-Capellans to run for Capellan Commonwealth offices, both the Tikonovs and the Sarns turned their efforts toward winning the Capellan general election in 2356. In so doing, each side hoped to maneuver the Capellans into siding with its cause and forcing the opponent's eventual capitulation.

[Editor's Note: It is hard to imagine today how it would be possible for any people to vote for, let alone officially recognize, a "foreign" power's candidate to the highest political offices in the land. It is important to remember the contemporary feelings the average Capellan had toward the Commonality. The Commonality from the first was universally despised as an unnatural state of affairs, to be modified or abandoned at the earliest opportunity. To this end, even the election of a "foreigner" with ties to an established order outside the Commonality seemed more reasonable and understandable than the continuation of life under an "artificial" government.]

In the Capellan elections of 2356, the Tikonov candidate for Prime Minister, Sir Curtis Ling, narrowly defeated Sarah Palmer. Premier Quinn immediately dismissed the results as invalid, claiming election fraud by the Tikonovs. An unprecedented second election, held early in 2357, produced a marginal victory for the Sarna candidate, with the Tikonov Union, as expected, crying foul. In the end, neither candidate assumed office. In May 2357, the Secretary-General of Sian nominated corporate magnate Julian Dux as temporary head of a Capellan caretaker government. Both the Sian and St. Ives governments quietly asserted their intention to use force if need be to enforce the Sian decision.



[Editor's Note: Official Davion sources to this day deny any responsibility for Bell's missing persons. Davion officials assert that the commander on the scene had orders to engage in a spoiling action only, prior to a more concentrated attack along the Heligoland-Tsingtao sector. This campaign, however, never developed, as events near Mallory's World at the time prompted the redeployment of troops to that sensitive region. The fate of Bell's populace remains a mystery.]

The Bell mystery compounded an already worsening political situation, forcing Prime Minister Dux's resignation in 2358. In his place, the grassroots "Capella For Capellans" movement propelled the St. Andre electronics wizard Seluk Tucas into office in Dux's place.

TENG'S "CEASE FIRE"

Having learned that a number of locals had murdered several Union scouts prior to the assault, General Teng was determined to exact his pound of flesh. Teng was a combination traditionalist and eccentric. In this age of modern, mechanized warfare, he made it a point of commanding whenever possible from horseback. On this occasion, Teng ordered the guards to round up the populace, about 3,000 of them, and march them out of the city. Once they were surrounded, he ordered the troops to open fire, directing their fire indiscriminately into the huddled masses of unarmed human beings. As children died beside their parents and entire families alongside their neighbors, Teng swore the firing should not stop until the blood reached his horse's knees. As providence would have it, moments later Teng's horse stumbled and fell, his knees touching the ground. (This fall was not so surprising when you consider Teng weighed over 300 pounds.) The superstitious troopers took it for an omen that enough was enough, and the firing died away while Teng was helped to the rear area.

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

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

TUCAS TAKES OVER

Tucas was both an opportunist and a political realist. He set about quickly to consolidate his own position, at the same time taking radical measures to reunify the various Capellan states against a common foe. Beginning with the Sarns, Tucas's first act as Prime Minister was to suspend the ongoing negotiations on St. Ives and declare himself the new, official arbiter of the Sarna-Tikonov dispute. Tucas next announced his decision in favor of the Sarns, requiring the Tikonovs to relinquish control of Azha, Slocum, and Algol (admittedly less than the Sarns had originally demanded) or face a combined Capellan-Sarna renewal of hostilities. Next, to salve the Union's wounds, Tucas concluded the secret Hessen Conventions (signed at New Hessen, hence the name), vowing to compensate the Tetrarchy by his pledge of Capellan support in a new anti-Davion campaign to begin no later than 2365.

On the home front, Tucas revised the old Commonality political framework, abolishing the appointment of military commanders by the Capellan Senate and reserving that privilege to himself. Tucas was careful to select commanders with a strong sense of Capellan patriotism; their patriotism was aided, no doubt, by extensive grants of "state" territory in the regions they were assigned. In this, Tucas reasoned quite correctly, that, politics aside, a commander in the field would fight harder and longer when he knew his own properties were at stake. Tucas also introduced a new governmental agency, the Compaigne, to facilitate the raising of revenues by whatever imaginative means possible short of direct taxation.

PER ARDUA AD VALOREM

Concerning the inventiveness of Tucas's little tax agency, the Compaigne, there is a popular story of the noblewoman from Kansu who wished to end an unhappy marriage, being browbeaten by a husband who refused a divorce and by a mother-in-law who threatened to take back the wedding presents. In desperation, the woman appealed to Prime Minister Tucas, who sent her along to the director of the Compaigne. After hearing her out, the director ruled in the woman's favor. She was free to divorce her husband should she wish and could keep her expensive wedding presents, if only to enable her to pay the substantial divorce tax the director had just then decided should be implemented immediately.

—Note by Adal Corvin, Project Leader, House Liao Documentation Program, ComStar

In the summer of 2357, the Capellan situation and the stalemated Sarna-Tikonov conflict were temporarily set aside in order to meet a new and potentially more dangerous threat. In July 2357, Reynard Davion renounced the previous Acala Pact with the Tikonov Union. Demanding the immediate transfer of Chesterton as well as Bell and Highspire from the Sarns, Reynard threatened the use of atomic weapons to enforce his claims.

It is uncertain whether Reynard had actual possession of such weapons, and if he did, whether he intended to use them. The threat, however, was enough to send shock and fear throughout the various capital worlds in the Capellan zone. While debates raged into autumn, Reynard Davion occupied Bell in September of 2357, the local Sarna garrison being overwhelmed by sheer numbers. When a combined Tikonov-Sarna-Capellan relief force arrived in January the following year, no sign of the Davion forces, the original Sarna garrison, or the civilian population was found. Though a three-month, planet-wide and later system-wide search was instituted, no clue to the whereabouts of the 15,000 inhabitants of Bell was ever uncovered.

In an effort to dispel the uncertainties surrounding his own succession, in 2361, Tucas maneuvered the Capellan Senate into extending his own term of office (due to expire the next year) until 2368. At home, he secured his position by concluding a successful marriage between his daughter Caroline, and Franco, the Duke of Liao. In doing so, Tucas not only gained the backing of Liao's immense shipping empire, but the security of a safe haven should his future plans go awry. For his part, Franco Liao obtained a stunningly beautiful and devoted wife, along with important political ties that he would use to his advantage in the months to come.



25

Reynard Davion received advance warning of the Capellans' intentions. [Editor's Note: All evidence here points to the Sarna Premiere, Alexi Nimzovich.] Davion committed eight crack regiments to the defense of Lee, far in excess of troop strength thought to be on hand. When the allied forces landed, they were quickly surrounded and cut to pieces by superior numbers and superior mechanized equipment. Following a two-day battle, fewer than two ad hoc companies of battered infantry and armor managed to escape the final onslaught.

THE ARIS CRISIS

I'd make a pact with the Devil herself if only I could straighten this mess out to my advantage. Of course, the devil would have to promise me 30 seats in the Senate and two battalions of jump troops before I'd let her make an appointment.

—Franco Liao, quoted in *The Greats*, by Patrick Peng, Hazard House, 2401

With his back secured, Tucas determined next to even the score with House Davion. In March 2363, in accordance with the secret Hessen Conventions, the Tikonov Union renounced the Acala and Almach Accords and demanded the return of all Chesterton province worlds currently occupied by Davion forces. Immediately thereafter, Prime Minister Tucas announced his government's support for the Tikonov claims while recalling his ambassador from New Avalon. The latter had been on station, unannounced, and unable since 2360 to have his credentials presented officially. Tucas further upped the ante by demanding House Davion transfer control of the Lee system to "traditional" Capellan control.

In May 2363, en route home, the Capellan ambassador's liner was mysteriously destroyed with no survivors. Though unable to lay the death of his ambassador at Davion's doorstep, Prime Minister Tucas used this tragic incident as a pretext for a general mobilization. By the end of the year, a combined Tikonov-Capellan-St. Ives expeditionary force was launched against Lee, the first step in a larger anti-Davion crusade.

The Lee expedition marks the highwater point of the Capellan Commonality, the political zenith of Seluk Tucas's career, and the swansong of the Capellan infantry. Among the units earmarked for the invasion of Lee were the cream of the Hegemony's armed forces, the most noteworthy of which were those of Morcock's Rangers, Seneca's Fusiliers, the 1st and 3rd Tikonov Lancers, the Capellan Reserve Cavalry, the Seluk's Principia, and the Prime Minister's personal household guards. Only a handful of these would survive the contest.

NIGHT SHIFT

Tucas's private council sessions often begin at nine at night; until then, Tucas is busy with the affairs of the day. Once begun, they generally last until four or five in the morning. Tucas's advisors invariably fall asleep. The Commonality Director for Defense has the loudest snore of all. At such times, the Prime Minister invariably reacts by kicking the chair from under the sleeping official, exclaiming, "Do keep awake, gentlemen. It's only three in the morning. Try and earn your salaries for a change."

—Fulton Cate, Director of the Interior, 2360, quoted in *Extracts and Recollections*, Ernest Carey, ed., Capellan Institute Press, 2780



DEBACLE ON LEE

Within two hours of setting down on the planet, we were attacked by hordes of enemy fighter craft that we'd been told not to worry about. While the intelligence boys were trying to figure that one out, our C&C [command and communications] center was hit by Davion commandos, killing everyone inside. With the top brass out of the way, everything after that just went from bad to worse.

Around midday, a battalion of St. Ives armor got themselves cornered by Davion mechanized infantry in a box canyon. While we tried to relieve them, special Davion rocket-armed tank-killer teams worked their way with our comrades all afternoon.

Night brought little relief from the troubles of the day. Davion had taken time to have every inch of the plateau we were regrouping on registered for artillery fire. Round about 1 AM they started pouring it on, zeroed in by spotters with infrared gear.

We never had a chance.

—Testimony of Brevet 2nd Lieutenant Anthony Wayne Ott, official Court of Inquiry investigating the Lee campaign, March, 2365

TUCAS IS REMOVED

The disaster on Lee produced serious repercussions for all concerned. Pinning the ultimate responsibility for the debacle on Tucas's grandiose schemes of domination, Tucas's primary opponent in the Senate, Warren Aris (grandson of the late Paula Aris), demanded Tucas's immediate resignation. In the months that followed, the St. Ives Association was forced to stand helplessly by as, one by one, seven star systems, including Atlas and Safe Port, were grabbed up by advancing Davion units. In the northern sectors, the Tikonovs held their own against renewed Davion probes, but by early 2364, Tikonov itself came under attack for the first time in its history.

This illustration depicts a Capellan security control agent from one of the Capellan Reserve Cavalry units, which are typically used on special security details. In lieu of a standard military sidearm, the trooper employs a high-voltage stun baton, more than effective against unarmed civilians.



In the face of mounting opposition at home, Prime Minister Tucas called for a general election in February 2365. The number of demonstrations was growing, and Tucas's home was bombed the night before the election—there were no survivors. Thus ended the life of one of Capella's most dramatic leaders and statesmen.

With the death of Prime Minister Tucas, control of the Commonality now rested with the winner of the general election. The most logical candidate was Tucas's old opponent, Warren Aris, head of the largest weapons production complex in Capellan space. Aris's vision of his own administration was one in which Capella's commercial empire under the old Hegemony would be reborn at the expense of both the Free Worlds League and the Federated Suns. It is precisely this threat of renewed Capellan militarism that prompted concerned elements within the League and the Suns to see to it that Aris, one way or the other, would never be elected.

The election results showed that, contrary to all expectations, Warren Aris was not the next Prime Minister of the Capellan Commonality. Having secretly received support from League and the Suns backers, the Sian candidate, Frederick Loo, and Sarna candidate, Melissa Wedgewood, garnered sufficient votes to prevent Aris's gaining a clear majority of the popular tally. A recount was ordered at Aris's behest, amid charges and counter-charges of fraud and vote-fixing, but the lid blew off the Capellan pressure cooker when an agent for House Davion was discovered delivering large sums of currency to one of Wedgewood's aides.

Faced with a deadlocked election, the Capellan Senate ordered new elections for the spring of 2366. This time, fewer than five percent of all native Capellans bothered to go to the polls. The message was clear: democracy in the Commonality, for all practical purposes, was dead.

In this atmosphere of general fear and distrust, news arrived in June of Reynard Davion's plans to dispatch a special "peace-keeping" force to occupy Capella until a "suitable governing body" could be duly elected. Several of the units earmarked for the mission were veterans of the Lee campaign two years before, and so there was little doubt in the minds of Capellans just what a "suitable governing body" would mean.

In July, a convention of representatives from all the Capellan states met at St. Andre in an attempt to work out a rapid solution to their growing difficulties. The delegate for the Independent Worlds, Duke Franco Liao, arrived to propose nothing less than the temporary abolition of the Capellan Commonality. In his monumental Statement of Pan-Capellan Unity, Franco argued, "Remove the Commonality, and in one stroke you remove the bone of contention from within and the excuse for foreign intervention from without." To ensure the safety of all concerned, Liao proposed in place of the Commonality a new amalgamation of all the Capellan states into one powerful Pan-Capellan union.

Aris demanded Liao's immediate arrest as a would-be dictator. Franco Liao countered by flatly stating he would use his massive commercial fleets to impose an immediate trade embargo with any world that backed the Aris faction. Faced with the threat of dictatorship or starvation, the remaining delegates began to listen attentively to Franco's "temporary" proposals.



27

A TIGER BY THE TAIL

I am not as other men. I alone, because of my position, know what true government is. I am persuaded that no one save me could govern the Capellan people at this time. Were I to die, it would be a great misfortune. Does that sound ridiculous? Remember, power is never ridiculous.

I shall never permit anyone to insult me by treating me as if I were nothing but mere President.

—Franco Liao, letter to General Hurn, 2369, reprinted in *Extracts and Recollections*, Ernest Carey, ed., Capellan Institute Press, 2780

From the outset, the newly designated Chancellor Liao understood that if his new creation were to avoid dying in its infancy, he would have to act quickly. Within seconds of proclaiming himself Chancellor, Franco Liao offered the post of Deputy-Chancellor to Warren Aris. When Aris refused, Liao immediately ordered Aris's arrest as "disturber of the Confederation's peace." Not one individual present lifted a finger in Aris's defense. The following day, Chancellor Liao nominated ten new military commanders (two from each new "commonality," as the individual states were now called). To each of these, Liao accorded sweeping authority within their respective districts, as well as sizeable portions of "state properties" apportioned from the Aris family's previous holdings. Following these appointments, Franco Liao created a new advisory council, the House of Scions, with nominations to this new Confederation nobility for all the original St. Ives delegates and their families. In return, the newly ennobled peerage unanimously elected Duchess Caroline Liao their first President of the House.

CAROLINE CALLS THE QUESTION

As the quarrel continued into the night, it became evident that few present cared to support the Aris faction's continued claims to Capellan rule, but none could openly come to cast their lot with Liao's bold new order. With time running out and the convention on the verge of breaking up, the day was won (literally at the eleventh hour) by Franco's beautiful wife, Caroline.

With a theatrical flourish none would have suspected, Duchess Liao, so far silent at the proceedings, strode angrily to the dais where her husband was haranguing the crowd. Seizing the Duke's ceremonial sword in her hand, she drew it forth, and, to everyone's surprise pointed the tip of the Aldebaran blade at her husband's chest.

"We have all heard enough this night," she proclaimed. "The time is come for us to act and act quickly. To those of you who fear the threat of dictatorship, to you I swear I will run my husband through should he ever dare to threaten your freedoms. If need be, I shall demonstrate the truth of my words here and now."

The sight of Caroline Liao, clasping the Duke's sword tightly in both hands and ready to sacrifice both their lives if need be, had its desired effect. Before delegate Aris could take her up on her offer, a unanimous (save one) voice vote from those assembled carried the day for Franco Liao. Subject to ratification by their respective governments within 400 standard days, Franco Liao was granted emergency powers to deal as he saw fit with the "Aris Crisis."

Upon hearing this declaration, Franco immediately declared himself the new Prime Minister of the Capellan Commonality with the emergency powers that implied. Next, Franco declared the Commonality abolished. In its place would be the Capellan Confederation, composed of the Tikonov (including the Chisholm Protectorate), Sarna, Sian, and St. Ives governments and territories. Lastly, Franco nominated himself the first Chancellor of the newly designated Confederation, and was duly confirmed in office by a voice vote of 14 to one. Thus, after two years of faction fights, strikes, and social upheavals, the Aris Crisis—and with it the Capellan Commonality—was eliminated inside of two minutes.

CAPELLAN ENTREPRENEURS

There was one Lance Corporal from the Cheaveau-Legers back on Lopez, who one day up and decided he had had enough of the constant ebb and flow and decided he was hereafter going to live in a bit of luxury for a change. He gets up a bunch of like-thinking chums and a few deserters here and there, and occupies an old villa on Hill 504A. Next thing we hear his fold are looting right and left, stripping the locals of anything and everything they can lay their hands on. Word gets round these entrepreneurs have carried off some of the locals as well, and the next thing you know the combined scum of both armies are joining up in "Colonel Beerbelly's regiment."

This goes on and on till one day, a pair from Beerbelly's regiment are out chasing a flock of sheep when they come upon a patrol of Highlanders from Kearny's 2nd. Each side is as much surprised about the situation as the other, but Kearny's boys were farmers, you see, and, besides, being highlanders they knew the real value of good head o'sheep. The bunch start blatin' away at each other, and the Kearny's get the best of it. Hearing his chums in trouble, Beerbelly rounds up his people—some 300 strong by now—and out they charge, right into a rolling barrage the highlanders had waiting for them.

The 2nd Kearny later occupied the mission and dispatched Beerbelly himself, after diggin' him out of a pile of empty wine bottles. It took the Highlanders three weeks after to redistribute to their rightful owners everything they found, minus a small percentage for "handling charges," don't you know.

Thus ended one of the last and best examples of the Capellan free enterprise system I ever heard tell of.

—Major Victor LeGrand, Marion Highlanders, excerpt from interview with Morris MacCuthcheon, on *This Might Be Your Life*, Capellan Broadcasting Co., January 15, 2371

In July of '67, Franco found his new capital in turmoil. Davion "peace-keepers" were less than a parsec away. Franco hurriedly assembled elite elements of units from each of the Commonalities. At the same time, he opened discussions with the Davion commander, apprising him of the new turn of events and suggesting formal negotiations be resumed on New Avalon. Time was not something Franco had in abundance, but his delaying tactics were sufficient to gain him a precious fortnight before the Davion Commander broke off negotiations.



HELL ON CAPELLA PRIME

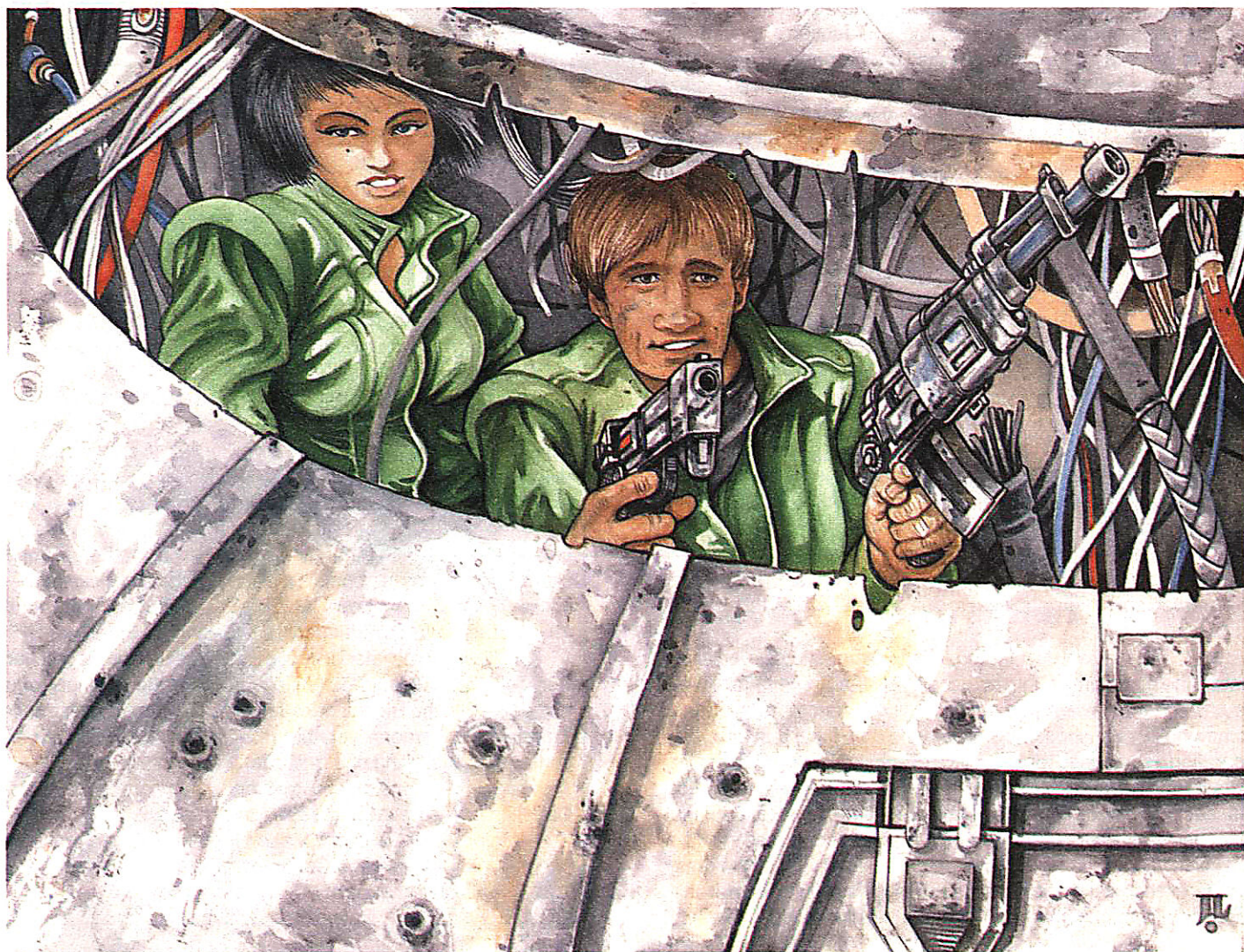
Davion peace-keepers occupied Capella without opposition in mid-August 2367, scant hours after the departure of Chancellor Liao and his wife. Invading commanders were puzzled at finding the capital practically deserted by its citizens. That did not stop the 1st and 5th Victoria Lancers from setting up shop, preparing for a long stay. Plans for an extended occupation were cut short the following day, however, when combined elements of the Sarna and St. Ives navies, backed by hastily armed merchantmen from Franco's own commercial fleets, suddenly vectored into orbit above the Davion flotilla. In a seven-hour engagement, the newly constituted Confederation Navy destroyed the transports and supply ships of the Davion peace-keepers, establishing themselves in complete control of the Capellan skies. Having deprived the invaders of their way home, Chancellor Liao next ordered the unconditional surrender of Davion occupation forces.

Refusing to believe that Liao would ever order the destruction of his own capital, the Davions declined to surrender. Two minutes after the ultimatum expired, Chancellor Liao ordered an all-out laser and missile barrage of Capella Prime, and with it the annihilation of three hand-picked Davion regiments (the 3rd Aragon Lancers, the Findas Motorized Infantry, and the Illisen Commandos), along with more than 2,000 Capellan citizens still in the city. In this way did Franco Liao avenge, in part, the disaster at Lee.

Thereafter, the Capellan capital was moved to Sian, where it has remained ever since. Subsequently, a black-edged border was added to the official Confederation triangle, commemorating the sacrifice of the Capellans who died under their own navy's guns that day. It is interesting to note that the Davion regiments lost on Capella that day have never been reformed.

LIAO AGAINST MARIK

Despite this historic victory, Franco Liao was less than successful where House Marik was concerned. Acting on the Davions' cue, the Free Worlds League in 2366 began a steady, calculated occupation of select Confederation worlds along their common border; they intended to use these worlds as a bargaining chip in any final settlement of the Capellan situation by the



Davions. Even as Franco rained death upon his own people, Marik troops were successfully taking possession of Berenson and Zion. Over the next several years, Shiro, Andurien, and Hassad would likewise be lost to Marik forces in a dozen isolated campaigns. These important water worlds would be fought over again and again in the next decade, changing hands numerous times in any given year.

In his defense, it must be admitted that Franco Liao never claimed to be a military genius. In those early days, Franco willingly traded space for time, time desperately needed to consolidate power and get the divergent peoples under his control to accept the idea of a unified Capellan Confederation. While hard campaigning, promises and deals-behind-closed doors eventually won Franco the ratification of his Unity Statement, the years 2367–2368 were not without their failures and disappointments.

A CHALLENGE FROM THE SHENG

Not everyone was pleased with the prospect of a new Liao-dominated order. Many of the old Tikonov nobility (the Sheng, as they were known), openly questioned whether the adoption of Franco's Articles of Confederation meant a certain end to the privileges they had enjoyed for centuries. Many sought to protect their ancient prerogatives by raising private armies of their own. Busy as he was with more pressing matters, Franco turned a blind eye at first to these openly hostile "Noble Trained Bands."



29

In February 2368, however, one such noble troop, belonging to Baron TChigorin of New Hessen, seized a government munitions depot on that world, ostensibly to better "protect" the plant's stores against an anticipated Davion attack. Seeing through TChigorin's ruse, and knowing the Baron for one of his most vocal opponents, Franco set about quietly to move selected troops from

different non-Tikonov regiments onto New Hessen. Having mustered his forces, some 3,000 strong as compared with TChigorin's 4,000, Liao's General Anthony LeFarge played a bold hand despite the disparity in numbers, openly demanding the withdrawal of the Baron's "garrison" from the weapons store and the disbanding of TChigorin's private militia. When TChigorin refused, LeFarge surrounded the installation and set fire to the surrounding savannah. Caught between raging fires and the threat of being blown to bits, TChigorin's once-noble band broke and ran in all directions. Many fell victim to the encroaching flames, many more to the waiting rifles of LeFarge's troops. LeFarge's men were able to contain the blaze before the important Hessen munitions were destroyed. Baron TChigorin himself perished in the grass fires, and his death served as a warning to the remaining Tikonov nobility. By 2370, only three Noble Trained Bands remained in Capellan space, these eventually being incorporated into existing Confederation regiments.

Four of the five Capellan states (Tikonov was the sole dissenter until 2470) had adopted the Liao proposal for unification by September 2368. Whether through Franco's personal presence or the continued threat of renewed invasion, most felt that the time had come for an end to the bickering and backstabbing. In this, the average citizen may have been deluding himself. Nevertheless, the people had spoken. Franco Liao and his Confederation would have their chance.

FRANCO LIAO: AN APPRECIATION

By 2395, Capellan resistance had gradually stopped the Marik incursions. The death of Reynard Davion in 2371 likewise forced an eventual, if unofficial, armistice between the Confederation and its neighbors, though far too many worlds remained in enemy hands.

Despite his later claims to success, Franco Liao was far from the exemplar of virtue and goodness that would-be legendmakers might prefer. Like so many of his clan, Franco had a variety of quirks and habits, many of which were hard to deal with and some that were downright irritating. In particular, he fancied himself an accomplished musician, but to the great regret of all within hearing distance, his instrument of choice was the bagpipes. On more than one occasion during the Confederation's early days, visitors to the Chancellor's palace were greeted with the screechings of Liao at his finest, while many of the household staff could be seen conducting the business of the day, placidly, with cotton stuffed in their ears.

Despite his failings as a musician, Franco could nevertheless be content with the knowledge that he had, indeed, saved the new Confederation from certain partition. By the 2390s, the governmental apparatus needed to sustain the Confederation was fully in place; troops that were once slaughtering each other discovered it was better to stand side by side and slaughter common foes. A general prosperity was bringing new hope to peoples long despairing. With these accomplishments to his credit, in 2395 Franco Liao decided to quit as first Chancellor of the Capellan Confederation in favor of his younger brother Kurnath.

The worst was over, and yet to come.

SAY AGAIN?

It seemed like a good idea at the time. The Smiling Suns of the Tikonov Union, a staunchly patriotic veterans organization, had voted to end their support to Franco's new Pan-Capellan movement, and as a symbol of their support, present the Boss with a huge silver trophy cup at their next meeting on Chisholm. Everybody thought we could get some good mileage out of the whole thing, and somewhere along the line, someone got the bright idea that the Boss should respond to this generous token of esteem by saying a few remarks in the native Chishollian dialect. The viewcasters would eat it up...problem was, nobody realized at the time just how difficult Chishollian could be.

It became quickly obvious that there was no way the Boss would be able to make even a short speech in Chishollian given the little time we had to prep him. Anyhow, we're committed, so the short speech gets real short, then shortened some more, and finally its decided the Boss will get up and just say,

"Gamil 'ao Jurna" (Thank you).

It seemed too simple. Turned out it was.

The night of the rally there must have been five, six thousand jammed into the hall. We were already behind schedule and no way to make up the time. The speaker goes on and on and, finally, the "opening remarks" are over and done with and the Boss gets his trophy. Hot, tired, near exhausted from the speaker's eloquent ordeal, the Boss, resplendent in his Capellan braid, medals blazing, steps up to the podium, lifts the huge cup over his head, and, smiling to the thousands present and the tens of thousands watching at home, yells out,

"Gane'la Jor!" (For Beer!)

The crowd was not impressed.

—Wexel Loo, in *The Kingmaker*, Boar's Head Stationers, 2477

THE CAPELLAN ORDER

MAKING THE BEST OF A GOOD SITUATION

One of Franco Liao's last acts as Chancellor was the creation of the Capellan Hussars. This premier military unit of the Capellan armed forces was comprised of the best regiment of each of the five Capellan Commonalities, each of which had participated in at least four campaigns against Marik and Davion troops. That this Household Guard would come to play an important role in Capellan politics as well as in its military history could be seen as early as 2395, when, to forestall any possibility of civil war between the commonalities, the regimental commanders of the Hussars jointly announced their support for Franco Liao's younger brother Kurnath as the new Chancellor of the Confederation.

Kurnath made it clear immediately that he was not impressed with any pre-2367 notions of the Chancellorship being a "temporary necessity." He strengthened the government his brother had created and added a few touches of his own. In 2396, Kurnath chartered the formation of the Capellan Maskirovka, on the foundation of the older Capellan Deimos. This new intelligence service, initially created as an information-gathering agency, would eventually evolve into a highly efficient (and highly feared) secret police.



30

'NUFF SAID

You can say what you wish but one thing is certain: Chancellor Kurnath knew how to start a war the right way. Kurnath was one of those people who hated empty diplomatic creations and hated wasting time even more. When the Free Worlds ambassador was received for the last time, the potentate began

by expressing, in the loudest and sloppiest terms possible, his "sincere devotion to the cause of peace" and how it pained him to announce the inability of his government to comply with the chancellor's request...

To this the Chancellor remained quiet and motionless, save for a slight twitch at one eye.

For the next ten minutes the League spokesman continued in a similar vein, mouthing compliment after compliment, paltry phrase after paltry phrase. All the while the Chancellor stood, hands quietly folded; not a word could he get in...

At long last, the ambassador paused for air, and Kurnath seized the opportunity to interpose a remark of his own.

"My dear sir, in the interests of saving time, may I assume you are now finished?"

"Yes, your lordship, with all humble thanks for the gracious time you have allotted me in your presence."

"You're sure that you're through?"

"Quite certain, your illustrious majesty, sovereign of light and understanding..."

"Finished?"

"Absolutely, divine one"

"You're positive?"

"Oh yes, illustrious guiding light."

"Good."

Chancellor Kurnath turned to the commander of his escort.

"For God's sake, shoot him before he starts up again!"

—From Tristram Henn, *Kurnath Liao: The Official Biography*, Capellan Government Printing Office, 2404

However effective a dabbler in politics he may have been, Chancellor Kurnath is generally viewed as a military failure. Unable to negotiate successfully the return of the Andurien system seized by the Free Worlds during the '60s crisis, Kurnath declared war on the League in 2398, determined to recover this valuable system by force of arms. In doing so, Kurnath unintentionally began what has since become known as the Age of War.

In a demonstration of both his determination and personal inflexibility, Kurnath extended a Confederation-wide military draft to include lower-class women in combat units for the first time. [Editor's Note: Women had been permitted to serve in regional armies, but only in combat support roles.] Although this change was a logical development aimed at augmenting the numbers of troops in the field, Kurnath's Special Defense Plan deeply troubled commoners who feared the breakup of the traditional family unit. The Chancellor's reply was always the same: "Equal rights, equal risks!"

Kurnath did not see the fruits of his military labors. While on an inspection tour of armored reserves on the planet Wei, he succumbed to Genoan spinal meningitis. The second Chancellor of the Capellan Confederation died on March 23, 2399, after barely four years in office.

THE ARES CONVENTIONS

No one hated the thought of war more or worked harder to stop its spreading than Chancellor Aleisha Liao, Kurnath's daughter. Confirmed at age 27 as the first woman Chancellor of the Confederation, she proved to be more strong-willed and independent than anyone had anticipated. She actually returned some of her father's Chancellory rights and privileges to the House of Scions. At the same time, she worked methodically to increase the power of the Prefectorate at the expense of the military, after which she worked to reduce the power of the Prefectorate when it suited her purpose. Rather than expand the widening Andurien conflict, Aleisha surprised the military by negotiating a peace with the Free Worlds League, ending the fighting in 2404. Under the conditions of the Andurien Conventions, the League retained possession of the system for a period of ten years, after which time the local populace would decide their own future by plebiscite.

It was the shocking news of massive loss of civilian life in the Tintavel system in 2412, however, that prompted Aleisha to strike out against the growing tide of militarism. Negotiations were exhausting. It was said that Aleisha aged ten days for every one and would probably drive herself to an early grave.



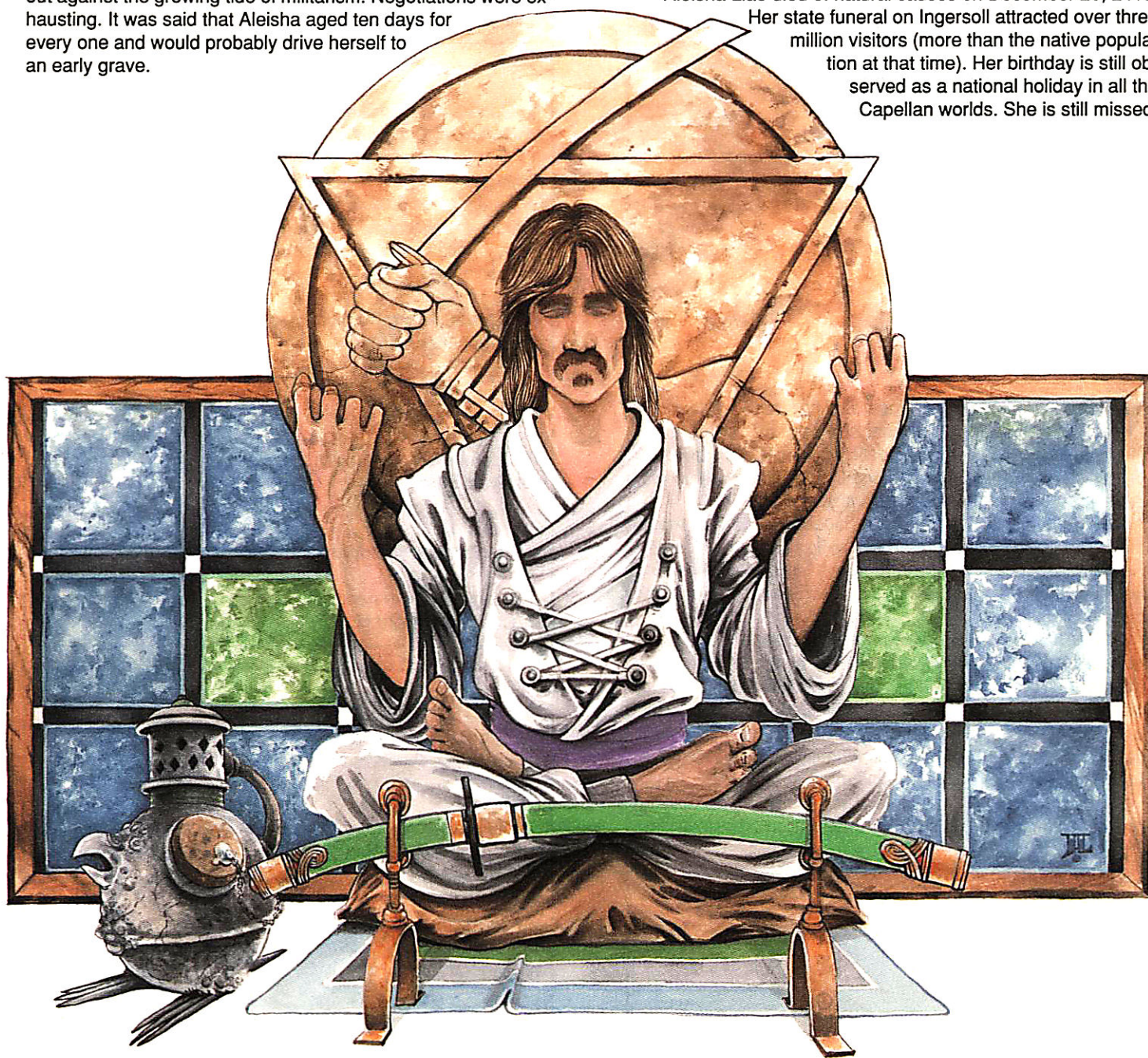
31

At length, the Chancellor decided to convene a conference of delegates from the major ruling Houses, including the new Terran Hegemony, on the Capellan world of Ares to discuss ways of limiting the destructiveness of modern warfare in general and the loss of civilian life in particular. The unexpected result of this extraordinary summit meeting, brought about and later held together by this extraordinary woman, was the drafting of the Ares Conventions. These accords symbolized the growing influence of the Capellan Confederation and its new ruler.

After the adoption of the Ares Conventions, warfare over the next century and a half became increasingly ceremonial rather than calculated, an artistic exercise rather than an all-consuming act of destructiveness. In one respect, however, the Ares Conventions failed to achieve their desired purpose; warfare was now recognized as an acceptable means of settling disputes between states. If warfare became an almost daily occurrence in the 25th century, Aleisha Liao, more than any other single individual, will be remembered as the one who altered its shape and substance.

Aleisha Liao died of natural causes on December 20, 2415.

Her state funeral on Ingersoll attracted over three million visitors (more than the native population at that time). Her birthday is still observed as a national holiday in all the Capellan worlds. She is still missed.





HER LADYSHIP INSPECTS

I'll never forget the first time I saw her ladyship. It was a fortnight after the inauguration, and she'd come down to inspect the regiment. We'd all been expecting some old bird stuffed full of gold lace and frills, preening away, looking down at us with large spectacles at the end of her nose.

What we got was a pale young figure astride a chestnut mare. She was dressed in the red and green uniform of the Hussars, with a small little beret atop her brown hair. In her hand was a small scepter and at her hip a long sword trailing back over the saddlecloth.

As the officers traded salutes with each other, she pulled her nag up close so we could get a better look at her. As I was in the front rank I had a fine view to be sure. I found myself looking into the deepest blue eyes I'd ever seen. A slight smile passed her lips before she could hide it. Before moving on, she quietly tipped her cap to us all and, dismounting, stopped to gently place a kiss on the regiment's colours.

That night, t'wern't a man alive in the regiment that would not lay down his life for this little one. Me? I dare say I'd be there first in line.

—From *Ten Years A Soldier*, by Timothy Shanter, Red Sash Printer, 2412

ULTIMATUM AND DEFIANCE

To the Officer Commanding the Federated Suns Forces on Kasai

Sir:

As you will observe, I have positioned my forces in such a manner that you are now completely surrounded. To avoid unnecessary loss of life, I respectfully suggest an immediate surrender. I will accord you two hours from receipt of this communication in which to reply.

V.G. Ishilkoff, General of the Army,
Knight of the Dragon

To General V.G. Ishilkoff,
Commander, Draconis Combine Forces on Kasai

General:

I have received your recent communication concerning an immediate surrender. I am terribly sorry, but we don't have enough food to take you all prisoner. Perhaps next time. Respectfully,

K. Mandon, Acting-Commander,
1st Syrtis Fusiliers

To Commander K. Mandon,
1st Syrtis Fusiliers

Sir:

I request the immediate surrender of *your* troops, not mine.

V.G. Ishilkoff, Commanding,
Draconis 7th Sword of Light

To General V.G. Ishilkoff,
Commander, Draconis 7th Sword of Light

General:

Thank you very much for your kind offer. I'm afraid, however, I find my position perfectly maintainable. So sorry to disappoint you. Should the general desire to have this rock, he can come and get it. Respectfully,

K. Mandon

ONE STEP BACK

Arden Baxter, fourth Chancellor of the Capellan state, wealthy son of the most loyal supporter of Warren Aris, had a pathological hatred of everything Liao. He was determined to have revenge on his father's destroyers.

Nominated to the House of Scions in 2410 under a special amnesty for past political prisoners, Arden labored long and hard during the final years of Aleisha's reign to secure a power base from which to work secretly against his opponents. Through sheer industry and not a little bribery, Arden got himself appointed to the Prefecture in 2415, a scant two months before Aleisha's death. At Aleisha's death, through flattery and promises, glib phrases and histrionic posturing, Baxter convinced the remaining members of the Prefecture that his election to the pinnacle of the Liao state would be interpreted as a final sign of unity and a general healing of old wounds. In the end, Baxter's ten-year reign became a classic example of hypocrisy taken to the ultimate extreme.

Perceiving that the strength of the Liao family rested on the Confederation military, Baxter ordered the reduction of Capellan regiments from 45 in 2415 to 35 in 2424. At the same time, he covertly financed numerous "popular front" movements aimed at discrediting past Liao exploits and undermining the family's popular support. In this, Baxter's planning was singularly poor. Troops had to be called up more than once to quell the masses of pro-Liao demonstrators reacting to Baxter-born "revisionists."

At the same time Chancellor Baxter was laying off the Confederation's best generals, the Capellans were forced to fight a border war with the Taurian Rimwards. The Rim War (2418–2422), fought between the emerging Confederation and the rimward border independents, is the one exception to the conduct of wars as defined under the Ares Conventions. The Taurian states never signed the Ares articles, and the long Rim War was characterized by an unheard-of barbarity. Capellan junior officers, with little experience or training, were repeatedly called upon to do the work of more experienced, now-retired commanders; many were inept. Though Chancellor Baxter would later claim the war a success, because the important mineral worlds of Betelgeuse and Nihal were added to the Confederation, the acquisitions were not worth the cost in lives.

THE WELL-RAISED REVOLUTIONARY

We were watching the latest newscasts of the riots on Propus in which regulars were battling it out in the street with members of the Capellan Liberation Front. In the midst of the engagement in the center of the square, we noticed a young CLF member dashing across the quadrangle under a hail of gunfire. As the figure approached the small grassy knoll in the center of the quad, he abruptly stopped in mid-stride, completed a series of right-angle turns, then successfully continued his journey, safely joining his comrades on the far side.

While we watched this curiosity, I could see the Chancellor's face twitching nervously. Later he ordered the film re-shown with greater magnitude on the edge of the knoll. Sure enough, this time around we could see a small metal plaque on which were engraved the words, "Do Not Step On The Grass."

Afterward Chancellor Baxter commented, rather sadly, "Gentlemen, we shall never have a successful revolution in this realm. Our revolutionaries refuse to walk on the grass."

—Mathias D. Gell, Undersecretary of the Interior, quoted in *Power in the Times of Troubles*, by Fesdor Glazunor, Capellan Institute Press, 2420



In foreign affairs, the prestige and influence Aleisha Liao garnered for the Confederation were all but depleted through Baxter's political clumsiness (which many said was deliberate.) In 2417, two years after Chancellor Baxter assumed office, Simon Davion declared himself the first ruling prince of the Federated Suns. Here, for the first time, was a golden opportunity for the Capellan

Chancellor to mend past differences between the two mighty states. This is exactly what Chancellor Baxter failed to do.

Far from dealing openly and honestly with his new counterpart, Baxter refused to recognize the Davion envoys, claiming this was his right in response to prior refusals on the part of Davion statesmen to recognize Capellan ambassadors. Were this not enough, in 2420 Baxter publicly announced his willingness to recognize formally the status of Simon Davion in exchange for the return of the Lee, Redfield, and Safe Port systems. This basic tactlessness did little to endear Baxter to Capellan or Davion hearts. His basic insensitivity complicated affairs again when, in 2423, he blatantly attempted to organize an anti-Marik defense pact between Capella and the Thousand Worlds Coalition under Sigur Fonn. Few in the military or the House of Scions were enthusiastic about the possibility of renewed action against the Free Worlds League at a time when the Capellan military's capabilities were at their lowest in decades.

At heart, Arden Baxter was a rabid republican longing for the bygone days of Capellan Hegemony grandeur. That his ambition to reverse the Liao order of things largely failed was due to the stout opposition of local and regional nobles who realized they had less to lose under the new Confederation than they would in a so-called democratic republic.

In 2425, on his way to the House of Scions, Arden Baxter was assassinated by a fanatical lieutenant belonging to Marion's Highlanders. The whereabouts of his grave is unknown.

SCAVENGERS

Looting the enemy's remains was considered a soldier's privilege, but they never tell you about what happened after the soldiers moved on and the civilians appeared on the scene. Dead soldiers, officers in particular, had watches, gloves, lockets, and knives on them, available to anyone cold-blooded enough to go over them. When these items were already picked over, the civies went after clothes, boots, and eyeware, all of which were stripped off with heartless efficiency. When these were gone, there were still teeth to be had. False teeth in particular were extremely valuable, and local dentists would pay a Duke's ransom in hard coin for their raw materials. Such a haul was made following the fall of Bellatrix—for years after, dentures were commonly known in the region as "Bellas".

—Hastings Jung, Lance Corporal, Marion's Highlanders, extract from official debriefing tapes, 2419

SIR STEPHEN'S ARMY

The next Capellan Chancellor, known as "The Great Organizer" or "Sir Stephen," was determined to redress the wrongs of the previous administration. Stephen Liao, the Duke of St. Lorient and nephew of Aleisha Liao, inaugurated a complete reorganization of the Capellan military. Recognizing the very real threat of renewed hostilities created by the blunders of his republican predecessor, Sir Stephen acted boldly, if occasionally high-handedly, to improve the morale and fighting skills of the Capellan armed service. Through his personal supervision of training and logistical reforms, "Sir Stephen's Army" became the best fed and best equipped force (if not always the best led) the Capellans had had.

During the 2430s, Stephen's revitalization programs led to preliminary designs for massive troop carriers, which in later developments would emerge as the familiar *Union* and *Overload* Class DropShips of the next century. Perhaps more important was Stephen's continued strengthening of the Capellan Maskirovka, one organization that would pay back considerable dividends for the initial investments made.

More than one Duke and Duchess of Sir Stephen's day was forced to hock the family jewels to subsidize the Chancellor's enormous rearmament programs. Hard-working citizens grumbled at increasing taxes, the lack of good schools, the reduction in state holidays, and the universal ceiling on wages and promotions. In the minds of many, Sir Stephen had become an egotistical, self-involved martinet, with little care for anything or anyone besides his pet army.

The war Sir Stephen so doggedly prepared for never came in his lifetime. When it came, a year after his death from pneumonia in 2450, the enemy was a totally unexpected one.



TRIBULATIONS

Under Sir Stephen's protection, more than one ranking officer had grown in personal power and wealth. One of the more charismatic and, to the Prefectorate's way of thinking, devious of these Young Turks was General Ral Merik, commanding Merik's Grenadier Regiment of the Capellan Hussars. On the bad advice of counselors fearing the growing influence of General Merik, Chancellor Duncan Liao, Sir Stephen's 17-year-old son and successor, attempted in 2451 to curb Merik's considerable clout by reducing by half the size of the general's prestigious military unit. Merik and his Grenadiers staged a well-timed, well-coordinated revolt, resulting in the forcible occupation of Chancellor Duncan's Capellan palace and the seizure of Duncan as hostage.

The next seven months, until February 2452, are commonly remembered as the Capellan "Time of Tribulation." The young Chancellor was a prisoner in his own palace, while the Grenadier's military junta ran the affairs of state. Afraid of the political repercussions involved should the young Chancellor be killed, the ministers and nobles made temporary arrangements with Merik's band as legitimate "protectors of the state," while behind the scenes they worked frantically to hammer out a legal solution.

The Tribulation took an unexpected turn when, on a cold day in February 2452, Duncan Liao, seeing himself as the obstacle to resolving the crisis, committed suicide by rigging an electrical fire in his cramped quarters. On learning of the death of her younger brother and angered by the horrible way in which he met his end, Duncan's sister Jasmine acted decisively, immediately proclaiming herself the new Confederation Chancellor. In less than an hour, on orders from Chancellor Jasmine, the winter palace came under attack by the 2nd Hexare Lancers. In the ensuing two-day battle, Jasmine repeatedly refused offers of surrender from her brother's captors. By the first day of March, the rebel Grenadier regiment was annihilated. The "First" Tribulation was over. Following the state funeral for her brother, Jasmine, in her first official act as the newly confirmed Capellan Chancellor, designated the 2nd Hexare Lancers as the personal household guard of the Liao family in perpetuity. (Hereafter, the 2nd Hexare is officially known as the Red Lancer Regiment—Ed.)

In the wake of the revolt by Merik's Grenadier regiment, Jasmine Liao pushed through a military reform bill legislating a systematic purge of the Capellan military hierarchy. In what was thereafter popularized as the "Second" Tribulation, Jasmine's distrust of the Capellan military led her to reorganize the officer caste and take legal actions against hundreds of traitors. In the next two years, 233 "red strippers" were tried and convicted by special "Courts of Inquiry" and sentenced to death. After delegating the powers of divisional and sector-level commanders to herself by special decree, Chancellor Jasmine imposed a limit on military rank: as of 2455, no officer in the Capellan armed forces was permitted to hold a rank above Colonel.

A PASSION FOR PARADE

For many, Stephen will be remembered for his profound passion for parade and useless ceremonial. "Capellan soldiers," he once declared, "must be made to look as sharp as possible, ready for any engagement off the field as well as on." On Sir Stephen's order, the new uniforms for Stapleton's Grenadiers were designed to fit very tightly—but were so tight that the wearers have considerable difficulty breathing, let alone moving around on the parade field. Hours are spent polishing weapons, buttons, buckles, and brass. Stephen even went so far as to have the butts of his troopers' laser rifles hollowed out and half-filled with buckshot, so as to make them jingle ever so nicely as the men maneuvered on the parade ground. Rain or shine, snow or heat, he could be found marching his men about, thoroughly enchanted with the "hup, two, three, four" of the drill masters. Frankly, more than one private I knew thought him a jerk.

—Thadeus Ishira, Sub-Commander, Ishira's Grenadiers, extract from personal diary, 2460

'MECHS AND RUMORS OF 'MECHS

At the very time when internal clashes seriously undermined the ability of Capellan forces to conduct mechanized warfare, the nature of mechanized warfare was being altered as never before. In the last years of Stephan Liao's Chancellorship, rumors told of the creation on Terra of a new type of fighting machine, the likes of which would alter forever the way in which wars were fought. By mid-century, the Capellan Maskirovka had become increasingly concerned that these new battle machines, based on previously discovered myomer technologies, might really exist.

Any doubts about the new BattleMechs, as they were said to be called, were quickly dispelled in 2456, when word came from Maskirovka agents in the field. The Lyran Commonwealth had captured technical specifications during a raid on Hesperus II. Partly in hopes of upstaging the military, Jasmine commissioned the Maskirovka to obtain copies of the Lyran materials at any cost. In 2462, a Maskirovka special operations team acquired copies of blueprints and specifications from a Free Worlds defector.

Jasmine never forgot, or forgave, the failure of the "lawyers guild" (her special term of disrespect for the House of Scions) to act decisively to free her brother from imprisonment. She expanded the scope of the Chancellor's personal powers, enacting for the first time in Capellan history the right of decree to deal with special emergency situations. Jasmine's "emergency" powers came to be used routinely to circumvent her opposition. This was the "Third" Tribulation, when the power and position of the Capellan Chancellor was transformed from constitutionally based executive to supreme autocrat, whose every wish could become the law of the land. The entire framework of the Capellan Confederation began a gradual metamorphosis from representative government to repressive empire. Once begun, the change was irreversible.

During Jasmine's Chancellorship, Capella and the Federated Suns exchanged ambassadors for the first time since the days of Seluk Tucas. Though few permanent agreements were reached during her administration, the very act of negotiation by itself did much to minimize the hard feelings between the two states during this time.

Her efforts to stabilize relations with the Free Worlds League were not as effective. Arranged marriages between members of House Liao and House Marik fell through. Shortly before her death, the Free Worlds League secretly proposed to "The Iron Lady" a territorial adjustment: the coveted Andurien system in exchange for the aging Chancellor's agreement to supply indirect aid to the Free Worlds League in an attack against the Terran Hegemony. Because of her own intuitive shrewdness, or because of her pique at having had her political weddings thrown back in her face, Jasmine rejected the Marik offer.

Jasmine had the last laugh. In late 2476, a Terran Hegemony task force destroyed the Free Worlds' invasion depots on Oriente, a blow from which the League never completely recovered. Free Worlds politicians maintained they had been betrayed. For more than a century, dealings with the Capellans were distorted by the suspicion that Chancellor Jasmine had warned the Hegemony of Marik's intentions. In 2477, at the age of 47, Jasmine Liao died of natural causes while still in office. A way of life, later viewed by many as "the good old days," passed into history. Under Jasmine Liao, the consolidation of the modern interstellar autocracy begun by Franco Liao was completed.



THE GOOD, THE BAD, THE BEAUTIFUL

EDMUND SALINDAR, REGENT

For a quarter of a century after Jasmine Liao's death, the Capellan Confederation enjoyed its first brief taste of external and internal peace since the days of Aleisha Liao. This was a reflection of the general tranquility of human affairs in all the major states during those later years of the 25th century.

Jasmine's 14-year-old son Raxal succeeded her as Chancellor, with day-to-day affairs in the hands of the designated Regent, Edmund Salindar, Duke and Prefect of Sian.

For his leniency and his open-mindedness, Salindar is hailed as the last of the truly enlightened non-Liao rulers. He sought to administer the Confederation as a classic regent, taking only such powers unto himself as were absolutely necessary, and only when absolutely required. Salindar used his Chancellory powers of decree only once, to arrange for special financing of the new Earthwerks, Ltd. corporation for developmental work on BattleMechs. In 2482, when Raxal Liao came of age, he refused to take up administration of the Confederation in Salindar's place. Preferring to become a scholar and a scientist, "and, frankly, less of a target," Raxal eventually ruled the Confederation as Chancellor all of twelve minutes, just long enough to abdicate in favor of his twin brother Hendrik.

THE XANTHE OPERATION

The exact details of the "Xanthe Operation" remain sketchy, but apparently the Capellan Maskirovka succeeded in compromising the integrity of a high-level technician working on the Free Worlds League's secret 'Mech construction project. Blackmailed into working with the Maskirovka, the technician later recanted his decision and called in the League authorities.

In the confusion surrounding the final transaction, the technician's duplicity was discovered. Six of the seven members of the Maskirovka team were killed in the ensuing firefight, as were the Tech and several members of the Free Worlds' special forces branch. It is suspected that the lone survivor managed to bribe his way out of League territory using the 100,000 credits the team had brought along for the defector. In any event, the Maskirovka action enabled House Liao to obtain sufficient (if not complete) specs to begin their own 'Mech production operations.

—ROM IntelliFax in "Xanthe" dossier, ComStar Archives, Terra

HENDRIK LIAO AND THE LORIXES

If you would have peace, prepare for war.

—Ancient Terran saying

As a student of Edmund Salindar, Hendrik Liao came early to prize the benefits of responsible government and dedication to things beyond personal gain. Hendrik created several semi-autonomous government ministries in an effort to serve the needs of expanding populations while dealing with increasing communication problems across interstellar distances. Hendrik came to appreciate the advantages of a strong military in particular, not as a means for enforcing unpopular decrees, but as a guardian of the common good. During Hendrik Liao's rule, the Capellan Military 'Mech Complex developed, and the Loric Order was born.

The Lorix Creed, proclaiming a kind of stewardship of power for the MechWarriors in society, meshed nicely with Hendrik's desire to move the Capellans into the MechWarrior Age. Kalvar Lorix's dictum complemented Hendrik's belief in his responsibility to protect his subjects as well as to govern them. By 2510, *The Lorix Creed* was required reading for all junior officers in the Confederation armed forces. By the 2530s, Kalvar's *Creed* had become the bible of the modern MechWarrior, and was eagerly being exported to hundreds of worlds in each of the major human states.

Though he was generally well-liked and lacked serious opposition in the councils, Chancellor Hendrik's undoing came in 2515 when he turned down an offer to join the Confederation in a more permanent union with the Terran Hegemony. Hendrik's decision eventually undermined his popularity because more and more trade and technologies flowed into the Free Worlds League at the expense of the Capellans. [Editor's Note: In later years, this also included data on more advanced 'Mech designs.] Unable to deal with the continued criticisms and unwilling to resort to drastic measures to quell his detractors, Hendrik Liao resigned his Chancellorship in 2520.



Kalvin Liao was a closet megalomaniac, convinced he was destined to become the most renowned ruler in the human sphere. Within the first months of his power, Calvin, no longer constrained by the need to "play the nice little fop," as he later put it, set about to prove what real power—and real terror—could be.

Deciding first that the state had not provided him with enough personal resources to maintain a sufficiently regal style of living, Calvin set about to acquire monies in a novel fashion. Whenever he spied a noble with obvious wealth, he invariably instructed the director of the Maskirovka to investigate the individual, finding (or manufacturing) evidence on which the noble could be tried for treason. Faced with the threat of imprisonment or worse, these noble targets-of-opportunity quickly found themselves pleading for mercy, which could be obtained (no surprise) for a price, usually in terms of three-quarters of their entire wealth.

Eager to step up this flow of personal funds, Calvin established in 2521 the first of many Courts of Philosophical Inquiry. Ostensibly created as watchdog agencies to ensure a standardized level of philosophical education throughout the Confederation, these tribunals quickly evolved into kangaroo courts in which noble and non-noble alike would be charged with crimes against the Chancellor's person. To set a good example for the multitude to follow, Calvin had the Prefect of St. Ives denounce his father in the House of Scions, followed quickly by the production of documents by the Maskirovka "proving" his father's secret intent to turn over an important military base to the Davions. Hendrik Liao was executed by his nephew on November 12, 2521.

THE LORIX ORDER

The Lorix Order, which survives to this day, began as a quasi-military, quasi-philosophical society dedicated to the equal protection of Confederation citizenry. This Order has since served as the model for the powerful Warrior Houses. The Lorix Order was founded by Major Kalvar Lorix, one of the first armored commanders of the Confederation to realize the full potential of the BattleMech. Known for his gambling and womanizing as much as for his tactical brilliance, Kalvar was badly injured when his prototype 'Mech exploded during a practice exercise in 2505.

During the extended period of surgery and convalescence, Kalvar came to formulate the political philosophy that was later acclaimed in high governmental circles. Kalvar's creed asserted the rights of the new elite, defined in both political and military terms, to rule and dictate policy only so long as the safety of the majority was guaranteed. The corollary was Kalvar's assertion that the military should expect the continued support of the governed, above all other considerations, in exchange for all its sacrifices.

—Jean Maghrebi, *War and Its Antecedents*, 2971 *Com-Star Archives*, Terra

KALVIN THE DEVOURER

Morality be damned...ain't I got the power!

—Kalvin Liao, 2525

Kalvin Liao assumed office upon his uncle's retirement on March 5, 2520. Such peace and prosperity as the Capellan Confederation had come to expect under the Salindar-Hendrik regimes came to an end. "Kalvin the Inflexible," "Kalvin the Despoiler," "The Demon Kalvin," "He-Who-Must-Be-Obedied"—such were the epithets of the day used to describe the ninth Capellan Chancellor. At the age of 28, Calvin Liao was the archetypal Chancellor, the promise of a new and better age of man. One of the first true MechWarriors of the new school of combat, reserved, dutiful, a respecter of the law and protector of the weak, Calvin Liao was renowned for his intelligence and his humor and seemed to typify the best that House Liao could offer. In ten short years, this same blond-haired, green-eyed paragon became the personification of the worst the Liaos had to offer, a vision of malice and greed, the man responsible, in a single decade, for turning Confederation life into a living nightmare.

THE KNOCK IN THE NIGHT

There came a loud banging on the villa door. Before the servants could respond, an explosion from an energy weapon incinerated the entrance completely. Into the hall stepped four heavily armed guards. I noticed the distinct absence of any unit insignia on their shoulders; their faces were covered with black silk, and they wore black berets. Though shocked by this unparalleled intrusion, my mother came forward to demand an explanation. One of the soldiers, I supposed him to be the leader, presented a warrant for father's arrest.

While mother sputtered out her pleas that a terrible mistake had been made, the rest of the troopers began searching the lower floor. About that time, father came down from above. He was still wet from his bath, his clothes clinging to him here and there. The head man checked my father's face against that of a small holo he had in his hand. Satisfied my father was indeed the man he was after, he motioned to his men who immediately grabbed father under each arm and pulled him toward the door. Mother began scratching at the face of the nearest man. He knocked her aside with a savage blow to the face; she later found two of her front teeth had jarred loose. Kicking, screaming, protesting, struggling, father was hurled through the door.

That was the last time we ever saw him.

We later heard he had been shot, "while attempting to escape."

—From *Bad Men, Bad Times*, by Lilian Jarvis Kung, Sargasso Press, 2535

In his personal habits, Calvin proved to be vain and vile. With table manners the likes of which would put the legendary King Henry to shame, Calvin encouraged every form of lewd and debased entertainment in his household, often at public expense. In their efforts to free their loved ones, wives and children of imprisoned opposition leaders quickly discovered their personal sacrifices at Calvin's behest accomplished little but adding humiliation and shame to their fears.

THE FAIR MESILLIA

Also on Calvin's agenda was finding himself a wife. On an unofficial visit to the Free Worlds League world of Andurien in 2518, Calvin had been introduced to Mesillia Allard, the charming young daughter of the Duke. Calvin was determined that Mesillia was the only woman for him. The teenage Mesillia had not been particularly stimulated by Calvin's conversation, but she did think he was good looking. Unfortunately for Eros, Duke Allard was determined that his League fiefdom was not going to be compromised by any Liaoist ties. Calvin had been sent home unrequited.

As a mere MechWarrior, however well-connected, Calvin Liao had to live with his disappointment. As the new Capellan Chancellor, he decided to press his suit. Over a period of two years, beginning in 2520, Duke Allard of Andurien received no fewer than 455 official government dispatches from the Capellan ambassador, all asking for the hand of his daughter in marriage. These were followed by a few *demanding* the Duke's daughter. All communiques were rejected summarily.



Calvin's frustration in the matter of Mesillia began to show up as aberrations in other areas of his rule. Harking back to the days of his 23rd century ancestor Irenna on planet Liao, Calvin promulgated a decree authorizing multiple marriages throughout the Confederation, and promptly took three noblewomen as his wives. Eventually he enlarged his personal family unit to 26 wives, all the while keeping up his long-distance courtship of Mesillia of Andurien.

In 2523, an attempt was made on Calvin's life by a young, idealistic nobleman from Nanking, but he was foiled in the attempt by troopers of the Red Lancers. Calvin used his powers of decree to designate himself chief judge and sentencer. The unfortunate youngster was publicly drawn and quartered in a ceremony videotaped and distributed to every news service in the Confederation. To his credit, the would-be assassin never betrayed those who hired him. Calvin placed responsibility for the attempt on the inner councils of Duke Allard, in collusion with elements of the Capellan House of Scions. In June of 2523, Calvin ordered his terrible "decimation" of the Scions: selected mercenary units, acting on Calvin's prescribed orders, killed one out of every ten members of the House.

In 2524, Calvin ordered the House of Scions closed altogether, and the following year suspended the rights of individual nobles to rule in their own domains without his express permission. Local planetary government was to be conducted through a new administrator, the Diem. Overnight, the Confederation was turned into a police state run by military governors.

MASSACRE OF INNOCENTS

I recall Calvin's first visit to Kearny with horror. Not far from the spaceport, en route to the reception stands, Calvin noticed a number of crippled among the crowd cheering and waving their flags along with the rest. I remember seeing him smile at the time, though none could imagine what he had in store for us. At the reception, in the middle of his prepared speech, Calvin announced his intention to hold a gigantic banquet in honor of all the poor, the lame, the crippled, and the blind of the city's inhabitants. The announcement brought waves of applause.

Afterward, Calvin rented the largest meeting hall in town and, out of his own coffers, filled the entire facility with every type of fare imaginable....

Word got around, and by mid-evening, half the town had turned out to witness the gala event. Over 2,000 individuals (so it was later estimated) were Calvin's "guests of honor" that evening: the city's poor, disabled, blind...all ages, all walks of life. After toasting their good health, Calvin joined in and a merry time, so it seemed, was had by all. About an hour after the festivities began, Calvin left the auditorium, pleading pressing state business. All inside were urged to continue enjoying themselves as long as they wished.

No one noticed the doors being silently locked as Calvin left the room. No one noticed the flames either until the walls began to glow red hot. Panic erupted, and those who were mobile tried to jump through the windows. Those who did were cut down by Calvin's guards surrounding the building.

We heard the flames, the breaking glass, the cries of astonishment, the horrid sound of Chancellor Calvin clapping his hands in delight over the carnage.

There was nothing we could do. It was a very long night.
—Sergeant Gordon Chen, unpublished memoirs, 2527



In 2527, Calvin's frustration with the continued refusal of Duke Allard to hand over his daughter led him to expel the Free Worlds ambassador from Capella. There would not be another one sent to Capella for half a millennium. In 2528, Calvin did what many believed inevitable; he went to war. The Second Andurien War began with a combined naval and ground action against the Andurien system, and quickly widened to include numerous other systems along the Capellan-League border. Dozens of worlds changed hands, back and forth, with no clear resolution.

During the last two years of his demented rule, Calvin's growing paranoia and uncontrolled rages cost him anyone and everyone who might at one time been dear to him, including all his 26 wives, whom he had executed en masse on charges that they had conspired to murder him in his sleep. Calvin's personal hatred of those with whom he had to share power, his rejected love, and his growing mental sickness inevitably cost the lives of many. The tenth Chancellor of the Capellan Confederation was murdered by a member of his own Red Lancers on Friday, March 13, 2530.

Mesillia, the Helen who had launched a thousand JumpShips, had long since disappeared in the fighting on Andurien.



38

THE MAGISTRACY

MOTHER AND DAUGHTER

After the excesses of Calvin Liao, Capellans embraced a return to normalcy with Mica Gabriel Liao, Calvin's sister. Still a very young woman during the time of Calvin's rise to power, she managed to escape the fate of her uncle Hendrik by the judicious action of her parents, who sent the child to live under an assumed name in the last place Calvin Liao would think of looking—the Davion capital, New Avalon.

A PEACE WITH THE FREE WORLDS

In signing this treaty of peace with the Free Worlds League, we bring to a close the last, tragic act of our late brother [*sic*] whose name shall not be mentioned. But I wish it understood by all that in signing this peace, I have forfeited none of your rights, none of your children's rights, none of our national honor....

In my heart, I firmly believe that the day will come when the gold and green of the Capellan standard will wave, once and for all, over the gold skies and green fields of Andurien. We have not forgotten our brethren. We merely acknowledge the day of their deliverance is not yet at hand.

The art of war has changed and we must change with it. Inevitably, though, we will learn the lessons of our enemies, and in time use their own knowledge against them....

Accept you, therefore, this peace of mine in your hearts as I have accepted it on paper. A final reckoning will come, and in that hour it shall be we Capellans who will dictate to our enemies the final peace of Andurien.

—Mica Liao, extract from televised speech, Capellan Broadcasting Co., April 23, 2531

Why not?...All we have to lose is national honor.

—Remark of Ambassador Robert Ritcher, on hearing of the signing of the peace treaty, 2531



With the return of Mica from New Avalon, the Confederation returned to simpler, safer times. Mica used the expanded powers of the Chancellorship to heal old wounds and repair, as much as possible, the social breach between Capella's rule and the ruled. Her matronly figure, characterized by a modest (some said homely) simplicity was a reassuring symbol in itself.

Like her ancestor Aleisha, Mica began her reign by putting an end to a war between the Confederation and the Free Worlds League. There was little choice: having spurned Terra's offers of mutual assistance during Hendrik's time, House Liao was rapidly becoming the technological loser on the battlefields of Andurien. A treaty signed on New Delos in the summer of 2531 confirmed Marik possession of the Andurien and Hassad systems; Capella agreed to pay a heavy indemnity.

Mica never saw her promised "final reckoning." She died in office on April 1, 2542; the official cause of death was listed as food poisoning. Mica's daughter Salicia, who never had any great love for her mother, immediately picked up where Mica left off.

During the reign of Mica Liao, House Davion had established itself as the primary political force in the spinward region of the Inner Sphere. Whatever her personal feelings toward her mother may have been, Salicia never forgot the debt of gratitude owed the Davions for the kindness shown Mica during her years of exile.

[Editor's Note: Mica had married a minor Davion industrialist and had every intention of remaining a citizen of the Federated Suns. Only the death of Calvin altered this, and Mica returned reluctantly to the complex world of Capellan court life; her husband chose to remain behind. Her daughter, Salicia, born on New Avalon, is the only Chancellor in Capellan history to hold dual Capellan-Davion citizenship.]



39

DETENTE WITH DAVION

Although Salicia implemented military reforms and increased the size of the armed forces to a record 53 'Mech regiments, all aimed against a perpetual Marik foe, relations with House Davion were peaceful throughout her reign.

During the Magistracy, the Capellans and the Federated Suns enjoyed the closest relations ever. At first haltingly under Mica and later earnestly under Salicia, free exchanges of ideas and peoples were encouraged. Though never officially received by the Davion government, due to bad timing as much as anything else, Salicia journeyed to New Avalon to visit her father on more than one occasion. By the late 2540s, significant trade agreements had been signed (including a secret convention exchanging Capellan radioactives for new Davion 'Mech designs) benefiting both parties. In 2546, Capella and New Avalon signed the Bell Accord, in which both sides solemnly refused to use atomic weapons (for years a sore spot with the Capellans) on the battlefields.

The highpoint of Capellan-Davion detente came when Terril Davion, the adopted son of Simon Davion, proposed a formal union of the two House lines through a marriage between himself and Salicia Liao. The prospect of a merging of these two great states was staggering in its implications. With one slash of the pen, with a simple "Yes," the new "Davion Confederation" would become the strongest power in the region, capable of rivaling the Terran Hegemony itself. Here at long last was the final recognition for which generations of Capellan Chancellors had been searching. A military stand-down on one border could, without a single shot being fired in anger, force the return of those systems on another border for which so many Capellans had uselessly bled and died.

Salicia's reply was, "Thank you, but no thank you."

It would be easy to say that years of conflict between the two Houses had already resulted in too much spilled blood for such a match. It would be easy, too, to claim that House Davion's offer was never genuine—only a ploy intended to frighten House Marik and House Kurita. It would be easy to point to economic and social differences as prohibiting a smooth merging of the two states. That would be very easy.

The truth of the matter is that Salicia Liao found Prince Terril Davion an uninteresting, unattractive jerk.

Never again would there be such a sunshine period between the two Houses. Terril Davion, somewhat theatrically, later joined a small mercenary company, only to get himself killed during a 'Mech engagement on New Vandenberg in 2550. The following year, the Capellan Magistracy ended when Salicia Liao died of stomach cancer. But for a Prince with a wart on his nose, the history of both great Houses might have been far different.

SALICIA'S RECONSIDERATION

Sir Samuel, you ask me to reconsider my decision. *You* reconsider it, and when you do, reconsider Terril Davion as well. Do you know he has a wart at the end of his nose?...How can any of you expect me to marry someone with a wart on the end of his nose! Maybe if he wore a helmet and faceplate

I could stomach kissing him in public, but beyond that you must be joking....

Don't tell me about reasons of state. Keeping down my lunch without a dedicated effort is the best reason of state I know to stay as far away as possible from that arrogant popinjay.

—Ambassador Samuel Wong, in *Private Conversations*, Capellan Institute Press, 2575



WINNING HEARTS AND MINDS

More than anything else, Chancellor Terrence Liao, the illegitimate son of Calvin Liao and Dame Caroline Masters of Tsamma, wanted to be liked. He was eager to prove that after 21 years of matriarchal rule, the Capellans could recognize the son of Calvin Liao to be just as capable as the women. As the latest in a long line of autocratic rulers, he wanted to be respected by his interstellar neighbors. Lastly, he earnestly desired the friendship and goodwill of Terra (especially her scientists). To Terrence's way of thinking, the way to fulfill these basic desires was simple. In October 2551, Terrence Liao began the Third Andurien War.

Luckily, before he could succeed in making Capella a victim and making a complete fool of himself, Terrence's efforts at winning hearts and minds were suspended by an offer of mediation by none other than the 13th Director-General of the Terran Hegemony, Ian Cameron. Eager to consolidate Terra's position as the galactic peacemaker and "unifier of worlds," Cameron offered Liao a tempting carrot. A "favored nation" trade agreement, financial subsidies, and access to new military technologies was Capella's should Liao agree to Cameron's mediation of the current dispute and the Confederation's later incorporation into the new Star League.

It was an offer Terrence could not refuse. Agreeing to lay the Andurien problem before Terran mediation, Terrence Liao journeyed to Terra in the spring of 2556. When he returned in the fall, he brought a new peace treaty, several large drafts on Terran banks for the Confederation treasury (plus several more for himself), a provisional agreement linking the Confederation with the Terran League, the Andurien system, and, last but not least, a Terran bride, Victoria Matthews, age 24.

MISTER AND MISSUS

Terrence Liao had opened the gates to Terra's long-sought-after sciences, at the same time gaining a permanent seat on the new Terran League Council, along with assurance of complete autonomy in all internal (Confederation) affairs, and recognition by the Terrans of House Liao as the only legal representatives of the Confederation. On the surface, Terrence Liao should have been the happiest of men, and well he would have been, too, but for one thing: Terrence Liao was one of the most henpecked men in recorded Capellan history.

It is recorded in the journals of the day that Victoria Matthews, the ambitious daughter of a wealthy Terran banker, had set her cap for Terrence Liao in hopes of securing a sizable share of power. What she discovered, in no uncertain terms, was that Capellan power was not the same as Terran power, and Capellans not the same as Terrans. Terrence Liao was quite sincere when he offered Lady Matthews the chance to be his Capellan consort. It appears, however, that Terrence forgot to mention that ever since the dark days of Calvin Liao, consortship was a purely honorary title with little more real power behind it than that of a 20th-century constitutional monarch on Terra. Being the consort of a Chancellor did not mean all that much, unless one counted the sincere love of one's spouse.

Victoria Matthews was not the loving kind. When the sad truth eventually dawned on her, Victoria Liao made her feelings clear.



Terrence Liao spent the better part of his public life at the governmental capital of Sian, where he enjoyed the peace and protection of his regiments and fleets. His final act was the signing of the League Articles, establishing a new coalition of the Terran Hegemony, Lyran Commonwealth, Draconis Combine, Federated Suns, Free Worlds League, and the Capellan Confederation. A wiser but sadder man, Terrence Liao died on April 17, 2571. The Capellan Prefecture quickly confirmed the election of Terrence's only daughter Ursula (conceived while the Chancellor and Lady Matthews were still on Terra), as the next Chancellor of the Confederation, thus avoiding the specter of civil war.

A TIME OF LEARNING

Ursula Liao took up the reins of Capellan government in 2571 at the age of 20. As her first official act, she confirmed the League Articles and Ian Cameron as its first Lord. As her second official act, Ursula banished her mother to Terra for the duration of her reign. For the next 27 years, until 2599, Ursula Liao maintained the peace of the Confederation, and the Confederation slowly but surely reaped the benefits of its Terran connections.

BLOOD AND CIRCUSES

In her time, Ursula Liao was known as the "Blood and Circuses" Chancellor because of her introduction of stylized combat competitions in the Capellan commonality. In early years, these competitions took on the flavor of inter-unit meets to test the readiness and efficiency of Capella's best regiments. As the competitions spread beyond the Capellan province, local nobles, eager to emulate the new sport, took to financing their own combat teams, equipping them with all manner of exotic weaponry, ancient and modern....

Although these games never were lethal, they could be brutal. Occasionally, the regulated, ritualized displays broke down into freewheeling bash-'em-alls in which one side or the other, seeing they were way behind, figured they had nothing to lose, and went at it tooth and nail....The crowds loved these exhibitions the best.

'Tis a sad commentary on our times.

—Hugo Ingermann, quoted in "From Right Field," sports column by Frank Merman in the *New Florentine Express-Times*, September 23, 2592

THE HONEYMOON'S OVER

We were awakened in the night by the most hideous of screams, the likes of which I never hope to hear again. This sound, somewhere between the wail of a banshee and the howl of an angry rock cat, echoed through the Chancellory halls again and again, rising in intensity sufficient to wake any dead bold enough to peep out of their gilt coffins in amazement at this new evil loosed upon the earth....

As we neared the Chancellor's rooms, the sounds of angry disputation could be heard. Several of the Lancers stood by in confusion, uncertain what to do next.

Suddenly the doors to the Chancellor's quarters flew back, and through them, his head covered in nail polish, his eyes wide with fear, came our august leader, running for his life from Lady Liao, the scepter of the Capellan Confederation in her upraised hand, yelling a variety of Terran oaths the likes of which would make a trooper blush to recite....

Giving the newlyweds sufficient room to maneuver, we backed off and watched for the better part of an hour while Her Majesty chased His Majesty through the hallowed halls of government, their progress marked by the sounds of breaking glass and the smashing of expensive statuary.

I am pleased to report that, after Her Majesty managed to score a sufficient number of blows about his person, our leader managed to escape through the nimble use of his imagination and dexterity; to wit, he slid down the stair rail, gaining enough of a lead to make his way to the safety of a locked closet on the floor below. Reinforcements later arrived, and the threat of regicide was narrowly averted.

—From Chef Thadeus Dal, "My Life and Times," in the *New Florentine Express-Times*, January 5, 2561

Ursula Liao is directly responsible for the wide-scale revamping of the Capellan educational system, largely neglected by her predecessors. With the influx of new Terran technologies, and more importantly, of new Terran teachers, the literacy rate among Capella's millions reached its historical high point during the final quarter of the 26th century. Ursula was also responsible for a general standardization of Capellan weights and measures, and the adoption of a common calendar based on units of ten. More than any other Chancellor before her, Ursula played to public opinion, nurturing it and channeling it to her own purposes, never forgetting in her long reign to give the people what they wanted (whether they knew they wanted it or not).



THE FREEBOOTERS' WAR

Ursula's otherwise peaceful reign was interrupted by a single challenge to her authority. Anger over the apparent final loss of the Andurien worlds to the Free Worlds festered among a group of young army officers from Shepperton's Grenadiers. In 2583, their discontent erupted and the officers revolted, fleeing with their valuable BattleMechs across the border into the Periphery. There they were joined by assorted malcontents and soldiers of fortune, and soon began a series of devastating raids against the territories of the Free Worlds League. Between 2584 and 2588, the "Freebooters' War" threatened to disrupt the delicate peace between Capella and Atreus.

For five tense years, the 'Mechs of Shepperton's Freebooters struck repeatedly at targets of opportunity, while both governments repeatedly launched raids of their own against suspected freebooter bases in fruitless attempts to catch the terrorists. The history of Shepperton's Freebooters came to an end when, in March 2588, Maskirovka agents, on a totally unrelated mission, located the raiders' base of operations near the League world of Wisconsin. In late May, a combined League-Confederation strike force assaulted the freebooter stronghold. Despite the element of surprise, the attackers' larger 'Mechs were often outmaneuvered by the smaller, more numerous freebooter deathmachines. In the end, both Liao and Marik lost 16 heavy 'Mechs. Only two of the 55 freebooter *Wasps* and *Hornets* that began the three-hour engagement surrendered; the rest were destroyed. [Editor's Note: This is possibly the only time in recorded history when House Marik and House Liao collaborated in joint military actions.] The victors divided the spoils and the prisoners. In August 2588, at the personal decree of Ursula Liao, the last of the freebooters were executed in Capella Prime, in full view of the Chancellor, the Prefecture, and the House of Scions.

Having experienced the results of an unhappy marriage in the example of her parents, Ursula Liao refused to marry. At her death in 2599, it remained for the Capellan Prefecture to nominate her successor. Their choice astonished even the most hard-core diplomatic veterans both inside and out of the Confederation. As the next Capellan Chancellor, the Prefecture chose the last surviving member of the once-mighty Aris family, Normann Franklen Aris.



THE ARIS CHANCELLOR

Despite the seeming absurdity of this move (there having been little love between the Aris and Liao families for generations), closer inspection reveals a definite method to the Prefecture's madness. There were two good reasons why the last scion of the Aris line should rule where all other of his clan had failed.

In 2575, First Lord Ian Cameron had directed a mildly worded but clearly threatening ultimatum to the various informal alliances beyond the Inner Sphere, directing them to join the Star League and complete the unification (on paper) of the Human Presence. As these ultimatums were rejected, the Star League began the Reunification War to regain the so-called "Lost Worlds."

Not only disturbed that her troops were being used to fight a distant war, Ursula Liao became increasingly irritated that her territories were being used as highways to the Outer Worlds. It is recorded (in Elgin and Tikonov state documents) that in the early 2590s, Ursula Liao was so put out by the constant marching of "foreign" troops to and fro through the Confederation that she imposed a "cattle tax" on each soldier stopping over on Capellan soil en route to the front. The death of Ursula Liao and the subsequent election of a non-Liao Chancellor did much to defuse a dangerous situation with the other members of the League.

The second reason for Normann Aris's election lies in the origin of his wealth. The Arises had begun their social climb as merchants and traders. As the last of his line, Normann was made Chancellor largely due to his talents as a weapons designer, in particular as a designer of 'Mechs. As Vice-President in charge of research and development at Earthwerks, Ltd., Normann Aris was responsible for the basic design of the *Thunderbolt*, the Liao variant of the basic *Warhammer* design, and later the improved *Thrush AeroSpace Fighter*, all of which remained substantially unchanged for 400 years. Given his background and expertise, Aris more than any other man alive in Capellan space knew the real value and capabilities of the Capellan armed forces.

In a time of general prosperity and peace, Normann Aris's Chancellorship was anything but tranquil. Shortly after taking power, Aris and the Confederation were confronted with a sudden economic disruption of staggering magnitude. No one realized that, when the Reunification War ended and the troops went home, a large source of Confederation revenues went with them. For the first time since the days of the Tikonov Union, Capellans knew widespread hunger and deprivation as the Confederation's economy teetered on the edge of collapse.

Aris enacted a series of decrees based on the principle of "compulsory organization." Simply put, compulsory organization meant that each member of the Capellan state, no matter his social station, owed the state some service in exchange for the privilege of being Capellan. Compulsory organization implied that the state had the right to decide what that service should be.

In theory, Aris's doctrine would permit the complete mobilization of the Confederation work force along well-defined, scientifically ordered paths of efficiency. In practice, it entailed the subordination of the average citizen to the whim of the state.

In all fairness, Aris's doctrine did save the Capellan Confederation from economic collapse between 2606 and 2610. This fact is, regrettably, forgotten in the wake of hundreds of planet-wide strikes and shutdowns requiring the use of troops.

Having set in motion a tide of events that would shape the social order for the next four centuries, Normann Aris was killed in a transport accident during a hunting trip to Nanking in 2611 at the age of 41. His untimely death raised hope that the violent restructuring of Capellan society under Aris's reign might be renounced by his successor. Such was not to be.

THE KORVALIS SECT

To aid him in his economic revolution, Aris enlisted the Korvalis Sect, an obscure group of philosopher-scientists on Elgin. Based on the social principles of an early Terran explorer, the Korvin Doctrine was insinuated into the Capellan educational system beginning in 2607. At the root of the Korvin philosophy is the notion that only an elite is able to govern effectively an empire as large as the Capellan Confederation, and further, that the elite can be recognized only by their level of commitment to the state in terms of hard work and dedication. All power and privilege would ultimately flow to the elite. The scientists who made up the original Korvalis Sect naturally believed in an elite group of *scientists* as the chosen few. When applied in conjunction with his own principles of compulsory organization, however, Aris's new social blueprint set the philosophical foundations for a modern police state: everything *from* the people, nothing *by* the people.

—From *A History of Philosophy*, by Thelos Auburn, Commonwealth Historical Press, 2998



42

CALM BEFORE THE STORM

THE SUNDERMANNS

Tyrants seldom come to us openly, hands dripping with the blood of innocent victims. More often than not they appear as tireless friends of the people, individual receptacles of virtue, ready to save us from ourselves. Let it be recalled, however, that the King's Justice is just as often the proud foot of the oppressor. In the end, we ourselves are to blame for receiving him with open arms; in the end, we have deceived ourselves.

—Chancellor Mica Liao, excerpt from inauguration speech, 2530

For the next 150 years, Capellans throughout the Confederation were able to enjoy the peace and tranquility of the Star League, but the social reorganization of the Capellan people was continued along the rigid, centralized lines initiated by Normann Aris, first by the nephew of Chancellor Ursula, Sundermann Liao, 2611–2663. Chancellor Sundermann's son, Androsar, further defined the ultimate power of the Capellan Chancellor between 2663 and 2719, effectively gaining the power of life and death over every living Capellan. Sundermann's grandson, Warex, would complete the reorganization of the Capellan military between 2719 and 2760, putting the final touches on a new social order virtually unchanged to the present day. That the Sundermann Liaos, as the father, son, and grandson trio are commonly called, succeeded in carrying through such sweeping changes was due in no small part to the lengthy peace enjoyed by all members of the Star League.

CAPELLAN REFORMS

During the Sundermann era, Capella and its peoples changed dramatically in a variety of ways. The creation of a new government official, the Refractor, initially did much to quiet the unrest that had plagued Normann Aris's final years. These new representatives of the people, elected from the planetary population, could appeal to a given planetary director (the Diem), or on rare occasions even to the House of Scions, on behalf of a person or group under his charge. While sound on paper, in practice many of these newly ennobled patricians worked hand in hand with officials in the rigid enforcement of unpopular decrees.

The rule of the Sundermann Liaos produced a tiny silver lining for the average citizen: compulsory education at state expense for all Confederation citizens through age 20 and guaranteed employment after a short term in the armed forces. Gradually included in this "meal ticket" was a heavy dose of political philosophy to ensure that tomorrow's citizens would become right-thinking adults. By the mid-27th century, compulsory training in a primary and a secondary occupation was also required, allowing the state greater flexibility in adapting to temporary manpower shortages.

Chancellor Androsar Liao abolished the multiple-marriage laws of the "Crazy Kalvin" regime and strengthened the legal authority of parents over their children. Androsar also revamped the Capellan nobility. Henceforth, there would be only five noble ranks within the Confederation: Lord (Baron), Mandrinn (Viscount), Shonso (Count), Lama (Marquis), and Duke.

Under Warex Liao, the Capellan army, AeroSpace, and space navy became an integrated service. More than one Warex reform was aimed at increasing the amount of cross-training between hitherto separate industries or arms. Warex also streamlined the military's enlisted ranks, cutting the number of ranks to five. As a member of the Council of Lords for the Star League, Warex was instrumental in acquiring innovative and varied technologies, permitting the rapid development of a new, highly motivated Capellan AeroSpace arm. New and more powerful BattleMechs were introduced, among them *Orions*, *Ostols*, *Rifleman*, and *Shadow Hawks*. These reforms resulted in a growing professionalism in the Capellan military.

Warex's fixation on all things military created resentment in some quarters, however. None of Capella's nobility were permitted to share in the new technologies of Terra, and more than one contemporary risked anonymous missives against the military martinet, "Woolly Warex."

Thus the modern Capellan state began to take shape, just in time for the storm about the break over all of humanity: The Succession Wars.



RED STORM RISING

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

—Attributed to Capellan Chancellor Barbara Liao

In February 2751, the First Lord of the Star League, Simon Cameron, was killed during an inspection of a mining colony on New Silesia, leaving behind an eight-year-old son, Richard. Faced with the growing problem of terrorist raids throughout the Inner Sphere and increased friction between the Star League and the Periphery, the Council elected General Aleksandr Kerensky as temporary Regent in young Richard Cameron's behalf. The other Council members made it perfectly clear that Kerensky's regency was to be strictly limited. Speaking in open Council session on behalf of his recently remilitarized Confederation, Warex Liao voiced the common desire when he reaffirmed the right of each major House to protect its own peoples and territories from outside aggression. "Give us the tools," he argued, "and we will keep our own House clean." Such was the mood of the moment. On Chancellor Liao's suggestion, the Council Lords passed an amendment to the Cameron Decree of 2650 allowing each member state to double the size of its military. The following year, the aging Warex cast the deciding vote to permit increased taxation of the Periphery states to fund the upgrading of House armament.

For his part, Kerensky could do little to influence events; besides, he was a military man with a military man's instinct for trouble. Whatever his personal qualms about an expanded military in the hands of the Council Lords, Kerensky saw that he would soon have his hands full with the Periphery states. Better to have the Council behind him in such a situation, than actively opposed. As Kerensky prepared for war on the Periphery, Council members drilled their new troops and built their new war machines, each sensing, some with anticipation, the end of an era.

INCIDENT ON DEMETER

One hundred and fifty years of peace and enforced stability came to an end on a warm spring day in May 2760, when a nuclear explosion ripped apart a BattleMech production facility on the Davion world of Demeter. Soon after, an extremist group, the Chesterton Liberation Battalion, claimed responsibility for the blast, which killed more than 200 skilled technicians and devastated a 50-square-mile area. The Federated Suns immediately charged the Capellan Maskirovka with abetting the terrorists, adding further charges of involvement in dozens of other separatist attacks against Davion holdings in the Chesterton worlds. Citing the incident as a violation of the Bell Accord of two centuries before, the Federated Suns ambassador to Sian demanded an immediate admission of guilt and formal apology; further meetings, about reparations, were to be held on New Avalon.

With her father only recently buried, the new Capellan Chancellor, Barbara Liao, had all of four days experience as the new leader of the Confederation when news of the Demeter attack reached Sian. Her response to the Davion allegations was to deny any complicity with the Chesterton separatists, either direct or covert. She suggested the radicals had obtained their warhead from one of the many groups of bandit raiders preying on border planets between the two states. The Capellans referred the matter to the Council for adjudication, but none of the Council Lords could agree on a solution.

CONTINGENCY PLANNING

It is recorded that while visiting the farming world of Kumquat, the Chancellor became very much agitated over the prospect of raiders landing undetected. His agitation became all the more pronounced when his would-be-magnificence discovered that the local countryside contained over 10,000 cattle. The Chancellor immediately decreed that, in the event of an enemy attack, citizens should take measures to deny the enemy access to the planet's bovine population. Contingency plans were announced the same day so that the entire herd could be moved out at a moment's notice to the trading port beyond the hills, where suitable transport could be found at the expense of a noble or two.

One of the Chancellor's aides, the right honorable minister for rubberbands and miniskirts it was, hazarded an objection to the Chancellor's shrewd response:

"Sire, your majesty must surely realize that, should this multitude of cows be set on their way all at once, all the roads out of town will be blocked for days. What of the human population? How are they to make their escape?"

"Oh, very well," his sagaciousness replied. "See to it all the northern post-markers are inscribed, 'Cows Are Not To Use This Highway.'"

"Oh, but your sagaciousness, what of the less-than-educated members of the herd who are unable to read or write?"

"Well, never mind, we'll just have to send some of the Lancers down to teach them how, won't we?"

—From the underground classic, *The Chancellor And I*, Fanatic Fanzine Syndicate, 2750

Events along the stalemated Chesterton province took a back seat as Richard Cameron came into his majority. He shocked his fellow Council members with Executive Order 156, a blunt order to the great Houses of the Inner Sphere to dissolve their military establishments immediately. There was no way Richard's edict could stand. After all five Council Lords faced him down on Terra, he rescinded Executive Order 156, almost before the ink was dry. Unrest continued in the Territorial States, bandit raids increased along the Periphery, and factories pumped more and more weapons into a situation ready to explode.



44

General Kerensky declared war against the murdering usurper. For years, the forces of Kerensky and of Stefan the Usurper battled each other as the Council Lords remained aloof. During the years of civil war, House Davion and House Marik both gave aid and comfort to the forces of General Kerensky. For this reason more than any other, the Capellan Confederation refused to aid either side, even though, in her heart, Barbara Liao admired Kerensky and supported his cause. Kerensky respected Capella's armed neutrality. When Stefan Amaris did not show this respect, the heavy BattleMech lances of Justinia's Cuirassiers and Hamilton's Highlanders exacted a heavy price for his trespasses on Capellan soil.

The Kerensky-Amaris conflict finally came to an end when the forces of General Kerensky captured the Star Palace on Terra. Amaris and his family were summarily executed.

STEFAN THE USURPER

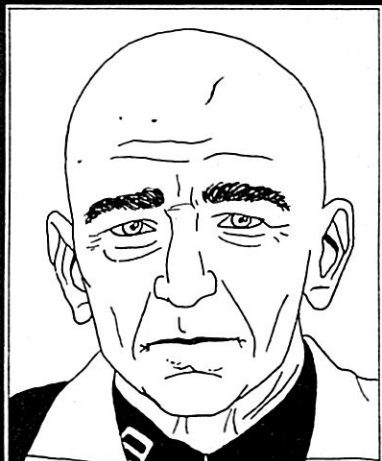
In 2764, the leader of the Rim Worlds Republic, Stefan Amaris, hammered out a secret treaty with the egotistical Cameron. In April 2765, New Vandenberg and 17 other Periphery worlds seceded from the Star League. Stefan advised the young First Lord to dispatch Terran troops to New Vandenberg to put down the revolt. Then, with three-fourths of Richard's army tied down along the Periphery, Stefan treacherously moved his troops against Terra, captured and executed Richard Cameron and his family, and in January 2767, declared himself First Lord of the Star League.



Richard Cameron



Stefan Amaris



A. Kerensky



Barbara Liao

THE SUCCESSION WARS

The five Council Lords were far from gracious to Kerensky. They reconvened on Terra in 2780, not to praise their deliverer but to demand his resignation as Protector.

The Council wrangled with the issue of Kerensky's replacement but to no avail. Unable to undo the harm it had done, the Council broke up in August 2781. The once-mighty Star League was finished. For his part, Kerensky's response was quiet and dramatic. Gathering around him his loyal supporters and battle-hardened troops, Kerensky and his supporters, in hundreds of transports and other starships, unexpectedly jumped into space from New Samarkand, never to be heard from again.

A deadly calm settled over the Inner Sphere in late 2786. Then in December, Minoru Kurita declared himself the First Lord of the Star League. Each remaining member of the Council rushed to add his or her own claim in turn. The First Succession War had begun.



WORSE THAN A CRIME—A MISTAKE

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

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

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

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

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

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

FIRST SUCCESSION WAR

From the standpoint of the Capellan Confederation, the outbreak of the First Succession War proved in some ways more of a blessing than a curse. In the first years of the Succession War, Barbara Liao augmented her forces by the timely "purchasing" of two League Regular regiments, the 4th Tau Ceti Rangers and the 15th Dracon. These she quickly dispatched as watchdogs to deal with any problems along the Marik border. At the same time, HildCo Industries began their shipments of the first versions of their famous Long Tom artillery pieces, which were eagerly incorporated into specialized units within the Capellan military.

With the last shreds of the Ares Conventions tossed into the dustbin of history, Capellans could now concentrate on achieving their military objectives with little concern for the fate of civilians. Tactical atomic weapons and chemical agents, both of which the Capellans have secretly amassed in abundance for years, were now unwrapped. With these lethal New Year's Eve presents to her colonels, Barbara Liao renewed the war along the Davion border, winning significant victories against Chisholm's Raiders and the Deneb Light Cavalry.

Starting in 2785, the Capellans began a systematic occupation of star systems hitherto held by the original Terran Hegemony. Between 2785 and 2800, Confederation forces spearheaded by the Ariana Grenadiers and Justinia's Cuirassiers acquired Carver V, Keid, Terra Ferma, Bryant, Epsilon Indi, Epsilon Eridani, Fletcher, and Hsien, against little or no opposition.

Barbara Liao's appetite for Terran delicacies did not go unnoticed by House Kurita. Though engaged in more important matters, Kurita clashed repeatedly with the Capellans between 2800 and 2805 over the rich worlds of Rio and Ronel. Unable to deal with the heavier Kurita *Crusaders* and *Warhammers* of the Dieron Regulars, Capellan field commanders adopted new and innovative tactics to even the odds whenever possible.

BLOW AND COUNTERBLOW

In November 2787, word arrived that several regiments of the Marik Militia had attacked Wazan and Corey. Instead of reacting immediately by moving reserves up to the beleaguered citadels, Lady Barbara measured her time, collecting men and materiel from throughout the five commonalities before committing herself to a counterstrike. Meanwhile on Corey and Wazan, the Capellan garrisons held on by a thread, day after day, week after week.

In March 2789, the counterstroke finally fell, not against the Marik Militia on the captured border worlds, but against New Delos, in the form of a hundred-ship, twelve-brigade strike force. Inspecting the final preparations for the assault, Chancellor Barbara made clear to her assembled strike leaders how she wished the upcoming campaign conducted. "*Commanders! Henceforth you may consider the Ares Conventions suspended. I expect you all to act accordingly.*" Using the recently captured Marik codes provided by the Maskirovka, StrikeForce Devlin appeared on the outskirts of the Delos system disguised as a secret Marik supply convoy. Before Delos controllers could sort out the confusion, Capellan AeroSpace fighters began spilling out of their hiding places. Such older, reserve squadrons as the local Marik commander could assemble in defense of his planet were overwhelmed by the Capellan *Thrushes* eager for revenge.

As squadron after squadron of Liao fighters pounded city after city, the handful of Marik defenders lived only long enough to see a pattern emerging. No longer content to dispute the control of a factory or a purification plant, House Liao was intent on punishing the entire Marik population, civilian and military, for the wrong done them. With the kid gloves removed, crack Capellan *Thunderbolts* and *Archers* from ten different regiments fanned out to wreak deliberate destruction for the sake of destruction. As the local Marik *Griffins* and *Crusaders* dispersed in twos and threes to meet the dozens of pleas for help, they fell prey to combined Capellan AeroSpace BattleMech "killer groups." After the last Marik *Crusader* had been turned into a flaming, charred-out hulk, the Capellan attackers continued their savage reprisal. After three days of wanton slaughter, StrikeForce Devlin exited the Delos star system, leaving behind 17 assorted Capellan 'Mechs and 26 AeroSpace fighters destroyed in exchange for over 20,000 civilian casualties. Whatever else the wars of the future might bring, New Delos would remember the Capellan Ides of March.

Reacting to the destruction of their jeweled cities on Delos, House Marik used the rest of 2789 to conduct low-orbital fire raids against the Capellan worlds of Ingersoll, New Canton, Hall, and Outreach. In return, Barbara Liao ordered the blockade of Corey and Wazan, while selecting a new target of opportunity for a "Devlin Solution." In February 2790, Lady Barbara selected the provincial trade center of Calloway VI as her next point of reprisal. As a mining and trade nexus, Calloway was an important planet, and its relative closeness to the provincial capital of Oriente made it doubly enticing.

This time, the Capellan Chancellor determined to accompany her striketeam. Precious time was lost while frightened civil and military bureaucrats tried to no avail to dissuade the Chancellor from such a risky whim. In that time, Marik agents operating in Propus, the jumpoff point for the attack, got wind something was afoot. Warnings of an impending Capellan attack aimed at the interior reserves were quickly dispatched from deep within the Free Worlds League. The question was, where would the Capellans strike? In the end, the Marik high command took a gamble. Dividing their reserves in two, they positioned half their reaction troops at Holt, the rest near Oriente. The availability of four regiments of veteran BattleMechs in the vicinity of Calloway VI would prove decisive.

From the first round to the final shot, Barbara Liao's Calloway-Catch-As-Catch-Can was a dismal failure. With no captured codebooks to guide them, and with Marik regional commanders ready for any sudden move across the border, the element of surprise House Liao had enjoyed the year before was gone. No sooner did the 80-ship strike team arrive at the Calloway Station jump point than they were jumped in turn by a small flotilla of Marik warships. Though quickly dispatched, the defenders upset the delicate Capellan timetable while warning local planetary defenses in time to organize a stout defense.



As the Capellan *Thrushes* neared Calloway itself, they were met by swarms of new Marik *Lightning* AeroSpace squadrons, determined to exact their revenge for the loss of their brethren the year before. What should have taken a matter of a few hours ended in a two-day hack-and-slash combat. Seven Capellan DropShips were damaged or destroyed along with the majority of the Liao AeroSpace support before the Marik *Lightnings* were finally dispatched one by one. Meanwhile, help was on the way.

The Capellan command staff was hampered in the Calloway campaign by concern for the Chancellor's safety. Unable to persuade her Ladyship to stay aboard ship, more than one Capellan commander was forced to gnash his teeth while his critical reserves were tied up keeping Lady Barbara out of harm's way. More than once her regal majesty had to hotfoot it back into orbit as Marik *Orions* counterattacked, inflicting savage losses on the lighter Capellan *Wasps* and *Ostols*.

After ten days of inconclusive attrition, Barbara Liao had her stomach full and ordered the striketeam's withdrawal. Withdraw they did, right into the waiting arms of a Marik relief force responding to Calloway's calls for help. Dozens of DropShips and JumpShips were sacrificed in the rear guard while the Chancellor beat a less-than-dignified retreat.

"How many do you think there are now, Red One?"

"Not too many. Do you think there are very many, Red Leader?"

"Not too many. How many do you make out, Red One?"

"'Bout a hundred, Red Leader, how 'bout you?"

"'Bout two hundred, Red One."

"Think anybody else is left, Red Leader?"

"Not since last week, Red One."

"Think the relief force will get here in time, Red Leader?"

"Sure they will. Don't you, Red One?"

"Nope."

"Copy, Red One. Neither do I."

"What's your status, Red Leader?"

"One Aber out and don't ask me to jump. What about you, Red One?"

"Thought I'd introduce some of those Marik Mamsers to my thirty-ton boots. They're coming over the ridge, Red Leader. Think we're surrounded yet?"

"Nope, how 'bout you, Red One?"

"Yes."

"Copy that, Red One, so do I."

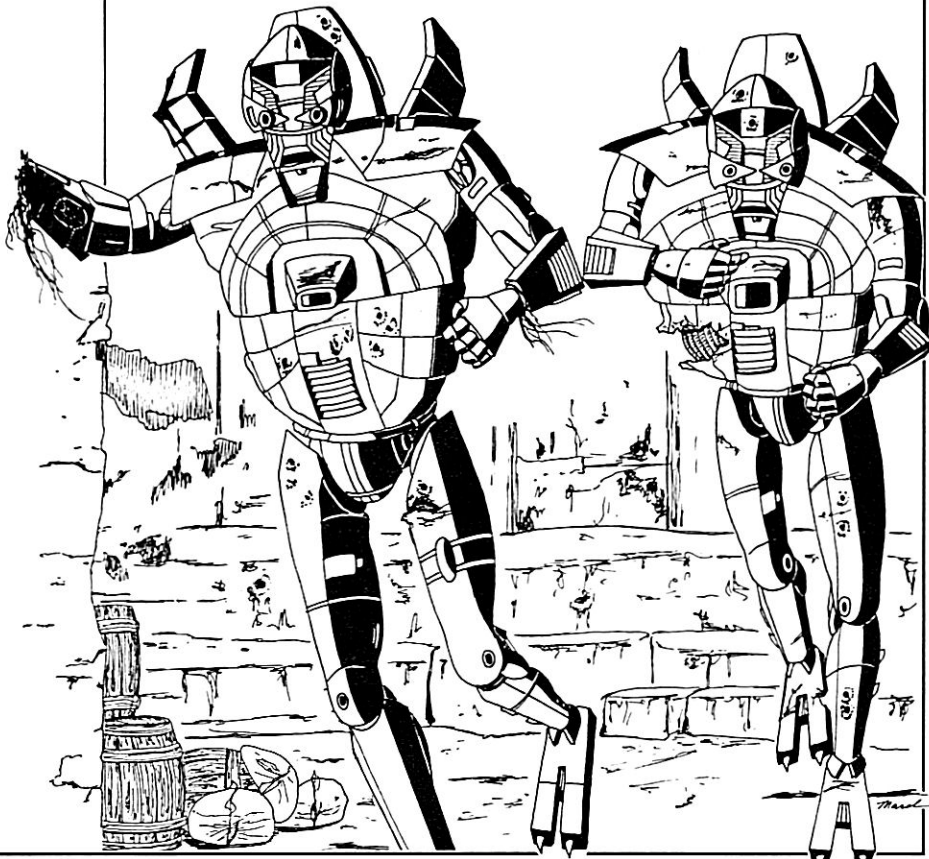
"You know what that means, Red Leader?"

"'Fraid so, Red One. Ready when you are."

"I copy, Red Leader. Funny, somehow I get the feeling this has happened to us once before, somewhere. Let's go, Butch."

"Right behind you, Sundance."

—From actual recorded transmission by remnants of Kincaid's Rangers during the defense of Corey, used in the Holoplay *The Charge of the Lost Brigade*, Capellan Broadcasting Co., 2789



In the next three years, Barbara Liao's luck turned from bad to worse. With the cream of the Capellan naval arm in shards around Calloway, Marik warships lifted the blockades of Corey and Wazan by the end of 2790. Marik Militia regiments, backed by Smithson's Chinese Bandits, handed Lady Barbara a string of stunning defeats as they successively occupied El Giza, Mosiro, Vanra, and Carbonis. The steady Marik advance was checked only in 2793, on Anegasaki, where the use of newly developed Capellan *Grasshopper* Mechs, on loan to the 21st Centauri Lancers, succeeded in destroying a Marik light 'Mech regiment.



In 2812, a Capellan expeditionary force composed of the 1st and 2nd Ariana Fusiliers, Vincent's Commandos, and Cochraine's Goliaths, launched an all-out attack against Chesterton. Two days before the impending invasion, double agents within the Capellan Maskirovka warned the Davions of the operation. Allowing the Capellans to land virtually unopposed, two elite regiments of the

Crucis Lancers and Belinda's Irregulars ambushed and inflicted massive losses on the intruders. (Belinda's Irregulars was to be destroyed in House Davion's unsuccessful attempts to capture Tikonov later in the Succession Wars.) Over 130 BattleMechs (including Capella's only battalion of *Wolverines*) were destroyed. More deadly still was the loss of so many skilled MechWarriors. The final effort to reunify the lost Chesterton Worlds ended in failure.

The First Successor War drew to an inconclusive close in 2821. The reason for this suspension of hostilities was not due so much to a return to sanity as the exhaustion of the participants. Using the brief lull to her best advantage, Ilsa shifted vital economic resources into scientific research and development on a larger scale than ever before. As a direct result of Ilsa's efforts, the first Capellan *Vindicator* Class BattleMech began going to Capellan regiments in the field in large numbers.

SANDOL QUINN RECOUPS

Barbara Liao died in 2795 from a rare blood disorder. Her two sons had been killed in the Calloway VI debacle, and Barbara's only direct descendant at this time was her granddaughter Ilsa, age 12. Faced with the alternative of an unstable regency, Capella elected Sandol Quinn, Duke of Sirius and Prefect of Tikonov as Chancellor. Quinn was the last non-Liao Chancellor in the history of the Confederation.

Faced with renewed opposition from Minoru Kurita, House Davion was forced to downgrade the Capellan Marches to the status of a secondary front in 2795. As Davion pulled more and more veteran regiments from the Chesterton Worlds to meet the anticipated Kurita attack on Kentares, Chancellor Quinn ordered a renewed effort against the remaining defenders. Between April 2795 and December 2796, concerted Capellan strikes by the new *Warhammers* of McCormack's Fusiliers and the 4th Tau Ceti Rangers succeeded in driving the remaining Davion defenders from Farwell, Sonnia, and Caselton. In June 2797, within days of the death of Lord John Davion, the *Crusader* battalions of the 15th Dracon (consisting largely of captured Davion equipment) destroyed the last Davion outpost on Tawas. In February 2798, Chancellor Quinn journeyed in person to pin the Grand Cordon of Merit on Captain Erin Sing of the 2nd Battalion, Blandford's Cuirassiers, fresh from the conquest of Ulan Batar. By 2799, only Chesterton remained in the hands of stubborn Davion defenders. Unwilling to commit nuclear weapons to the destruction of the traditional Capellan province capital, Quinn was unable to complete his otherwise successful return of the Lost Chesterton Worlds. The battle for Chesterton would fall to others to try.

A PROFFERED HAND

His conquests all but complete, Chancellor Quinn in 2801 handed over a larger, if poorer, Capellan Confederation to Barbara Liao's grandchild, Ilsa. Fearful of the ultimate consequences of the war's continuation with House Davion, Dame Ilsa in 2808 took the unprecedented step of renouncing her predecessor's claim to the overlordship of the Star League. In an overture of peace to John Davion's son and successor Paul, Ilsa Liao extended her offer for a "new and lasting detente" between the two Houses. In exchange for the return of Chesterton and the acknowledgment of Capellan sovereignty over the Chesterton Worlds in perpetuity, Ilsa Liao offered to throw her support behind Paul Davion's succession to the mantle of Kerensky.

In response to Ilsa's highly publicized peace proposal, the 3rd and 5th regiments of the Crucis Lancers (among the most hated opponents of the Capellan armed forces) renewed their efforts to retake Ulan Batar and Farwell the following year. Forced to renew the war, Ilsa Liao prepared herself and her state for a final confrontation with House Davion.

SECOND SUCCESSION WAR

In 2828, fighting was renewed along every border in the inner Sphere. Aware that a change in strategy was needed, Ilsa Liao determined that the Confederation needed a knock-out blow against either House Marik or House Davion before the combined forces of the two states could cut the Confederation in half. In a desperate gamble, Ilsa stripped the Marik frontier of its best units, leaving only a skeleton force to hold the border (and relying upon the best efforts of the Maskirovka to hide the fact from Marik spies), while she personally led the cream of the Capellan armed forces against the Federated Suns. Ilsa Liao had an advantage her immediate successors lacked: she was the first Capellan Chancellor who had been trained from birth as a MechWarrior. Though lacking in hard battle experience, Ilsa banked on her firsthand knowledge of BattleMech capabilities to stand her in good stead.

In the fateful month of June, 2828, Chancellor Ilsa Liao decided to lead a strike force of 90 *Marauders* and 18 *Warhammers* from the Red Lancers and Prefectorate Guard regiments against Orbisonia, now a major Davion staging area. This opening round of the Second Succession War was nearly disastrous. The previous losses of experienced MechWarriors on Chesterton proved to be the decisive factor. In a three-day engagement, the skillful handling of the lighter armed but more maneuverable Davion 'Mechs, in the hands of the Avalon and Ceti Hussars, crushed the Capellan assault and drove the Capellan Household Guards back toward their drop zones. On the fourth day of the assault, Ilsa herself was killed in the final rear-guard action that saved the remnant of the Capellan forces. Hereafter, the Red Lancers bore the dual title of the The Red Heart Guard in commemoration of their fallen commander.

The death of Chancellor Liao, the first Capellan ruler to die on the field of battle, left the Confederation in the hands of Ilsa's 23-year-old daughter Laurelli. The best Laurelli could do was attempt to maintain the status quo until the losses in trained personnel could be made up. In 2829, House Davion conducted a massive drive along the entire Capellan Chesterton border. Within two years, the Deneb Light Cavalry and the Avalon Hussars had made massive inroads into the Capellan Confederation. As the juggernaut continued its inexorable advance, the Capellans' faith in their specialized artillery battalions was shattered in a series of running engagements with the Avalon Hussars, all of which the Capellans ultimately lost for lack of mobility. Hereafter, large artillery units were broken up and artillery groups were attached in "penny-packets" to individual 'Mech formations.

In 2832, House Davion made the first of three massive attempts to cripple the Capellan war effort. The 2nd Ceti Hussars attempted to isolate the commonality capital of Tikonov. The attackers were met by *Vindicators* of the newly reconstituted Chesterton Reserves, who were successful (barely) in blunting the attack with a combination of *Vindicators* and rebuilt Davion *Marauders*. This success led to the permanent establishment of reserve formations throughout the Confederation, as quick-reaction troops. The following year, a second Davion attack against Shoreham was stalled by the timely intervention of veteran *Thunderbolts* of the Capellan Hussars. In 2834, The Deneb Light Cavalry made a last-ditch effort against the massive fortifications on the planet Acala. This was repulsed by the Northwind Highlanders, several lances of which died in place rather than surrender to the Davion enemy.

House Marik had been interdicted by ComStar in 2837 for destroying the hyperpulse station on Oriente. Thus, Capellan units easily took several Marik worlds. When Captain-General Charles Marik sued for peace with ComStar in 2838, however, the Free Worlds mounted an offensive to seize those worlds lost to the Confederation. Tempted by the accumulation of stores on Carver V, *Marauders* of the Regular Hussars raided the planet's depots. Experimental *UrbanMechs* of Blandford's Grenadiers successfully beat off the attackers, but not before the majority of the munitions and spare parts housed on the planet were destroyed.

Worn out by the constant demands of prosecuting the war she had inherited from her mother, Laurelli Liao died in October 2860. In her place, her younger brother Dainmar became the Twenty-third Chancellor of the Confederation.

Of Dainmar Liao, it has been written that "He never once suffered from the ravages of intelligence." Scared out of his silk culottes in 2681 by a Davion sneak attack on St. Ives, Dainmar sued for peace with the Federated Suns, spinelessly recognizing all territorial gains made at the Confederation's expense. Fortunately for Capellans, the Second Succession War ended in 2864, before Dainmar could give away the rest of the store.

In response to the loss of so many skilled MechWarriors, a philosopher-soldier, Kamachi Imarra, lately of the Prefectorate Guard, used the temporary peace to garner support for a revitalization of the Capellan armed forces. Convinced that recent losses were due as much to a lack of personal will and determination as to unfamiliarity with given weapons systems, Imarra founded the first of several Warrior House regiments in which hand-picked troops under his direction were trained along the lines of a quasi-religious order. The resulting Imarra Regiment developed into one of the most motivated and best-trained combat units in the Inner Sphere.



THIRD SUCCESSION WAR

The resumption of conflict (the Third Succession War) in 2866 brought final change in the Capellan armed forces. As the availability of trained manpower continued to diminish with each successive campaign, all the major Houses were forced to look to other sources of expert warriors. Mercenaries were the logical answer. Thus, more and more such units were incorporated within the regular framework of existing House armies. Eventually, these mercenary units equalled and in some cases exceeded in number the regular line regiments available.

Unwilling to deal with the stress and strain of another war of nerves, Chancellor Dainmar resigned in 2866 in favor of his 22-year-old son Otto. (Dainmar took his own life the following year.) Otto Liao increased the use of mercenaries alongside regular Capellan units, and formalized the arrangements through charters, which specified rigid contractual conditions. Otto's initial efforts at chartering mercenaries away from other prospective employers were not always successful. In 2876, the 14th Aero-Space regiment was hastily redeployed on Sax to destroy elements of Brighton's Rangers, after the Rangers broke the conditions of their original charter with the Capellan government. This incident served as no other to demonstrate Chancellor Otto's determination to enforce the terms of his contracts, in effect using mercenaries on his terms, not on theirs.

Otto Liao succeeded in keeping the Confederation intact by adopting a new form of strategic initiative. Recognizing, as his predecessors had not, that the Confederation would ultimately lose any offensive war, Otto deliberately abandoned hope of increasing the size of the Confederation, fashioning instead a viable strategy of "elastic defense." The key to the continued existence of the Confederation, so Otto argued, was the use of a flexible defense in depth backed up by key planetary systems turned into veritable fortresses on a global scale. Otto admitted that, in abandoning the old Tikonov school of "buffer defense," the Confederation was abandoning its ability to prevent enemy attacks or the seizure of planets, but he felt the gamble was necessary. Thus strong reserves were created, capable of reacting quickly in any emergency, and capable of shifting their weight to any key sector as need required. Through hard work and determination, cajoling, flattery, and not a little bullying, Otto managed to institute his new system over the objections of provincial nobles who saw their estates hanging in the balance. Otto did not have long to wait to prove the validity of his system.

In 2901, Marik *Goliaths* of the Oriente Hussars conducted a deep penetration raid against Sirius, but were quickly driven off by the unexpected arrival of Capellan reserves in the form of Shimosa's Gravediggers and Imarra's Warrior House regiment. The rapid deployment of the Capellan reserves, coupled with the superior tactical handling of the Imarra regiment's lighter *Falcons* and the audacious use of regimental jump infantry, stung the Marik attackers beyond all expectation. After losing six of their heavy 'Mechs, the attackers decided the prize was not worth the price. Although Otto's system could not deter Marik from raiding several Liao worlds, the Capellans' stiff resistance turned House Marik to the Steiner worlds for easier prey.

In 2905, the Capellans and the Federated Suns hammered out a temporary armistice following a stale-mated AeroSpace action on Van Diemen IV. By now it was becoming clear to both sides that the continuation of the war was draining vital resources beyond the point of replacement. The ability to design and build interstellar vessels had been lost because the specialized factories and trained Techs needed to manufacture the Kearny-Fuchida drives had long since been bombed out of existence. Recognizing the seriousness of the problem, both sides agreed the following year to a ban on attacks against any JumpShips, a condition to which House Marik subsequently added its unofficial consent.

For the rest of the war, Otto Liao's elastic response enabled the Capellans to force their neighbors into a war of isolated raids in place of all-out planet-busting campaigns.

LIMITS OF SUCCESS

Convinced he had secured the future survival of the Confederation, Otto Liao resigned in 2917 in favor of his son Merlin. Merlin, known as the "Melancholy Chancellor," wisely refused at first to tamper with the delicate workings of his father's defensive designs. He soon came to realize what his father had refused to acknowledge. All the efforts needed to keep the strategy of elastic defense in place had taken a severe toll on men, ships, and vessels. Despite the Capellans' ability to fight off attacks from different quarters simultaneously, it was clear by now that the capability of replacing losses was gone. In 2925, for example, Sian reserve regiments, Kamakura's Hussars, and Ishara's Grenadiers came under attack from Marik *Scorpions* on Hassad. Although the lighter Capellan *Hornets*, with their greater maneuverability were able to dominate the Marik forces in the tropical environment, the Capellan 'Mechs were forced to withdraw before sustaining critical losses. From this point on, conservation of available (and dwindling) military forces was the hallmark of Capellan military doctrine.

Hostilities resumed in 2930 with an attack against New Aragon by Davion *Stukas* of the Avalon Hussar's 17th Regiment. House Davion renewed attacks along the entire Capellan March. As the border war widened, Merlin gave strict orders that his front-line commanders were to avoid losses at any cost. With fewer units able to withstand heavy losses in open engagements, Capellan strategy during this Succession War now revolved around the protection of as many agricultural worlds as possible. Already over half of the Capellan merchant marine was debris, scattered along comet orbits around a dozen suns. As the Capellans became overextended, fewer and fewer commanders risked their careers (and their heads) by losing 'Mechs, much less planets. Large gaps began to appear in the Confederation zones of control.

Sensing that the Capellans were now on their last legs, in 2934, BattleMechs of House Marik's Atrean Dragoons attacked elements of MacGregor's Armored Scouts on Hsien. Though few in number, the new Capellan *Catapults* of MacGregor's command succeeded in holding off superior forces for three days until McCrimmon's mercenaries arrived to turn the tide, forcing the Mariks to withdraw with substantial losses.



In 2942, Merlin Liao died in office after suffering several weeks of illness that strangely resembled radiation sickness. He was succeeded by his son Tarlak. The following year, Davion mercenaries, Valentina's Armored Scouts and Vincent's Destroyers, attacked Hsien. During the assault, an untried officer, Erika Laurel, commanding a company of Northwind Highlanders, used her lighter

Catapults to back up local militia until a Warrior House battalion could arrive to drive off the Davion invaders.

Chancellor Tarlak ordered a retaliatory deep strike against Davion forces on the planet Lee, led by Hamilton's Highlanders and Lothar's Fusiliers. The specific objective was to capture intact several Davion *Wasp* LAMs (Land-Air 'Mechs) reported by Maskirovka agents to be undergoing repair on the planet. Davion counterintelligence agents uncovered plans for the operation, and the *Wasps* were readied in time to repel the attackers. Though unsuccessful, the mission pointed out the new style of Capellan war under Tarlak Liao: the utilization of scarce resources for specific objectives only.



SHIFT TO AEROSPACE

Tarlak Liao died in office on September 12, 2950, the victim of a laser blast from a Maskirovka defector. In his place, his eldest daughter Ingrid continued the fight from a pointedly different perspective. Though trained as a MechWarrior like her ancestor Ilsa, Ingrid Liao maintained a special fascination throughout her entire life for the AeroSpace arm of the Capellan military. Not surprisingly, her elevation to the Chancellorship in 2950 ushered in a shift of resources to this particular branch of the service.

Two years to the day after her inauguration, Ingrid directed that a combined force of Capellan *Thunderbirds* and *Eagles* ambush a Marik raiding force backed by *Cheetah* AeroSpace fighters near Ingersoll. During the attack, seven enemy craft were destroyed with no losses to the Capellans, the first such victory ever. Spurred by this success, "Little Inga" launched a massive attack against the strategic Davion world of Lee the following year. In a running three-day battle, defending Davion *Sparrowhawks* proved superior to their Capellan counterparts. The "Great Lee Turkeyshoot" ended with over 40 Capellan AeroSpace fighters lost (15 percent of the entire force) before the Capellans were finally repulsed. Hereafter, Capellan *Thunderbird* and *Eagle* squadrons were relegated to interior defense duties only. All other offensive operations became the province of the few remaining *Thrushes*.

Dwindling resources and inexperienced personnel continued to lead to disappointment in the years that followed. In 2967, the pride of Kearny's Highlanders failed in an effort to surprise a Marik raiding party on Holt. The Highlanders were forced to withdraw to preserve existing forces. In 2970, the entire Home Guard Militia Battalion was massacred on Xieng Khouang. The identity of the attackers was never determined, but Ingrid Liao believed the Federated Suns to be responsible.

NEAR COLLAPSE

By the mid-2980s, under relentless pressure from a dozen different quarters, the Capellan military all but collapsed. Except for the Hussars and the handful of Warrior House regiments, unswerving in their loyalty to House Liao, troops throughout the Confederation began throwing down their arms as more and more BattleMechs ground to a halt for lack of spare parts and munitions. In many units normally consisting of a hundred 'Mechs or more, fewer than a dozen BattleMechs remained in operative condition by 2985. In many units, 'Mech companies were all but eliminated and replaced with mechanized infantry or, worse still, by untried militia.

BREAKING AND RUNNING

The city command post had been hit by rocket fire the night before. At the first sound of a 'Mech lumbering through the long avenues, the militia broke and ran, never mind how good their defensive positions were. As the sounds echoed closer, I watched in professional dismay as a recoilless rifle squad armed with the latest Hellbore rounds abandoned their weapons before a single shot could be fired. Those that didn't hie for the hills cowered like sheep in front of City Hall, resolved to be sheared together one and all. Thus it was that a single *Locust* belonging to a Davion National Constabulary unit—the shame of it—captured the city of Pallosa single-handedly.

—Captain A.E. Vinn, 2nd Chesterton Voltigeurs, in "Not All Were Brave," *Recollections of the Last War*, Capellan Institute Press, 2988



As a reflection of the society from which it sprang, the Capellan military, in the closing years of the 30th Century, displayed a basic flaw: a lack of initiative on the part of junior officers, cut off as they often were from their centralized chain of command. It remained for mercenary units left under the Chancellor's control to save the moment. In these, Capella found the strength of spirit to survive.

FINALLY, A TURNAROUND

As the focus of the Capellan-Davion conflict shifted rimward, Ingrid Liao ordered the prime regiments of Capellan Hussars—the Red Lancers and the Prefectorate Guard—to engage in surprise operations against Davion units on Spica. The use of these Household Guard Regiments in frontier operations dramatized the growing problems caused by dwindling Capellan resources. The heavy 'Mechs of these two regiments were successful in driving off the Davion defenders. Reserve elements replaced them in actual occupation of the planet.

In 2980, the mantle of Capellan leadership fell to Ingrid's nephew, Tormax Liao. From the beginning, Tormax's administration was fraught with difficulties. The defeat of Capellan *Thrushes* over Rio prompted Tormax to sign an executive directive requiring the complete overhaul of the Capellan AeroSpace recruitment and training commands. Further efforts were begun to develop a new, more advanced AeroSpace design while there was yet time—if indeed, there were time. Friction between the growing power of the new Warrior House regiments and the traditional armed forces became more pronounced as the regular line troops continued to suffer repeated defeats in the field.

The turning point came in 2987, when House Davion launched no less than six separate attempts between February and June to take the provincial capitol of Tikonov, one of the few remaining industrial concentrations in the Confederation. While the Chesterton Reserves battled in vain to hold their sacred world against three- and sometimes four-to-one odds, Tormax ordered the commitment of the last major concentration of Capellan reserves (including Justinia's Cuirassiers, Shepard's Mounted Fusiliers, and Hampton's Hessens) in a preemptive strike against the Davion stronghold of Lee, to relieve the pressure. Occupation of Lee was achieved after bitter fighting, although counterattacks by Davion *Phoenix Hawks* prevented the Capellans from advancing further. As the first of the Confederation's new *Transgressor* fighters became available, a parity in AeroSpace forces was reached. The worst was over.



RECENT HISTORY

It is obvious to me that most despotic forms of social organization are suitable for inert men such as we rule today. Our peoples are satisfied with the static station life has given them. For them, even the most abstract, the most symbolic forms of freedom are enough. Just keep in mind that your job is to keep them blissfully ignorant at all times, happy without exciting their senses to the point where they actually start thinking for a change.

—Private letter from Maximilian Liao to his daughter Candace.

Treaties? Don't talk to me of treaties. Scraps of paper can never stand against a fully charged laser...Still, I'll use any weapon I can find.

—Maximilian Liao to Tormana Liao

In the summer of 2990, Chancellor Tormax presided over an interstellar empire consisting mainly of ruined, shattered worlds. With few exceptions, nearly every one of the 400-plus worlds had been raided, bombed, assaulted, besieged, and otherwise viciously fought over during the last century and a half. More than one world that had once boasted a thriving population in the days of Chancellor Barbara Liao was now a wasteland, devoid of life, human or otherwise. Many worlds proud of their industrial might in the years of Otto Liao were lucky if they could generate enough power to heat the homes of their starving citizens. Science and technology on many Capellan planets had become a thing of the past; like the people, another victim of war. The result of all the brilliant dreams and grandiose plans, subtle maneuverings and bold adventuring of four centuries of Liao leadership was an empire where there was little left to fight with and precious little worth fighting for.

Such was the somber legacy left by a long line of House Liao rulers in 2990. Since the start of the Succession Wars, more than half the original star systems belonging to the Capellan state had been chipped away, to the benefit of House Marik or House Davion. From an all-time high of 129 'Mech regiments of the line in 2799, the sorry remnant of the once-proud Capellan armed forces mustered fewer than 60 in 2990, almost half of which were mercenary units and not all of which were dependable. Gone was the ability to build the huge star drives that powered great merchant fleets between the stars. Gone was most of the ability to mass-produce great BattleMechs capable of ravaging entire worlds in a single day. Gone was the ability to give each member of the vast Capellan domain a loaf of bread on a given day.

MAXIMILIAN

Yet for all this, the dream of one day being the overlord of the Star League remained very much alive in House Liao. Maximilian Liao never lost heart, secure in the knowledge that his neighbors were hardly better off than he. As a realist and a pragmatist, Maximilian "Diablo" Liao understood and accepted his inability to press home by force of arms any claims to the throne of the Star League. Lacking this direct approach, Maximilian determined to substitute the subtle, less obvious, and ultimately more daring weapon of diplomacy to serve the same end. In this, he could well feel a sense of superiority. Few in the Inner Sphere today can match this supreme schemer in duplicity and deceit.



Maximilian Liao acquired his father Tormax's domains in the spring of 2990 by convincing select members of his father's devoted Warrior House regiments that the time had come for a change. Secretly backing a grass-roots revival of religious dissidence on key Capellan worlds, Maximilian invented a mock "crisis of religious fanatics" to undermine Tormax's power in the Prefecture. At the same time, he suggested that Tormax commit the Capellan Hussars to the frontier, with himself at their head, in an effort to remove any doubt about the Confederation's ability to protect its interests against House Davion. Although successful militarily, this action would prove to be Tormax's political undoing. On their return to Sian, the Red Lancers and the Prefecture Guard brought a new Chancellor.

WARRIORS VS. REGULARS

Maximilian's first task on assuming the Chancellorship was to set his own house in order. He abandoned tactics used by his predecessors in which AeroSpace fighters were grouped together into massive fighter regiments; he broke these up and returned individual craft to the control of regimental commanders.

Conscious of the ongoing feud between regular and Warrior House units, Maximilian expanded the role of the regimental commander, increasing the number of colonels on the muster rolls for the first time since the days of Jasmine Liao. Each regular line regiment in the Capellan armed forces would hereafter be commanded by a full colonel with expanded authority over military and civil matters in his own zone of responsibility.

At the same time, Maximilian hedged his bets by authorizing an increase of established Warrior House regiments from four to eight, beginning in 2991. This expanded Warrior House power base caused no little animosity among senior military commanders, many of whom saw in these new regiments the nucleus of a private army answerable to Maximilian alone. However accurate their assessment may have been, Maximilian refused to rescind his order; after he cashiered several vocal opponents to his plan, his policies proceeded without debate. Maximilian's investment would return good dividends in the days to come: in 3001, the Warrior House regiments LuSann and Immara first contained and later drove off the superior forces of the 7th Crucis Lancers in a defense of Lincoln. In 3003, a third Warrior House regiment, the Ijori regiment, caught a Davion Mercenary regiment on Tszamma, mauled it, and captured a large number of BattleMechs.

In 3003, the pendulum swung again, this time in favor of the regular armed forces. The Death Commandos, an elite group formed under Tormax Liao and made up exclusively of Warrior House troops, was now opened to qualified personnel from the regular line regiments. The following year, in an effort to placate the irritated Master Yadi, the effective leader of the Warrior House orders, Maximilian moved again, this time taking the deployment and use of all Warrior House regiments away from his strategic planner, Colonel Pavel Ridzik, and reserving that authority unto himself and Master Yadi. By first playing off one side against the other and then at the eleventh hour stepping in to resolve the internal dispute himself, Maximilian displayed the type of cunning and ruthlessness he would soon need against his enemies. It was the classical style of his ancestor Franco.

MAXIMILIAN'S DIPLOMACY

DEALING WITH MARIK

In the years following the coup that removed his father from office, Maximilian applied his cunning far afield. Resisting the temptation to risk what few good 'Mech regiments he had left, Maximilian struck at his enemies with the word processor rather than with the laser.

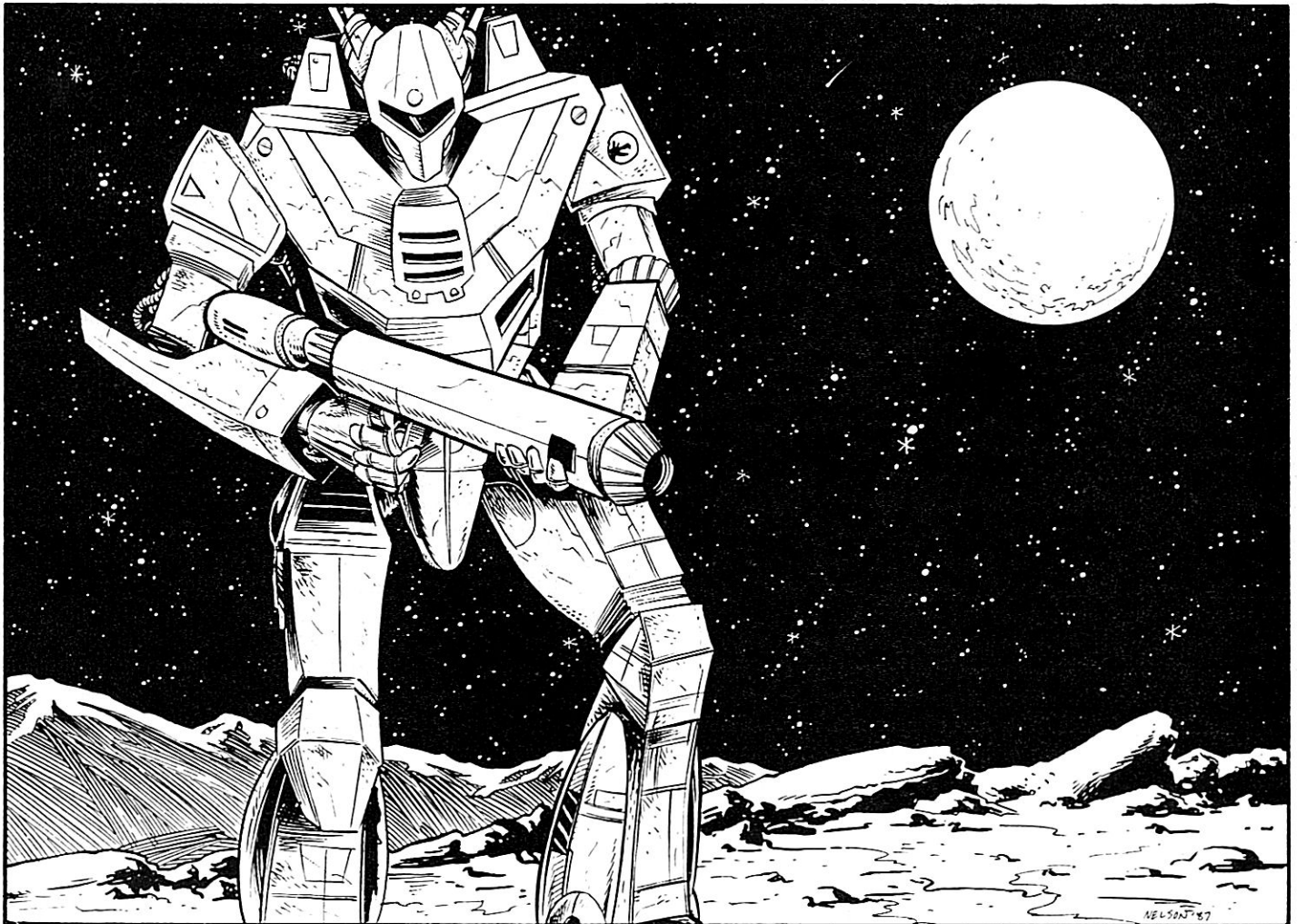
He began by ordering a full-scale intelligence survey of the Asuncion front, the scene of so much bloody fighting over the last four centuries. In the years since their capture by the Free World League, the planets of the Asuncion systems had survived remarkably well during the numerous attempts to reclaim them. The current rulers of the Asuncion system, the Mintaine family, were proud of their possessions and unwilling to see them plundered either by House Liao or House Marik. In the 1990s, Maskirovka intelligence convinced Maximilian that the current administrator of the Asuncion system was especially cool toward Captain-General Janos Marik. In 1995, Maximilian Liao took the unprecedented step of arranging a covert summit meeting between himself and Dame Vall Mintaine. A secret treaty resulted. Dame Mintaine agreed to trade with the Capellans, beginning immediately but clandestinely. Maximilian agreed that should Dame Mintaine decide to break with Janos Marik and declare independence, House Liao would provide military support and would recognize the new Grand Duchy of Asuncion, under the rule of Duchess Mintaine.



Beginning in 3003, Maximilian conducted covert negotiations with Janos Marik's brother Anton, who was known to have little love for his elder Lordship. Crafty Maximilian proposed to supply Anton with military advisors and intelligence agents, who would train Anton's underground troops and advise his counselors. Janos was to be assassinated at the appropriate time, and

Anton's reward would be the hand in marriage of Maximilian's then-teenaged daughter Candace.

Anton agreed eagerly to Maximilian's provisions. Through the domination of the weak-willed Anton by resourceful Candace, Maximilian intended to control the fate of the Free Worlds League. In 3014, Anton staged an open rebellion, aided by 1 year of support from Maximilian and by Wolf's Dragoons, a mercenary unit recently supplied by Maximilian. Anton blundered, however, and his stupid tactics led to a series of setbacks. Angered by a quarrel with the Dragoon's commander, Anton had the commander's brother murdered. The best troops in Anton's rebel army then defected to the Free Worlds League. Thus, Maximilian's backing of Anton came to nothing—except that Maximilian got schematics on Marik *Wolverines* and *BattleMasters*.



THE DAVION QUESTION

House Davion, Liao's traditional enemy, could not be left out of Maximilian's calculations. Therefore, beginning in 2997, he allocated over a million ComStar bills to the Maskirovka, specifically earmarked for a variety of special anti-Davion projects. Among these have been the financial backing of pro-Liaoist factions within the Davion court at New Avalon, and the support of dissident nobles along the Kurita-Davion border.

In 3000, at Maximilian's request, the Maskirovka shifted its operational emphasis somewhat. Using the vast sums at their disposal, Maskirovka's agents provocateur throughout the Capellan March initiated a series of clandestine operations against Davion scientific and military support systems critical to their continued war effort. Among the more notable achievements of these anti-Davion cells were the destruction of a Davion ore refinery on Axton in 3001, the fomenting of local rebel factions on Cammal and Andro in 3003, and the kidnapping of seven Davion scientists from a special genetic research station on Sanilac in 3015.

CLONING HANSE

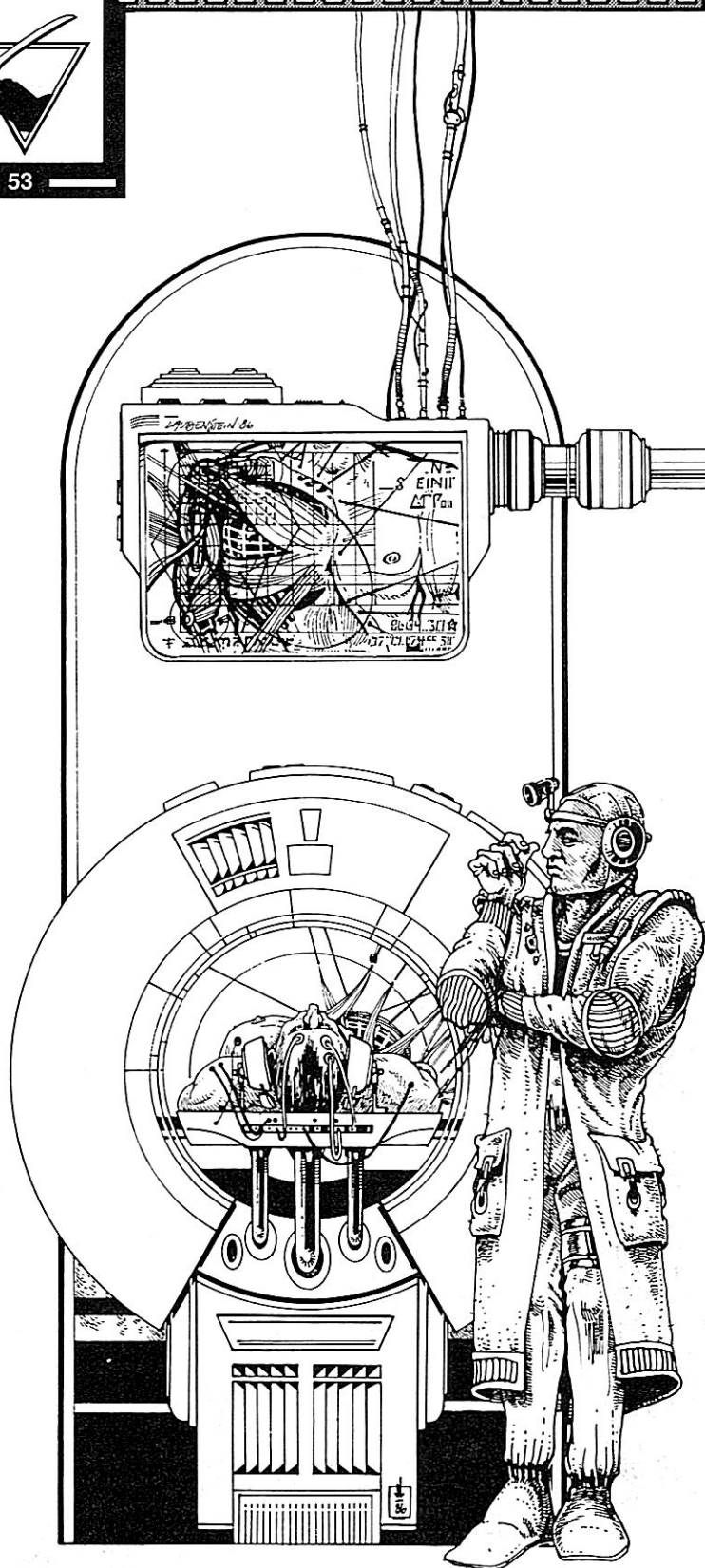
The kidnapping of the seven Sanilac scientists returned high dividends for Maximilian Liao. Beginning in 3016, these Davion specialists were placed under direct Maskirovka control, their task being to create a human double of Hanse Davion which, at an appointed time, could be substituted for the real Davion leader. Despite numerous setbacks and loss of life, these plans continued to mature for the next decade. In 3025, "Operation Doppelganger" was put into motion and very nearly succeeded. Only through the timely arrival on New Avalon of one of Hanse Davion's most trusted comrades-in-arms was the plot foiled.

—ROM ColnTellTag, Maximilian Liao Dossier, ComStar Archives, Terra

At the same time Maskirovka operations were stirring up localized anti-Davion sentiments along the Draconis March, Maximilian set his efforts, beginning in 3020, toward repeating his Anton gambit with a notable member of Hanse Davion's own family. Maximilian secretly concluded a neutrality pact with Michael Hasek-Davion, the Duke of New Syrtis. While recognizing the need for both sides to conduct the occasional raid or two for the sake of appearances, Maximilian and Michael Hasek-Davion agreed to forestall any major military actions aimed at the other's interests. In 3022, Maximilian's agents again met with Michael Hasek-Davion, this time to offer the Duke of New Syrtis a territorial adjustment in the form of several key border systems, including Remshield, Highspire, and Jonathan, should Michael agree to move against his brother Hanse. Whether the Duke accepted the offer is unknown, but the offer itself was enough to maintain good relations between the two.



53



Through all this, Hanse Davion was aware that most of his internal and external troubles originated at the court in Sian. Between 3015 and 3020, he organized a campaign of armed resistance against House Liao. During this decade of "No War, No Peace," the armed forces of House Davion struck repeatedly at Capellan strongholds all along the border zone and beyond, averaging a raid a month by 3018. In 3019, the Commonality capital of St. Ives was attacked by the mercenary units Kingston's Commandos and Tristram's Terrorists, both in Davion pay. In this particular action, the St. Ives Armored Cavalry were hard-pressed to defend their capital until two Warrior House regiments, Kammata and LuSann, arrived and utterly destroyed the invaders. Undaunted by this setback, Davion *Transit* fighters attacked the vital water world of Carver V, in 3015 and again in 3018. In 3022, Smithson's Chinese Bandits advanced boldly to attack the capital world of the Confederation itself, Sian, for the first time in over a century.



MERCENARY'S EPITAPH

These, in the day when heaven was falling,
The hour when earth's foundations fled,
Followed their mercenary calling
And took their wages and are dead.

Their shoulders held the sky suspended,
They stood, and earth's foundations stay;
What God abandoned, these defended,
And saved the sum of things for pay.

—Epitaph on an Army of Mercenaries,
A.E. Houseman.

MCCARRON'S WAR

Angered by these mounting pinpricks, Maximilian retaliated. To teach the Davions the error of their ways, he called upon his premier mercenary unit, McCarron's Armored Cavalry. The veteran mercenary commander Archibald McCarron was ordered to deal with the Davion menace as he saw fit. Working in secret to strip transport for his men from other, less vulnerable sectors, McCarron in 3022 began a three-year war against the forces of House Davion.

McCarron's plan envisioned deploying his forces rapidly from strike point to strike point by positioning vital transport at predetermined rendezvous points deep within Davion space. Although extremely risky, the plan worked, creating the impression of superior numbers where there were none. McCarron divided his forces into three prongs. The first consisted of Leo's Demons and the Wild Ones; the second, of heavy 'Mechs of the Nightriders; the third, under his personal command, of Barton's Regiment and Rob's Renegades. Through excellent staff work aided by timely information from local agents of the Maskirovka, McCarron struck first, simultaneously, at the Davion-held worlds of Tawas, Farwell, and Kathil.

In each instance, local mercenary and militia forces were overwhelmed. On Tawas, the *Thunderbolts* and *Vindicators* of Hamilton's Cavaliers defeated their old enemy Tristram's Terrorists. On Farwell, the *Wolverines* of Devon's Devastators destroyed several important Davion ore refineries before disappearing as quickly as they had come. On Kathil, McCarron personally led

Tarleton's *Archers*, supported by Saxton's *Wasps*, against a battalion of the 42nd Avalon Hussars.

Next on the McCarron hit list were the twin worlds of McHenry and Muskegon, with their oil refinery and agricultural stores. On the former, Hamilton's Cavaliers surprised a Davion mercenary unit, Mathias's Forlorn Hope, while on R&R. Over two-thirds of this unit was destroyed before they realized what was happening; the rest, deciding that discretion was the better part of valor, surrendered, and gained their freedom at the cost of four new *Crusaders*.

On Muskegon, Vestal's *Stiletos* did not fare as well. Alerted that something was in the wind, the local Davion militia commander acted with alacrity before the arrival of the intruders. Vestal's intruders on this occasion had to be content with destroying the planet's recent harvests before moving on in search of easier prey.

Stopping only long enough to salvage several *Marauders*, McCarron moved on to the next target, the planet Marlette. Here the combined forces of the Armored Cavalry laid siege to the local fortress of Bourgogne. The object of the three-day attack was not so much to reduce the fortifications as to induce a high degree of fear and uncertainty in the Davion ranks. In this, McCarron's men were successful.

In early 3023, McCarron doubled back on his tracks, Tarleton's *Banshees* attacking the 'Mech repair facility on Goshen while the rest of the Cavalry raided agricultural centers on Emerson and Smolensk. In March 3023, McCarron's expedition nearly came to an abrupt end when, on Beten Kaitos, he found himself confronted unexpectedly by elements of Hanse Davion's personal guard. In a two-day pitched battle, McCarron's forces staged a running battle with Davion's elite *BattleMasters*. Though outnumbered, the Cavalry's greater mobility saved the day.

Recovering from this tactical draw, McCarron combined his forces again, this time aiming at the planet Bristol. In this instance, trickery won the day. After a week's worth of "backing and filling" in which noisy but not very destructive demonstrations were repeatedly staged, McCarron abandoned several salvaged *Marauders* on station as a "force in being" and quickly moved on to his real target, the Davion supply depot on Listowel. As Davion reserves closed in to meet the "threat" on Bristol, McCarron's lances defeated the local Listowel garrison, much of which had already left for Bristol. Replenishing his stocks, McCarron launched a final series of strikes against Mira and Mesartim before heading home in triumph.

In recognition of these achievements, Maximilian personally awarded each unit commander the Confederation's highest military decoration and promised them landed titles when they retired. For the moment, House Davion was forced to regroup and lick its wounds before it could tangle with the Capellans again.

While all this was taking place far afield, Maximilian met in 3022 in secret summit with Michael Hasek-Davion on the planet Lee, there to hammer out future agreements to their mutual benefit.

CONCORD OF KAPTEYN

His flanks thus secured for the time being, "The Diablo" bent his efforts to his greatest behind-the-scenes success to date. Between 3020 and 3024, ongoing negotiations, information swapping, and backstairs bargaining succeeded in the formal signing of the Concord of Kapteyn, a three-way alliance among House Marik, House Kurita, and House Liao, against the recent Davion-Steiner alliance. Knowing Janos Marik's grip over his domains to be weakening with every year, Maximilian, through his representatives, maneuvered to place several hand-picked mercenary units "on call" at Janos's disposal for a period of five years, during which time Janos could employ them as he saw fit. By a similar arrangement, select mercenary bands in Marik pay were held ready in the event of Liao-sponsored war with House Davion. A final treaty covered the working arrangements in case of renewed action against House Davion. In the event of such a renewal of hostilities, it is understood that both sides will have equal access to the other's supply and provisioning centers in support of a common front.



55

How long this unusual accord will last cannot be estimated. For the time being, it appears Maximilian Liao has saved his Capellan Confederation from dismemberment and has strengthened it by convincing others to do his fighting for him. In this, Maximilian is further aided by his incorporation of several excellent mercenary bands, such as Laurel's Legion and McCarron's Armored Cavalry, capable of standing against equal numbers of Davion troops. Backed by gradually increasing numbers of devoted Warrior House troops, these units may yet tip the delicate balance of power into Maximilian's hands.

Though far from being in a position to become the great First Lord of the Star League by force of arms, Maximilian Liao may yet live to see himself the Great Arbiter of the fate of House Davion. In the end, the two things may well turn out to be the same.

SINISTER RESPONSE

I remember that all through the meetings, the younger Michael tried his best to get one up on the older Liao. During the last day of their discussions, Michael ordered an impromptu review of a squad of his own Syrtis Lancers, one of the most hated Davion units as far as Maximilian was concerned. All during the review, Michael was boasting about how good his Syrtis bodyguard were. Maximilian just nodded sagely to himself.

At one point toward the end, Michael called out in a booming voice so everyone could hear, "Well, Sire, to tell the truth, do you know of anyone in the Inner Sphere strong enough to defeat a hundred of my fine Syrtis warriors?"

To which in a quiet, almost sinister voice Maximilian replied, "In truth, my Lord, I do not; however, I know of half their number who would try."

—Excerpt from private diary of Major Oscar Fall, Company A, Syrtis Fusiliers



THE FAMILY LIAO

The modern interstellar power that evolved since the days of Franco Liao has been shaped more than any other Successor State by individual desires and ambitions. This is not to imply that the Liao family has always held supreme unchallenged power. There have been periods, in fact, when they held no power at all. At least one non-Liao Chancellor attempted to turn the clock back to more democratic times (without much success), and one member of the Liao family committed suicide in order to deprive rebel military commanders of a valuable hostage. What can be said, however, is that the Liao family, more than the families in any other Successor States, has put its own stamp on the state it has inherited.

Rarely has any one group of individuals summoned to high office been so varied in terms of temperament and character as the Liaos. The studied tact and ruthlessness of Franco Liao contrasts sharply with the icy coldness of Maximilian and the flamboyance of Barbara. Duncan Liao was known to be a rather coarse individual, while Aleisha was clearly loved by her subjects. Calvin Liao, on the other hand, was an outright sadist, ultimately assassinated by members of his own inner circle. Jasmine Liao was totally vain, Stephen Liao totally cold-blooded, and Merlin Liao totally stupid.

In their private lives, the great majority of the Liaos were anything but mediocre. Stephen Liao had a notorious love life, Laurelli is remembered for squandering huge amounts of state funds, Androsar Liao is known to have rivaled the mythical Terran ruler Henry in his love of food, Ilsa Liao is remembered for her taste in fine clothes, and Barbara for her love of art and ancient Terran collectibles.

If the Liao clan shares one collective vice, it is their legendary, one might even say hereditary, greed. Whatever positive accomplishments the family may have achieved in the course of galactic history, their perpetual appetite for wealth—and through wealth, power—represents the more squalid side of a common ambition.

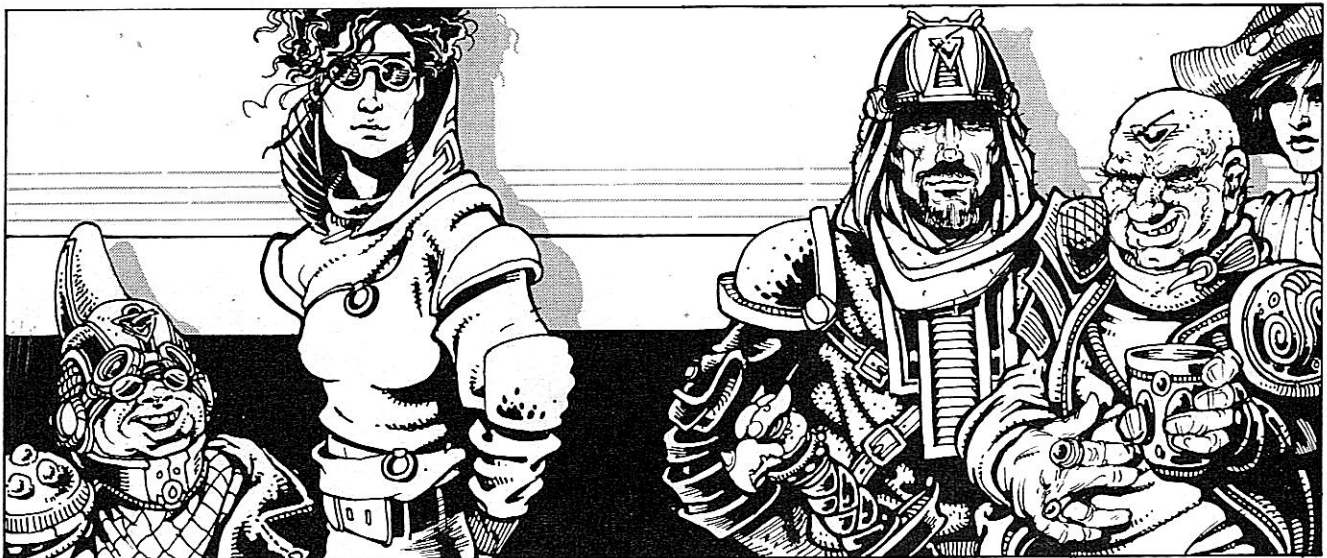


The names of Otto, Tormax, and Merlin Liao have been associated in more than one secret history (now uncovered) with looting and plunder on a grand scale. Calvin Liao looted entire planets, holding entire Marik cities or districts at ransom rather than risk one unpopular tax levy too many. In this respect, Mica Liao was only a shade better, preferring to work individual hostages rather than entire populations whenever necessary. The account of the St. Ives historian Juyen of Barbara Liao arriving on a newly conquered world with her shopping list of paintings and sculptures in hand is probably not far from the truth.

Some of the Liaos were mean as well as grasping, cruel as well as rapacious. Not the least of these was Calvin, who on more than one occasion permitted the surrender of enemy troops in battle only to have them horribly mutilated and sent home as object lessons designed to spread fear among their comrades. (The effect was usually the exact opposite.)

The thousands of records we have uncovered indicate that ruling members of the Liao family were continually underrated and collectively short-changed in their own times. Few Liaos have been seen as anything more than caretaker leaders at best, or dictatorial aberrations at worst. Even today, their opponents, both internal and external, presume that the Chancellor of the Capellan state, by definition, must either be a weak-willed individual capable of ruling only through the continual use of terror, or else one out of touch with reality, continually fearful of revolt from within. In this, the opponents of House Liao are often greatly mistaken.

Whatever else the Liaos are, or have been in their day, they remain collective experts in the study of human nature. From this expertise, each in his or her time has managed to maneuver successfully and manipulate people on a planetary scale, in order either to prolong or defuse a crisis, turning the best-laid plans of their enemies to the Capellans' advantage. To equate the limits of the Liao family's power with the geographical extent of the dominion has been a grievous error for which more than one outsider has paid a heavy price.



LAUBENSEIN-87

SOCIOPOLITICAL STRUCTURE



This section identifies the major governmental agencies within the Confederation: the Confederation Prefecture, the office of the Chancellor, the House of Scions, and the Capellan Ministerial. Also included is an overview of the Capellan state's major functionaries and a brief description of the different types of nobility encountered within the Capellan Confederation.

THE CAPELLAN GOVERNMENT

Capellan government is like an ancient Terran troika (a sleigh pulled by three horses) but with each of the horses attempting to lead the others. The three horses would be the Prefecture, the office of the Chancellor (held for centuries by members of House Liao), and the House of Scions. Each has competed for absolute control of the state.

Although the Chancellor appears to dominate, this is not quite true. There have been weak Chancellors, and there have been strong members of the Prefecture and strong nobles within the Scions who have exercised a great deal of power. Although at present the Chancellor leads the Capellan state with dictatorial power, he must have the cooperation of the Prefecture and the House of Scions. An appreciation of this is critical to understanding the Capellan state and its dealings with all of the other Successor States.

THE PREFECTURE

The Chancellor may rule, but we govern.

—Hadrian Pong, Prefect for St. Ives, ca. 2512

The Prefecture of the Capellan Confederation, sometimes referred to as the Prefecture, is the oldest governing body in the Capellan governmental hierarchy. Formed in 2368 by Franco Liao, it was subsequently enlarged by his brother Kurnath and succeeding Liao Chancellors during the 24th and 25th centuries. The Prefecture began under Franco Liao as an advisory council of noble representatives from the major Capellan states, assembled to deal with the political questions surrounding the Aris Crisis of 2466–68. Originally six in number, the Council was enlarged to twelve by Kurnath Liao, who gave the body legislative powers. Today, it is the highest policy- and decision-making body in the state.

The Chancellor is always a member of the Prefecture, and the Prefect of Chesterton is a hereditary position of the Hargreaves family. The Prefecture consists of one representative from each of the six Capellan commonalities, elected from the House of Scions for ten-year terms. The present six member Prefecture includes Maximilian Liao (Sian), Candace Liao (St. Ives), Chandra Ling (Sarna), Waldemar Teng (Tikonov), Elizabeth Liao (Capella), and Lord Victor Hargreaves (Chesterton). These individuals convene in closed session twelve times a year to discuss matters of importance to the Confederation and to pass necessary legislation.

The Prefects also recommend specific foreign policies to the Chancellor. They arbitrate internal disputes affecting two or more commonalities, and, at the request of the Chancellor, they rule on court decisions.

For centuries, the major source of political clout exercised by the Prefecture lay in its power to elect Chancellors from among its own members. This power did not originate with the Prefecture of Franco Liao, but rather was acquired as a result of the death of Chancellor Duncan Liao during the Time of Tribulation. In an effort to curb the influence of the military, the Prefecture (on its own authority) elected Duncan Liao's sister, Jasmine. In exchange for its continued support of a strong, Chancellor-dominated state, the Prefecture maintained its right to designate new Chancellors from among its own members.

For more than five centuries, the Prefecture has almost routinely elevated members of House Liao to the office of Chancellor, but there have been exceptions. Although each generation of Liaos has taken pains to ensure at least one of their family has been on the Prefecture (and thus eligible to be Chancellor), bad timing and occasional early (or violent) deaths have sometimes resulted in non-Liao Chancellors. Sandol Quinn and the last of the once-powerful Aris family are cases in point.

In the mid-26th century, Chancellor Terrence Liao got the Star League to agree to recognize only members of House Liao as legitimate chief executives of the Capellan Confederation. Since that time, the Prefecture's power has been limited to ratifying the successor named by the current Liao Chancellor. Only if a member of House Liao is not available or of qualified age can the Prefecture select a temporary Chancellor.

The Prefecture retained considerable legislative power, and may at any time pass legislation conferring specific rights and responsibilities on individuals or groups within the Confederation. Such legislation typically takes the form of "acts of ennoblement," creating newly designated noble lineage or promotions within a family line.

During peacetime, the Prefecture ratifies the Chancellor's nominations of Capellan officers to the rank of Colonel, the highest rank in the military. It also appoints local military district commanders. The Prefecture has considerable, if indirect, control over Capellan military doctrine. It passes annual tax legislation, and there have been instances when a Chancellor seeking to finance a foreign war has found his plans blocked by his fellow Prefects.

THE CHANCELLOR

I am the State.

—Louis XIV, King of France, ca. 1700

I own the state.

—Maximilian Liao, Chancellor of the Capellan Confederation, ca. 3020



The Chancellor of the Capellan Confederation is chosen from among the six members of the Prefectorate upon the death of the current Chancellor. As originally envisioned in Franco Liao's Statement of Pan-Capellan Unity, the office is now a position held for life.

Each new Chancellor can look forward to wielding tremendous power. He is the primary spokesperson for the Capellan state, dealing with other Succession Lords on an equal basis, negotiating, ratifying, extending, or withdrawing treaties of trade and policy. Responsible for the safety and welfare of the Confederation, the Chancellor serves as the chief of all Capellan armed forces, directing both regular and Warrior House regiments in war and in peace.

Whereas the Prefectorate may pass legislation only in times of emergency, the Chancellor is under no such limitation. Since the time of Kalvin Liao, all Capellan Chancellors have had the power of decree, effectively allowing them to rule through personal edicts outside normal legislative scrutiny. Notable past decrees have included:

Decree of Prime Extension: 2480

This decree gave the Chancellor tenure for life. Hitherto, the post had been for ten years only, though an individual could have any number of added terms, given a majority vote of the Prefectorate.

Decree of Retention: 2512

As a concession to the Prefectorate, this decree prohibited the removal or disbanding of that body either by subsequent decree or by another agency for any reason. A later modification strengthened the Prefectorate by permitting it to retain its own regiment of troops.

Decree of Succession: 2598

In the event that three formal votes by the members of the Capellan Prefectorate fail to decide on a choice for Chancellor, the Chancellorship shall fall to the most senior member of the House Liao line.

Decree of Expulsion: 2711

The Chancellor was granted the right, in cases of high treason, to ban an individual from the Confederation, effectively stripping the person of all rights and titles.

The Chesterton Decree: 2840

This decree granted the right of perpetual and hereditary representation in the Prefectorate by a designated member of the Hargreaves line, as voting from Chesterton with full rights and privileges until such time as the Chesterton Commonality is recovered by the Confederation.

Decree of Martial Unity: 2964

This decree established the first of eight Warrior Houses, essentially combined military-religious orders whose allegiance is sworn to the Chancellor and the Confederation. This measure was intended to enhance Capellan military prowess through a revitalization of martial virtue and pride. These Warrior Houses have grown in political/military strength and have produced the Commonwealth's best and most fanatically loyal troops.

Over the generations, Capellan rule has been sometimes benevolent, generally dictatorial. The only limitation on the Chancellor's power is the inviolability of the Prefectorate and the House of Scions. Likewise, the Chancellor alone is unable to strike down any emergency legislation passed by the Prefectorate, although as one of six voting members, the Chancellor still retains a voice in such proceedings. These singular exceptions notwithstanding, the Chancellor still retains considerable scope for the exercise of personal power, which numerous Liao Chancellors have used to their advantage for generations.

THE HOUSE OF SCIONS

Chancellors come and go, often dying, sometimes murdering; the Prefectorate—that less-than-perfect body—legislates, and nobody cares; the Scions remain. Nobility, like all other forms of raw energy, cannot be destroyed.

—Catherine DeWinter, Duchess of Sirius, opening remarks to the first session of the House of Scions, 2612, reported in *Official House Gazette*, 2613

Not so much a legislative body as a forum for personal expression, the House of Scions is a body of 200 assembled nobles. It was first organized under Kurnath Liao to give representation to Capellan nobility drawn from the various commonalities. It is made up of roughly equal numbers of hereditary and sword nobility. Each member serves for a period of twelve years, but terms are staggered.

The House of Scions was formed originally as a check against the power of the Chancellorship and the Prefectorate, empowered to approve or disapprove any decrees of these two offices.

As might be expected, that original mandate has been altered in the six centuries since the first House met. Beginning in the reign of Mica Liao, the House of Scions was limited to reviews of Prefectorate legislation only. Chancellors seeking to block the growing influence of the Prefectorate have manipulated the Scions to strike down unfavorable legislation.

Under the Sundermann Liaos, the House of Scions was first charged with appointing from among its number newly designated members of the Prefectorate. In a secret agreement with Chancellor Ilsa Liao, the Scions also netted a share of economic clout. Though the Prefectorate can enact emergency taxation bills as well as determine the overall taxation level for the Confederation, the Scions now determine the level and degree of expenses each commonality will assume.

THE CAPELLAN MINISTERIAL

We are the forgotten doing the impossible for the ungrateful.
—Unofficial motto of the Capellan Ministerial

Beyond the troika, the day-to-day operations of the Capellan Confederation are coordinated by various administrative departments known collectively as the Capellan Ministerial. The Ministerial originated in concessions made by Chancellor Baxter to avoid widespread civil disorder stemming from the administrative incompetency of his own appointees.

Each commonality within the Confederation maintains one major ministry. In theory, this division of labor avoids an unacceptable concentration of bureaucratic power, although this occasionally happens anyway. Each ministry is located on the capital world of each commonality. Each is run by a director, a first and second deputy director, and departmental coordinator, each with his own assistants and administrative support personnel. The director of each ministry reports directly to the Prefecture on a quarterly basis. The Capellan Ministerial comprises the following areas of responsibility: Ministry of Resources (Sarna), Ministry of Information Standards (Sian), Ministry of Trade and Exchange (Capella), Ministry of Development (Chesterton at Sirius), Ministry of Social Education (St. Ives), Ministry of the Military (Tikonov).

Ministry of Resources

This ministry is responsible for the efficient coordination of scientific research and development throughout the Confederation. In addition, Resources manages natural planetary resources, such as water purification, mining, and geological research. Since the onset of the Succession Wars, Resources has also been charged with reclaiming Star League technology wherever it can be found. Faced with a diminished resource base as a result of the wars, this last mission has become increasingly important.



Ministry of Information Standards

This ministry has one of the less glamorous but more important roles within the Capellan bureaucracy. Its primary role is to coordinate and integrate the divergent systems of standards, weights, and measures employed by individual commonalities. Among the many challenges facing this department has been the standardization of Capellan currency (the Yeng, or the L-Bill) based on germanium, and the adoption of a common frame of reference for calculating time. This was eventually worked out by using the 20-hour day of the planet Capella as a fixed standard. All other systems calculate their own time, regardless of local planetary rotations, in units of 20. Regional parochialism and local biases continue to hamper this organization, and the work of standards remains largely incomplete.

Ministry of Trade and Exchange

This is the agency within the Capellan government responsible for maintaining mercantile relations with other Successor States. This mission is hampered by the deplorable state of the Capellan merchant marine. Over half the Confederation's original merchant fleet has been captured, destroyed, or irreparably damaged in the Succession Wars.

The Ministry of Trade and Exchange is also responsible for the systematic economic "utilization" (or exploitation) of those non-Capellan worlds that fall under Confederation control. The effective use of "acquired" populations and raw materials is governed by this ministry.

Ministry of Development

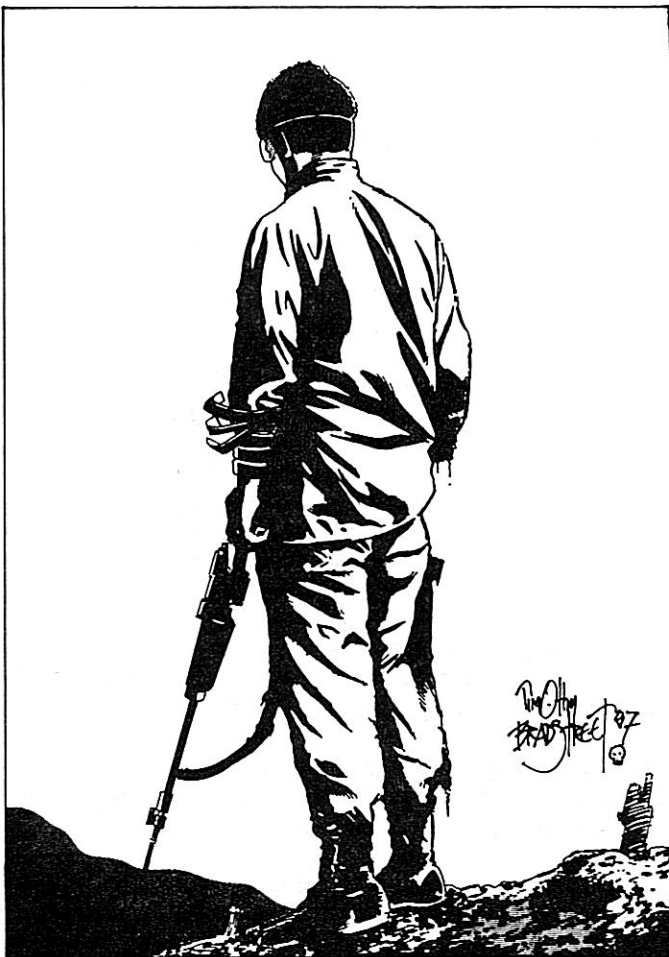
This ministry deals with the economic reconstruction of Confederation industry damaged or lost during the Succession Wars. Development gets the highest financial allotment of any department in the Ministerial, reflecting Maximilian Liao's determination to rebuild quickly as much of the Confederation's industrial base as possible. The Ministry of Development is also charged with maintaining vital agricultural worlds and promoting more efficient food production throughout the Confederation.

Ministry of Social Education

This ministry dates from the days of Salicia Liao. Ostensibly created to oversee and coordinate education for both children and young adults, this ministry has been charged, since the days of Tormax Liao, with the political indoctrination of Confederation youth. The ministry emphasizes a very pro-Liaoist interpretation of Confederation history, and the development of civil virtues molded around the principles of self-sacrifice and subordination of individual desires to the needs of the state. Though officially acknowledged as fitting and proper, such indoctrination has been criticized privately by many of the intelligentsia, and members of this ministry are looked upon with social disdain.

Ministry of the Military

Working closely with the Chancellor and the Prefecture, this ministry is responsible for all aspects of the Capellan armed forces, including coordinating all civilian/military efforts, financing Warrior House regiments, raising and equipping local militia forces, and sponsoring corporate research and development. In addition, it is also responsible for handling day-to-day liaison with chartered mercenary units in Confederation service.



INTERNAL ORGANIZATION

COMMONALITIES

As of 3025, the Capellan Confederation comprises over 400 populated worlds. To govern so many inhabited planets, the Chancellors of House Liao have adopted a rigid administrative infrastructure. As a concession to local interests, Franco Liao established the commonality as the basic representative division of the Confederation. Five of the six commonalities are roughly analogous to the original Capellan states in 2468: Tikonov, Sian, Sarna, Capella, and St. Ives. In 2468, Franco Liao made Chisholm, then a province of the Tikonov Grand Union, a separate commonality to gain the support he needed to get his new Confederation ratified. The Chisholm Commonality has since disappeared, absorbed into a restructured Tikonov Commonality, and in its place a new "province," the Chesterton Commonality, has been created. This region is today under the control of the Federated Suns, though the original worlds of the Chesterton province are still officially recognized (by Capellans) as part of the Confederation, represented by a hereditary Prefect in Exile drawn from the noble Hargreaves family.

DUCHIES, WARRENS, AND DEMESNES

With their district capitals located on Sian, St. Ives, Capella, Sarna, and Tikonov, each commonality in turn is subdivided by duchies ruled by a duke or duchess. Each duchy contains upward of a half dozen star systems, though there are some larger grand duchies. Each duchy is divided into smaller administrative units called warrens, each warren comprising one or more star systems with several inhabited worlds each. The warren is divided into various demesnes, a demesne corresponding to an individual star system.

Administratively, each duchy is the sovereign territory of the ruler to whom it has been granted in fiefdom by a Confederation Chancellor. Given the problems of controlling divergent populations over interstellar distances, individual warrens are administered directly by appointees of the duke or duchess. These administrators, called Diems, act as their lord or lady's direct representative to the people and are empowered to appoint planetary directors to govern individual worlds.

Planetary fiefdoms can be awarded to nobles or their families for meritorious service to the state. These important fiefdoms do not fall under the jurisdiction of a local duke or his representatives, but are ruled directly by the fiefdom's owner or designated representative. Occasionally, the owner of a fief geographically positioned within another's duchy will make arrangements with a local lord to have his fiefdom administered for him *in absentia*. The Capellan court at Sian is filled with dozens of "absentee landlords," many of whom have not set foot in their own lands for years.

Unless specified as hereditary, duchies and fiefdoms are subject to being withdrawn and reassigned at the will of the Chancellor. In this way, the Chancellor maintains a check on the power of the local nobles. Nobles are limited in the number of their armed retainers. At the discretion of the Chancellor, they are usually allowed the equivalent of a single non-Mech regiment for their own protection.



CAPELLAN NOBILITY

The Capellan nobility is not a homogeneous body, but rather a group of individuals divided by social origin. Hereditary nobles, known as Sheng, represent the older landed aristocracy of the original Capellan states of the mid-25th century. These noble titles were carried over from the older commonalities when the Capellan Confederation was established. Various Chancellors have awarded some hereditary titles for civilian service.

The other type of noble is the Barduc, or sword nobility. These individuals have earned their titles by outstanding military service, though many, it must be acknowledged, have made monetary contributions to their respective Chancellors in lieu of actual service in the field.

Each type of noble shares a common hierarchy of titles and associations. Since the onset of the Succession Wars, Capellan nobility has adopted distinctly Liaoist-oriented titles. Within the Capellan Confederation, there are five ranks of nobility.

NOBILITY

House Liao	Other States
Lord/Lady	Knight/Lady
Mandrinn/Mandrissa	Baron/Baroness
Shonso/Shanna	Count/Countess
Lama/Lamia	Marquis/Marquissa
Duke/Duchess	Duke/Duchess

Confederation Lords and Ladies have certain traditional privileges and prerogatives.

Nominate A Family Successor

In lieu of any standard rules governing primogeniture, the head of a noble House or an individual branch of the family may select a given individual (male or female) to succeed that person in title and wealth upon the death of the household ruler.

Currency

Rarely seen since the days of Barbara Liao, this prerogative grants a given noble the right to mint standard Confederation currency (minus a generous cut for the minter) for use in trade and commerce outside the Confederation.

Judication

This right gives a noble the power to act as a *de facto* representative of the Capellan judiciary, acting as judge and jury in civil and criminal matters in the planetary populace under his authority.

Issue Military Commissions

A noble may create and sell junior officers' commissions in the regular Capellan military, up to the rank of subcommander.

Taxation

A staple of any landed noble family is the right to levy internal taxes against populations under their direct control, beyond any other Confederation-wide taxes that may be in effect.

Hearing

This right gives nobles the right to appear before the House of Scions to present evidence on important state matters or to defend themselves against charges made by a representative of the Confederation government.

Enactment

In unusual circumstances, a Duke or Duchess has the right to endow another individual or family line with noble status, not to exceed the rank of Mandrinn.

DIEMS AND REFLECTORS

There are two additional and unofficial noble ranks: the Diem and the Reflector. Though officially recognized as *administrative* offices, these positions have been filled traditionally by members of noble (or once-noble) families. The distinction between official and unofficial nobility is not always clear, and represents the effects of history rather than any conscious government policy.

The Diem is an ancient Tikonov Union title now applied to the major administrative supervisor of a warren. Diems are responsible to their sovereign Duke or Duchess, who grants them noble prerogatives without actual noble status. Each is responsible for two or more star systems.

The Reflector, like the Diem, is an individual granted noble prerogatives without actual noble status. Elected from a given planetary population, the Reflector serves a local lord as a direct representative of that population to the planet's ruler. Reflectors first appeared in the days following the downfall of Calvin Liao, and their widespread acceptance throughout the Confederation mirrors the heartfelt desire on the part of planet populations to have a safeguard against the sort of tyranny experienced under "Kalvin the Terrible." The Reflector is usually head of a given world's militia, charged with defending the local population. On rare occasions, he may appeal to the Diem or to his Lord or Lady on behalf of an individual or group under his charge. The inviolability of this office is guaranteed by the House of Scions and the Prefectorate.



THE LEGAL SYSTEM

There have been two attempts at codifying Capellan law: the Edicts of St. Ives, and the Capellan Concordat. Both have contributed to the present Capellan legal system.

EDICTS OF ST. IVES

The first draft of the Edicts of St. Ives originated with the St. Ives Mercantile Association during a period of conflict in the early 24th century. These wartime expedients led to a legal doctrine emphasizing the supreme authority of the ruling family above all other forms of government, and the need to centralize all means of production for the ruling House's benefit. This body of law resulted in the social evolution of St. Ives into an efficient (if overly centralized) state with a society largely dependent on the benevolent paternalism of its all-powerful ruling Ling family.

With the rise of the Sarna Supremacy, much of the content of the Edicts of St. Ives were incorporated into that state's legal system, promoting a philosophy of centralized authority and subordination of individual needs to the service of the state. In an effort to win support for his new Capellan Confederation, Franco Liao adopted major sections of the St. Ives edicts, providing for the eventual restructuring of all the Capellan states within the Confederation.

CAPELLAN CONCORDAT

Following the civil disorders that sparked the Capellan Time of Tribulation, it became necessary to set up legal safeguards for the individual citizen. Under Jasmine Liao, the best legal minds of the day developed the Capellan Concordat, part of an attempt to heal a breach between the Chancellor and the people. The tenets of the Concordat are listed below.

1. No Chancellor or representative of the chief executive may have a citizen of the Confederation deprived of life or liberty without due process of law. In the case of nobles, this includes a right of appeal to the House of Scions.

2. Any individual subjected to personal injury or abuse at the hands of any member of the Capellan government may petition the judiciary to bring charges against said person(s) by way of either civil or criminal proceedings.

3. An individual may request that charges brought against his person by the state be adjudicated by the noble ruler under whose direct authority the defendant is subject.

4. An individual may request that a Reflector act on behalf of an accused, even to the extent of demanding and receiving a personal audience with the Prefectorate to ensure that evidence bearing on a given case is fairly and properly presented.

5. No individual shall be deprived of Capellan citizenship, with all the rights pertaining thereto, without a majority vote of the House of Scions following official presentation of sufficient cause.

[Editor's Note: Although these safeguards are incorporated into regional codes, they are often violated, sometimes flagrantly, by Chancellory decrees or "emergency" Prefectorate legislation, which can redefine the nature of treason to suit the needs of the moment.]



COURTS AND JUDGES

The Capellan judiciary has administered this system since 2690. Except when a local noble decides to exercise his right to judge an individual case, local justices have total authority to enforce Confederation law and to pass sentences, which are carried out by the local Diem.

Special Chancellory Courts and Courts of Toleration are occasionally employed for limited times and under special circumstances.

Chancellory Courts are three-person panels appointed by the Chancellor to look into cases of suspected treason and report the findings to the Prefectorate. In rare cases where the evidence is considered overwhelming, these courts may recommend a sentence directly to the Chancellor; hence their name. In such cases, the Chancellor may invoke his powers of decree based on the findings of a Chancellory Court, immediately and without appeal. While such courts are rare, they have been employed when a Chancellor wants to rid himself of an opponent without the trouble of "regular" court proceedings. After his seizure of the Chancelloryship from his father, Maximilian Liao used the decision (if not the legality) of a Chancellory Court to confirm his assumption of power.

Courts of Tolerance are authorized by the House of Scions to mediate conflicts of rights and privileges between nobles. Since the days of Calvin Liao, however, they have been used to try individual nobles for suspected crimes against the "Greater Commonality" (often on charges trumped up by pro-Liaoist members), circumventing the need to go through "regular" legal channels. Ostensibly a vehicle for nobles to police their own affairs, such courts have become another way in which the power of the Liao Chancellors is manifested through "legitimate" means.

Routine matters of law are tried in local Commune Courts. These holdovers of the traditional court system of the old Tikonov Union are used for dealing with civil and legal matters not directly pertaining to the state. Commune Courts are essentially informal hearings at community meetings where any member of a local planetary community can cast a vote after the evidence is heard. Individuals or nobles bring charges against one another, and the community at large decides guilt or innocence. In theory a Capellan citizen may appeal to the Chancellor a decision handed down by the court system. In actuality, this has never occurred. The best one can hope for is the sufficient good will of a Reflector or local Lord or Lady (or a sufficient bribe) to plead one's case to the Scions or, in rare instances, to the Prefectorate.



62

FAMILY VENERATION

The bulwark of the Capellan state remains the family. All members of the Confederation, whatever their social rank, are under powerful social pressure to raise large families. This is seen as part of one's duty to the state.

Within the family, parents exercise absolute control over their offspring until each proves worthy of Capellan citizenship. Parents teach children the importance of the family as a stabilizing factor in Confederation society, preparing them for the rigid controls society will place on them once they leave home. Respect for the aged is one of the positive elements of Capellan society.

Capellan authorities have for centuries promoted official days of national reverence for the family and for one's distant ancestors, the "pioneers" of the modern state. The first day of every month is a national family holiday, when memorial services commemorate the sacrifices of those rugged individuals who helped shape the modern Capellan state.

In 2985, Chancellor Tormax Liao designated July 1 as a national day of respect and veneration for House Liao. The Chancellor makes a stately pilgrimage to the Liao ancestral home, where, amidst joyful acclamations by their subjects (ensured by the Maskirovka), the family Liao meets in solemn congress to pay tribute to their ancestors and to rededicate themselves (if only for the cameras) to the continued service of each and every Capellan citizen.



RELIGION AND PHILOSOPHY



A LIBERAL INTOLERANCE

Chancellors of the Capellan state have done little to interfere with the religious or philosophical beliefs of the various populations of the Confederation. They have avoided establishing an official state religion, and have intervened in religious matters only when disputes between rival sects have threatened internal harmony.

Since the onset of the Succession Wars, Liaoist policy has been to play upon an undermining of belief, substituting for religious doctrine the twin concepts of martial virtue and allegiance to the state. Since the mid-2800s, the Capellan government has sanctioned and supported several major philosophical positions, among them the Korvin Doctrine and the Sarna Mandate. Individual planetary leaders are often instructed to discourage the spread of any nonsanctioned doctrine that might counter established state dogmas.

Despite the denigration of organized religions, enough individuals on various worlds within the Confederation (especially those near the rimward border) still hold steadfastly to their beliefs and codes of worship, often in open defiance of local administrators. On more than one occasion, local planetary community leaders and the ruling nobility have backed the worshipping public (or least not discouraged them) to build personal support. Recent actions by the Capellan government under Maximilian Liao suggest, however, that the Confederation is beginning to take a more serious, hard-line stance with such "deviations."

LESSONS IN THE FAITH

We do not say, "Let us refrain from rendering unto Caesar the things that are Caesar's." We say, "Let us render first unto ourselves the just rewards of our own labors and unto our Creator the things that are his, and let Caesar take, afterward, what he will."

—Jacob Zoroaster, Elder Bishop, The Church of Future Present, 3013

Two "demonstration lessons" have been dealt out to religious groups in the last two decades, the first on Anderson's World and the second, more serious, on the planet Truth.

The first took place against the Church of Future Present on Anderson's World twelve years ago. The inhabitants of that world practiced a religious creed that suggested, among other things, that individuals should look to their own welfare and the welfare of their brethren before looking to the welfare of the artificial state surrounding them. Charges were leveled against the Church of Future Present of supporting a subversive doctrine introduced by agents from House Davion. As a result of a judicial inquiry (influenced by Dame Elizabeth Liao, an "impartial observer"), one out of every five known supporters of this harmless creed were involuntarily transported to permanent exile on a Periphery world. Their leaders were imprisoned on Tikonov, where they remain to this day.

In the second incident, a private religious sect advocating a pan-human unity extending to all believers in all Successor States was dealt with more severely. Once the sect was determined to be dangerous to the interests of the state and to have engaged in acts of disloyalty to the Chancellor, retribution was swift. Disguised as a rogue mercenary band, a company of hand-picked MechWarriors under the personal command of Colonel Pavel Ridzik was called in to eliminate the Pan-Humanists. In the slaughter that followed, thousands of defenseless civilians were systematically exterminated in a single day. Though a handful escaped the massacre, the movement ceased to exist as an organized religion.

—Paula Goldstein, *Cults in Capellan History*, Contemporary Press, 3022



STATE PHILOSOPHIES

In lieu of formalized religious creeds, Capellan Chancellors have encouraged several well-defined philosophical systems designed to serve the needs of the state. All upper-echelon governmental functionaries actively support these philosophical systems in order to guarantee "proper philosophical attitudes" among the citizenry. The modern Capellan state is based upon three separate philosophical systems. In chronological order of origin, they are: the Korvin Doctrine (2225), the Sarna Mandate (2550), and the Lorix Order (2672).

THE KORVIN DOCTRINE

The oldest of the officially sponsored state philosophies, the Korvin Doctrine was propounded by an early Terran space explorer, Alana Korvin DeVall. Drawing upon her own experience, Korvin stressed the necessary subordination of the individual to the service of a Greater Humanity. This very personalized doctrine was first adopted in the mid-26th century as the political and social justification for the supremacy of the elder Capellan nobility. Eventually, it was used to justify Capellan domination of neighboring star systems. In the early 27th century, under the reign of Chancellor Normann Aris, the Korvin Doctrine was invoked with official state sanctions as a justification for radical changes in the Confederation's economic system.

Alana Korvin DeVall lived during the age of the first Terran exodus to the stars (2132–2208). She was personally responsible for charting 16 star systems and for founding several Terran colonies, including Sirius and Epsilon Eridani in Capellan space. During her many travels, Korvin was impressed by the sheer immensity of the interstellar void and the fragility of humankind attempting to tame the vastness she helped chart. In her diaries and personal letters, she expressed her fears for a humanity fragmented throughout a hostile universe.

Though she never doubted what she called "Terra's Ultimate Triumph among the Stars," Korvin continually voiced private misgivings about a "splintering" of the human spirit. Following her death in 2208, her family collected her private correspondence and organized it into a cohesive philosophical tract, which has come to be known as the Korvin Doctrine.



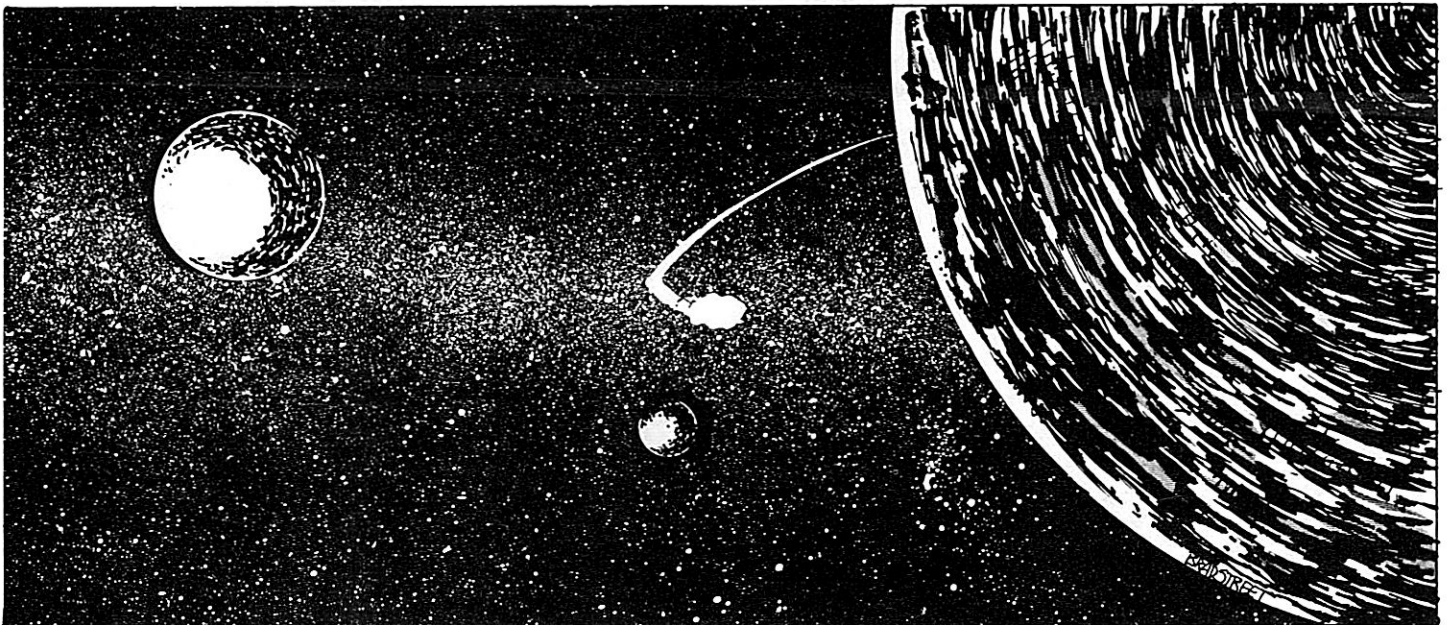
At the center of the doctrine is Korvin's proposition that the outward expansion of humankind into the galaxy is a desirable social and philosophical objective. She warns, however, that in the pursuit of expansionism, humankind must guard against losing touch with its racial and social origins and splintering into a multitude of weaker elements, each unable to survive the test of time. To prevent this, Korvin argues that all humans must identify themselves with a Greater Humanity, each individual serving the good of the Greater Civilization. She argues further that, given the immense distances, such a definition can be maintained properly only by a central authority responsible for the reconciliation of divergent human values. This suggests the necessity for a grand human authority beyond a single government or even local planetary order.

House Liao Chancellors found it politically expedient to give outward respect and support to this ancient Capellan philosophy when it became apparent that this venerated creed could be turned to the state's advantage. This resulted in a particularly Liaoist interpretation of the Korvin philosophy in which only the Capellan Confederation could properly direct the course of the Greater Humanity, and only the Chancellor could determine the proper policies of the Confederation and, ultimately, the greater good of humankind.

The Korvin Doctrine constitutes the basis of all "civics" taught to Confederation citizens from earliest childhood on, inculcating the fundamental principle that to disobey the will of the state is to threaten the ultimate future of the human race.

THE SARNA MANDATE

Developed about the same time the Korvin Doctrine first took hold in the Capellan state, the Sarna Mandate originally came into being as the basic premise for the creation of the Sarna Supremacy. In the days of Jasmine Liao during the Capellan Time of Tribulation, the precepts of the Sarna Mandate were developed as an official state doctrine. Fiona Carr Niessa, the last Capellan general before the military purges of Chancellor Jasmine's regime, first proposed the use of the Sarna Mandate as justification for the removal of incompetent or cowardly officers. (Niessa succeeded only too well. Having gained official recognition for her pet project, she became one of the new mandate's most noteworthy victims.)



Central to the Sarna Mandate is the idea that only the military, scientific, and political elite of a given society are capable of governing. This elite, by virtue of its capability (and occasional ruthlessness), is justified in taking whatever actions are necessary, including the periodic restructuring of society, in order to ensure the survival of a given population.

What started out as a narrow interpretation of military affairs became, over the course of the Succession Wars, the philosophical model for upholding the waning nobility. The Sarna Mandate was later formalized under Tormax and Maximilian Liao, both eager to restrain the resurgent nobility.

As interpreted by Capellan "Civic Philosophers," the Sarna Mandate can be used to justify either the continued authority of civil and military leaders or their removal (at the discretion of the Chancellor). Both options constitute effective political tools. Beyond this, the Sarna Mandate is also used as the basis for the modern Capellan social caste system (see the **Culture and Arts** chapter)

THE LORIX ORDER

As a quasi-religious, quasi-military order dedicated to the precepts of the Sarna Mandate, the Lorix Order is ostensibly dedicated to the service of the state and the equal protection of all Confederation citizens. In reality, the contemporary Lorix Order has a twofold mission: to support the continuation of the current art of war as exemplified by the BattleMech and the MechWarrior, and to serve as the philosophical model for the Capellan Warrior Houses.

The original Order of Lorix was founded in 2672 by Major Kalvar Lorix, a competent 'Mech commander who was as widely known for his gambling and womanizing as for his tactical expertise. Badly injured when his training command was ambushed on Chesterton, Lorix was forced to endure an extended convalescence. During that time, he formulated the philosophical premises that were later published and critically acclaimed in high governmental circles.



65

Kalvar Lorix's dictums included the following:

1. The individual citizen has the right to expect the highest degree of professionalism from the officers who decide his fate.
2. The highest order of warrior and defender is, and forever shall be, the MechWarrior.
3. MechWarriors are and should remain a special breed unto themselves. They should be accorded the highest honor possible, and in turn should be expected to perform the most outstanding feats of daring in defense of the state and its citizens.
4. To perform their most important tasks, MechWarriors must be afforded the opportunities to advance their various skills and expertise to the highest possible level. To this end, war is an acceptable way of life because it inevitably contributes to the defense of the state through the increased skill of its defenders.
5. Once a MechWarrior has reached the summit of his profession, only another MechWarrior has the right to terminate his life. Conversely, in certain cases (such as personal or professional betrayal), the MechWarrior has the right to exact personal retribution without fear of reprisal.
6. The highest and most important ideal in any MechWarrior's life is loyalty: to the citizenry he protects, to the state that provides, and to the chief executive of the state, who is the MechWarrior's commander-in-chief.

The original Lorix Order lasted only a quarter of a century. Nobles complained that acolytes were hard to discipline and often questioned tactics instead of simply obeying their superiors. The Order was forced to disband. Later, Colonel Hiritza Hikaru, adopting some of Major Lorix's original tenets, developed a somewhat revised warrior-caste concept. Unlike Lorix, who merely assumed state support for his Order, Hikaru carefully cultivated compatriots in high places, eventually allying himself with House Liao. Thus, Hikaru set Warrior House guidelines, from which has developed an elite warrior class within a controlled society, loyal and responsible only to their own House leaders and to House Liao.



THOUGHT CONTROL

To ensure that a "proper philosophical perspective" is maintained throughout the Confederation, the state has created three enforcement institutions: the Philosophical Examinars, the Courts of Philosophical Inquiry, and the Ranks of the Dedicated.

THE PHILOSOPHICAL EXAMINARS

The Philosophical Examinars were charged originally with inspecting and overseeing elementary and junior-level schools. Their mission was to ensure that the tenets of the Korvin and Lorix doctrines were supported and reinforced among the youth. During Kalvin Liao's reign, the Examinars gained considerable strength when their responsibility was extended to all institutions of higher education and even to specially exempted schools for the nobility. Special Examinars were appointed to "evaluate" the philosophical positions of key members of the government and nobility. Though Mica Liao diminished their authority, the Examinars remain a part of the Capellan system and can still temporarily suspend an individual of rank or position pending a formal investigation by a Court of Philosophical Inquiry.

COURTS OF PHILOSOPHICAL INQUIRY

If an Examinar suspects an individual of being less than 100 percent reliable, he will typically turn the individual over to a formal Court of Philosophical Inquiry. These kangaroo courts, first sanctioned by Chancellor Aris, are composed of five members: three Examinars, whose impartiality is assumed, one member of the House of Scions, and a member (or designate) of the Prefecture.

If the original Examinar's findings concerning a citizen's philosophical positions are confirmed by the court, the individual can be stripped of all rank and holdings, removed from office, and even placed in prison for a period of intense "philosophical adjustment." Thereafter, lands or titles forfeited may be reinstated at the court's pleasure, or may be reassigned if the individual is found to be incorrigible. The findings of such proceedings cannot be appealed.

THE RANKS OF THE DEDICATED

One of the more insidious "insurance policies" developed by Maximilian Liao himself has been the creation of the Ranks of the Dedicated. This collective organization consists of young Capellan adults, ages 12 to 20, selected by nomination from Examinars from their respective locals. These individuals, having been judged to have "superior philosophical attitudes" with respect to the state, are given special indoctrination that emphasizes personal loyalty above all to members of House Liao. These youthful zealots are given quasi-legal status as Monitors to report to their leaders any suspected anti-state activities. (In practice, it is not uncommon for a Monitor to denounce the less-than-perfect attitudes of their parents as one way of gaining favor and stature within the ranks.)



STRENGTHS AND WEAKNESSES

Over the years the various philosophies supported by House Liao have created a military machine capable of extreme self-sacrifice in the defense of its homelands. Like the military, the citizenry too is capable of absorbing considerable personal loss, all of which is considered acceptable and even worthwhile. This gives the Capellan state a high level of resolve and "staying power" relative to other states possessing greater striking power.

Nevertheless, the activities of the Examinars and the Ranks of the Dedicated have created an all-pervading atmosphere of mutual suspicion at all levels of society. The average citizen tolerates both organizations only marginally. In addition, the basic suppression of local religious beliefs has sparked grassroots dissident movements, especially along the Periphery of the Confederation. If this disenfranchised minority ever becomes organized, it could pose a severe problem to the central state. A religious civil war would not be impossible.



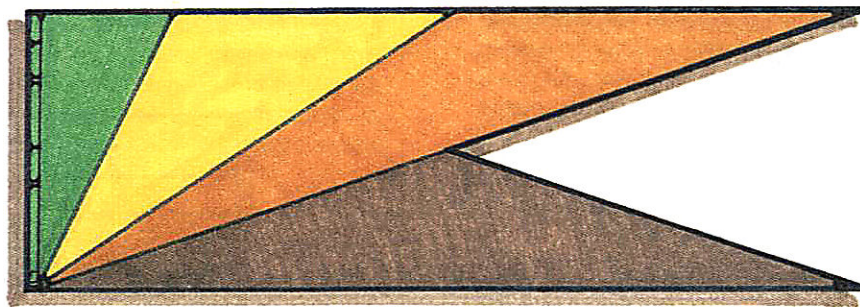
THE CAPELLAN MILITARY



Under the aegis of the Ministry of the Military, the Capellan military consists of BattleMech, aerospace, infantry, armor, artillery, and support units. Some mercenary units are attached to the Capellan Armed Forces on a semi-permanent basis, while others are rented as need occurs.

There are three types of unit organizations: regular Capellan line regiments, various mercenary regiments, and the eight standing Warrior House regiments drawn from members of the various Warrior House Orders, modeled along the principles of the Korvin Doctrine.

The typical Capellan trooper enters military life at age 18, after completing the equivalent of a secondary level education. The more promising individuals are earmarked early on for specialized officer training in one of several Capellan military academies. The average Capellan trooper is required by law to serve a period of five years in one of the Confederation's regular, or line, regiments, and then an additional three years' service with a reserve regiment. The individual is thereafter liable for duty with a local home guard or militia detachment for two months each year until age 50.



House Liao Battle Standard

MILITARY STRUCTURE

Unlike the organizations of other House militaries, the organization of Liao's Ministry of the Military is streamlined and efficient. Such a structure would ensure supplies and reinforcements to needy areas and units—in an ideal world. In fact, the Chancellor's hand is present throughout each department, and each member of the Ministry is conscious of the Chancellor looking over his shoulder. Thus, the military considers initiative to be dangerous, as it could be construed as anti-government. In the hands of intelligent Chancellors, who let the military work unmolested, the Capellan armed forces can demonstrate a proficiency equal to that of its enemies.

CAPELLAN COMMAND COUNCIL

Consisting of representatives of the Capellan government and Senior Colonels from various service branches, the Capellan Command Council is responsible for all facets of strategic planning. Presided over by Chancellor Liao, the Council coordinates contingency plans and case studies to anticipate proper responses to enemy activities. All offensive operations conducted by the various line and mercenary units of the Capellan army originate from directives issued by the Council.

PROCUREMENT DIVISION

The Procurement Division of the Ministry of the Military is in charge of acquiring and transporting supplies necessary to maintain Capellan units—from the lowliest garrison to the most elite assault force—in the field. In addition to its quartermaster functions, Procurement coordinates the transfer of vital supplies and JumpShips throughout the Confederation and beyond the borders of Capellan space. Procurement also regulates civilian production of military equipment and the stockpiling of munitions and spare parts at select, secret distributing points within the Confederation.

CAPELLAN NAVY

Ranging in size from lightly armed, inter-system patrol craft to the ponderous DropShips and massively armed and armored JumpShips, the Capellan Navy is charged with the transport and protection of ground forces in transit. The Capellan Navy is relatively small because most aerospace vessels are assigned to the Capellan Armed Forces. However, all Capellan AeroSpace Fighters not integrated into a regiment or grouped together as an aerospace regiment are controlled by the Navy to protect Capellan DropShips and JumpShips.

RESEARCH AND DEVELOPMENT

R&D is charged with conducting scientific research to improve the combat efficiency of Capellan air, ground, and naval forces. In conjunction with their civilian counterparts (many of whom are temporarily "drafted" into the Capellan military with provisional rank), R&D experts coordinate science project development, testing, and quality control at the direction of the Capellan Command Council. Its most recent developments are two new BattleMech designs, the *Cataphract* and the *Raven*.

ADMINISTRATION AND FINANCE

A complex bureaucracy within the ministry, Administration and Finance is responsible for all record-keeping and paymaster functions. In addition, it sends annual lists of individuals selected for promotions to the Command Council and administers widow and orphan pension funds, family relocations, and personnel transfers. Not surprisingly, given the broad sweep of this department, numerous individuals within this service branch have used their positions of responsibility to further their own ends. Tales of corruption and graft within A&F are legendary. (It is worth noting that Warrior Houses duplicate the functions of A&F "in house.")

CAPELLAN MEDICAL CORPS

Responsible for the health of Capellan soldiers in the field, the Capellan Medical Corps provides not only a humane but politically important function within the Capellan armed service. From the days of Chancellor Barbara Liao, the Capellan Surgeon-General and his appointed representatives have been charged with the inspection of all Capellan military units. Armed with the power to replace less-than-efficient commanders who have "neglected their medical care," the Medical Corps seeks to maintain the traditionally high standards of medical care that the Capellan soldier has come to expect. Interestingly enough, this attention to proper medical care does not automatically extend to enemies of the Confederation captured in battle. Philosophically opposed to providing supplies and treatment to those who have taken up arms against the Confederation, the CMC leaves the treatment of wounded enemy troops to the discretion of unit commanders on the scene.

Currently there are ten hospital support battalions, each equipped with its own transports, and the surgical and intensive-care facilities to handle the variety of wounds and injuries incurred in modern combat.

ACQUISITIONS AND TRAINING

Responsible for recruiting and training new inductees into Capellan military life, A&T maintains a series of orientation and training centers throughout the Confederation. Working closely with local military governors and civilian administrators, A&T sets the level of civilian "quotas" raised each year in the various sectors of the Confederation. With the approval of the Command Council, A&T can form new units (House and mercenary) within the Capellan Armed Forces.



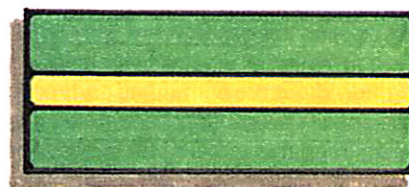
68

CAPELLAN ARMED FORCES

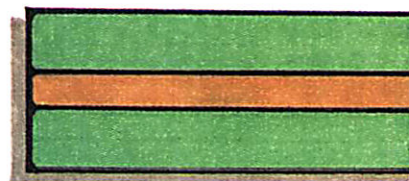
This organization contains every Capellan 'Mech, aerospace, armor, artillery, scout, infantry, technical, and support unit. Units are grouped into one of the following categories.

Line Regiments

These are the standard combat units of the Capellan Armed Forces. Line regiments include the Capellan Hussars, Northwind Highlanders, St. Ives Armored Cavalry, Preston Lancers, and the Sian, Sarn, Tikonov, Capellan, Chesterton, and Liao Reserves.



Line Regiment Officer's Service Stripe



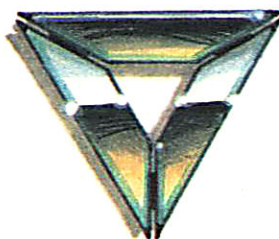
Line Regiment Force Leader & Asst. Force Leader Service Stripe

CAPELLAN RANKS

Commander-in-chief of the Capellan military is Maximilian Liao, Chancellor of the Confederation. Six senior Colonels conduct matters of grand strategy and planning, headed by Maximilian's chief assistant, Colonel Pavel Ridzik. Individual Colonels command Capellan regiments in the field, with Majors, Captains, Commanders, and Subcommanders commanding the various battalions, companies, and lances. Since the days of Jasmine Liao, this streamlined command structure has remained in force, a mute testimony to the centralization of control at the top of the Capellan social order and the inherent distrust Capellan political leaders have for their military. The Chancellor can assign extraordinary command powers in times of emer-

such assignments are rare. There is a tradition of suspicion toward any individual with extraordinary powers at any level of Capellan society.

In times of conflict, individual fronts are formed from available units within a given administrative zone. Two or more fronts (each containing from one to ten units) can combine under a Senior Colonel authorized by the Chancellor or his designated envoy.

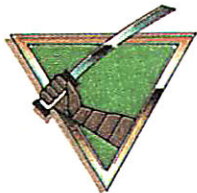


OFFICER GRADES

Colonel

Colonels in the Capellan armed forces are categorized as either Senior Colonels or Regimental Colonels. There are six Senior Colonels, one per commonality (including Chesterton). Each serves as military director of his commonality, governing military operations and the overall readiness of his units. Senior Colonels are also responsible for strategic planning and logistics within their areas of operation. All such colonels are responsible to Colonel Pavel Ridzik, Senior Military Coordinator of the Capellan Armed Forces.

At the regimental level, Colonels command line and reserve regiments. Both types of Colonels wear the same insignia, the bronze triangle.



Home Guard Regiments

Home Guard regiments serve in specific Capellan commonalities. They are composed of three battalions of three companies each. In lieu of BattleMech and AeroSpace contingents, Home Guard regiments employ ar-

mored vehicles, primarily *Manticores* and *Vedettes*, as well as assorted motorized, air-mobile, and jump-capable ground troops. A typical Home Guard regiment is commanded by a Major.

The 1st battalion is normally composed of armored vehicles with artillery support. The remaining battalions are either motorized, air-mobile, or jump-capable infantry. Ground troops are usually armed with lasers and rocket-assisted anti-tank and anti-Mech weapons. Home Guard units on commonality capital worlds may have additional engineer and/or commando companies.

The mission of the Home Guard regiment is to provide the first line of resistance against outside aggression. While unable to hold up for long in one-on-one engagements against standard BattleMech regiments, their aim is to blunt the initial attack, holding on to key positions until Mech reinforcements can arrive.

At present there are 124 individual Home Guard regiments (363 battalions). These are distributed among the major worlds of the Confederation and are designated according to their garrison homeworld. Though normally remaining on their assigned garrison planet, Home Guard regiments may be relocated (within the same commonality) in anticipation of major enemy offensives. In peacetime, Home Guard units also double occasionally as local security reserves.



69



Mercenaries

Mercenary troops within the Capellan Confederation fall into two categories: chartered and unchartered. Chartered mercenary units pledge an exclusive commitment to the Confederation (and to House Liao) for specific periods of time, in exchange for lucrative pay and special rights to stores and replacement parts. The Confederation military command decides the assignments for chartered units. On rare occasions, a unit has broken its charter with House Liao. In such cases, the unit is immediately outlawed, and steps are taken to hunt it down and destroy it on sight. The last such incident occurred on Sax in 2876.

Unchartered mercenary units are the typical mercenary group of the 31st century, forced to scrounge as best they can, often with few replacement parts or spares. The chief advantage of being an unchartered unit lies in its commander's option to make the best deal with local government officials and to choose the unit's assignments.

Major

Majors within the Capellan Armed Forces serve a variety of roles. Senior majors typically serve as military district commanders responsible for the tactical deployment and logistics of units in their districts.

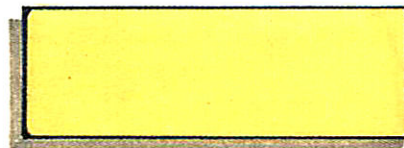
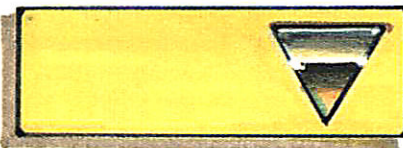
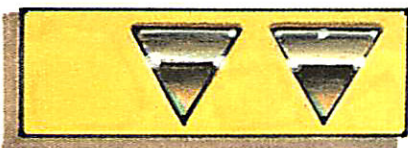
At regimental level, Majors typically command a BattleMech battalion or a regiment of three air squadrons. Majors can also serve in a variety of staff and diplomatic liaison roles for their regimental commanders or Senior Colonels. A Major also typically commands a Confederation Home Guard regiment.

Captain

In Mech regiments, a Captain controls a BattleMech company of three lances. In aerospace forces, a Captain is responsible for a squadron of three aerospace lances. One or more senior Captains may be employed as regimental staff coordinators. In rare cases, an experienced Captain may be designated as a Brevet-Major and given control of a small planetary district command. A Captain also typically commands a Confederation Militia regiment or a Home Guard battalion.

Commander

Individuals holding the rank of Commander command a lance of four BattleMechs. A Commander in the aerospace branch commands a lance of two to three fighters. When available, a Commander may also serve as a junior staff officer within a regiment. In rare cases, an experienced Commander may be designated as a Brevet-Captain and given control of a small planetary district. In Home Guard Units, a Commander is responsible for a Home Guard company.





Warrior House Regiments

Warrior House regiments, distinguished by the long *katana* blade worn by their members, are special combined infantry-'Mech regiments fielded from one of the major Warrior House Orders.

At present, there are eight such

Houses, each led by a House Master with subordinate Mentors. The House Master personally selects candidates for membership, beginning with students at age 12. Membership in a Warrior House is regarded as a great honor. Warrior House pupils lead a life apart from normal society; each House becomes a miniature world within itself, caring for, teaching, training, and directing the personal life of each individual until death. Each House strives to inculcate basic martial philosophy and discipline, as well as provide specialized military and political training. In these semi-religious orders, each individual is required to take various House Vows, including vows of personal loyalty to the state and to the person of the Chancellor.

Each Warrior House provides one specialized regiment for service with the Capellan Confederation. Each of these regiments is composed of a standard BattleMech battalion and a specialized "leg infantry battalion" comprising highly skilled warriors capable of operating behind enemy lines as scouts, demolitions experts, infiltrators, and, occasionally, as assassins. The eight Warrior House regiments currently in service, in order of seniority, are House Imara, House Kamata, House Hiritsu, House LuSann, House Daidachi, House Fujita, House Matsukai, and House Ijori.



Death Commandos

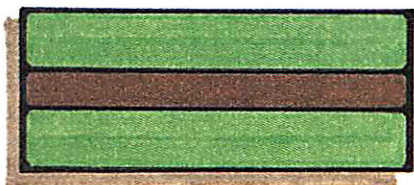
The Death Commandos originated in 2988 under the personal supervision of Chancellor Tormax Liao, with the counsel of Master Yadi of the Warrior House Orders. The mission of the Death Commandos is the elimination of

all enemies of the Capellan State, wherever they may be found. To this end, the Commandos, at present a single battalion, are composed of specially selected individuals drawn from other regiments to make up a highly trained, highly motivated special assault force. The Death Commandos receive their operational orders directly from the Chancellor, Maximilian Liao, who is also their regimental commander. Before entering the unit, each member of the Commandos takes a personal blood oath of fealty to Maximilian. Each Commando understands full well that the breaking of such an oath is punishable by death at the hands of his comrades.

The Commandos are provided with special equipment and armament, often at the expense of other more senior regiments. Beyond acting as an elite combat force capable of infiltration and demolition behind enemy lines, Commando missions have included sabotage of enemy communication centers, assassination of political opponents, kidnapping hostages, and terrorist attacks against enemy cities.

Besides their battlefield skills, all Commandos are trained in espionage, intelligence gathering, deciphering of codes, local planetary social affairs, poisoning, the use of archaic weaponry, and the manufacture of nonstandard weaponry. Most recently, the Commandos have been involved in raids on Redfield and Stein's Folly.

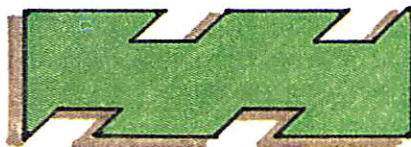
The advent of the Commandos has met with mixed emotions within the Confederation military. While none can deny the Commandos' effectiveness, both the Maskirovka and the regular Capellan military arm see in these new "stormtroopers" of Maximilian a threat to their own functions. Clearly, their continued expansion and development will provide Maximilian with a superbly trained battle force intensely loyal to the Chancellor personally rather than to the chain of command.



Warrior House Service Stripe

Subcommander

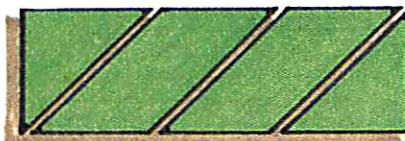
In 'Mech regiments, the role of the Subcommander is the control of an individual BattleMech in combat. In aerospace commands, the Subcommander is the pilot of an AeroSpace Fighter.



ENLISTED GRADES

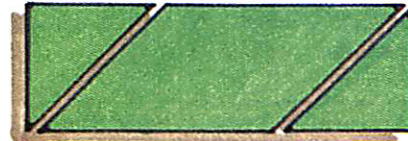
Force Leader

In 'Mech regiments, this rank denotes senior regimental staff members. Force leaders are also employed as temporary 'Mech company commanders. In non-'Mech regiments, force leaders generally command an armor or artillery company as well as various support elements.



Assistant Force Leader

Staff personnel serving at either battalion or regimental level are often Assistant Force Leaders. Such individuals have had experience in 'Mech units and can, if necessary, temporarily fill in as 'Mech lance commander. In armored and support forces, Assistant Force Leaders command a lance of armored vehicles or a battery of artillery or support elements.





The Capellan trooper shown here is a member of House Liao's elite Death Commandos, a para-military arm highly trained in the use of both modern and archaic weapons. Originally composed solely of troopers drawn from Warrior House regiments, in recent months the Death Commandos have been expanded and now include individuals with high personal kill records from all branches of the Capellan Armed Forces.

Lance Sergeant

In 'Mech regiments, this grade denotes a Tech or medical support personnel. A Lance Sergeant typically commands a lance of armored vehicles or platoon of infantry.



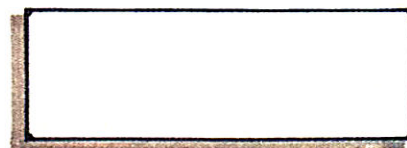
Lance Corporal

This grade is generally given to astechs or specialized equipment operators (communications control, electronics, and so on). In non-'Mech units, a Lance Corporal generally commands an armored vehicle, artillery piece, or a squad of infantry.



Recruit

This grade is given to enlisted personnel upon completing their basic training. Recruits are the nucleus of standard infantry squads within the Capellan Armed Forces.



Militia Regiments

Every inhabited world in the Confederation maintains one Militia regiment of two battalions. These are drawn from local populations and are used to supplement Home Guard and regular 'Mech regiments, as well as to provide nominal support on backwater worlds where the deployment of other conventional or 'Mech forces would not be practical.

Militia regiments lack the staying power of their 'Mech and Home Guard counterparts, their troops being armed only with automatic weapons and a variety of locally manufactured slug throwers. Roughly half of all militia battalions maintain one company of light tanks. Though largely ineffective against actual 'Mech units, militia regiments are nevertheless useful in combat for manning prepared defensive positions, acting as interdiction forces against enemy supply stores, and functioning as forward spotters and support teams.



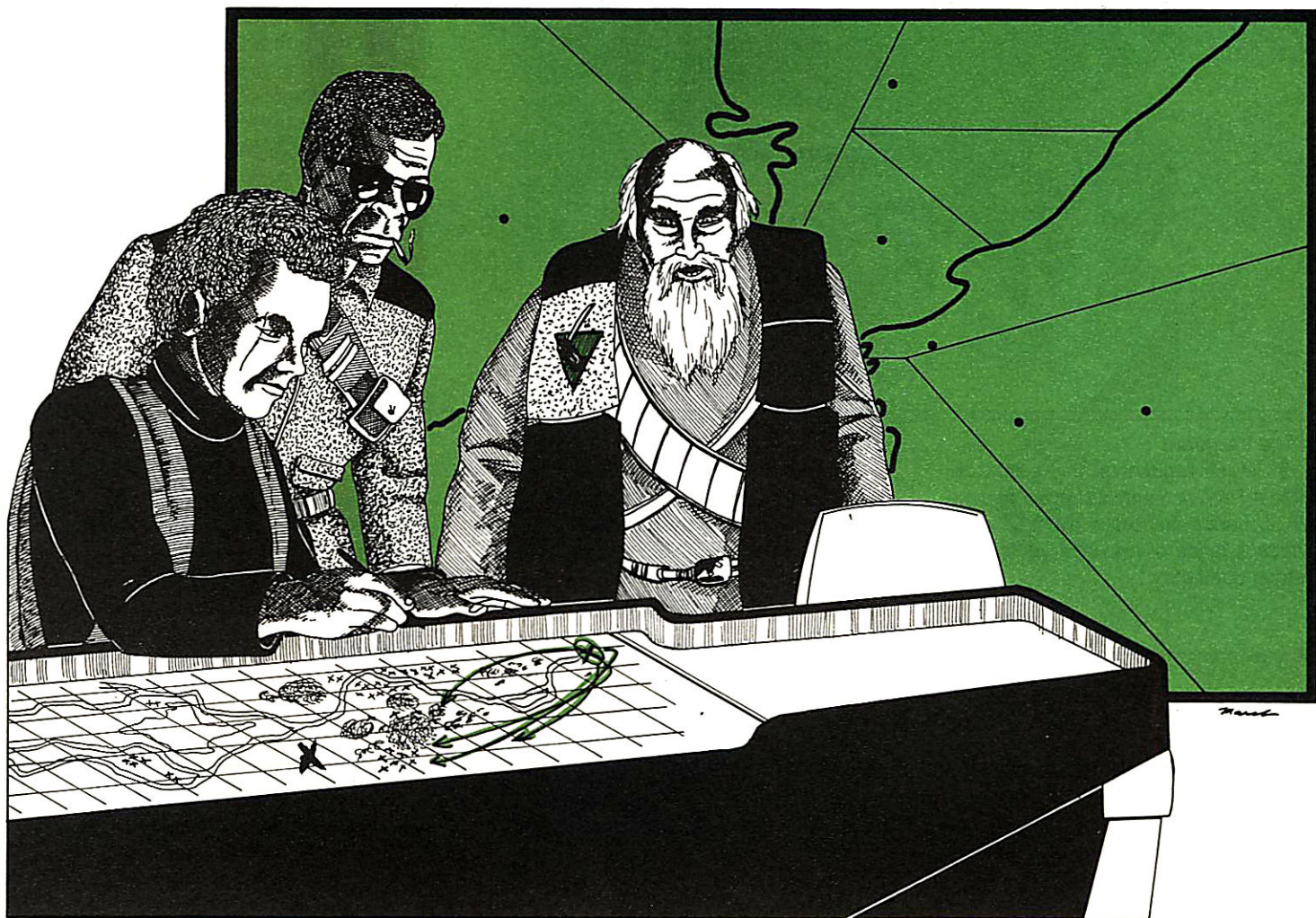
72

THE MASKIROVKA

The Maskirovka, or Secret Service, provides invaluable assistance in the gathering and interpretation of intelligence for the Capellan Armed Forces. Based on an earlier intelligence-gathering agency, the Deimosis, the Maskirovka (an ancient Terran name loosely translated as "the purposeful dissemination of misinformation") also provides the state with internal security. Its mission includes: (1) providing maximum intelligence on enemy military and political dispositions; (2) denying information to enemy operatives within the Confederation; (3) detecting enemies of the Confederation (external and internal); and (4) carrying out special operations, overt and covert, as required.

In addition to the responsibility of providing tactical intelligence to unit commanders, the green-coated members of the Maskirovka are also charged with "observing" officer performance in the field, noting any actions that may be construed as defeatist or cowardly. Though lacking the authority to remove an officer of his command, the recommendations of the "green-backs" are known to weigh heavily for or against an officer regardless of past performance records.

The Maskirovka is organized into two branches: the Capellan Operations Branch and the Special Services Branch. The Maskirovka director, Madame Chandra Ling, controls both these branches.



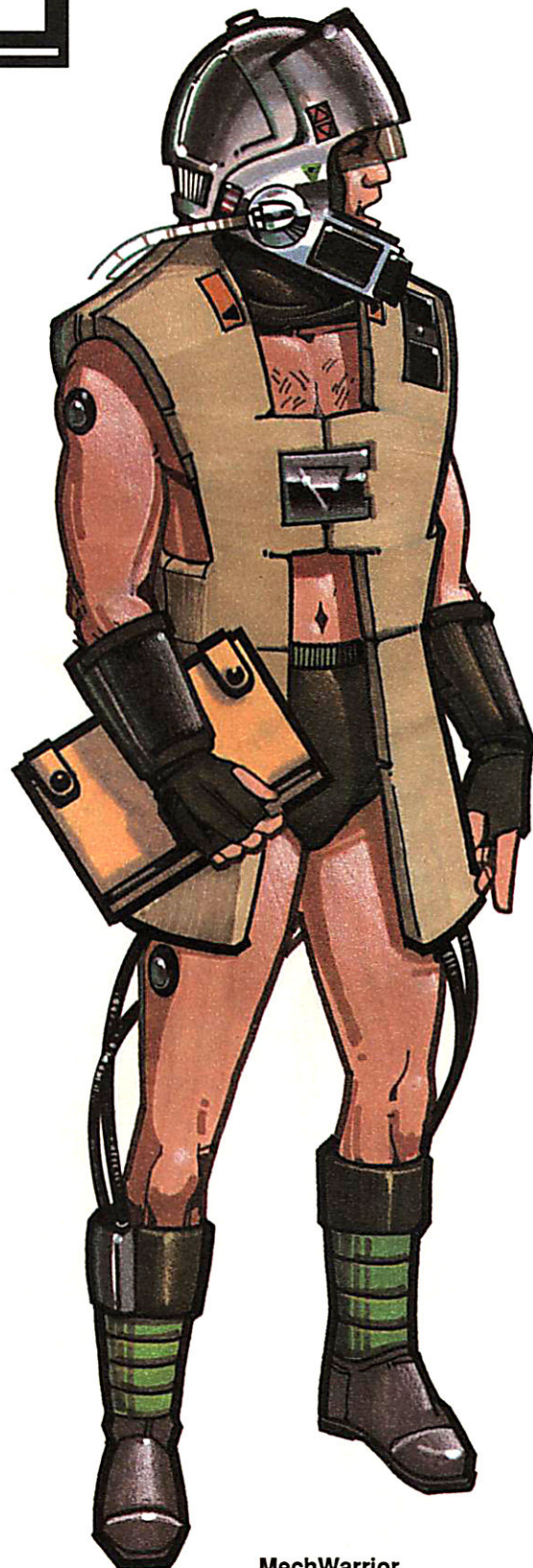
UNIFORMS OF THE CAPELLAN ARMED FORCES

Military uniforms have few distinctions as to rank or origin, emphasizing the Capellan philosophy of commonality in the defense of the realm. Although variations in dress are permitted in the senior regiments of the Capellan armed forces (such as the Capellan Hussars), within the Capellan military as a whole, personal dress variations are not only discouraged but viewed as an indication of insubordination and "unnecessary independence of mind." As casual observers can rarely distinguish between service branches, the following descriptions highlight the few distinctions among Capellan duty uniforms.

MECHWARRIORS

The typical battledress worn by Capellan MechWarriors is not unlike those used in other Houses in the Inner Sphere. The hot environment of a 'Mech's interior during combat has prompted MechWarriors to adopt an armless body shell composed of three separate pieces, covering shoulders, torso, and waist. Hand and leg protectors protect against constant chafing and irritation while moving within a 'Mech cockpit. In some small Capellan BattleMechs, MechWarriors forego wearing the center torso shell in favor of layers of silk or cotton to provide additional freedom of movement.

Biosensors are worn along the warrior's arms and legs, providing constant information to the 'Mech's environmental control computers. As Capellan technology lags behind that of other Houses, it has produced a larger than average-sized neurohelmet. An emergency air supply/filtration system is built into the helmet to provide 30 minutes of oxygen if the 'Mech's circulation system shuts down. A personal med-pack is situated on the wearer's left shoulder, containing an assortment of stimulants and pain depressants administered by disposable, compressed air-hypos.



MechWarrior

Liao Armor Officer



ARMORED VEHICLE CREWS



Because crews are generally smaller on Capellan armored units, Capellan tankers typically enjoy greater freedom and comfort than their counterparts in other Successor States. The standard uniform of the Capellan tanker reflects this greater degree of freedom in its lightweight, more durable style. Each member of a Capellan armored vehicle crew wears a cushioned and armored body-shell that includes internal system cooling units. The outer shell is a synthetic ceramic bonded to durallium reinforcements and the green combat fatigue is a woven plasteel mesh capable of deflecting small shell fragments at close range.

When worn with the standard Capellan helmet, each crew member is capable of operating in a fully self-contained environment. Crews can operate for several hours in a bio-chemical battlefield where combat efficiency would otherwise deteriorate. Polarized visors and synthetic-leather gloves round out the tankers' outfit, providing additional protection against radiation and heat burns.

Latik 07

INFANTRY



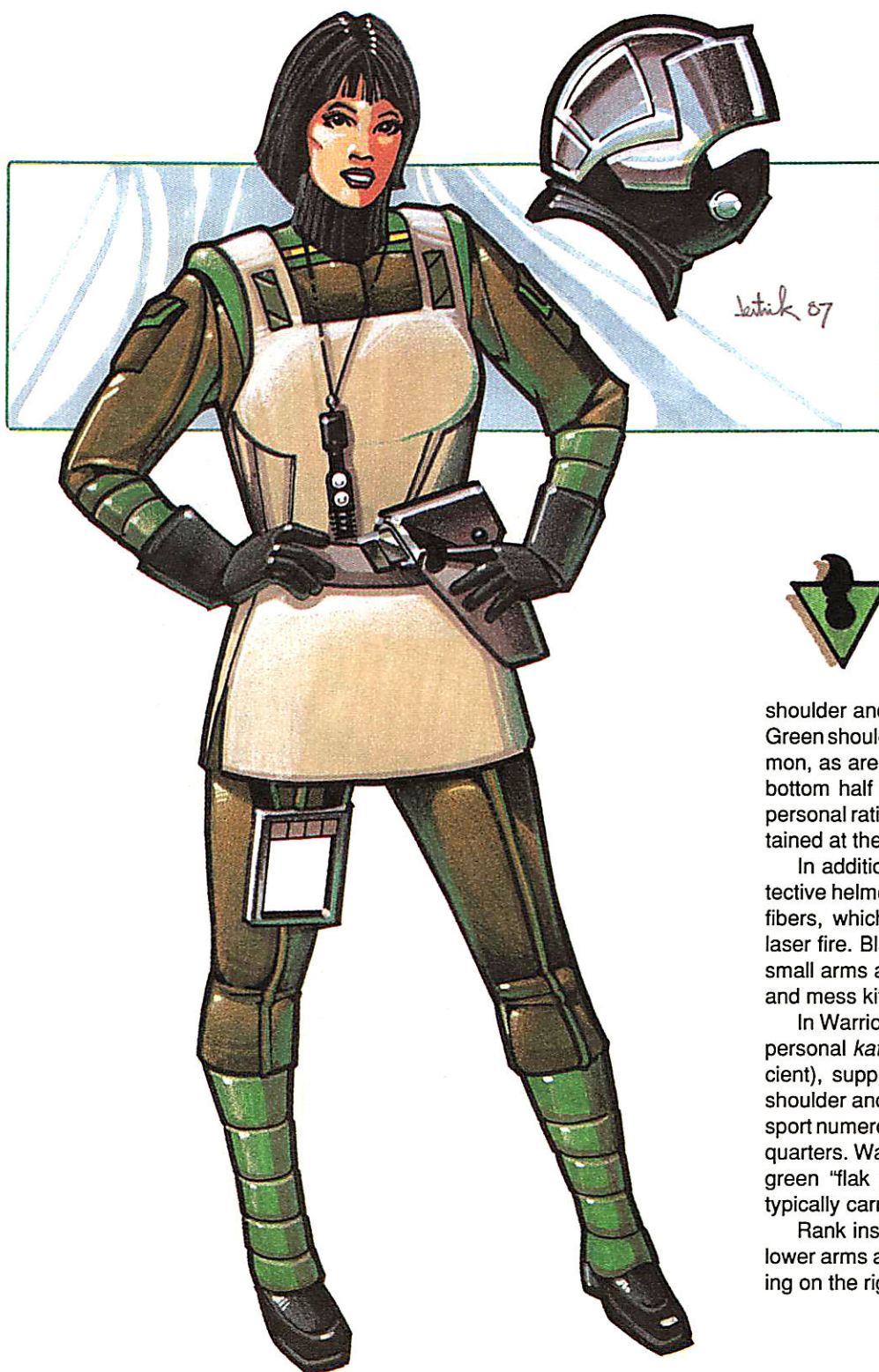
Capellan infantry are denoted by their dark green uniforms reinforced by plasteel mesh arm and leg coverings. Insignia worn at the belt and along

shoulder and arm patches is typically a subdued green. Green shoulder packs with white shoulder straps are common, as are spare energy-weapon packs worn over the bottom half of the backpack. Each infantryman carries personal rations for two days, with additional stores maintained at the company level.

In addition, each infantryman wears a standard protective helmet of plasteel reinforced by synthetic ceramic fibers, which provides good protection against enemy laser fire. Black, woven belts have pouches for carrying small arms ammunition, explosive clips, steel canteens, and mess kits.

In Warrior House regiments, infantrymen also carry a personal *katana* blade (with which they are highly proficient), supported on a black sling worn over the right shoulder and attached to the waist belt. Officers likewise sport numerous dirks and throwing blades for use at close quarters. Warrior House troops are also denoted by dark green "flak jackets," on which additional ordinance is typically carried.

Rank insignia for all infantry is typically sewn on the lower arms and collar lapels, with name patches appearing on the right upper torso.



AEROSPACE PILOTS



Capellan AeroSpace Pilots traditionally wear a light-weight flight suit with minimal armor protection and pressurized environmental controls. Each suit is fitted with numerous internal sensors that regulate g-forces and internal temperatures, monitor pilot life signs, and compensate for stress factors during combat.

A computer LCD log chart is typically worn in the flight suit's center pouch, as is an emergency distress beacon that is activated when the ship experiences a massive power loss. (This emergency beacon has been credited with saving the lives of numerous pilots.) Standard Capellan insignia is worn on the pilot's left arm support system band, with the individual's name and rank stenciled on his flight helmet.

Each AeroSpace Pilot is also provided with an emergency repair kit, usually strapped to either leg. The kit contains pressure-seals, which can be used to repair minor suit rips and tears, as well as several replacement cables for environmental control systems.

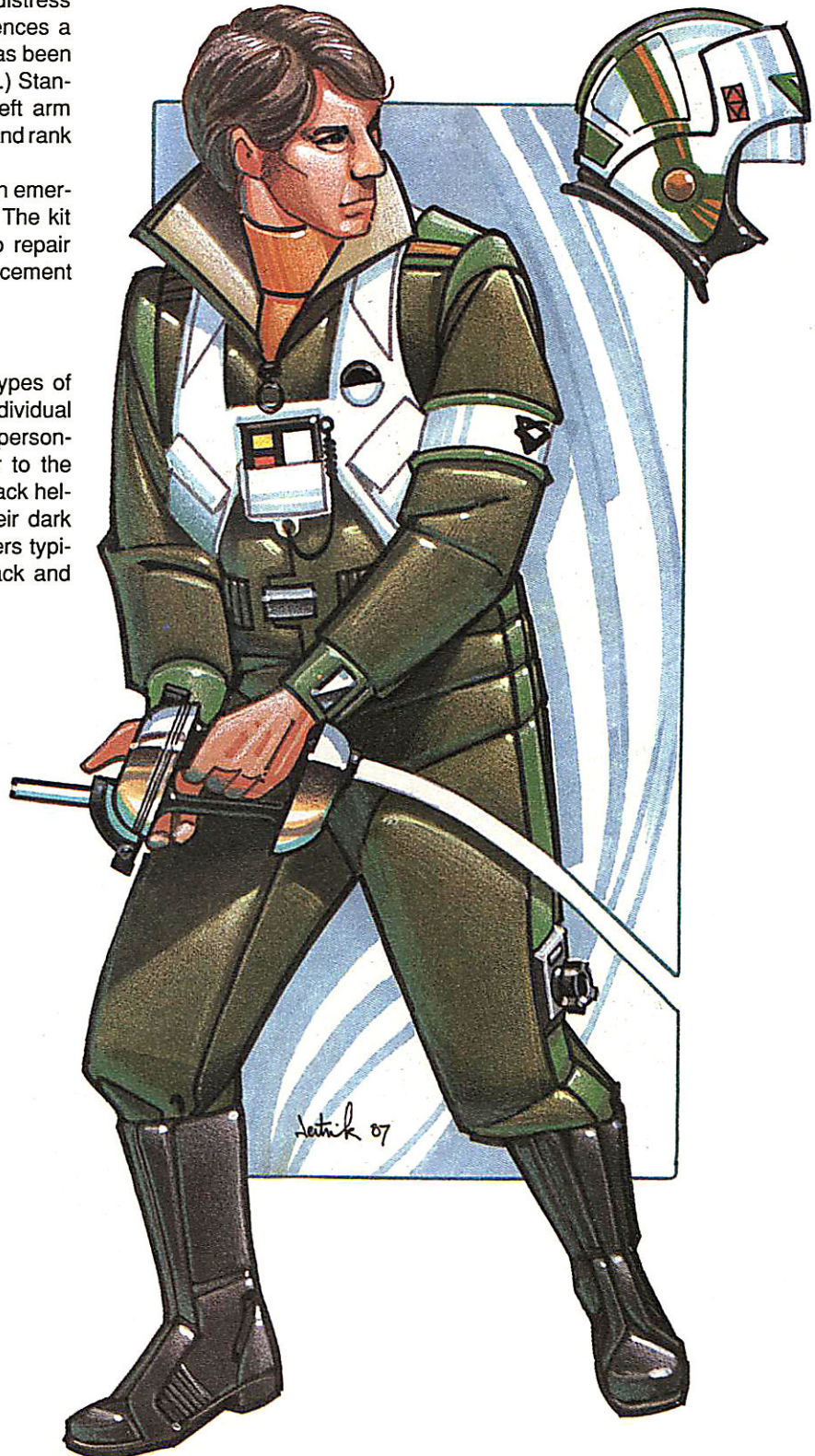
SENIOR OFFICERS

Capellan senior officers wear one of two types of standard field dress, depending on whether the individual is in command of a combat unit or belongs to staff personnel. Field commanders wear a uniform similar to the average infantryman's, except that they wear black helmets and black chest plates and leggings. Their dark green uniform trousers have silver piping. Officers typically sport larger, knee-length boots with a black and silver belt at the waist.



75

Confederation AeroSpace Fighter Pilot



Staff officers are set off by light-green helmets. Junior Staff officers have a single silver ring with black edging on their right arm, while senior staffers sport the ring on both arms.

In addition, senior officers wear different colored silk cravats to specify individual service branches; light green for infantry, green and white for artillery, light red for armor, dark red for Warrior House regiments, brown for artillery and support services, white for medical staff, blue for aerospace forces, and dark brown for all others.

Senior officers in Warrior House regiments carry their personal *katana* blades at all times.

SUPPORT PERSONNEL

Members of the Capellan support forces share the mode of dress used by the average Capellan infantryman. Techs are distinguished by white piping along arms, legs, and the collar. When off-duty, they wear the smaller, metal-reinforced "forage cap." Those involved in the repair of armored vehicles or equipment typically wear white, green-edged tunics specially treated to withstand exposure to acids or other chemical solvents (especially those of a highly flammable nature).



Shoulder stripes denote individual service branches; dark green for artillery and engineering, brown for technical support, and red for medical corps staff. As all members of the support arms are expected to be able to engage in combat, the support personnel uniform has padded plasti-mesh reinforcements along the arms and legs, which give a modest amount of protection against small shell fragments.

BATTLEMECH REGIMENTS

Profiles of the BattleMech regiments currently serving in the Capellan armed forces follow. After the unit's name are the names of the unit commander and individual battalion commanders, the unit's present size, the principal BattleMechs employed (though other types may also be used), the unit's status, a description of the insignia, and a capsule history of the unit since its inception.



CAPELLAN HUSSARS

Red Lancers (also known as the **Red Heart Guard**)

Parent Organization:

Capellan Hussars

Unit Commander: Colonel Judith Abermarle

Unit Composition: Three battalions

1st Battalion: Major Adam Vincennes

2nd Battalion: Major Andre Elias

3rd Battalion: Major Christine Jorgen

Primary BattleMechs: *Thunderbolt, Orion*

Unit Status: All three Battalions: Elite

Unit Insignia: A red heart sliced in two by an upraised katana blade held in a mailed fist

History: Originally formed as the 2nd Hexare Lancers in the St. Ives Commonality in 2355, this unit served along the Marik border between 2355 and 2368. Chancellor Jasmine Liao renamed them the Red Lancers after they destroyed Merik's Grenadier regiment following that unit's revolt in 2451–2452. The Red Lancers were appointed Chancellor Liao's personal bodyguard and have served in the capacity of household guards ever since.

This unit has seen its share of field actions and has retained a high degree of combat efficiency. Between 2470 and 2530, the Lancers were called upon repeatedly to react against Davion and Marik incursions, returning to serve alternately on Capella and Sian as bodyguards for various members of House Liao.

In 2828, the Lancers saw combat with the Prefectorate Guard against the Avalon and Ceti Hussars in the unsuccessful four-day contest for the Davion world of Aosia. Chancellor Ilsa Liao commanded the Lancers personally. She was killed while covering the retreat of the shattered Capellan forces. Since that time, the Lancers have adopted the added title of Red Heart Guard in perpetual commemoration of their fallen Chancellor and regimental commander.

The Red Lancers next took part in lifting the first Davion siege of Tikonov in 2832. In 2835, the Lancers resumed household guard duty on Sian; they were forced to improvise a hasty defense against a Davion raid by McKinnon's Company in 2861.

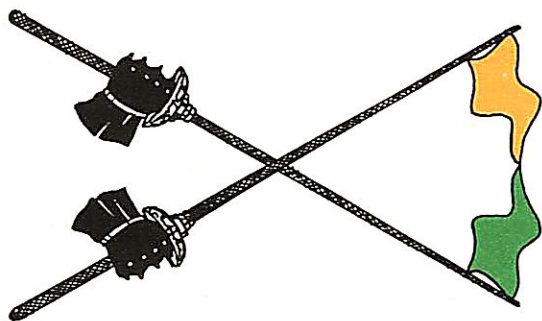
In 2970, again with the Prefectorate Guard, the Lancers surprised a large contingent of Davion mercenaries, including Gunther's Grenadiers, Deidre's Destroyers, and Brighton's Irregulars, that were raiding Spica. The resulting combat netted the Lancers 16 salvaged 'Mechs of all types, and all but destroyed the Davion invaders.



The Blood Guard is Maximilian Liao's personal guard, composed of members from the Red Lancers. The Guard is sworn to defend the person of the Chancellor and his family with their lives. Members of this hand-picked elite force accompany Maximilian and his family at all times, challenging anyone who comes within 50 yards of their charges without prior permission. This trooper holds an Elgin Mango-Plus rifle with 10mm slugs coated with cyanide.



In 2989, the Lancers returned from the Capellan-Davion border to carry out a coup d'etat by their commander, Maximilian Liao, against his father, Chancellor Tormax. Acting swiftly to avoid civil war, the Lancers occupied key communication and control centers in the capital, giving Maximilian an all but bloodless takeover. This ensured the Lancers' status as the premier regiment in the Confederation armed forces. Maximilian Liao has guaranteed them special priorities for spare parts and equipment.



Blandford's Grenadiers

Parent Organization: Capellan Hussars

Unit Commander: Colonel Richard De Salvo

Unit Composition: Three battalions

1st Battalion: Major Trilby Macao

2nd Battalion: Major Hardey Blaze

3rd Battalion: Major Carol Ling

Primary BattleMechs: *Catapult, Thunderbolt*

Unit Status: 1st Battalion: Elite

2nd and 3rd Battalions: Veteran

Unit Insignia: A planet quartered by two *katana* blades running north-south and west-east

History: This unit was raised originally as the 4th and 7th Tikonov Union Guards regiments in 2310 and again in 2315. These local defense units were amalgamated and reorganized under Colonel Harrison Blandford as Blandford's Grenadiers in 2368. In the early years of the Confederation, under the direction of Franco Liao, they were responsible for demobilizing various noble "trained bands," in particular that of Blandford's personal enemy, Baron TChigorin of Tikonov.

As a reserve contingent on the northern borders of the Tikonov Commonality, the Grenadiers' 1st and 2nd Battalions (then principally *Panthers* and *Scorpions*) participated in the successful defense of Lincoln against Kurita mercenaries in 2802 and 2803. After a week-long slugfest in 2810, the Grenadiers wiped out Edom's Bandits, a mercenary unit in Marik pay attempting to occupy Sirius. Not only did the Grenadiers make good their 'Mech losses from captured equipment, but enough heavy tanks were salvaged from the wreck of Edom's Intruders to temporarily equip a fourth (armored) battalion.

The Grenadiers saw service again as a reaction force against enemy deep-penetration raids. In 2846, they beat off an assault by Tamara's Black Sword, a Davion mercenary unit, aimed at munitions on Carver V. Though successful, the Grenadiers lost half their newly acquired armor to the more maneuverable Davion attackers. Remnants of the 4th formed the nucleus of a depot battalion on Capella until 2885, when a shortage of equipment and manpower throughout the Confederation forced their redistribution to other units.

Starting in 2920, Blandford's Grenadiers were rotated among the various commonality reserve detachments, and saw service on all fronts. The regiment fought a pitched battle with Saffron's Slashers over Wei in 2925; the Colonel commanding, Robert Grimm, was killed. They got revenge on Palos in 2928, refusing to give quarter when Normand's Condottiere broke the terms of their surrender. The regiment's battalions were used in isolated offensive operations between 2930 and 2950, raiding Marik strongholds to capture 'Mech equipment.

In 2991, in a move to gain political support, Maximilian Liao designated the Grenadiers as the official Protectors of the House of Scions, a role comparable to that of the Protectorate Guard with respect to the Protectorate. Since then, the Grenadiers have stayed close to home, alternating duty on Capella and Sian. The only exception was their use as a reserve in the Redfield operation of 3025. Maximilian may be planning to use them again in more active operations.

Prefectorate Guard

Parent Organization: Capellan Hussars

Unit Commander: Colonel Braxton Gammon

Unit Composition: Three battalions

1st Battalion (Union Guard): Major William Breen

2nd Battalion (Algamagne Guard): Major Kenneth Razani

3rd Battalion (Capellan Border Guards): Major Ursula Inien

Primary BattleMechs: *Centurion, Archer*

Unit Status: 1st Battalion: Veteran

2nd and 3rd Battalions: Regular

Unit Insignia: Crossed lances with gold and green pennants held in mailed fists

History: Originally raised in 2532 by Mica Liao to replace Merik's Grenadier regiment, the Prefectorate Guard has historically been charged to protect the Capellan Prefecture and their families. Especially after the excesses of Calvin Liao, the very existence of the unit is seen as some guarantee of the Prefecture's inviolability. Except in times of emergency, the Prefectorate Guard may be deployed only with the approval of a majority of the Prefecture Council, of which the Chancellor is a voting member. For this reason, the Guard has not seen as much action as its companion Hussar regiments.

In 2828, the Guard was employed as part of the disastrous attack on the Davion industrial center of Aosia, during which Chancellor Ilsa Liao was killed. It is rumored that on the second day of that action, several *Hunchback* and *Rifleman* lances of the Guard broke and ran under fire, thus permitting the Ceti Hussars to outflank and nearly surround the Capellan ground forces. The official history of the regiment reads differently, however, suggesting that the regiment's third battalion was overrun early in the second day of fighting before badly needed reinforcements could arrive.

The Prefectorate Guard's regimental honor was partly restored by its heroic action against the Avalon Hussars during the Davion siege of Tikonov in 2833. During this series of heated engagements, the fire lances of the Guard repeatedly withstood attempts by numerically superior Davion forces, including *Marauders* and *BattleMasters*, to seize strategic planets near Tikonov. These victories, often involving single combats at close range at a very high cost in men and machines, contributed to the ultimate victory of Capellan arms on this occasion.

In 2975, in a controversial move, Tormax Liao ordered the 2nd Battalion of the Guard redeployed to the rimward marches to deal with the growing problem of pirate raiders along the outer warden. The battalion never forgave Tormax for this perceived insult to their station. In 2990, the 2nd Battalion had opportunity to turn their grudge to good effect, when, with the Red Lancers, they supported Maximilian Liao in his bid for power. With the remaining battalions of the Guard unwilling to fire on their comrades, Maximilian's success was assured.

NORTHWIND HIGHLANDERS



In 2920, the Highlanders fought three separate engagements with Vintain's Vigilantes over possession of two hitherto undiscovered DropShips on Buenos Aires. In these actions, the two evenly matched forces battled over half the northern continent before the 3rd Battalion's remaining *Shadow Hawks* succeeded in trapping the Marik mercenaries. In recognition of their opponents' skill

and bravery, the Highlanders offered terms of enlistment to the Vigilante survivors. When the Vigilantes' commander declined, the Highlanders destroyed the mercenaries to the last man.

Since 2950, the Highlanders have alternated between the Capellan March and the Northern Tikonov borders, where they serve to keep watch on Davion activities, punctuated with occasional raids against Davion strongholds behind the lines. The regiment's reputation for rugged individualism and its unorthodox maverick tactics make it a prime attraction for new volunteers.

Marion's Highlanders

Parent Organization: Northwind Highlanders

Unit Commander: Colonel Alastair Fonn Marion

Unit Composition: Three battalions

1st Battalion (Marion's Roughnecks):

Major William MacCleod

2nd Battalion (Marion's Rangers): Major Crystal King

3rd Battalion (Marion's Jaegers): Major Tomas Zurn

Primary BattleMechs: *Blackjack*, *Vindicator*

Unit Status: 1st and 2nd Battalions: Veteran

3rd Battalion: Regular

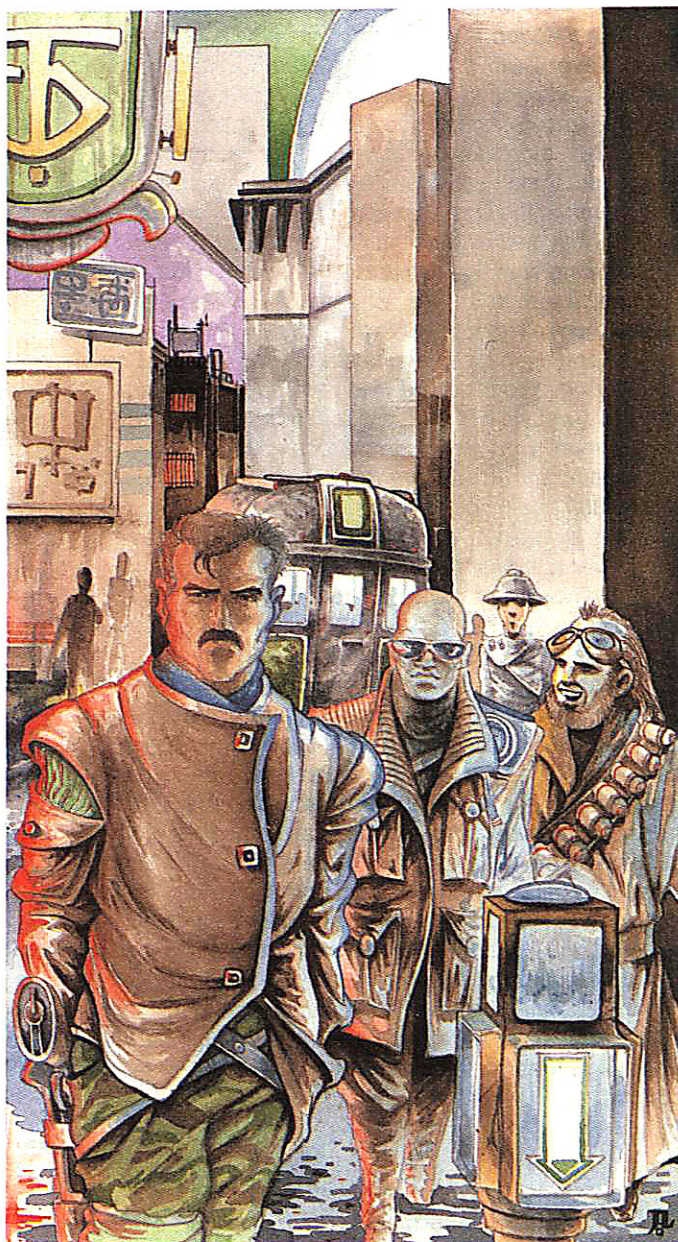
Unit Insignia: A planet topped by a plaid tam-o'-shanter

History: The "bad boys" of the Northwind Highlanders, Marion's regiment is among the best known and least disciplined of all Capellan BattleMech units. Raised in 2369 from St. Ives militia and reserve volunteers, the Highlanders first saw service under Kurnath Liao in the various actions against House Marik in and around the Andurien star systems. After several sharp defeats at Berenson in 2371, and on Lopez in 2373, the Highlanders were withdrawn to Sian for refitting and retraining.

In 2425, an officer from Marion's 2nd Battalion hired by local radicals assassinated Chancellor Arden Baxter. The unit escaped wholesale retribution, but was reassigned to the southern border marches where their reputation for political unreliability kept them on station, clashing occasionally with local pirate units, until 2760.

Under Barbara Liao, Marion's bad boys joined the rest of the Northwind Highlanders in time to take part in the successful Capellan assault on the Davion-held world of Demeter in 2761. Marion's 'Mechs clashed repeatedly with Davion reserves, at one point capturing an entire militia company in a daring behind-the-lines raid. This went far to restore their prestige. The Highlanders continued to see action against House Davion, successfully raiding a Davion AeroSpace repair facility on Brighton in 2872, and receiving in turn a sharp slap in the face from Cochraine's Greencoats on Lee in 2792. In this last engagement, the *Locusts* of the unit's 2nd and 3rd Battalions were so roughly handled by the *Marauders* of the Davion Mercenary band that, thereafter, the Highlanders refused to incorporate lighter 'Mechs into their lances, often arranging swaps with other regiments for less serviceable but heavier equipment.

In 2834, the Highlanders, along with McCormack's Fusiliers, defeated elements of the Deneb Light Cavalry during the Davion attack on Almach. Several lances died in place rather than yield ground to the attackers. True to their reputation as individualists, however, the Highlanders refused to board ship for a planned raid on Oriente in 2899 (which subsequently never came off). This earned the unit a temporary disband order, which remained in effect until 2902, when the unit was reformed in the face of renewed Marik incursions, albeit without the more radical individualists.



McCormack's Fusiliers

Parent Organization: Northwind Highlanders

Unit Commander:

Colonel Henrietta "Harry" McCormack

Unit Composition: Two battalions

1st Battalion: Major Jacob Shen

2nd Battalion: Major Simone Turloc

Primary BattleMechs: *Commando, Wasp*

Unit Status: Both battalions: Veteran

Unit Insignia: Two five-pointed stars on a *katana* blade

History: Since its inception in 2377, McCormack's Fusiliers has vied with Marion's Highlanders as the most audacious unit in the Northwind Highlanders. This intense rivalry has often caused the Fusiliers to take on daring missions, not all of which succeed.

The Fusiliers were first bloodied against Kurita reserve units along the northern Tikonov border between 2370 and 2388. They acquitted themselves well, being the only regiment ever to capture a ranking Kurita field officer (on Rio, in 2372).

For much of their early history, the Fusiliers served along the Marik frontier, raiding the Marik world of Wisconsin in 2477 and defeating a raid by an Asuncion reserve regiment on Ingersoll in 2515. In 2592, the massed AeroSpace fighters of the Fusiliers and Kearny's 1st won a resounding victory against Marik *Seydlitz* fighters over Calloway VI. In 2616, the Fusiliers won their most famous battle honor by defeating a Marik mercenary battalion, Ajax's Avengers, on the southern continent of Bellatrix.

In 2761, along with other units of the Northwind Highlanders, the Fusiliers took part in the successful occupation of the Davion planet of Demeter, only to be badly handled by elements of the Avalon Hussars the following year. Heavy losses in this action forced the Fusiliers' return to St. Ives, where they remained until called upon to aid in the defense of Tikonov in 2834. In this campaign, the fire lances and jump troops of the Fusiliers clashed repeatedly with the Davion mercenary unit Kergawa's Blood Lances. The massed fire of the regiment's *Hunchbacks* and *Orions* virtually destroyed the mercs in three days' combat.

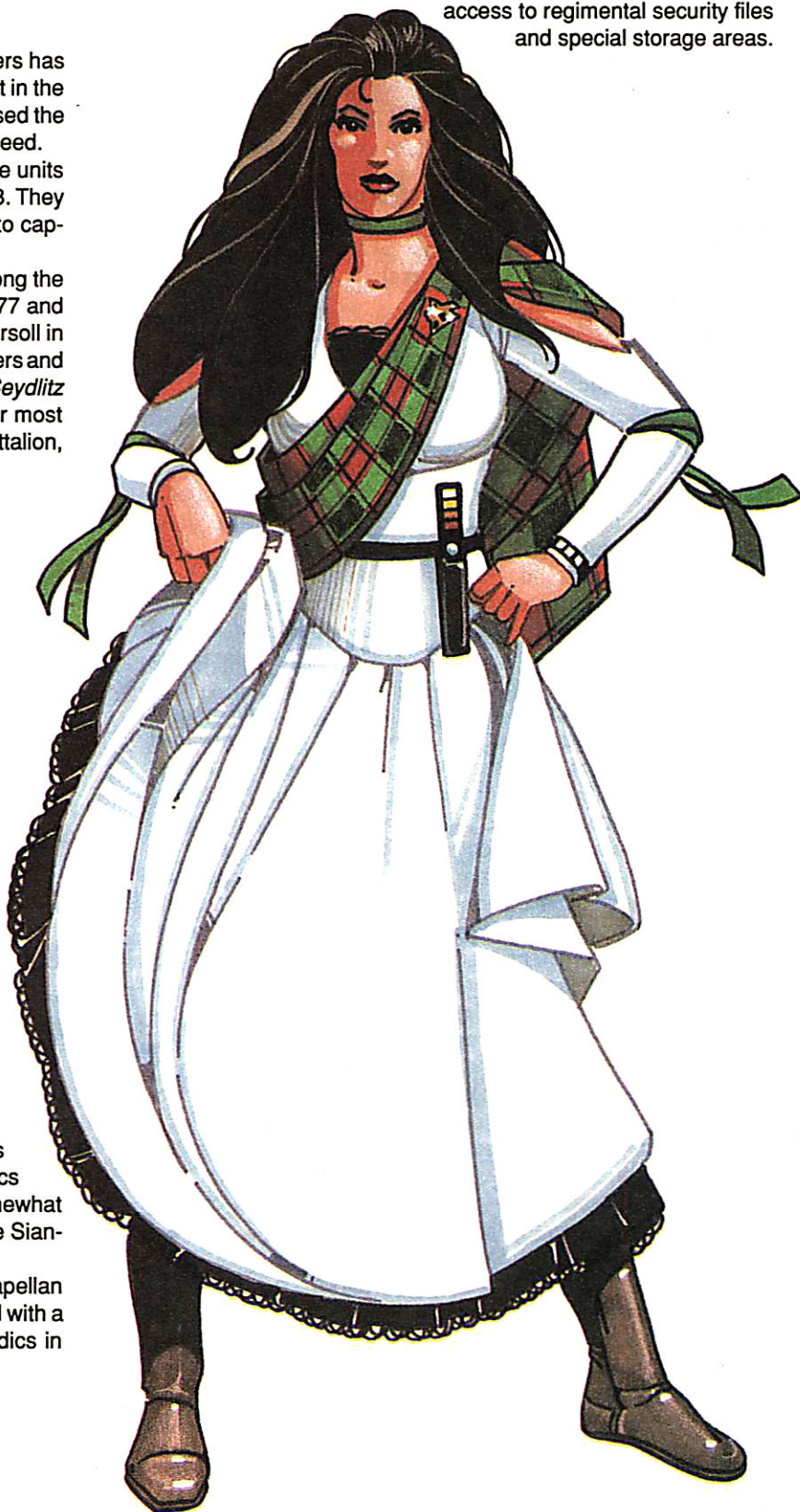
In 2860, the Fusiliers stopped a large-scale raid on Tsamma by the Marik mercenary unit Lander's Lancers. Over a third of the regiment's heavy 'Mechs, including all its *Orions*, were lost to the skillful handling of the Lancers' *Griffins*.

With much of the cockiness knocked out of them after Tsamma, the Fusiliers returned to the Marik border, gaining minor victories against various House units between 2865 and 2900. In 2920, the Fusiliers gained a delayed revenge against their old nemesis, Lander's Lancers, in a surprise raid on Lopez. Using only one battalion, but incorporating into the assault the best Mech-Warriors in the regiment, the Fusiliers caught the Lancers without warning, inflicting severe damage before the mercs could mount effective resistance. With their pride somewhat restored, the Fusiliers have been on active duty along the Sian-Davion border for the past century.

The Highlanders are one of the more colorful of the Capellan BattleMech units. They travel with their own pipe band and with a troop of entertainers and courtesans who double as medics in combat.



This is a member of the Northwind Highlanders' independent company of regimental dancers and entertainers, who often accompany the Highlanders in the field. This young woman's tartan badge depicts her as a senior member of her troop. Not only gifted as a performer, this entertainer also serves in combat with her regiment as a surgeon's assistant. Her elevated status is confirmed by the security key on her belt, giving her access to regimental security files and special storage areas.



1st Kearny Highlanders

Parent Organization: Northwind Highlanders

Unit Commander: Colonel Timothy Senn

Unit Composition: Two battalions

1st Battalion: Major Edward Senn

2nd Battalion: Major Holly Hendersenn

Primary BattleMechs: *Ostol*, *Catapult*

Unit Status: Both battalions: Veteran

Unit Insignia: A stylized Highland piper against a green and gold inverted Capellan triangle

History: Formed from volunteers from the Northwind mining settlements of Kearny in 2362, this regiment is the senior unit of the Northwind Highlanders. The 1st Kearny, a unit with a long and checkered career, has participated in many of the Confederation's most notable victories—and defeats. The 1st Kearny's career almost came to an abrupt end in the First Andurien war, when it was routed on Lopez in 2366 by elements of Marik's Oriente Hussars.

The 1st Kearny later redeemed itself in the successful occupation of the Davion world of Demeter in 2761, despite the fact that the regiment's light *Wasps* and *Hornets* were often marched against heavier Davion *Quickdraws* and *Archers*.

They aided in the successful defense of Lincoln against Kurita's Dieron Regulars in 2802. Here the maneuverability of the light Kearny's *Wasps* proved more than a match against their opponents' slower *Dragons*.

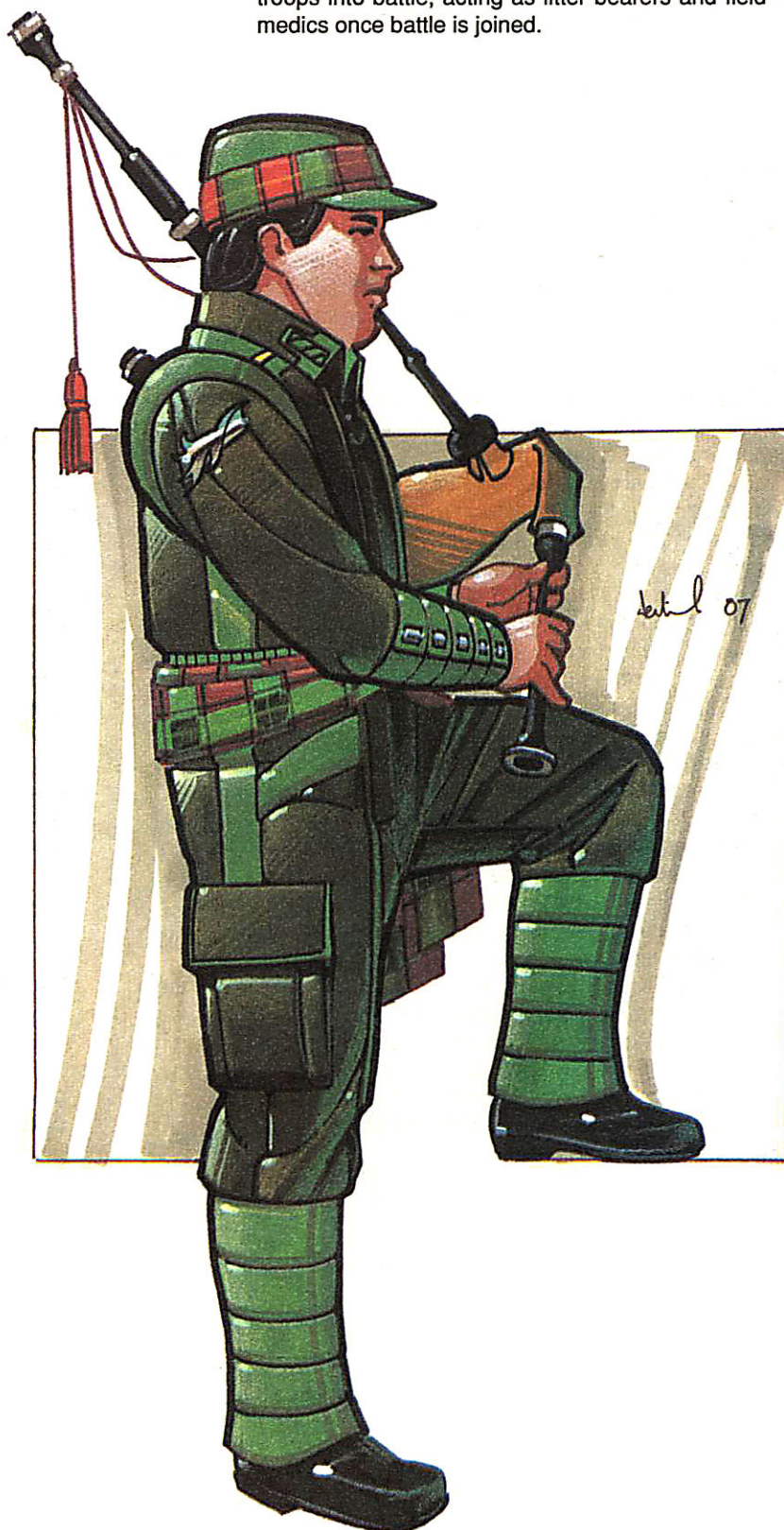
In 2865, the 1st Kearny helped defend its home planet against a raid by combined Marik regulars and mercenaries. In the running combats that ensued, the 1st Kearny managed to drive off the attackers, inflicting heavy damage to one mercenary unit in particular, Jarl's Jaegers, but only at the cost of over half their men and equipment. Convinced of the need for heavier equipment in the face of increasingly powerful opponents, the 1st Kearny restricted its operations between 2866 and 2880 to raids against Marik strongholds, in which they gradually captured and salvaged enough medium 'Mechs to completely re-equip and reorganize themselves.

In 2943, a junior officer commanding the 2nd Company of the 2nd Battalion, Captain Erika Laurel, used her newly acquired *Catapults* to good effect, backing up local militia forces on Hsien against a Marik Militia regiment until reinforcements of the Ijori Warrior House Regiment arrived and turned the tide.

The 1st Kearny's last major action, ended on a bad note when the regiment's 1st Battalion was badly crippled by elements of Davion's Ceti Hussars. Before Warrior House regiments could drive off the attackers, the battalion commander and seven Kearny *Catapults* were lost, largely due to superior Davion AeroSpace forces. The 1st Kearny is sticking to the interior of the Confederation until it restores its strength.



The highly skilled bagpiper below is a member of the Northwind Highlanders' regimental band. According to the plaid cap design, he belongs to the 1st Kearny Highlanders. It is not uncommon for pipers attached to Highlander units to accompany ground troops into battle, acting as litter bearers and field medics once battle is joined.



2nd Kearny Highlanders

Parent Organization: Northwind Highlanders

Unit Commander: Colonel Darrel MacHenry

Unit Composition: Three battalions

1st Battalion: Major Andrea Stirling

2nd Battalion: Major Martell Longheart

3rd Battalion: Major James D. Cochrane

Primary BattleMechs: *Commando, Vindicator*

Unit Status: 1st Battalion: Veteran

2nd and 3rd Battalions: Regular

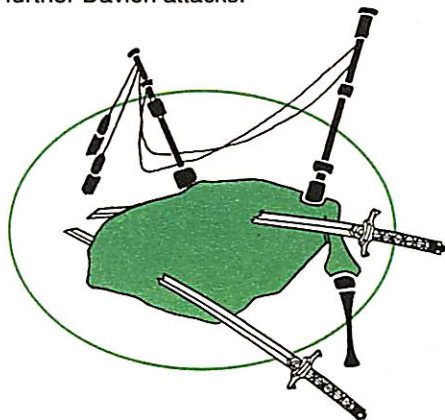
Unit Insignia: A stylized bagpipe thrust through with two *katana* blades

History: Mirroring the actions of its senior counterparts, the 2nd Kearny Highlanders were formed from the mining colonies on Kearny in 2363, and served as one of several Capellan regiments on Lopez and Berenson against House Marik between 2366 and 2368. They took part in the occupation of Demeter in 2761, but were quickly withdrawn to deal with an insurrection on Hsien in 2762. After breaking with the Capellan government in 2761 over a contract dispute, the mercenaries of Gladstone's Gladiators threatened to destroy the Hsien munitions dump and water purification plants if their demands were not met. A midnight raid by volunteers of the Kearnys' 1st Battalion retook the munitions depot, and the Gladiators abandoned the planet.

The 2nd Kearnys spent the years 2762 to 2802 tracking down and destroying the Gladiators as a demonstration of the Confederation's resolve. In September 2802, the Kearnys learned from the Maskirovka of the impending arrival of the Gladiators on the Marik world of Zion. Borrowing transport and equipment from the Maskirovka Special Operations Branch, the 2nd secretly arrived on Zion ahead of the Gladiators. The Kearnys waited until the rebels completed offloading before they attacked. AeroSpace suppressing fire kept the mercenaries' DropShips on the ground, and the surprised Gladiators, unable to withdraw, were destroyed to the last man. The 2nd salvaged ten *Ostrocs* and three *Assassins* before Marik reserves forced their withdrawal.

Since that time, the 2nd Kearnys have had a particular antipathy for mercenaries of any kind, both their own or those of other Successor States. In the defense of Lincoln against Kurita mercenaries in 2802, the 2nd refused to give quarter to Daemian's Destroyers, despite repeated pleas on the part of the Kurita defenders to be allowed to surrender.

The 2nd Kearny's most notable defeat came when the regiment's air lances were destroyed in the Turkey Shoot over Lee in 2953. Unable to replenish their losses completely, the 2nd could not ward off a Davion attack by Ceti Hussars against Holt. Several 'Mechs were lost. Since the rise of Maximilian Liao, the 2nd Kearny has been deployed along the St. Ives frontier to guard against further Davion attacks.



CHESTERTON RESERVES



1st Ariana Fusiliers

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Cynthia Drix

Unit Composition: Three battalions

1st Battalion: Major Judith Ling

2nd Battalion: Major Henru TChigorin

3rd Battalion: Major Elisa Macao

Primary BattleMechs: *Falcon, Vindicator*

Unit Status: 1st and 2nd Battalions: Veteran

3rd Battalion: Regular

Unit Insignia: A stylized black falcon against a green and gold inverted Capellan triangle

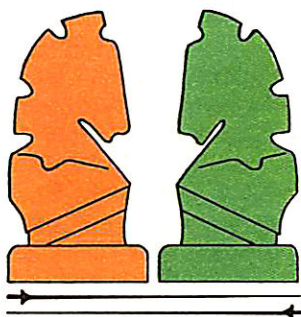
History: The "Hard Luck" regiment of the Capellan armed forces, the 1st Ariana Fusiliers were formed in 2388 out of remnants of the Chesterton Border Guards. For most of their history, the 1st Ariana Fusiliers have served on and around the Capellan industrial center of Tikonov, on numerous occasions going up against veteran units of House Davion, almost invariably without success. The Fusiliers were part of the disastrous attack on Chesterton in 2812 when they were pitted against elite elements of the Crucis Lancers. Along with the 2nd Ariana Fusiliers, they squared off in 2832 against the 2nd Ceti Hussars when House Davion launched a major assault toward Tikonov. In this engagement, over-zealous junior officers left the regiment badly exposed to enemy artillery and AeroSpace fire. Over one-third of the Fusiliers' 'Mechs were lost in a single day.

Pulled out of the line and refitted, the 1st Ariana returned to action just in time to have its 1st Battalion smashed on Sirius in a surprise attack by Marik *Lightnings* in 2912.

On Mirach, between February and June 2987, the regiment endured six concerted Davion attacks, in which the unit lost over half its manpower and equipment. The 1st Ariana nonetheless gave as good as it got, all three battalion commanders earning posthumous decorations.

Re-equipped with salvaged Davion equipment (mostly *Marauders* and *Locusts*), the regiment defeated Falkener's Hussars on New Hessen two days before Christmas, 3002. The newly raised Davion mercenary unit was trying to seize the planet's underground supply depot. In a 14-hour hide-and-seek battle in underground caverns, the 1st Ariana managed to rout the Davion mercs, but only at the cost of seven 'Mechs completely destroyed, along with their experienced MechWarriors.

Today the 1st Ariana continues to do garrison duty among the various planets of the Tikonov Commonality, ready and willing, if not overly able, to try their hand again against House Davion. Though its commanders are skilled, the regiment's equipment remains mostly salvaged goods, and such effectiveness as it retains is due largely to the courage and elan of its MechWarriors.



2nd Ariana Fusiliers

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Syngin Volcane

Unit Composition: Three battalions

1st Battalion: Major Fiona King

2nd Battalion: Major Edmund Yare

3rd Battalion: Major Samuel Stark

Primary BattleMechs: Salvaged equipment, no model predominating

Unit Status: All battalions: Regular

Unit Insignia: Two stylized green and gold chess knights facing each other, beneath which two lances are laid side by side

History: A relative newcomer to the Succession Wars, the 2nd Ariana Regiment has had a little more luck than the 1st Ariana. Formed in 2799, this regiment saw duty in the 2812 Chesterton disaster, in which many of its fire lances were lost early to Davion AeroSpace fire. The 2nd Ariana all but ceased to exist during the defense of Tikonov, following various ill-timed and badly executed engagements against the Ceti Hussars in 2832–2833.

For most of their history, the 2nd Ariana Fusiliers have stayed on Tikonov and Algol, with much of their transport stripped to provide replacements for veteran units. The 2nd Ariana bore the brunt of early Davion attempts to capture the Tikonov citadel between February and June of 2987.

In recognition of its better-than-anticipated performance against heavy odds, the 2nd Ariana was re-equipped with salvaged Davion 'Mechs and reorganized as a mobile field force. Since 3005, the regiment has been carrying out occasional raids along the Capellan March in preparation for eventual front-line duty in an offensive campaign.

Ariana Grenadiers

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Rudolph Baxter

Unit Composition: One battalion: Major Athena Culaincourt

Primary BattleMechs: *Marauder*, *Panther*

Unit Status: 1st Battalion: Elite

Unit Insignia: A stylized 18th-century grenadier in green miter cap, against a gold field with the regimental name inscribed below

History: Raised in the 2750s from several smaller companies in the Tikonov interior, the Grenadiers took part in the capture of Demeter from House Davion in 2765. The Grenadiers next fought off a series of Davion incursions aimed at the many agricultural worlds of the northern commonalities. In 2778, they repulsed a Davion mercenary company, Simpson's Samurai, in a rare armor-versus-armor action on Genoa. In 2782, the Grenadiers gained considerable fame for their successful attack against a strongly fortified Davion outpost on New Florence. In this action, later dramatized as the "Charge of No Return," the Grenadiers lost seven *Griffins* and *Shadow Hawks* in repeated charges against the infamous Cresidain Plateau, ultimately taking the position at dusk and netting the regiment a Davion DropShip.



Reformed and reorganized in the early 29th century, with the additional firepower of captured Davion *Marauders* and specially trained jump troops, the Grenadiers evened the score with the Federated Suns by raiding a Davion fuel depot on Lee in 2812.

In 2874, the Grenadiers were all but destroyed when the Free Worlds Guards caught them unaware on Ingersoll. Though the timely arrival of the Warrior House Ijori Regiment saved the day for the Capellans, the Grenadiers lost their Long Tom artillery, which has never been replaced.

Most recently, the Grenadiers defended New Hessen in 2998 and 3007 against Davion's Deneb Light Cavalry. Though a poor showing by the unit's air lance proved a hindrance, the inspired handling of infantry-coordinated *Panther* 'Mechs ultimately proved successful.

1st Chesterton Voltigeurs

Parent Organization: Chesterton Reserves

Unit Commander: Major Alana Dickersenn

Unit Composition: Three battalions

1st Battalion: Major Athena Cochraine

2nd Battalion: Major Emmanuel Rinn

3rd Battalion: Major William Gazen

Primary BattleMechs: *Shadow Hawk*, *Wasp*

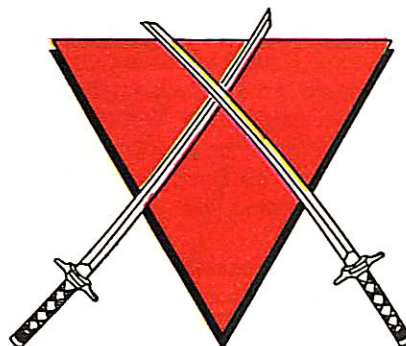
Unit Status: All battalions: Regular

Unit Insignia: Crossed *katana* blades against a red field

History: Raised in the last decade of the 28th century by expatriates from various Chesterton worlds, the Voltigeurs' first engagements were against House Kurita on Rio and Ronel, during the period 2800–2805. They defended Westphalia against a mercenary unit hired by House Steiner (the only recorded instance of Liao forces going up against Steiner proxies). The Voltigeurs' more maneuverable *Wasps* destroyed four *Ostols* of Freeman's Fanatics in a unique "island-hopping" campaign lasting several weeks.

The Voltigeurs' only encounter with House Marik came in 2944 during a raid by massed *Sparrowhawks* against Epsilon Eridani. The 1st Chesterton absorbed punishing losses in the ensuing ground action, but the regiment's jump troops and air-mobile artillery counterattacked and captured a *Leopard* DropShip, ultimately turning the tide against the Marik attackers.

Called upon to aid in the defense of Tikonov against House Davion in June of 2987, the Voltigeurs were badly mangled by Davion AeroSpace fighters, forcing their withdrawal for refitting soon after the critical siege had been broken. Since that time, the Voltigeurs have remained on station, shuttling among the many interior worlds of the Tikonov Commonality, ready to handle occasional attacks by Capella's neighbors.





Hamilton's Highlanders

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Jasmine LeSalle

Unit Composition: Two battalions

1st Battalion: Major Martha Wedgewood

2nd Battalion: Major Sensun Cheng

Primary BattleMechs: *Commando*, *PhoenixHawk*

Unit Status: 1st Battalion: Elite

2nd Battalion: Veteran

Unit Insignia: A female Highlander dancing a jig over a torn Federated Suns flag

History: Organized in 2835 from the remnants of Capellan regiments severely damaged in the 2832–2833 siege of Tikonov, Hamilton's Highlanders are noted for their high esprit de corps and have earned a reputation for doing the impossible. True to their reputation, the Highlanders fought reserve elements of the Fusiliers of Oriente to a standstill in 2880, in a blizzard over Zion's North Pole, in a battle for possession of a downed Marik DropShip. The following year, the regiment's 2nd Battalion, disguised as a Marik Militia regiment, surprised local contingents on Calloway VI and captured three *Cheetah* AeroSpace fighters before returning safely home.

By 2910, the Highlanders began making things difficult for House Davion on the Capellan March. In 2922, *Vedette* and *Manticore* tanks of the regiment's combined battalions held off a Davion assault against Spica until a battalion of the LuSann Warrior House Regiment could arrive. In 2948, the Highlanders were one of several regiments engaged in a retaliatory strike on Lee in efforts to relieve pressure from Davion assaults aimed at Tikonov. In this action the Highlanders' *PhoenixHawks* fought elements of the Syrtis Lancers to a standstill in two days of hard fighting in rough terrain.

The Highlanders arrived in time to participate in the defense of Tikonov the following year. Not content with static defense, the Highlander's commander led them in a series of mobile operations against Davion staging areas, dealing heavy losses in personnel and materiel to the Federated Suns battle group. In the three-month period ending in June 2987, it is estimated that the Highlanders destroyed 13 BattleMechs and over 700 tons of munitions, small arms, fuel, electronics, and spare parts, crippling Davion operations on the planet. For their service in this action, the Highlanders were accorded the recognition of adding a torn Federated Suns flag to their official unit insignia.

3rd Chesterton Voltigeurs

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Maxwell Smyth Leng

Unit Composition: Three battalions

1st Battalion: Major Tristram Bree

2nd Battalion: Major Vincent McCormack

3rd Battalion: Major Judy Chin

Primary BattleMechs: *Commando*, *Vindicator*

Unit Status: All battalions: Regular

Unit Insignia: A leopard grappling with an eagle on a red field

History: One of several units involved in the defense of Tikonov in 2832–2833, the 3rd Voltigeurs handed successive defeats to Davion's Deneb Light Cavalry. This was in spite of a lack of spare parts and munitions that hampered the unit's overall fighting ability after the first few months of the siege. Used again in defense of Tikonov in the 2987 attack, the 3rd Voltigeurs command staff were all killed when a midnight raid by Davion commandos penetrated Capellan outer defenses and rocketed the command post. The 3rd Voltigeurs remain on station on Tikonov.

2nd Chesterton Voltigeurs

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Paula Brighton Lannes

Unit Composition: Three battalions

1st Battalion: Major Duncan Bleak

2nd Battalion: Major Pamela Cochraine

3rd Battalion: Major Ursula Inares

Primary BattleMechs: *Panther*, *Thunderbolt*

Unit Status: All battalions: Regular

Unit Insignia: A mounted kettle drummer against a red field

History: These Voltigeurs are another hard-luck regiment in the Capellan armed forces. Raised in the last decade of the 28th century, they first served in the Capellan force charged with the defense of Tikonov in 2832–2833. The 2nd Voltigeurs were mauled repeatedly by *Wolverines* and *Crusaders* of the Avalon Hussars. An attempt to raid the Davion supply depot on Axton in 2850 was also a poor showing, five *Thunderbolts* being lost to massed artillery fire.

Used again in defense of Tikonov between February and June 2987, the 2nd Voltigeurs fared somewhat better, the 1st and 2nd Battalions capturing two Davion *Marauders*. After a brief tour of duty on Westerhand, the 2nd Voltigeurs have returned to Tikonov, where they are retained as a quick-reaction force.

Lothar's Fusiliers

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Carla Nisora

Unit Composition: Three battalions

1st Battalion: Major Gabriel LeSalle

2nd Battalion: Major Michael Fong

3rd Battalion: Major Constance Vaultaine

Primary BattleMechs: *Hornet, Wasp*

Unit Status: All battalions: Regular

Unit Insignia: A black raven in flight over a red field

History: Created in the 2850s from an amalgamation of numerous smaller units, the Fusiliers' first combat involved defending Ling in 2862 against two regiments of Orloff Grenadiers. The Fusiliers' air lances scored repeated successes against the *Wolverines* and *Griffins* of the invaders.

In 2948, the Fusiliers were used in a dawn raid on the Marik garrison on Berenson, which yielded the regiment seven captured *Hunchbacks* at the cost of only three *Vedette* tanks. That same year, the Fusiliers were employed against House Davion in a series of retaliatory strikes on the border world Lee. The Fusiliers' last major action involved a two-day aerial melee over Ingersoll in which the Fusiliers' *Thunderbirds* beat back a surprise attack from a Silver Hawk Irregular regiment. The Fusiliers are ripe for another major assignment, ready to try their luck in whatever capacity Chancellor Maximilian may assign them.

Sung's Cuirassiers

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Kevin Sung

Unit Composition: Three battalions

1st Battalion (Urvine's Mounted Grenadiers):

Major Timothy Urvine

2nd Battalion (Kincade's Chosen): Major Gabriel Kincade

3rd Battalion (The Black Sheep): Major Andrea Sung

Primary BattleMechs: *Hunchback, Thunderbolt*

Unit Status: All battalions: Regular

Unit Insignia: An armored horseman on a white charger against a green and gold field

History: Sung's Cuirassiers have the distinction of being the one Capellan armed forces unit to be completely destroyed in combat and subsequently rebuilt as a much stronger regiment. In 2668, the Cuirassiers attacked what was supposed to be a lightly defended 'Mech repair facility on the Marik world of Xanthe III. A failure in communications with Maskirovka agents left the Cuirassiers unaware of the recent transfer of elements of the Marik Protectorate Guard to Xanthe III. Before the Cuirassiers could extract themselves, their drop zones were overrun by Marik *Crusaders* and *BattleMasters*. Less than two companies survived.

Reformed and re-equipped, the regiment participated in the skillful occupation of Lee against portions of the Syrtis Fusiliers in 2761, during which the Cuirassiers' innovative use of regimental jump troops inflicted moderate losses on the Davion defenders while minimizing their own casualties. Following several minor clashes with House Kurita along the coreward border between 2890 and 2910, the Cuirassiers squared off against House Davion again in a raid on Bristol in 2915. This time, considerable personnel and equipment were lost when the regiment overshot its drop zones. The few companies able to rally after this disastrous start were quickly contained by local Davion militia.



Reorganized and refitted a second time, the Cuirassiers again proved their mettle by wrestling Mesartim from Davion in 2978 as part of an effort to relieve pressure on Tikonov. Their luck changed yet again when they were overcome by Marik AeroSpace fighters in an attack on Ingersoll in 2999.

Despite numerous setbacks, the morale of the Cuirassiers remains high. Each MechWarrior feels he is fully capable of dishing out as much damage as forced to take. It is worth noting that despite its many failures, this regiment has one of the lowest transfer rates of any in the Capellan armed forces.

Kingston's Legionnaires

Parent Organization: Chesterton Reserves

Unit Commander: Colonel Martha "Big Mama" Mathias

Unit Composition: Two battalions

1st Battalion: Major Samuel Kingston

2nd Battalion: Major Andrea Loo

Primary BattleMechs: *Trebuchet, Vindicator*

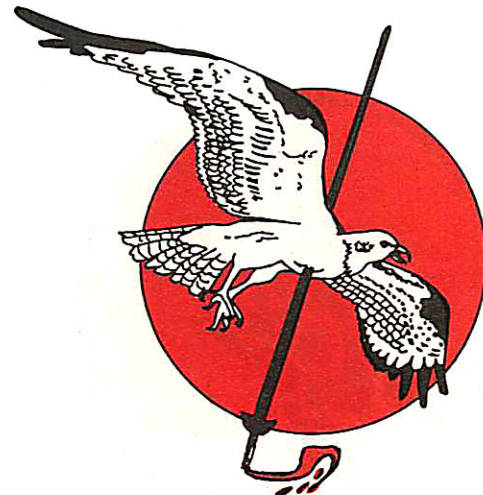
Unit Status: Both battalions: Regular

Unit Insignia: A falcon impaled on a lance against a red field

History: A relative newcomer to the Chesterton Reserves, Kingston's Legionnaires was created in 2916 from the remnants of two prior regiments, the 6th Capellan Reserve Cavalry and Shadrack's *Shadow Hawks*. (These units had been taken out of active service after their poor showing in the Capellan attack on the Federated Suns world of Bristol the year before.) In 2952, backed by *Thunderbirds* and *Eagles* from assorted reserve regiments, the Legionnaires' *Cheetahs* aided in the defense of Ingersoll against incursions by the Marik Guard.

The Legionnaires' next major assignment almost proved to be their last, when the unit tangled with the 42nd Avalon Hussars during the siege of Fletcher in 2985. They lost more than a third of their 'Mechs in the opening stages of the action, and then, because of poor communication, they failed to receive their recall orders. Strung out and outnumbered, the Hussars destroyed over 60 percent of the unit before reinforcements could extract the survivors from the Davion *Marauders*.

The Legionnaires have been reassigned to a variety of picket-duty stations along the Capellan March. Despite their previous losses, morale remains high in this spirited unit, and the Legionnaires' MechWarriors are eager to even the score with the Hussars.



LIAO RESERVES



Vincent's Commandos

Parent Organization: Liao Reserves

Unit Commander: Colonel Samantha Vincent

Unit Composition: Two battalions

1st Battalion: Major Gwen Doyln

2nd Battalion: Major Edward Gor

Primary BattleMechs: *Commando, Ostroc*

Unit Status: Both battalions: Regular

Unit Insignia: A white unicorn on a red field

History: Put together from several lesser commando battalions between 2805 and 2810, Vincent's Commandos have had their share of ups and downs. In their first major action, the Commandos were all but destroyed in the disastrous attempt to retake Chesterton from elite units of the Davion Crucis Lancers. Reformed in 2813, the unit shed most of its heavier equipment in favor of light 'Mechs and air-mobile equipment. In 2830, the more mobile Commandos proved their worth in successfully repelling an attack against Ling by the Marik mercenary unit Nathan's Irregulars. Skillful employment of a combined-arm force of 'Mechs and rocket-armed jump troops resulted in the destruction of five *Manticores* at the cost to the Capellans of only one *Commando* 'Mech.

Following a series of minor incursions against House Davion along the Capellan March, the Commandos were shifted to the Marik border in 2965. They raided the private estates of Marik nobles on Lopez, seizing several tons of gold and silver bullion as well as numerous works of art, much of which (but not all) went to enrich Chancellor Maximilian's personal treasury.

The Commandos' last major engagement, in 2995, came when they tried to repeat their previous raiding operation, this time against targets of opportunity on Berenson. The Commandos found themselves unexpectedly matched against Regular Hussars, which were preparing for their own raid against the Capellan world of Thomas. Following a six-hour running battle, often at close quarters or hand-to-hand, the Capellan Commandos all but destroyed their Marik counterparts, though at the cost of their commanding officer, Colonel Leo Michalmas Brasard.

Since then, the Commandos have been used on specialized, high-risk reconnaissance raids deep into the interior of the Federated Suns, on more than one occasion disrupting Davion plans for assaults against Confederation planets.

Trimaldi's Secutors

Parent Organization: Liao Reserves

Unit Commander: Colonel Harrison Trimaldi

Unit Composition: Three battalions

1st Battalion: Major Sarah Rinn

2nd Battalion: Major Arthur Cheng

3rd Battalion (motorized infantry): Major Damien Thoirn

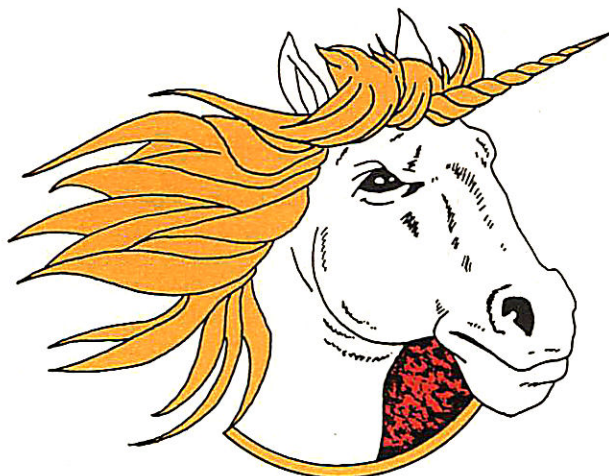
Primary BattleMechs: *Phoenix Hawk, Spider*

Unit Status: All battalions: Regular

Unit Insignia: A black spider holding a gold trident against a red field

History: Raised in 2984 from New Florence and Liao recruits, the Secutors saw action the following year defending Genoa against a Davion deep-strike force composed of elements of the 42nd Avalon Hussars. Though unable to halt the advance of the Hussars' heavier *Marauders* and *Crusaders*, the Secutors were able to destroy three Davion recon *Locusts* without loss to themselves before they were forced to give ground. In 2987, the Secutors were involved in the Capellan raid on Aosis, during which the Avalon Hussars again inflicted a sharp check on the unit's lighter 'Mechs, but not before the Secutors' motorized infantry succeeded in overrunning an important Davion communications center, seriously disrupting the counterattack.

In 3011, the Secutors were shifted to the Capellan interior where, along with the Waco Rangers (now in Steiner pay), they again met the 42nd Avalon Hussars, this time in defense of the planet Thomas. The Duke of Thomas, Colonel Pavel Ridzik, took personal charge of the Capellan counterattacks which broke the Davion siege. During this action, the Secutors captured a complete lance of Davion *Phoenix Hawks*, exchanging only one salvaged *Marauder* in the bargain.



TIKONOV RESERVES



Kerr's Intruders

Parent Organization: Tikonov Reserves

Unit Commander: Colonel Calvin Kerr

Unit Composition: Three battalions

1st Battalion: Major Thomas Fong

2nd Battalion: Major Trilby Raxal

3rd Battalion: Major Barbara Ling

Primary BattleMechs: *Charger, Thunderbolt*

Unit Status: All battalions: Regular

Unit Insignia: A pair of crossed six-guns on a red field

History: One of the few Capellan units to employ assault BattleMechs, the Intruders were organized in 2950, outfitted mostly from equipment captured from the Federated Suns between 2940 and 2950. In 2952, the *Thunderbird* air lances of the Intruders first showed the regiment's mettle by aiding in the successful defense of Cammal against Waterdown's Warriors. In 2987, the full regiment attacked Capellan March Militia in the raid on Aosia, in which the Intruders' 'Mechs made short work of militia strong points along the planet's northern arctic frontier.

In 2994, the Intruders volunteered for a special assignment involving a raid on New Syrtis. Given the secrecy of the mission, most of the regiment remained behind in full view of known Davion spies, while hand-picked elements penetrated Davion defenses (with no little help from several Davion defectors in Capellan pay). The outcome of this raid was the capture of three Davion *Wasp*-LAMs—and instant nobilities for those lucky enough to return to Capellan space.

Kincade's Rangers

Parent Organization: Tikonov Reserves

Unit Commander: Colonel Joshua Kincade

Unit Composition: Two battalions

1st Battalion: Major Chandrahar Samatar

2nd Battalion: Major Alana Ballantine

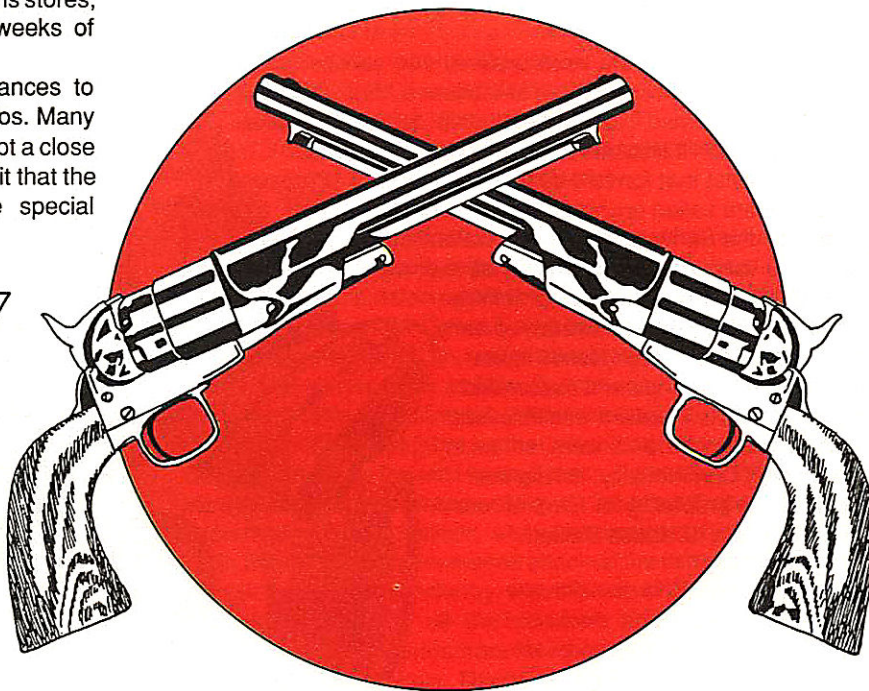
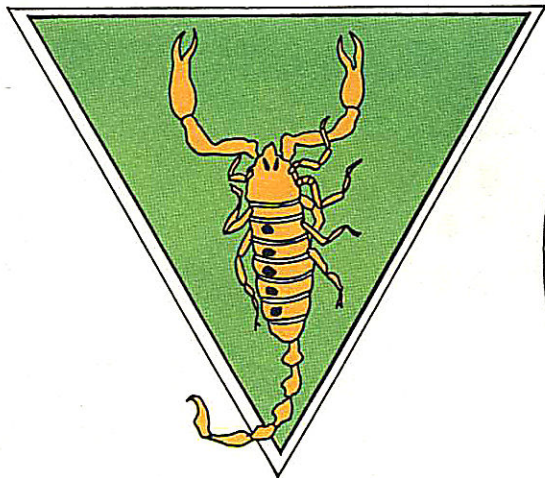
Primary BattleMechs: *Ostscout, Scorpion*

Unit Status: Both battalions: Regular

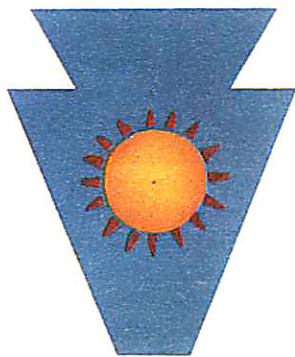
Unit Insignia: A gold scorpion against a green field

History: Joshua Kincade defected from the Federated Suns in 2985 following a dispute with his Davion employers over rank and pay. Eagerly accepted into the ranks of House Liao, the newly designated Rangers (formerly Kincade's Tribulation) did not have long to wait before settling scores with House Davion. In 2987, the Rangers were assigned the role of principal contingent in the Capellan raid on Aosia. From a rear-area depot on Aosia's southern hemisphere, the Rangers captured three Davion *Corsair* AeroSpace fighters intact, the first ever obtained by the Confederation. While the rest of the Capellan invaders took the brunt of the Davion counterattacks, Kincade's battalions ranged far afield, destroying vast numbers of crops and munitions stores, withdrawing with only two BattleMechs lost in four weeks of campaigning.

Maximilian Liao has instructed various Ranger lances to undergo specialized training with the Death Commandos. Many eventually transfer to that command. Maximilian has kept a close watch on this unit in recent years, and speculation has it that the Rangers are probably being earmarked for some special operation known only to the Chancellor.



ST. IVES ARMORED CAVALRY



2nd St. Ives Lancers

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Randolph Fletcher

Unit Composition: Three battalions

1st Battalion: Major Andrew Ling

2nd Battalion: Major Holly Firsten

3rd Battalion: Major Timothy Bairn

Primary BattleMechs: *Panther, Vindicator*

Unit Status: 1st and 2nd Battalions: Regular

3rd Battalion: Green

Unit Insignia: Two rearing white horses, facing each other, wearing gold crowns on a green field

History: Formed at the same time as the 1st St. Ives Lancers, the 2nd has seen extensive action along the Confederation's southern Marches, where they had modest success dealing with pirate and independent raider bands. They also carried out occasional rear-area raids against House Marik. The Lancers encountered the Federated Suns again, the Syrtis Fusiliers, in the defense of Verlo in 2790.

In 3002, the 2nd Lancers achieved a singular success by capturing an entire mercenary company, Gordon's Highland Light, during a recon raid on Pinard. Included in the booty were twelve salvaged *Panther* 'Mechs, which have since formed the backbone of the Lancers' 2nd Battalion.

In 3010, the Lancers squared off against another Davion target, the important agricultural center of St. Loris. Anticipating only one enemy regiment, the Lancers were surprised to encounter two Davion regiments from the Ceti Hussars. Leaving the 2nd Battalion's *Panthers* in a holding action against one regiment, the rest of the regiment concentrated with a vengeance on the second. Eventually driven off the planet, the Lancers nonetheless destroyed two companies to avenge the unit's destruction of much of the planet's vital wheat crop. Though later decorated by Maximilian Liao for their service on this occasion, the Lancers feel their failure deeply.

1st St. Ives Lancers

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Simone Devon

Unit Composition: Three battalions

1st Battalion: Major Jason Vinn

2nd Battalion: Major Caroline Seng

3rd Battalion: Major Zana Nestor

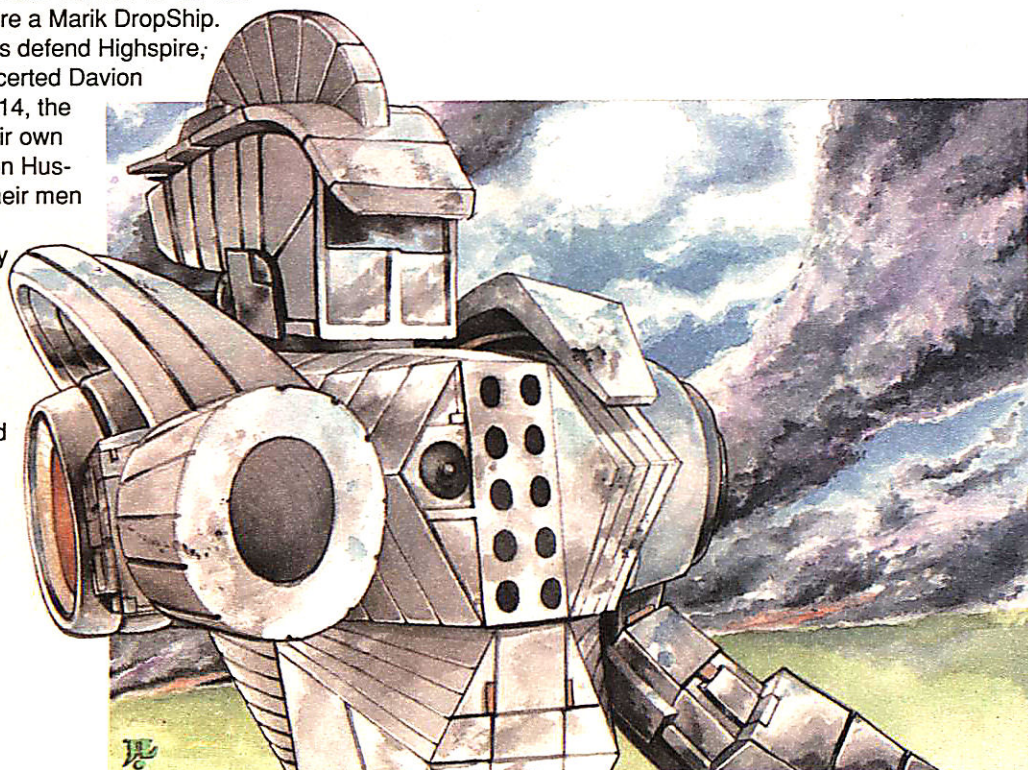
Primary BattleMechs: *Crusader, Vindicator*

Unit Status: All battalions: Veteran

Unit Insignia: A rearing white horse wearing a gold crown against a green field

History: The 1st St. Ives Lancers is one of the most decorated units in the Capellan armed forces. They have almost been destroyed twice, first in the defense of Bethel against the Syrtis Fusiliers in 2760 and again in the defense of Spica against Ceti Hussars in 2857. In 2832, their *Crusaders* were involved in the successful diversionary raid on Redfield. In 2975, they helped occupy Mira, killing six Davion *Marauders* with no losses of their own.

In 3001, the Lancers were pressed into service to aid the defense of Wei, arriving in time to capture a Marik DropShip. In 3012, they helped local Capellan units defend Highspire, assisting Wilson's Hussars to repel concerted Davion attacks against that forward base. In 3014, the Lancers were called upon to defend their own homeworld of St. Ives against the Avalon Hussars. The Lancers lost more than half their men and equipment to the Intruders' *Griffins* when their air cover was destroyed early in the day. Despite high losses in this engagement, the regiment succeeded in driving off the invaders with little loss to local industry. The Lancers remain in the St. Ives Commonality, licking their wounds and preparing for another round with the forces of House Davion.



St. Ives Cheveau Legers

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Glaston Mitchall

Unit Composition: Three battalions

1st Battalion: Major Cynthia Kerr

2nd Battalion: Major Roger Stark

3rd Battalion: Major Victor Strong

Primary BattleMechs: *Hatchetman, Rifleman*

Unit Status: All battalions: Veteran

Unit Insignia: Crossed sabers surrounded by a gold wreath against a white field

History: Though originally raised on St. Ives in the early days of the Confederation, the Legers have seen as much service outside the St. Ives Commonality as within it. The regiment was first bloodied during service on Lopez against House Marik in 2366–2368. Driven off this planet by elements of the Defenders of Andurien, the Legers responded by handing House Marik sharp defeats on Mansu-ri and Dalton in 2370 and 2372. They aided in the timely defense of Vanra against a Marik raiding party in 2450, and then operated against various pirate bands along the Confederation's Periphery border.

In 2790, the Legers *Rifleman* formed the backbone of the defense of Ogilvie against the Syrtis Fusiliers. Not satisfied with their role as a static defense force, the Legers received permission to raid House Marik on Nova Roma in 2808. They captured three Marik *Lightning* AeroSpace fighters. The Legers staged successful recon raids against Marik Militia on Holt and Sorunda in 2814 and 2816.

They were surprised by Davion mercenaries, King's Commandos, during R&R on Indicass in 2905. The Legers launched a retaliatory raid to avenge their losses, capturing a Davion *Leopard* DropShip and three *Crusaders* from the Syrtis Fusiliers on Atlas in 2908. House Davion had the last laugh, however, when the Fusiliers trapped the Legers on Royalston in 2915, virtually annihilating the Capellans in a two-day engagement.

Reformed and reorganized, the new Legers resumed their blood feud with House Davion by demolishing a 'Mech repair facility on Narellan in 2933. Returning to defend Daniels against mercenary intruders in 2944, the Legers' air lances were punishingly defeated by Corey's Cavaliers. Reassigned to garrison duty on the forward bases on Weekapaug, the Legers openly defied the Federated Suns to come and take the planet away from them. Their challenge was taken up by their old nemesis, the Syrtis Fusiliers, in 2950. The contestants ground themselves to a standstill in a battle of attrition lasting three weeks. The Legers refused to summon assistance that might have trapped the Davion regiment once and for all.

Since 2960, the Legers have rotated among the agricultural planets of the St. Ives Commonality, occasionally clashing with the odd Davion regiment, all the while hoping for a chance to have one last go at the Syrtis Fusiliers. This may prove unlikely in the near future.



Justinia's Cuirassiers

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Justinia Gordon

Unit Composition: Two battalions

1st Battalion: Major William Morell

2nd Battalion: Major Adam Morand

Primary BattleMechs: *Quickdraw, Thunderbolt*

Unit Status: 1st Battalion: Elite

2nd Battalion: Veteran

Unit Insignia: A horizontal arrow held captive in a mailed fist

History: Justinia's Cuirassiers is one of the most celebrated units of the Capellan armed forces. In the days of Barbara Liao, the heavy lances of the Capellan Cuirassiers (as the regiment was then known) captured many Terran Hegemony worlds. In addition, the Cuirassiers was the first Capellan regiment ever to occupy the planet Marlette, holding this strategic center against repeated efforts by House Davion between 2761 and 2765.

Since then, the Cuirassiers have been involved in more actions than any other Capellan regiment. Among these were the defense of Ibstock against House Marik between 2808 and 2812, the destruction of the Marik mercenaries Salicia's Defiants on Gomeisa in 2822, the capture of the rebel Mercenary "Baron" Jakob Mei in 2887, and the successful defense of Bethel against the Avalon Hussars in 2940. In 2987, the Cuirassiers formed the backbone of the Capellans' successful relief of Tikonov by attacking the Davion stronghold on Aosis. In 3001, the Cuirassiers, now under the command of Lady Justinia Gordon, aided the defense of Wei against both Marik and Davion attackers.

Since 3015, the Cuirassiers have been held in reserve in the Capellan interior, their expertise being used on special missions at the personal request of Chancellor Maximilian Liao. Most recently, select elements of Justinia's troops provided the personal escort for Maximilian during his secret talks with Michael Hasek-Davion.

Devon's Armored Infantry

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Maxwell V. Devon

Unit Composition: Two battalions

1st Battalion: Major Victor Kilgrain

2nd Battalion (*Vedette* tanks): Major Hudsenn Roundtree

Primary BattleMechs: *Ostol, Vindicator*

Unit Status: Both battalions: Regular

Unit Insignia: A stylized *Vedette* tank on a white field

History: The principal trouble-shooters of the St. Ives Armored Cavalry, Devon's Armored Infantry is composed largely of ex-Davion mercenaries. Devon's regiment is renowned among Davion opponents for its many atrocities in combat. Colonel Devon has sworn never to take Davion prisoners and, despite numerous official reprimands, has maintained this personal pledge throughout the 20 years that his unit has been in existence. Devon's animosity toward House Davion stems from the death of his wife in 2998 at the hands of "loyal" Davion mercenaries who raided his home on Gallitzin, while "requisitioning" supplies.

In 3014, Davion mercenaries attacked the commonality capital of St. Ives. Devon's Infantry, with the help of Wilson's Hussars, succeeded in driving off the attackers and capturing twelve mercenary MechWarriors from Morcock's Crushers. Before the Hussars could intervene, Devon, using his own *katana* sword, personally decapitated his prisoners and afterward paid to have the severed heads returned in vinegar to the local Davion commander. The ranking officers of Devon's command are the only ones in the Capellan armed forces to have prices on their heads, payable in gold at New Avalon by Prince Hanse Davion himself.



Stapleton's Iron Hand

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Pavel Ridzik

Unit Composition: Three battalions

1st Battalion: Major Edam Ridzik

2nd Battalion: Major Christopher Stapleton

3rd Battalion: Major Alexandre Bulgarin

Primary BattleMechs: *Banshee, Centurion*

Unit Status: All battalions: Regular

Unit Insignia: Three blue diamonds impaled on a *katana* blade against a white field

History: Formed in 1986 under Major Christopher Stapleton, the Iron Hand first saw action in 1987 in the Capellan raid on Aasia. In 1991, Chancellor Maximilian Liao gave command of the unit to Colonel Pavel Ridzik as a reward for Ridzik's support in Maximilian's coup against his father. The Iron Hand has been Ridzik's personal bodyguard; several lances are assigned to his person continuously. The Iron Hand has participated in a number of "regular" actions since 3000. In 3008, the regiment formed part of the Capellan attack group launched against Davion forces on New Aragon. Three years later, the regiment, under the personal command of its Colonel, took on the 33rd Avalon Hussars in defense of Duke Ridzik's own estates on Thomas. In both instances, the skilled use of the Capellan heavy 'Mechs proved more than a match for Davion.

The 1st and 2nd Battalions of the Iron Hand successfully defended important AeroSpace fighter manufacturing centers from a Davion raid, during which seven enemy *Griffins* were destroyed (three were later salvaged). The unit's success on this occasion prompted Maximilian to order their retention in the St. Ives commonality as a show of continued Capellan presence.

Cochrane's Goliaths

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Fiona Yare Cochraine

Unit Composition: One Battalion: Major Amira Keng

Primary BattleMechs: *Goliath, Thunderbolt*

Unit Status: Regular

Unit Insignia: A stylized castle on a white field

History: At once one of the oldest and newest units in the Capellan armed forces, this regiment was originally formed as the 5th Capellan Chargers in 2805 but was destroyed in 2812 by elite units of House Davion's Crucis Lancers in the disastrous attack on Chesterton. The regimental name remained on the muster rolls in memory of the unit's sacrifices. Then, in 1990, the Goliaths were reformed under the command of Colonel Fiona Cochraine. Equipment was drawn from salvaged 'Mechs recently discovered in a subterranean Star League repair depot on Tantara's antarctic shelf.

To date, this is the only unit in the Capellan armed forces to have acquired *Goliath* BattleMechs. Maximilian Liao is loath to commit these strong reserves unless absolutely necessary. Since their appearance, the *Goliaths* have seen only one actual combat, in the defense of Indicass against Ceti Hussars in 3005. In that engagement, the *Goliaths* quickly eliminated two companies of mixed *Wolverines* and *Ostrocs* before the invaders quit the field.

Members of this unit wish Maximilian would not keep them on so short a leash. All are eager to use their behemoths against the Federated Suns, though Maximilian is unlikely to place his precious *Goliaths* in harm's way more often than absolutely necessary.



90



Senior Colonel of the Capellan Confederation and second-in-command of all Confederation Armed Forces, Pavel Ridzik is renowned as a brilliant strategist and a cold-blooded killer. Ridzik is pictured here with his ceremonial *katana* blade (he is an honorary member of the Imara Warrior House regiment) and his hand-crafted Tikonov Mark-VI heavy laser pistol (the only other such weapon belongs to Chancellor Maximilian Liao).

Shepard's Mounted Fusiliers

Parent Organization: St. Ives Armored Cavalry

Unit Commander: Colonel Nathan Kerr

Unit Composition: Two Battalions

1st Battalion: Major Jonathan Martell

2nd Battalion: Major Aleisha Carling

Primary BattleMechs: *Commando, Vindicator*

Unit Status: 1st Battalion: Regular; 2nd Battalion: Green

Unit Insignia:

A grizzly bear mounted atop an armored personnel carrier

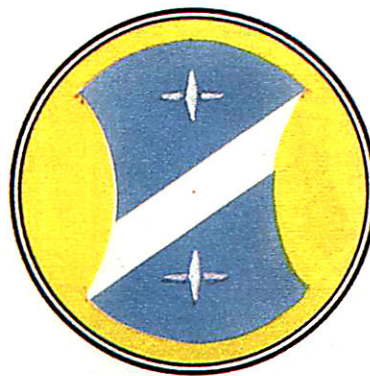
History: A latecomer to the St. Ives Armored Cavalry, Shepard's Mounted Fusiliers was organized in 1995 out of volunteers from several mercenary battalions. In the 2987 Capellan raid on Aosia, the Fusiliers' light 'Mechs served continuously as the point and forward recon elements of the Capellan advance, drawing, sometimes inviting, Davion fire throughout the campaign.

Never forgetting their mercenary origins, many troopers of the Fusiliers are known for their talents off the battlefield as well, their skills as manhunters, womanizers, and carousers typically outclassing rivals from other, longer-established regiments. In 3003, the Fusiliers raided (without orders) the Davion planet of Pinard, known for its excellent regional wines. While holding off local militia forces for several hours, the Fusiliers "liberated" ten cases of rare Pinard Pinot, making them the envy of the St. Ives Armored Cavalry.

Though their daredevil attitude toward modern warfare makes them hard to control in battle, the presence of the Fusiliers often gives local Capellan forces a much-needed boost in morale, which, in the present dark days of Succession War life, is often more valuable than a lance of *BattleMasters*.



BLACKWIND LANCERS



Unit Commander: Colonel Richard Tiberius Downing

Unit Composition: Three battalions

1st Battalion: Major Oscar Foldess

2nd Battalion: Major Thadeus Tong

3rd Battalion: Major Emmanuel Arsen

Primary BattleMechs: *Enforcer, Archer*

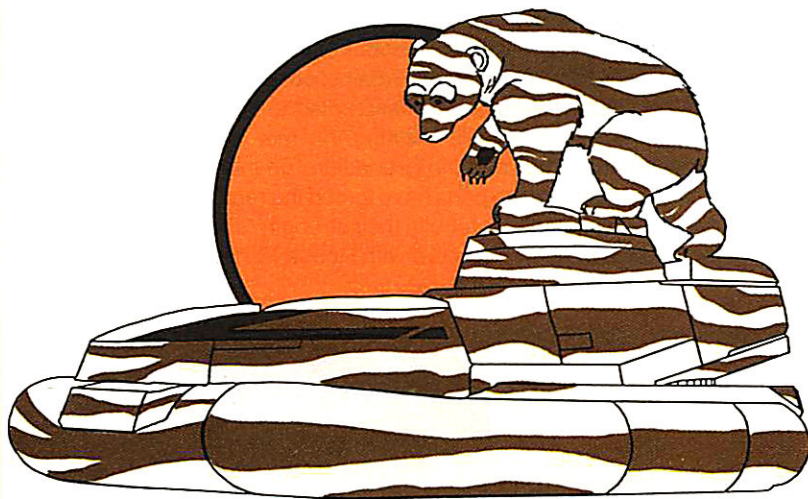
Unit Status: All battalions: Veteran

Unit Insignia: A blue axe head set against a yellow field

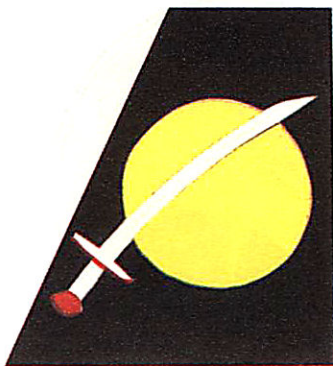
History: Raised hurriedly as the 14th (Zurich) Lancers during the Amaris conflict, one battalion of this regiment served on temporary (and unofficial) loan by Barbara Liao to the forces of Aleksandr Kerensky in the closing stages of the Amaris-Kerensky conflict. With the onset of the Succession Wars, the Lancers were withdrawn from the northern provinces of the Confederation to help deal with increased Davion attacks along the Chesterton border. The Lancers repeatedly engaged forces of the Federated Suns while contesting ownership of the planets Demeter, Algol, Halloran V, and New Aragon. Though defeated on each occasion, the Lancers made up for their initial poor showings by destroying two battalions of Davion's Avalon Hussars during an attack on the then-major 'Mech production center of Jaipur.

The Lancers' raid on Royalston in 2922 uncovered a hitherto-unknown Star League storehouse jammed full of spare 'Mech parts. While attempting to make off with their loot, the Lancers were surprised by a reserve battalion of the Capellan March Militia come to claim ownership. Rather than give up their booty, the Lancers stood their ground—a fateful decision as it turned out, as Davion reinforcements soon arrived. Given the option to surrender, the Lancers' commander replied by launching a massive charge against the enemy. The Blackwind Lancers were destroyed.

Reconstituted in 2950, the Lancers avenged their comrades' deaths by destroying a Davion AeroSpace depot on Bacum in 2952. Since that time, the Lancers have engaged in a series of search-and-destroy missions against Davion targets of opportunity, generally coming out on the losing side but always inflicting enough damage to win the continued respect of their opponents.



CAPELLAN RESERVES



Stapleton's Grenadiers

Parent Organization: Capellan Reserves

Unit Commander:

Colonel Margaret "Bloody Mary" Stapleton

Unit Composition: Three battalions

1st Battalion: Major Will Blackthorne

2nd Battalion: Major Philip Porter

3rd Battalion: Major Chang Rho Kim

Primary BattleMechs: *Ostscout, WarHammer*

Unit Status: 1st and 2nd Battalions: Regular

3rd Battalion: Green

Unit Insignia: A broken lance gripped in a mailed fist on a red and gold field

History: Raised in 3001 by the personal resources of Lady Margaret Stapleton, the Grenadiers are the indirect result of a Marik attack on Exedor that killed Lady Stapleton's family and parents. Devoting her life to the destruction of House Marik (or at least as much of it as she could lay hands on), Lady Stapleton petitioned for the privilege of commissioning a new regiment at her own expense, a petition Maximilian Liao was only too pleased to grant. Comprised of volunteers from Stapleton's own retainers as well as out-of-work MechWarriors, the Grenadiers began their own private war against House Marik in 3003 with an attack on the ore refining centers on Nam Dinh's southern continent. Not content with that easy victory, the Grenadiers next struck at Fuentes, in 3005, where they squared off against the Regular Hussars. The Grenadiers were thrown off Fuentes in a two-hour engagement, but not before they destroyed valuable crops and stores of food.

In 3008, Maskirovka agents told the Grenadiers the location of two DropShips recently deployed with Atrean Dragoons on Sorunda. Though lacking proper air support, Lady Stapleton nevertheless attempted a surprise raid. It almost cost her her life, and it was almost the swan song of the Grenadiers. Once on Sorunda, the Grenadiers quickly found themselves in a trap; the Maskirovka intelligence had come from a Marik double agent. Facing three regiments of Dragoons, the Grenadiers had little choice but to fight their way out against odds greater than three to one. The Grenadiers' 3rd Battalion died to the last trooper in a heroic rear-guard action, allowing the rest of the regiment to escape. Since that time, the Grenadiers' financial difficulties and lack of available spare parts have forced the regiment to retire into the Capellan interior to rebuild their strength (slowly) and wait for the chance to even the score with House Marik.

Justine's Grenadiers

Parent Organization: Capellan Reserves

Unit Commander: Colonel Nancy Justine Gordon

Unit Composition: Three battalions

1st Battalion: Major Andreas Hamilton

2nd Battalion: Major Otto Leopold

3rd Battalion: Major Norman Ming

Principle BattleMechs: *Dervish, Thunderbolt*

Unit Status: All battalions: Veteran

Unit Insignia: Crossed laser rifles surrounded by a gold wreath

History: Raised from local volunteers on New Florence and Liao during the height of the Succession Wars, the Grenadiers have enjoyed a spectacular career over the last two centuries, principally against House Marik. In 2818, they won their first battle in the successful defense of Matheran against elements of the Atrean Dragoons. In 2820, they scored another singular victory against House Marik when, in defense of Kwamashu, they captured two air lances of *Seydlitz* AeroSpace fighters from the Marik Militia at no cost to themselves. In 2838, the regiment went on the offensive, attacking and all but destroying a regiment of Orloff Grenadiers on Suzano.

The Grenadiers enjoy a reputation for deception and trickery. Following their feigned withdrawal from Bernardo in 2838, they moved undetected to the planet's northern icecap. There they awaited the arrival of Marik invaders, pouncing on the unsuspecting Marik Militia without warning, capturing a score of *Wasps* and *Fleas* before finally departing.

After a second surprise attack on Bernardo, the Grenadiers' next operation was deep in the interior of the Free Worlds League, against two reserve regiments on R&R on Wisconsin. In a daring dawn attack, the Grenadiers' air lances annihilated the 8th Marik Militia (which has never been reconstituted), though unexpectedly tough opposition from local contingents prevented the capture of any salvageable equipment.

In 2905, in their only contest with House Davion, AeroSpace fighters from the Grenadiers suffered severe losses in uncoordinated attacks against *Lightnings* on Novaya Zemlya.

Since the late 2960s, the Grenadiers, in common with many Capellan units, have suffered an increasing shortage of spare parts and replacements. Their operations have gradually lapsed into specific-objective raids along the Marik border only when there is the likelihood of acquiring badly needed equipment at little risk. This has lowered the unit's overall morale considerably, though the intrinsic fighting capabilities of the unit's individual MechWarriors remain high.



SIAN RESERVES



SARN RESERVES



Kamakura's Hussars

Parent Organization: Sian Reserves

Unit Commander: Colonel Nathaniel Hopkins

Unit Composition: Two battalions

1st Battalion: Major Jurgen Edwards

2nd Battalion: Major Kamala Choudary

Primary BattleMechs: *Hornet*, *Wasp*

Unit Status: 1st Battalion: Regular

2nd Battalion: Green

Unit Insignia: A stylized Terran 18th-century Hussar against a blue field

History: One of the more undisciplined regiments in the Capellan armed forces, the Hussars have a reputation for anti-Davion fanaticism that makes them hard to control in battle. Raised in 2910 from Hexare and New Westin reserve units, the Hussars' first action in 2925 proved successful when, attacked by Davion *Scorpions* on Axton, unorthodox (and uncoordinated) tactics of the regiment's battalion commanders enabled the Hussars' *Hornets* to outmaneuver their Davion opponents in the planet's northern tropical rain forests.

Though the Hussars are comprised of expert MechWarriors whose individual bravery cannot be questioned, few regular regiments want to serve with them because of their repeated displays of lack of discipline under fire.

Ishara's Grenadiers

Parent Organization: Sian Reserves

Unit Commander: Colonel Maxwell Keng

Unit Composition: Two battalions

1st Battalion: Major Harrison Lear

2nd Battalion: Major Trudy Teng

Primary BattleMechs: *Grasshopper*, *Vindicator*

Unit Status: 1st Battalion: Regular

2nd Battalion: Green

Unit Insignia: A stylized wasp with grenade in hand on a blue field

History: A decent unit that has suffered heavy losses in recent years, the Grenadiers often coordinate with the Kamakura's Hussars against Davion and Marik incursions. In 2925, due to the Hussars' lack of discipline, the Grenadiers were left unprotected and were badly mangled by Davion *Scorpions* on Alcyone. In defense of Daniels in 2950, the Grenadiers lost more than half their equipment to the Syrtis Fusiliers in a surprise dawn attack.

The Grenadier officer corps, officially reprimanded for incompetence, was restructured in 2951. The Grenadiers were assigned to garrison duty on Conquista in time to defend the planet successfully from a surprise Marik raid in 2991. Since then the unit has performed marginally. Its officers and recent replacements have proven to be largely uninspired.

Hurloc's Hussars

Parent Organization: Sarn Reserves

Unit Commander: Colonel Gordon Hurloc

Unit Composition: Two battalions

1st Battalion: Major Nancy Demel

2nd Battalion: Major George Hartzig

Primary BattleMechs: *Wasp*, *Vindicator*

Unit Status: Both battalions: Regular

Unit Insignia: A triskelion of three red 'Mech legs on a green circle

History: Raised in 2904 as the 7th Confederation Reserve Cavalry and later reinforced by regular troops, the Hussars have participated in numerous engagements against House Davion in and around the Sarna Commonality. They started out on a bad note. In 2905, AeroSpace fighters stripped from this unit suffered severe losses against attacks by Davion *Lightnings* on Acala. In 2930, the unit's air lances were defeated by larger numbers of Davion *Stukas* in an abortive attack on Lee. The Hussars eventually evened the score by routing several Davion militia contingents on Tecumseh in 2960, capturing six Davion *Lightning* fighters. (The unit's insignia commemorates this particular engagement.)

Called upon to help defend Moravian against the 12th Vegan Rangers in 2977, the Hussars acquitted themselves well, destroying four enemy *Warhammers* with the loss of three *Wasps*. Crippled by lack of spare parts from 2980 on, the Hussars have been forced to remain as garrison troops, alternating assignments among the many Sarna Commonality worlds. Should the Capellan supply situation improve, the Hussars will no doubt resume offensive operations with elan.



Freemont's Cuirassiers

Parent Organization: Sarn Reserves

Unit Commander: Colonel David Freemont

Unit Composition: Two battalions

1st Battalion: Major Sydney Xong

2nd Battalion: Major Edward Everly

Primary BattleMechs: *Javelin, Marauder*

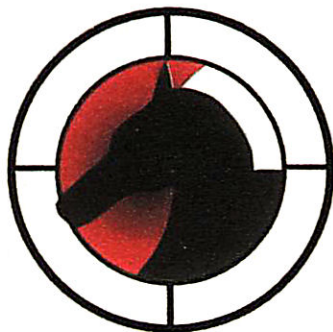
Unit Status: Both battalions: Regular

Unit Insignia: A stylized pirate on an armored horse

History: Another reserve unit raised in the early 30th century to meet the continued threat of Davion incursions, the Cuirassier ground units have never left the Sarna Commonality, although the unit's air lances did participate in the less-than-successful attacks on Lee in 2930 and 2953.

The Cuirassiers hold the distinction of being the only Capellan 'Mech regiment composed of over two-thirds captured and salvaged Davion *Marauder* BattleMechs, acquired through successful defenses of commonality homeworlds, in particular Goshen in 2957, Axton in 2966, and Bell in 2989. Since 2990, the Cuirassiers have rotated along the Capellan-Davion border in cooperation with various Warrior House regiments, acting as "point men" in the hopes of enticing Davion regiments into foolhardy attack. Only once has this strategy worked. In 3002, when two battalions of Avalon Hussars attacked the Cuirassiers on Cammal. The Cuirassiers held off repeated attacks by *Griffins* and *Locusts* until the Ijori Warrior House regiment could come up and close the trap. Though successful, the engagement cost the Cuirassiers their 3rd Battalion, which has yet to be replaced.

McCRIMMON'S LIGHT CAVALRY



Unit Commander: Colonel Chester McCrimmon

Unit Composition: Three battalions

1st Battalion: Major Georgette Girondas

2nd Battalion: Major Mary June Masters

3rd Battalion: Major Emile Loo

Primary BattleMechs: *Centurion, Ostscout*

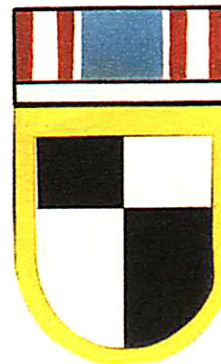
Unit Status: All battalions: Regular

Unit Insignia: A horse head against a red and white field

History: Raised in 2933 from Ningpo and Kansu volunteers, McCrimmon's Light Cavalry has served throughout its career along the Tikonov borders. In the Cavalry's first action, in 2934, their light 'Mechs arrived in time to relieve MacGregor's Scouts, hard pressed by Syrtis Fusiliers on Elbar. In 2942, the Cavalry repulsed a Davion attack on Deneb Kaitos; this action, though successful, resulted in the loss of five *Vindicators* and all their experienced MechWarriors. In 2960, the regiment's 3rd Battalion surrendered on Hoan after being isolated and cut up by Davion Guards.



MACGREGOR'S ARMORED SCOUTS



Unit Commander: Colonel Adam Kingston Bailey

Unit Composition: Two battalions

1st Battalion: Major Nora Cantwell

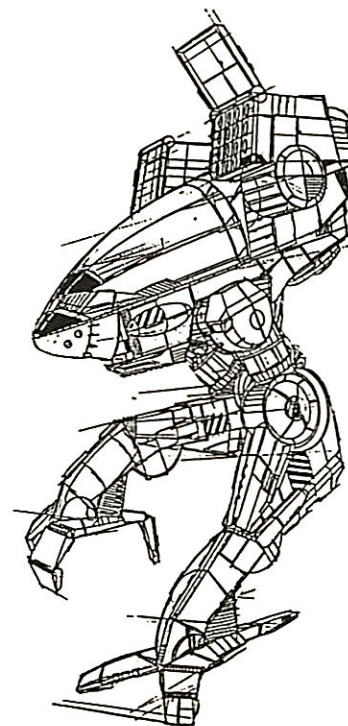
2nd Battalion: Major James Boylan

Primary BattleMechs: *Catapult, Wasp*

Unit Status: Both battalions: Regular

Unit Insignia: A stylized black and white shield in a yellow border

History: Created about the same time as McCrimmon's Light Cavalry, the Scouts saw their first action in 2934 and found themselves outclassed and outgunned by elements of the Atrean Dragoons defending Abadan. Though the timely arrival of McCrimmon's command and a Warrior House regiment saved the day, the Scouts lost over half their equipment to combined Marik air and ground attacks. Re-equipped (the 3rd Battalion is now largely mechanized infantry), the Scouts drove off a Regular Hussar attack on Ohrensen in 2950, capturing a badly needed support lance of Long Tom artillery. The Scouts' fortunes changed again, however, in 2970, when on Harsefeld, they were decimated by massed AeroSpace attacks from elements of several Marik Militia regiments. Since that time, the Scouts have remained close to Tikonov as a reserve force.



MERCENARY UNITS



McCarron's Armored Cavalry

Unit Commander: Colonel Archibald McCarron

Unit Composition: Five regiments

1st Regiment (The Nightrider's):

(C.O.: Colonel Michael Wilson)

1st Battalion: Major Rodney Finn

2nd Battalion: Major Cynthia Lee

3rd Battalion: Major Ursula Ajax

2nd Regiment (Barton's Regiment):

(C.O.: Colonel Marcus Baxter)

1st Battalion: Major Sally Mardox

2nd Battalion: Major Patric Hurn

3rd Battalion: Major Sam Christobal

3rd Regiment (The Wild Ones):

(C.O.: Colonel Linda Chandrasekar)

1st Battalion: Major Otto Kung

2nd Battalion: Major Nathan Bragg

3rd Battalion: Major Jordan Brush

4th Regiment (Leo's Demons):

(C.O.: Colonel Leo Hickney)

1st Battalion: Major Victor Lesurn

2nd Battalion: Major David Kincade

3rd Battalion: Major Vallery Gordon

5th Regiment (Rob's Renegades):

(C.O.: Robert Heptig)

1st Battalion: Major Alana Juris

2nd Battalion: Major Victor MacBride

3rd Battalion: Major Jacob Sterling

Primary BattleMechs: 1st Regiment: *Commando, Vindicator*

2nd Regiment: *Commando, Vindicator*

3rd Regiment: *Ostscout, Warhammer*

4th Regiment: *Falcon, Vindicator*

5th Regiment: *Ostol, Catapult*

Unit Status: 1st Regiment: Elite

2nd Regiment: Elite

3rd Regiment: Regular

4th Regiment: Veteran

5th Regiment: Veteran

Unit Insignia:

An armored knight with red plume against a green field

History: Clearly the most celebrated mercenary unit in the Capellan armed forces, McCarron's Armored Cavalry is something of a family affair, having been the pride and personal possession of the McCarron family since 2930. Since its formation by Lord Gamala McCarron on Chesterton in 2930, this unit, known as "The Big Mac," has served with every Successor State in the Inner Sphere, finally arriving in the Capellan Confederation in 2996.

Between 2930 and 2970, the McCarron regiments remained in the service of House Davion until Lord Gamala McCarron was killed in a Kurita attack on New Rhodes III. Ownership of the mercenary band was inherited by Lord McCarron's older son, Castor, who brought the Cavalry into the service of House Steiner. It saw extensive action against the Free Worlds League between 2975 and 2991.

Never satisfied with what he considered meager compensation for his services, McCarron withdrew from the Free Worlds League (without prior notice, thus calling down a price on his head) for a tour of duty with House Kurita from 2991–2995. The financial drain of maintaining so large a unit led McCarron to make inquiries of House Liao. Maximilian Liao willingly opted to bankroll the Cavalry. To sweeten the pot, he gave McCarron the extensive support base on Menke as the Cavalry's permanent home away from home.

In 3002, Caster McCarron was killed by another MechWarrior in a bar fight over a local dancing girl. Following Castor's burial in Chesterton, his younger brother Archibald took over the regiments. In a secret arrangement with House Marik, McCarron learned the whereabouts of his brother's murderer. He transferred the Cavalry to the control of the Free Worlds League, but not before the head of his brother's killer was delivered to him by Marik secret service agents.

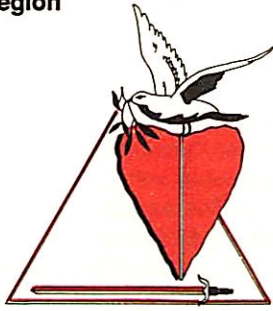
Since 2996, the Big Mac has moved along the Capellan borders with no predefined objective in mind, acting wherever and whenever the situation demands. The Big Mac's regiments have successfully warded off Davion attacks on Highspire (3012) and St. Ives (3014), as well as dealing House Marik repeated checks on Elnath and Lesalles in 3015 and 3016.

During 3022–3023, Maximilian Liao was able to satisfy McCarron's restless spirit and thirst for wealth, and hand House Davion a sharp lesson in the bargain. Angered by a recent Davion raid on Sian, Maximilian used McCarron's Cavalry in an offensive sweep deep into Davion space. By stripping other units of their transport and supplies, the Cavalry was given sufficient support to carry out a two-year "romp" through the Federated Suns. Beginning in August of 3022, McCarron led his eager troopers against Davion worlds such as Tawas, Farwell, Smolensk, McHenry, Muskegon, Marlette, and Brighton.

Only once were McCarron's regiments seriously threatened, but then with a vengeance. In 3023, on the Davion world of Beiten Kaitos, Lady Hamilton's Cavaliers and Tarleton's Banshees were surprised by elements of Lord Hanse Davion's personal guard. In a running two-day engagement, McCarron managed to hold off the special Davion attack force long enough to withdraw in good order. Though tactically a draw, the fact that McCarron had gone eye-to-eye with Davion's best and survived to tell the tale has netted him unheard-of prestige. Stopping only long enough to raid the Davion strongholds on Mira and Mesartim, McCarron arrived triumphantly at Tikonov in September 3023, to the personal acclaim of Chancellor Maximilian.

Since then, the Big Mac has resumed its routine utility-service role, but following "McCarron's Long March," the Big Mac's reputation alone has sufficed to scare off would-be opponents.

Laurel's Legion



Unit Commander: Colonel Elyse Laurel

Unit Composition: One battalion: Major Constance Laurel

Primary BattleMechs: *Locust*, *Vindicator*

Unit Status: Regular

Unit Insignia: A white dove holding an olive branch, atop a red heart cut in two by a sword

History: In 3013, following the death of her husband in Aero-Space action over Sirius, Colonel Elyse Laurel, a descendant of the famous Erika Laurel, resigned her commission in the Northwind Highlanders to raise her family. The following year, a Marik raid against her home planet of Diobrin (also known as Laurel's World) resulted in the loss of two of her three children. Elyse Laurel petitioned the Capellan government for permission to raise an independent company of MechWarriors. Her petition was granted, even though she had demanded broad discretionary powers as to where and when to deploy her troops. Six months later, Laurel's Legion, composed entirely of women MechWarriors, began preparation for its first action.

Following several minor skirmishes with Marik Militia, Laurel's Legion drove Davion forces from the planet Teng. In 3020, elements of Laurel's Legion and the 4th Tau Ceti Rangers captured a pair of Davion *Corsair* AeroSpace craft on New Rhodes III. Most recently, in 3024, aided by timely information from Maskirovka agents, the Legion managed to blunt an attack against Epsilon Eridani and Fletcher by the Federated Suns.

Recent successes have done little, however, to fill the void in Elyse's heart. In all likelihood, she will continue to seek death on the battlefield. Until then, she remains, like so many others in the Inner Sphere, a living victim of war.

Bullard's Armored Cavalry

Unit Commander: Colonel Richard M. Bullard

Unit Composition: One battalion: Major T. E. Wingate

Primary BattleMechs: *Hornet*, *Wolverine*

Unit Status: Green

Unit Insignia: A stylized "B" over a tracked vehicle

History: Bullard's Armored Cavalry has a reputation for greed that is matched only by McCarron's Armored Cavalry. In 2987, Bullard's Cavalry was involved in a raid on Aosis, officially to relieve the pressure against a Davion assault on Tikonov, but actually to locate the whereabouts of a large Davion gold reserve that Colonel Bullard had caught wind of. Moving off in the heat of battle, Bullard's men located the Davion treasure trove guarded by elements of the Ceti Hussars. In the firefight that ensued, Bullard's troops narrowly escaped with part of the loot and returned to friendly lines, only to find themselves charged with dereliction of duty under fire. The disappearance of Bullard's find, quite possibly into the hands of local Capellan commanders, forestalled further action, and the Cavalry was later exonerated. The Cavalry retains a seamy reputation, and few regular Capellan units care to associate with them.



Ambermarle's Highlanders

Unit Commanders: Colonel Wendy Ambermarle

Unit Composition: One battalion:

Major Anthony Duncan

Primary BattleMechs: *Locust*, *Ostroc*

Unit Status: Regular

Unit Insignia: A falcon in flight held by a chain

History: Raised and jointly operated by several wealthy Capellan nobles from Aldebaran and Zurich, this unit was employed throughout much of the last century in diversionary actions along the Marik border. Beginning in 3002, however, the Highlanders were reassigned to reaction-force duties in the Capellan interior. They participated in the defense of Highspire in 3012, and fought against the Davion raid on St. Ives in 3014. Though possessing several competent officers, Ambermarle's Highlanders are more a local militia organization than a regular combat unit, with all the social and somewhat negative connotations that suggests. Dubbed "Weekend Warriors" by other, more competent units, the Highlanders nevertheless continue to play at war, trying all the while to stay out of harm's way and taking assignments with the highest chance for profit.

Hampton's Hessens

Unit Commander: Colonel Patterson Hampton

Unit Composition:

Three regiments, three battalions per regiment

1st New Hessen Irregulars: Major Lori MacDonald

2nd New Hessen Irregulars: Major William Loo

New Hessen Armored Scouts: Major Nicole Gallabar

Primary BattleMechs: *Commando*, *Locust*

Unit Status: All regiments: Regular

Unit Insignia: A yellow "H" and sword against a black oval

History: The Hessens are local troops raised from various military-oriented families of New Hessen. Used principally for the defense of this particular world (which sponsors the units financially) and those of Westerhand and Alrescha, the Hessens have seen only one action outside the Tikonov Commonality, in 2987, when they were involved in the raid against Aosis. The Hessens overran several Davion fortified positions, capturing several lances of artillery and support equipment before being turned back by superior Davion reserves. Preferring to remain at home (at little cost to the Confederation), they represent a cheap defensive contingent to a Confederation whose economy eagerly welcomes a bargain.

Marshigama's Legionnaires

Unit Commander: Colonel Ju-lei Marshigama

Unit Composition: One company: Major Ti Ephem

Primary BattleMechs: *Scorpion*, *Goliath*

Unit Status: Veteran

Unit Insignia: A black crab with a white mohawk.

History: This battle-hardened unit is made up of highly skilled Mechwarriors. Marshigama's troops are well-versed in varied types of combat and know many personnel of mercenary and House units. The last offensive operation this unit has seen was in 3024, when it raided New Aragon and its garrison, the Aragon Borderers. Clearly outclassed, the Legionnaires gallantly held their ground in the closing stages of this campaign, though scoring only minor casualties on their opponents. Distressed with this defeat, which interrupted an unbroken string of successes, these seasoned veterans are eager to get even with the Borderers.

MARSHIGAMA'S LEGIONNAIRES

Since being nominated at the age of seventeen as "Miss Ningpo 3017," Ju-Lei Marshigama has become one of the most vain MechWarriors in the Inner Sphere. Her requirements for serving in her regiment prove this point.

Marshigama accepts only the most beautiful and prestigious women to serve under her. "A woman's beauty can down even the largest BattleMech if she knows how to use it." When not engaged in battle, these snobbish women are usually huddled in a circle swapping beauty tips and reading glamor magazines.

Men must meet opposite standards. Because she feels that men should appear wild and animalistic, prospective male Legionnaires must sport facial hair and numerous scars. Marshigama always says, "If you can strike fear into the enemy, the battle is as good as won."

How these egotistical badgers consistently crush the enemy is a mystery.



JU-LEI MARSHIGAMA (SCORPION)



DANIEL SUMORON (BANSHEE)



LYNDA-LEE DOUHRTY (WASP)



MICHAEL SUMORON (BATTLEMASTER)



TI EPHEM (GOLIATH)



LINDA FAGHANOFF (STINGER)



JIMBO ZÜRICH (WARHAMMER)



DAVID O'MOSHEY (DRAGON)



GARRELL WOWAK (SPIDER)



SHERRI VIGADAS (LOÜST)

NOT PICTURED: THERESA MULKOY (VALKYRIE), EDWARD DAVILIANO (BLACKJACK)

Marsh

15th Dracon

Unit Commander: Colonel Samuel Shimosa

Unit Composition: Two battalions

1st Battalion: Major Titus Gordon

2nd Battalion: Major Valerie Ming

Primary BattleMechs: *Centurion, Rifleman*

Unit Status: Both battalions: Regular

Unit Insignia: A red triangle radiating yellow and gray and surrounded by an orange band

History: One of the older mercenary units in Capellan pay, the 15th Dracon is the remnant of the old Star League 15th Dracon Regiment, which came over to the Confederation following the departure of Aleksandr Kerensky. The unit originally had three battalions, but Succession War attrition has reduced the regiment to two under-strength battalions.

The Dracon has been involved in many of the heaviest actions of the latter half of the Succession Wars. Among the unit's most memorable actions have been fierce firefights with elements of the Marik Oriente Hussars on Talitha in 2901; the raid on Irian in 2920; the capture of an entire battalion of Free Worlds Guards on Park Place in 2940; and the deep-space strike against the Marik world of Lancaster (the only time this planet has ever been attacked by Capellan forces) in 2950.

Like most mercenary units, the 15th Dracon suffer from a chronic lack of spare parts and replacements, a situation that has limited it in recent years to raids against Marik targets of opportunity. Despite this disadvantage, the Dracon continues to give a good account of itself.

In addition to their good war record, the Dracon is distinguished by a unique trait. It is the only mercenary unit that regularly contributes a percentage of captured stores and booty to local planetary officials for civil improvements. This is the personal policy of the regiment's commander, "Sir Samuel," as he is known on a dozen different worlds. He wants to leave something behind so that he and his troopers will be remembered by succeeding generations on worlds he helped defend.



4th Tau Ceti Rangers

Unit Commander: Colonel Altman Branderberg

Unit Composition: Two battalions

1st Battalion: Major Willemine Surn

2nd Battalion: Major Jacoby Jax

Primary BattleMechs: *Marauder, Vindicator*

Unit Status: Both battalions: Regular

Unit Insignia: A stylized "4" against a star background against a red star

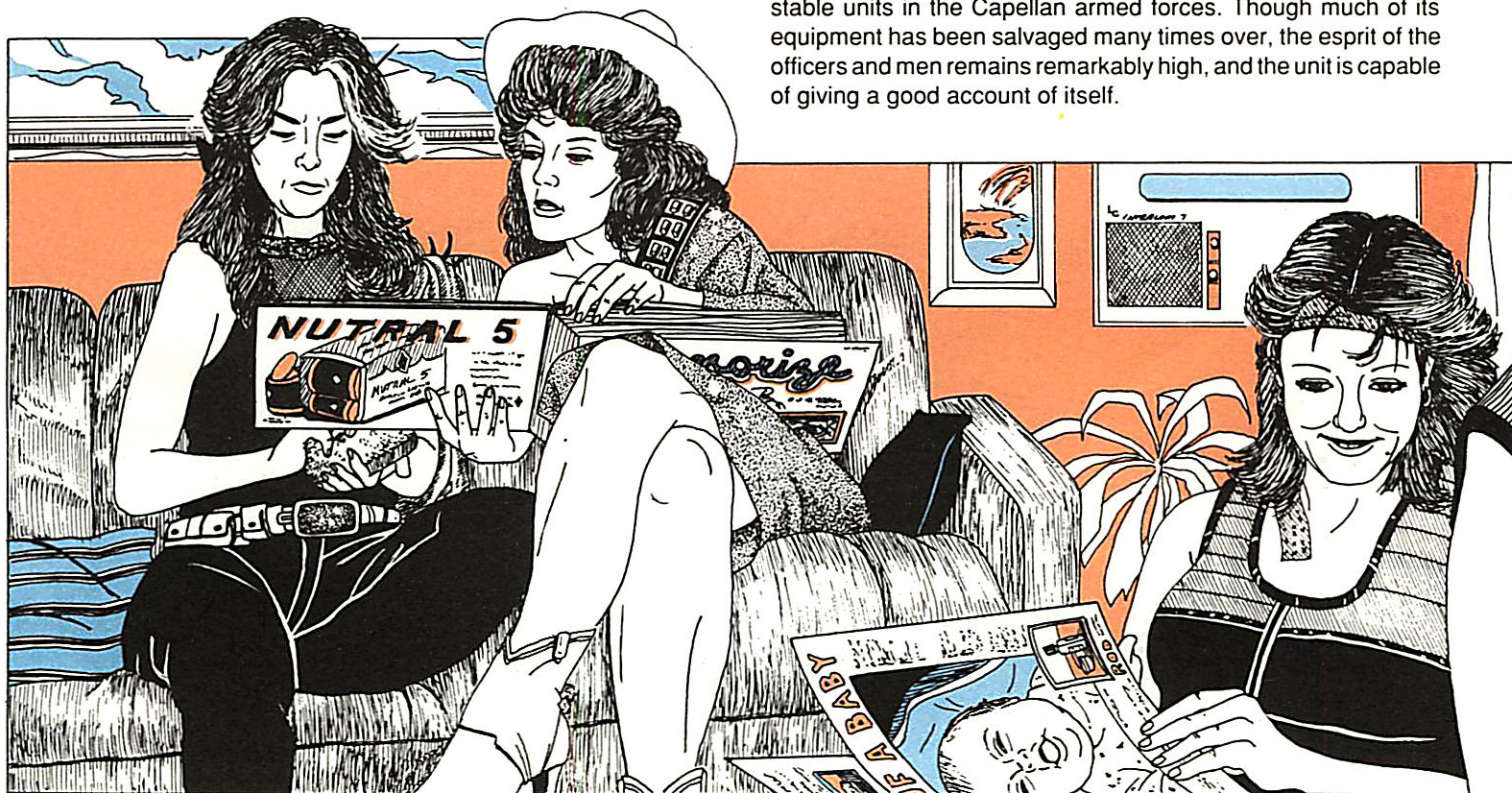
History: One of the oldest units in the Capellan armed forces, the 4th Tau Ceti Rangers entered Liao service shortly after the departure of Aleksandr Kerensky. Among its many battle honors, the Rangers took part in the attacks on the Marik homeworlds of New Delos and Calloway VI and later saw considerable action against House Kurita, repeatedly disputing ownership of the planets Caph and Northwind in the late 29th century.

In the ill-fated Capellan attack on Emerson at the onset of the Second Succession War, the Rangers lost over half its effective strength and over two-thirds of its BattleMechs. Reformed as a single strong battalion under the command of Major Hamilton Branderberg, the Rangers have retained a hereditary line of Branderbergs as commanding officers and have grown to two strong battalions.

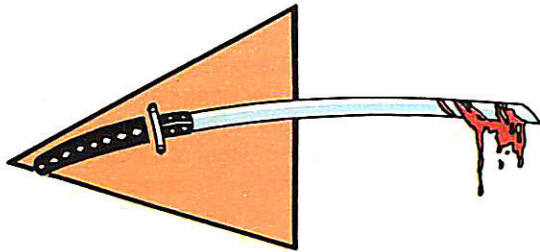
Between 2832 and 2834, as part of the task group assigned to defend the Tikonov Commonality against attacks by House Davion, the 4th captured numerous Davion *Marauders*. The flexibility and mobility of this design particularly impressed Colonel Branderberg, and since then, the unit's commanders have sought to acquire as many of these 'Mechs as possible.

With the outbreak of the Third Succession War, the Rangers were transferred to the Liao-Marik border, where its high proficiency made it ideal as a quick-reaction force against Marik raiders. It has remained in this "fire-brigade" role throughout the war, participating in the valiant defense of Les Halles in 2952.

At the close of the century, the Rangers returned to duty along the Tikonov Commonality borders, finding action again on Rio in 2980 against House Davion. At present the 4th is one of the more stable units in the Capellan armed forces. Though much of its equipment has been salvaged many times over, the esprit of the officers and men remains remarkably high, and the unit is capable of giving a good account of itself.



Rivaldi's Hussars



Unit Commanders: Colonel Frieze Rivaldi

Unit Composition: One battalion: Major Orde Lawrence

Primary BattleMechs: *Blackjack, Grasshopper*

Unit Status: Green

Unit Insignia: An Oriental saber dripping blood

History: Raised in 2985 from local contingents on New Florence, this unit suffers from the usual lack of spare parts and equipment, especially transport. This has forced it into garrison duty on various Capellan backwater worlds. In 2987, the Hussars were involved marginally in the Capellan raid on Shaunavon, but saw little fighting due to poor coordination with other units. Poor equipment and a lack of trained technicians continues to plague them. Their single battle honor came in 2988 when they successfully defended Palladaine against the Defenders of Andurien. Mostly raw recruits, this unit is contemptuously referred to by senior Capellan units as "Walking Cannon Fodder."



99

Lockhardt's Ironsides

Unit Commander: Major Judith Lockhardt

Unit Composition: One battalion

Primary BattleMechs: *Vindicator, Warhammer*

Unit Status: Regular

Unit Insignia: An iron shield displaying the Capellan coat of arms

History: One of the few really good mercenary units in Capellan pay, "Lady Lockhardt's Lovelies" gained their reputation as fighters in the siege of Fletcher in 2985, and in 2988 in the repulse of Kittery Borderers on Mitchel. One of the few Capellan units to possess *Warhammer* BattleMechs in any large numbers, the Ironsides are an imposing sight on the battlefield. Following recent attacks by Davion forces against the commonality capital of Sian, Maximilian Liao has pulled this command in close to the capital.

St. Cyr's Armored Grenadiers

Unit Commander: Major Amy St. Cyr

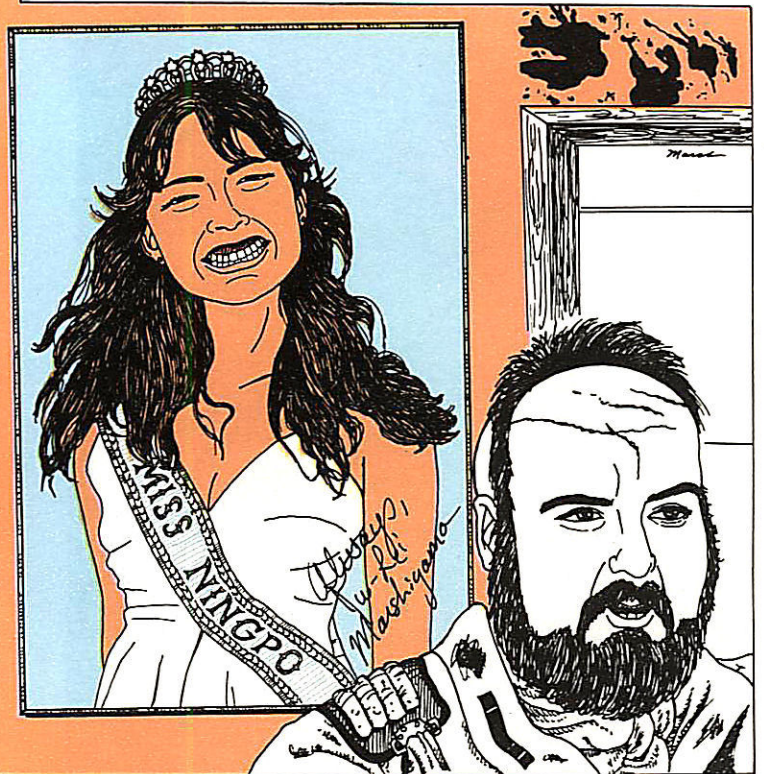
Unit Composition: One battalion

Primary BattleMechs: *Hunchback, Ostscout*

Unit Status: Green

Unit Insignia: A white helmet with a red plume against a blue shield

History: Originally raised in 2952, the Grenadiers' career was cut short when the original battalion suffered 90 percent casualties during the great "Turkey Shoot" over Lee the following year. The surviving cadre reformed the unit in 2985, and the Grenadiers participated in the siege of Fletcher in that year, again losing many men and much of its materiel to Davion. Despite this, the Grenadiers' medium 'Mechs served House Liao well in repulsing Davion forces from Thomas in 3011. Having reappraised the Grenadiers' capabilities, Pavel Ridzik used them as part of the raiding force that recently captured the planet Redfield, in cooperation with the Death Commandos. Given time and half a chance, the Grenadiers are capable of rendering excellent service.





100

MARTIAL TRAINING ACADEMIES

The Confederation maintains five major professional academies for the training of its military personnel. These are located on each of the major Confederation commonality capital worlds. Individuals are selected for admission by personal recommendation, either of a local noble or of a planetary Director or Diem. Attendance at each academy begins at age 16 after the nominee has completed his formal education.

Cadets are subjected to a variety of physical, mental, and political conditioning to determine their acceptability as future soldiers. More than a third are judged unfit for regular military service and are transferred into specialized programs geared toward militia and home defense guards.

Those remaining after their two-year "apprenticeship" as Cadets stay at their academy for an additional two to five years. Specialized training for line officers consists of two years of leadership and combat training, including extensive experience in BattleMech simulators. Those choosing the medical and technical support arms receive an additional one and two years of training, with future AeroSpace pilots receiving an extra three years preparation before final graduation.

Depending on their accomplishments during academy days, Capellan junior officers may be posted to either a Confederation reserve regiment or to a regular line regiment. In rare cases, individuals showing exceptional promise may be posted to the Capellan Hussars.



LAURENSTEIN 87

MILITARY DECORATIONS

Within the Confederation military are several distinctly Capellan awards and decorations used to commemorate individual acts of bravery and dedication to duty.



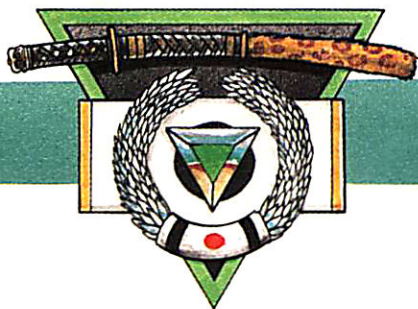
LIAO SUNBURST OF GALLANTRY

This decoration is awarded to individuals who have demonstrated heroism under fire. It can be awarded to individuals of all ranks and organizations.



LIAO GRAND CORDON OF MERIT

This decoration is awarded to individuals of all ranks and organizations who have acted in defense of the state above and beyond the normal demands of duty.



LIAO CLUSTER OF CONSPICUOUS HEROISM

Those who demonstrate extreme bravery under fire in the aid of their comrades despite grave personal risk qualify for the Liao Cluster. It is typically reserved for MechWarriors alone, or in special cases, for non-MechWarriors wounded under fire.



BATON OF ILLUSTRIOUS SERVICE

This is an award bestowed personally by the Confederation Chancellor to those individuals who have served the special interests of House Liao under conditions of extreme risk or hardship, beyond the normal call of duty.

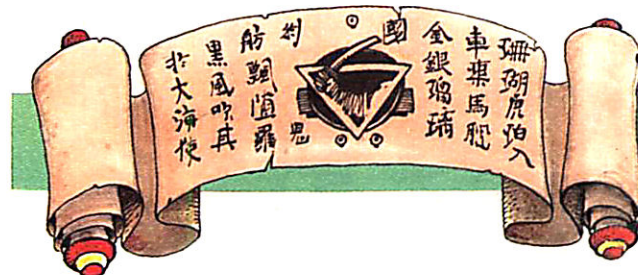


CIVILIAN DECORATIONS



CITATION FOR MERITORIOUS HOUSE SERVICE

The award typically presented by local Confederation Diems to those individuals who, by their actions, have set examples to be emulated by their fellow Capellans.



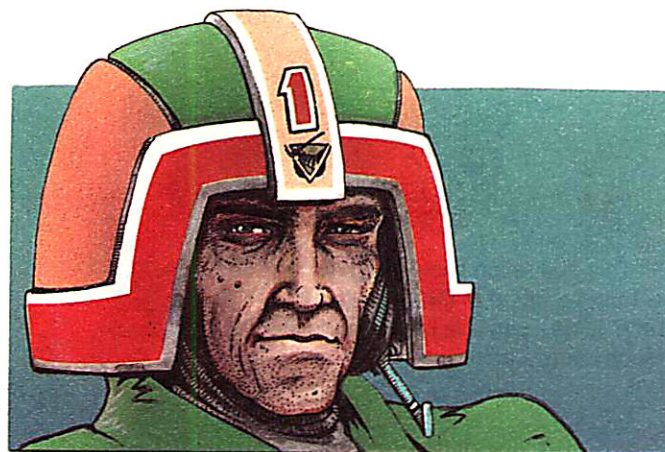
CIVIL SEAL OF VALOR AND SACRIFICE

The Seal is a special decoration presented by the Chancellor to civilians who, in time of war, have directly aided the cause of Capellan arms under conditions of grave personal risk or personal loss.



ORDER OF THE LEGION OF LIAO

Membership in this special honorary society is open to civilian "House Heros" as a reward for unique personal self-sacrifice in defense of the Confederation.





102

HOUSE LIAO BATTLEMECHS

In a vicious circle, poor showings by a disorganized Capellan military led to the destruction of Capellan factories, which led to more setbacks on the battlefield, which in turn lost more manufacturing capability, to the point where today House Liao can be considered the technological stepchild of the Successor States. Of all the BattleMech models in the field during the Successor Wars, only one, the *Vindicator*, came off Capellan drawing boards. At this time, two other models, the RVN-1X *Raven* and the CTF-1X *Cataphract*, are at the experimental stage.

THE VINDICATOR

Type:	VND-1R <i>Vindicator</i>	Tons
Total Weight:	45 Tons	45
Internal Structure:		4.5
Engine:	GM 180	7
Walking MP:	4	
Running MP:	6	
Jumping MP:	4	
Total Heat Sinks:	16	6
Gyro:		2
Cockpit:		3
Armor Factor:	144	9

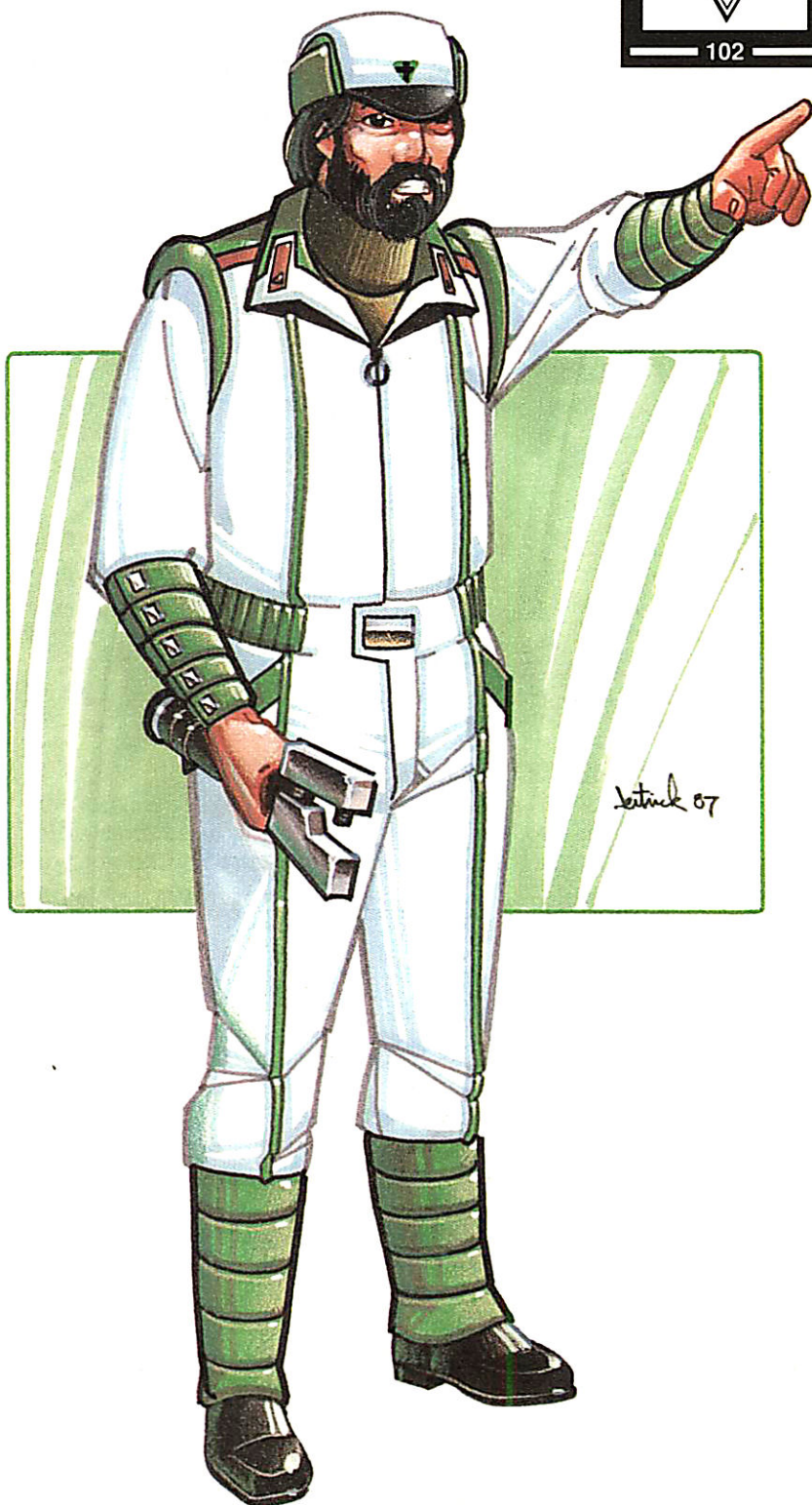
	Internal Structure	Armor Value
Head:	3	9
Center Torso:	14	18/9
Rt/Lt Torso:	11	16/6
Rt/Lt Arm:	7	14
Rt/Lt Leg:	11	18

Weapons and Ammo:

Type	Location	Critical	Tons
LRM 5	LT	1	2
Ammo (LRM) 24	CT	1	1
PPC	RA	3	7
Medium Laser	H	1	1
Small Laser	LA	1	0.5
Jump Jets	CT	2	1
Jump Jets	LL	1	0.5
Jump Jets	RL	1	0.5

Notations:

The 45-ton *Vindicator* is the only operational BattleMech designed by House Liao. It is jump-capable, which offsets its otherwise slow speed. Moderate firepower and long-range weaponry make it a valuable tool in the hands of experienced MechWarriors.



This illustration shows a typical maintenance Tech as may be found in the Capellan Armed Forces. The Tech holds a portable power modulator, used to repair 'Mech leg actuators.

EXPERIMENTAL BATTLEMECHS

Latest ROM intelligence on the two new BattleMechs under development by House Liao indicates that final production models may vary slightly from the below statistics. Completion dates for prototypes are not known.



103

Type: RVN-1X Raven		<i>Tons</i>
Total Weight:	35 tons	
Internal Structure:		3.5
Engine:	Omni 175	7
Walking MP:	5	
Running MP:	8	
Jumping MP:	0	
Total Heat Sinks:	12	2
Gyro:		2
Cockpit:		3
Armor Factor:	60	4

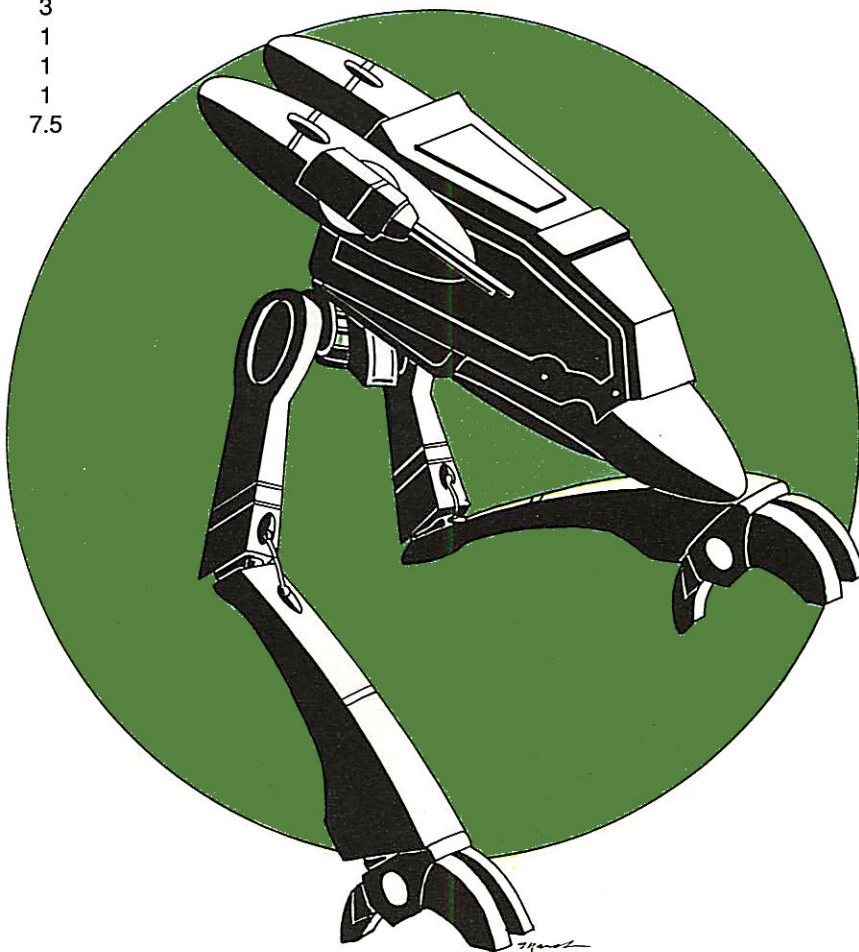
	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	6
Center Torso:	8	8/4
Rt/Lt Torso:	6	6/3
Rt/Lt Arm:	4	6
Rt/Lt Leg:	6	8

Weapons and Ammo:

<i>Type</i>	<i>Location</i>	<i>Critical</i>	<i>Tons</i>
SRM-6	RT	2	3
Ammo (SRM-6)15	LT	1	1
Medium Laser	RA	1	1
Medium Laser	RA	1	1
ECM Equipment	CT	4	7.5

Notations:

The mission of this lightly armed and armored *Raven* is to provide electronic warfare and countermeasure support at company level for other BattleMechs. Leaving the heavy close-in combats to other, more heavily armed 'Mechs, the *Raven*, as envisioned, will typically stand off in an engagement and identify selected targets for indirect fire by artillery and infantry. Its ECM allows it to identify targets at longer than normal ranges and to degrade EW techniques by enemy units.





Type: CTF-1X Cataphract		<i>Tons</i>
Total Weight:	70 tons	
Internal Structure:		7
Engine:	280	16
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Total Heat Sinks:	16	6
Gyro:		3
Cockpit:		3
Armor Factor:	176	11

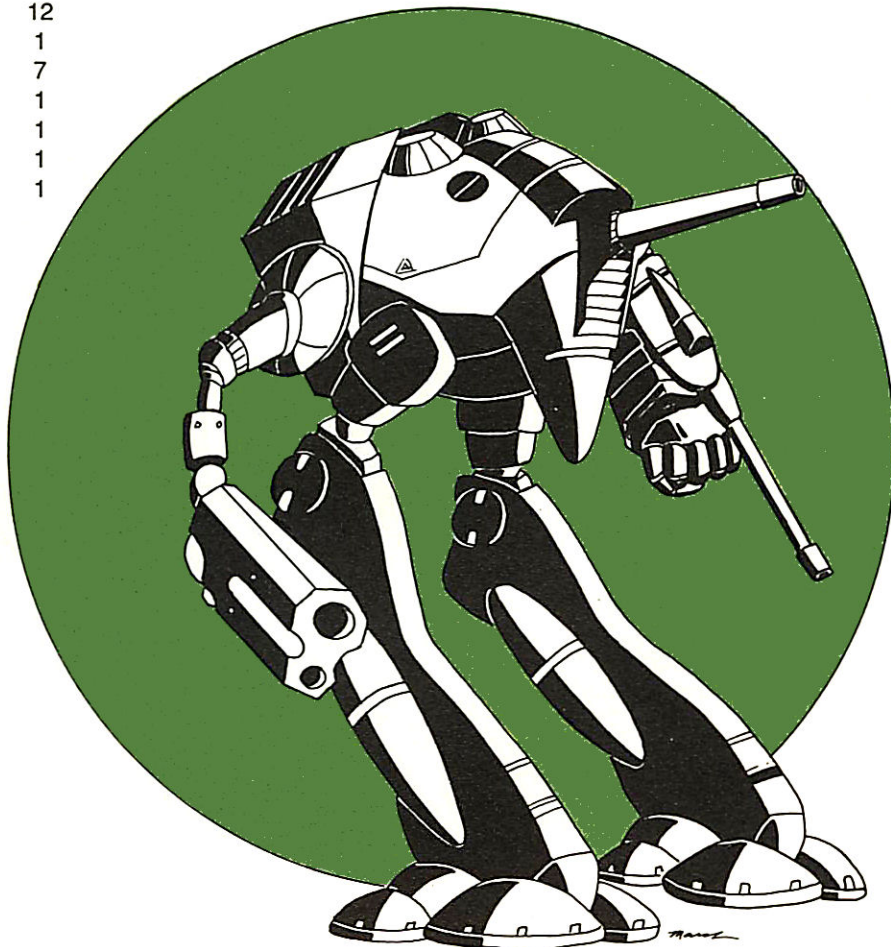
Notations:

The *Cataphract* is House Liao's latest attempt to build a successful heavy BattleMech. It is intended to become the new mainstay of elite Capellan regiments, capable of standing against *Zeus* and *BattleMaster* 'Mechs in open environment.

	<i>Internal Structure</i>	<i>Armor Value</i>
Head:	3	9
Center Torso:	24	26/9
Rt/Lt Torso:	16	16/6
Rt/Lt Arm:	13	22
Rt/Lt Leg:	17	22

Weapons and Ammo:

<i>Type</i>	<i>Location</i>	<i>Critical</i>	<i>Tons</i>
AutoCannon 10	CT	7	12
AMMO (AC) 20	LT	1	1
PPC	RA	3	7
Medium Laser	LA	1	1
Medium Laser	LT(R)	1	1
Medium Laser	RT(R)	1	1
Medium Laser	RA	1	1



REGIMENTAL DEPLOYMENT

The BattleMech Regimental Deployment Table details all operating Capellan BattleMech regiments according to their current (3025) planetary dispositions. The table presents the latest Order of Battle for the Capellan armed forces by regiment (and battalions where appropriate), unit size, home garrison, unit status, and overall unit morale presented on a percentile scale, where 100 is maximum efficiency, and 40 or less causes the unit to be disbanded).



BATTLEMECH REGIMENT DEPLOYMENT TABLE

Unit Name	Garrison	Status	Morale	Unit Name	Garrison	Status	Morale
Line Units				Blackwind Lancers			
Capellan Hussars				(3 Battalions)			
Red Lancers	Sian	Elite	98	1st Battalion	St. Andre	Veteran	85
(3 Battalions)				2nd Battalion	Milos	Veteran	83
Prefectorate Guard	Sian	Veteran & Regular	88	3rd Battalion	Milos	Veteran	81
(3 Battalions)							
Blandford's Grenadiers	Capella	Elite & Veteran	86	St. Ives Armored Cavalry			
(3 Battalions)				(3 Battalions)			
Northwind Highlanders				1st St. Ives Lancers	St. Ives	Veteran	82
Marion's Highlanders	Elgin	Veteran & Regular	78	(3 Battalions)			
(3 Battalions)				2nd St. Ives Lancers			
McCormack's Fusiliers	Elgin	Veteran	82	(3 Battalions)			
(2 Battalions)				1st Battalion	St. Ives	Regular	78
1st Kearny Highlanders	Highspire	Veteran	83	2nd Battalion	Maladar	Regular	76
(2 Battalions)				3rd Battalion	St. Loris	Green	72
2nd Kearny Highlanders	Jonathan	Veteran & Regular	77	St. Ives Cheveau Legers	Warlock	Veteran	83
(3 Battalions)				(3 Battalions)			
Chesterton Reserves				Justinia's Cuirassiers	St. Andre	Elite & Veteran	94
1st Ariana Fusiliers	Algol	Veteran & Regular	83	(2 Battalions)			
(3 Battalions)				Devon's Armored Infantry	Brighton	Regular	70
2nd Ariana Fusiliers				(2 Battalions)			
(3 Battalions)				Stapleton's Iron Hand	Teng	Regular	73
1st Battalion	Tikonov	Regular	73	(3 Battalions)			
2nd Battalion	Tikonov	Regular	70	Cochrane's Goliaths	St. Andre	Regular	77
3rd Battalion	Poznan	Regular	71	(1 Battalion)			
Ariana Grenadiers	Tikonov	Elite	92	Shepard's Mntd Fusiliers	Texlos	Regular & Green	68
(1 Battalion)				(2 Battalions)			
1st Chesterton Voltigeurs	Tikonov	Regular	76	Confederation Reserve Cavalry			
(3 Battalions)				(3 Battalions)			
2nd Chesterton Voltigeurs	Tikonov	Regular	74	1st Conf. Reserve Cavalry	Liao	Veteran & Regular	76
(3 Battalions)				(3 Battalions)			
3rd Chesterton Voltigeurs	Tikonov	Regular	72	2nd Conf. Reserve Cavalry	Palos	Regular	73
(3 Battalions)				(3 Battalions)			
Hamilton's Highlanders				3rd Conf. Reserve Cavalry			
(2 Battalions)				(3 Battalions)			
1st Battalion	Tikonov	Elite	79	1st Battalion	Sirius	Regular	70
2nd Battalion	Airescha	Veteran	76	2nd Battalion	Hsien	Regular	68
Lothar's Fusiliers				3rd Battalion	Fletcher	Green	61
(3 Battalions)				(3 Battalions)			
1st Battalion	Epsilon Eridani	Regular	73	4th Conf. Reserve Cavalry			
2nd Battalion	Sirius	Regular	72	(3 Battalions)			
3rd Battalion	Tyalt	Regular	70	1st Battalion	New Canton	Regular	66
Sung's Cuirassiers	Wei	Regular	76	2nd Battalion	Elgin	Green	62
(3 Battalions)				3rd Battalion	Styk	Green	59
Kingston's Legionnaires	Heligoland	Regular	74	5th Conf. Reserve Cavalry			
(2 Battalions)				(2 Battalions)			
Liao Reserves				1st Battalion	Tsinghai	Green	59
Trimaldi's Secutors				2nd Battalion	Larsha	Green	57
(3 Battalions)							
1st Battalion	Zurich	Regular	72				
2nd Battalion	Bharat	Regular	70				
3rd Battalion	New Canton	Regular	68				
Vincent's Commandos	Liao	Regular	73				
(2 Battalions)							



BATTLEMECH REGIMENT DEPLOYMENT TABLE

Unit Name	Garrison	Status	Morale
Preston's Lancers	(3 Battalions)		
1st Battalion	Tsinghai	Veteran	82
2nd Battalion	Ambergrist	Veteran	79
3rd Battalion	Cavalor	Veteran	76
Capellan Reserves			
Justine's Grenadiers			
(3 Battalions)			
1st Battalion	Elgin	Veteran	80
2nd Battalion	Sirius	Veteran	74
3rd Battalion	Saiph	Veteran	81
Stapleton's Grenadiers			
(3 Battalions)			
1st Battalion	Wazan	Regular	87
2nd Battalion	Campertown	Regular	63
3rd Battalion	Lesalles	Green	60
Sian Reserves			
Kamakura's Hussars			
(2 Battalions)			
1st Battalion	Sakhalin	Regular	74
2nd Battalion	Ward	Green	61
Ishara's Grenadiers			
(2 Battalions)			
1st Battalion	Buenos Aires	Regular	73
2nd Battalion	Barras	Green	62
Sarna Reserves			
Hurloc's Hussars			
(2 Battalions)			
1st Battalion	Remshield	Regular	72
2nd Battalion	Tsingtao	Regular	70
Freemont's Cuirassiers			
(2 Battalions)			
1st Battalion	Hunan	Regular	75
2nd Battalion	Jonathan	Regular	69
McCrimmon's Lgt Cavalry			
(3 Battalions)			
1st Battalion	Ningpo	Regular	73
2nd Battalion	Slocum	Regular	70
3rd Battalion	Pleione	Regular	69
MacGregor's Armored Scouts			
(2 Battalions)			
1st Battalion	Tikonov	Regular	75
2nd Battalion	Alrescha	Regular	73
Tikonov Reserves			
Kincade's Rangers			
(2 Battalions)			
Kerr's Intruders			
(3 Battalions)			
1st Battalion	Ronel	Regular	71
2nd Battalion	Tigress	Regular	70
3rd Battalion	Sirius	Regular	67





BATTLEMECH REGIMENT DEPLOYMENT TABLE

Unit Name	Garrison	Status	Morale	Unit Name	Garrison	Status	Morale
Mercenary Units				Hampton's Hessens			
McCarron's Armored Cavalry				1st New Hessen Irregulars	New Hessen	Regular	74
The Nightriders	Menke	Elite	95	(3 Battalions)			
Barton's Regiment	Menke	Elite	92	2nd New Hessen Irregulars	New Hessen	Regular	72
(3 Battalions)				(3 Battalions)			
The Wild Ones	Menke	Regular	79	New Hessen Armored Scouts	Westerhand	Regular	69
(3 Battalions)				(3 Battalions)			
Leo's Demons	Menke	Veteran	85	Rivaldi's Hussars	Betelgeuse	Green	62
(3 Battalions)				(1 Battalion)			
Rob's Renegades	Menke	Veteran	88	Lockhardt's Ironsides	Ito	Regular	72
(3 Battalions)				(1 Battalion)			
15th Dracon				St. Cyr's Armored Grenadiers	New Roland	Green	58
(2 Battalions)				(1 Battalion)			
1st Battalion	Bellatrix	Regular	78	Special Military Units			
2nd Battalion	Decatur	Regular	76	Death Commandos	Grand Base	Elite	97
4th Tau Ceti Rangers				(1 Battalion)			
(2 Battalions)				Warrior House Regiments			
1st Battalion	Tikonov	Regular	73	House Imarra	Sian	Veteran	88
2nd Battalion	Sian	Regular	72	(2 Battalions)			
Laurel's Legion	Tigress	Regular	76	House Kamata	Betelgeuse	Veteran	86
(1 Battalion)				(2 Battalions)			
Bullard's Armored Cavalry	Zanzibar	Green	61	House Hiritsu	Tigress	Veteran	85
(1 Battalion)				(2 Battalions)			
Ambermarle's Highlanders	Xieng Khouang	Regular	70	House LuSann	Liao	Veteran	82
(1 Battalion)				(2 Battalions)			
Marshigama's Legionnaires	Holloway	Veteran	58	House Daiachi	Drozan	Veteran	84
(1 Company)				(2 Battalions)			
				House Fujita			
				(2 Battalions)			
				1st Battalion	Grand Base	Veteran	87
				2nd Battalion	Styk	Veteran	89
				House Matsukai	Bithinia	Veteran	82
				(2 Battalions)			
				House Ijori	Aldebaran	Veteran	80
				(2 Battalions)			

CAPELLAN BATTLEMECH PRODUCTION SITES

Location	Rank	Efficiency	Annual Production (approx.)
Aldebaran	8	C	10
Ares	5	C	25
Betelgeuse	7	C	30
Grand Base	2	B	55
Sian	6	B	60
St. Ives	4	B	65
Sirius	3	B	65
Tikonov	1	A	90

BATTLEMECH PRODUCTION

Eight BattleMech production facilities have survived the ravages of the Succession Wars within the Capellan Confederation. Each is described by location, ranking in terms of size, overall production efficiency (A being Above Average, B being Average, C being Below Average), and annual production.



108



LIAO

CULTURE AND ARTS



CAPELLAN SOCIETY

The average Capellan citizen is held to be a servant of "the Greater Humanity." The Confederation is a modern police state, in which various governmental hierarchies compete for the loyalties of planetary populations while discouraging free speech and anti-government expression. Basic individual rights are subordinated to the needs of the state, be they military, economic, or political. Any attempt to question or criticize the Chancellor or his representatives can be severely punished.

For all this, the individual citizen enjoys a fair degree of personal comfort and a chance to improve his station in life. In addition, Capellans can draw on a rich cultural heritage, stretching back to the days of the Capellan Republic and the beginning of the first Capellan Archives. Recent Chancellors have shown interest in reviving the cultural pride of the Capellan Union. In accordance with state dogmas, art, like any other endeavor, must serve the needs of the state, and what passes for artistic expression in the Capellan state is generally tinged with political messages of support for House Liao.

CAPELLAN CITIZENSHIP

NATIVE-BORN CAPELLANS

Native-born Capellans do not automatically become citizens at birth. Each person, regardless of family status, becomes a ward of the state under the nominal authority of the natural parents or state-appointed guardians. The Ministry of Social Education (MSE) regulates citizenship. By the age of 15, a native Capellan must have completed some kind of volunteer work that can be interpreted as having made some contribution to the state. This activity is often symbolic—working in the conservation corps, belonging to the Capellan Star Scouts, serving as a hospital "candy striper"—but failure to have one's activity deemed appropriate can have serious implications.

The young Capellan initially judged "unworthy" of citizenship is put on probation and sent to crash social and philosophical indoctrination classes. At the end of the probationary period, the individual is examined again. Failure results in reduction to the rank of servitor, effectively making the person a second-class citizen for life.

NON-NATIVE-BORN CAPELLANS

Nobles from other Successor States are permitted to immigrate for an appropriate "Relocation Fee" (bribe). The new immigrant's status is reduced one noble rank. Non-nobles with medical or technical skills may immigrate free of charge, provided they place their skills at the disposal of the Confederation. Their social status stays the same, and they retain all class privileges.

On the proposition that war must pay for war, enemy prisoners, regardless of social status, enter the ranks of the Servitors. They may apply for non-noble citizenship after five years of service. The exploitation of populations on occupied worlds precludes the need for similar exploitation at home.



A CITIZEN'S OBLIGATIONS

Every Capellan citizen has certain obligations to his fellows and to the state. He must take an oath of allegiance to the Confederation, to House Liao, and to the Chancellor, whose dictates are not to be questioned. Individuals not belonging to the army or the support services must serve in their home guard in case of invasion. Skilled workers can be relocated to other worlds as part of colonization or industrial expansion, or to repopulate a planet that has suffered enemy depredations.

When the greater good of the Confederation demands it, a local planetary Diem can require an individual to be retrained to address shortages in the workforce. The Ministry of Development fixes wages and prices according to the recommendations of planetary officials. The average Capellan has no say in his working conditions or wages. There is no such thing as a "union" in the Capellan Confederation.



110

CAPELLAN CASTES

Although the welfare of the average Capellan is at the mercy of an unfeeling bureaucracy, this is mitigated somewhat by the caste system. Franco Liao established an incentive system for workers in the arms industry, granting special privileges to those directly supporting the war effort. Similar arrangements with technicians, scientists, and agricultural workers followed, and over the years have solidified into well-defined strata. These modern-day castes are recognized officially by the Capellan bureaucracy, which, for the sake of simplicity, adopts economic policies on a caste-by-caste basis.

The caste structure insulates Capellans somewhat from the harsh realities of life under a totalitarian regime. Within the caste is a general sense of community, and caste members aid each other in times of crisis. This can include medical or financial help, employment, and in rare cases, protection from state prosecution. Indeed, since the early 26th century, an unwritten law has stipulated that to deny assistance to a caste member is to place oneself outside the bounds of social acceptance. There are even recorded instances of individuals who refused to give "caste rights" being stoned to death by indignant caste brethren.

Persons from one caste are free to marry into another. Individuals may move from one caste to another as long as they are qualified and get the permission of caste leaders. All must recognize the authority of caste leaders chosen by popular vote, the only real democracy within the Capellan state. As of 3025, there are six official castes and one unofficial caste within the Capellan Confederation. These castes are: the Directorship, the Intelligentsia, the Supporters, the Artists, the Entitled, the Commonality, and the Servitors.

THE DIRECTORSHIP

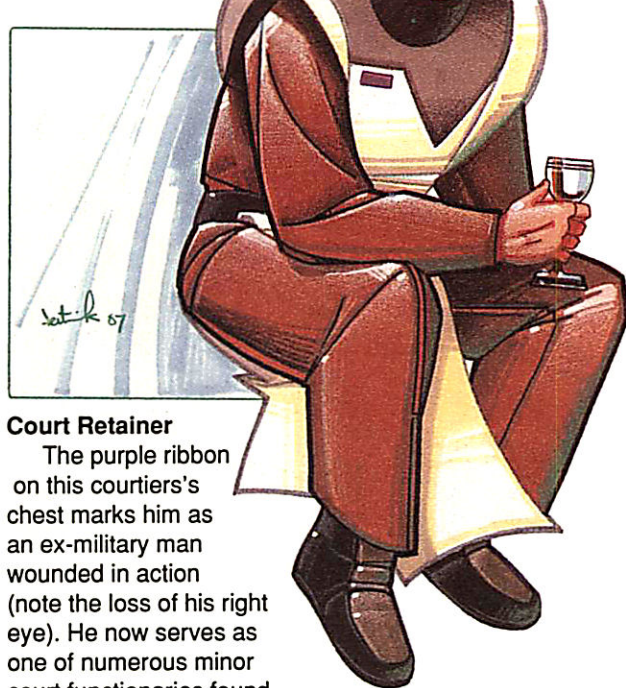
The Directorship caste consists of bureaucratic and administrative elements at various levels of planetary government. The Directorship maintains close ties with the House of Scions, and many belong to both. The Directorship is one of the more influential castes, given the widespread need for competent administrators.

THE INTELLIGENTSIA

This social sector, vital to the continued survival of the Confederation, is made up of scientists and technicians. Specialists may be accorded high privileges, and granted nobility in exchange for extraordinary service. The Intelligentsia commands the highest respect of all the Capellan social castes. Members of this caste are accorded maximum social flexibility in terms of money and perquisites. Religious leaders in the Confederation are grouped within this caste.

THE SUPPORTERS

The Supporters constitute the non-science-oriented professionals: educators, political economists, and members of the judiciary. Teachers are accorded considerable respect, and, as long as they maintain the proper philosophical outlook, they are considered a mainstay of the state. Business and industrial leaders are also grouped within this caste.



Court Retainer

The purple ribbon on this courtier's chest marks him as an ex-military man wounded in action (note the loss of his right eye). He now serves as one of numerous minor court functionaries found on Sian and Capella in the service of the state.

In theory, each Capellan citizen has the privilege of petitioning the Chancellor personally to redress a grievance against a government agency. This is seldom done. An individual may still seek out a local Refractor to act as his spokesperson to the House of Scions.

LOSS OF CITIZENSHIP

In some criminal cases, rather than imposing fine or imprisonment, the Capellan court system sometimes revokes citizenship. This is often done to facilitate the outright confiscation of lands and resources held by one individual and coveted by another. Citizenship can be revoked for treason, cowardice under fire, other crimes against the state (as interpreted by Maximilian Liao), and for repeat offenses for which no other punishment is suitable. In such cases, the convict is immediately reduced to the rank of Servitor and retains no further privileges under the Capellan Confederation.

Though it has never been proven definitively, it is rumored that there exist various prison planets where individuals are kept in perpetual servitude. One planet known to have subterranean prison facilities is Brighton, in the St. Ives Commonality. Among the presumed inhabitants of such worlds are political prisoners, individuals who have defied the dictates of the state or the will of Maximilian Liao, and those who have been in the wrong place at the wrong time.

THE ARTISTS

Musicians, painters, sculptors, entertainers, dramatists, actors, and showpersons of all descriptions make up this caste. In theory, artists are permitted to practice without political interference. There is no legislation directed specifically against artistic expression. Artists receive the lowest wages and benefits of any Capellan caste. State-sponsored incentive programs to "aid" members of this caste are actually thinly disguised attempts to determine what is and is not "acceptable." Such incentives include higher pay and more comforts for those willing to adopt state "guidelines" in their work.



111

THE ENTITLED

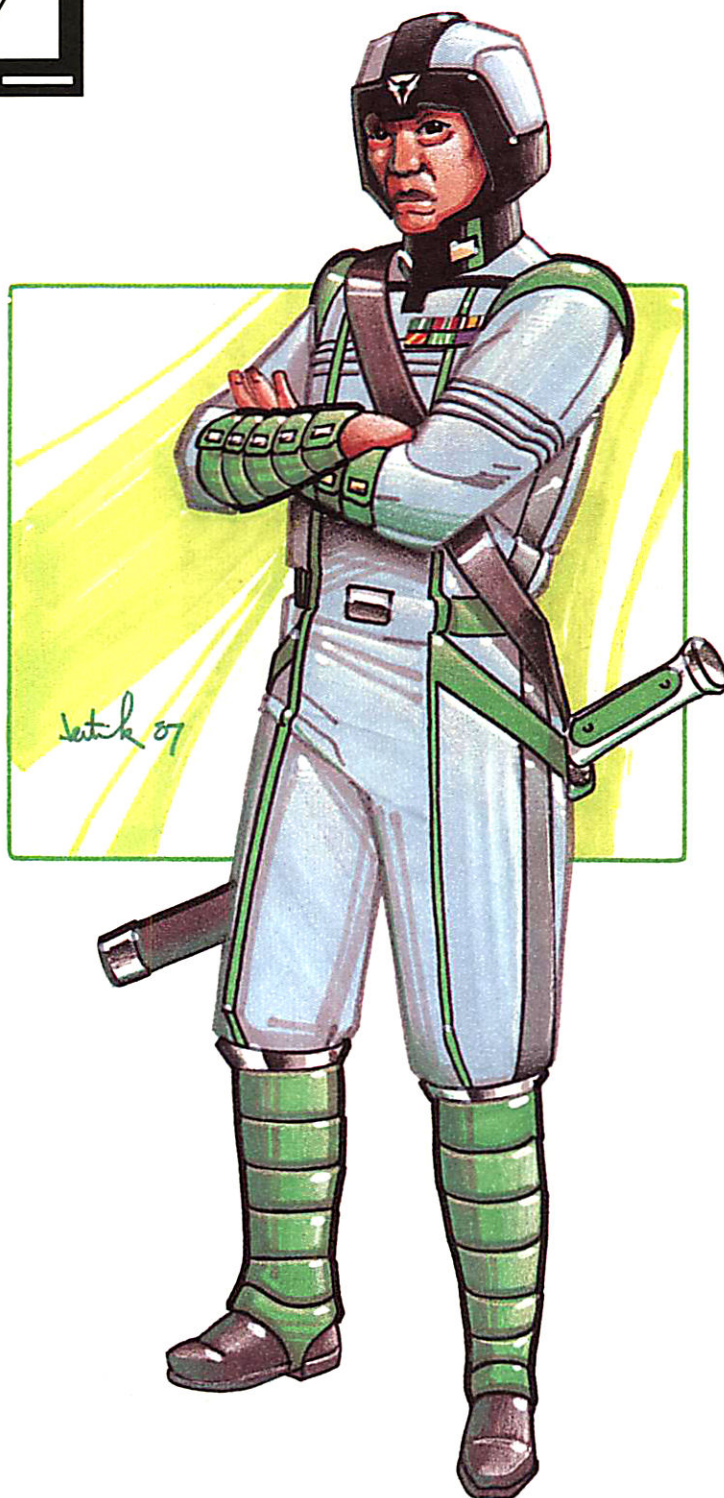
The Entitled originally began as a subclass of the Supporters, but over time has gained formal recognition as a caste in its own right. This caste represents the Confederation's medical profession and those involved in health technologies. Of all the various Capellan castes, only the Entitled, by virtue of the service they perform, are accorded freedom of movement on and off planet without restriction.

THE COMMONALITY

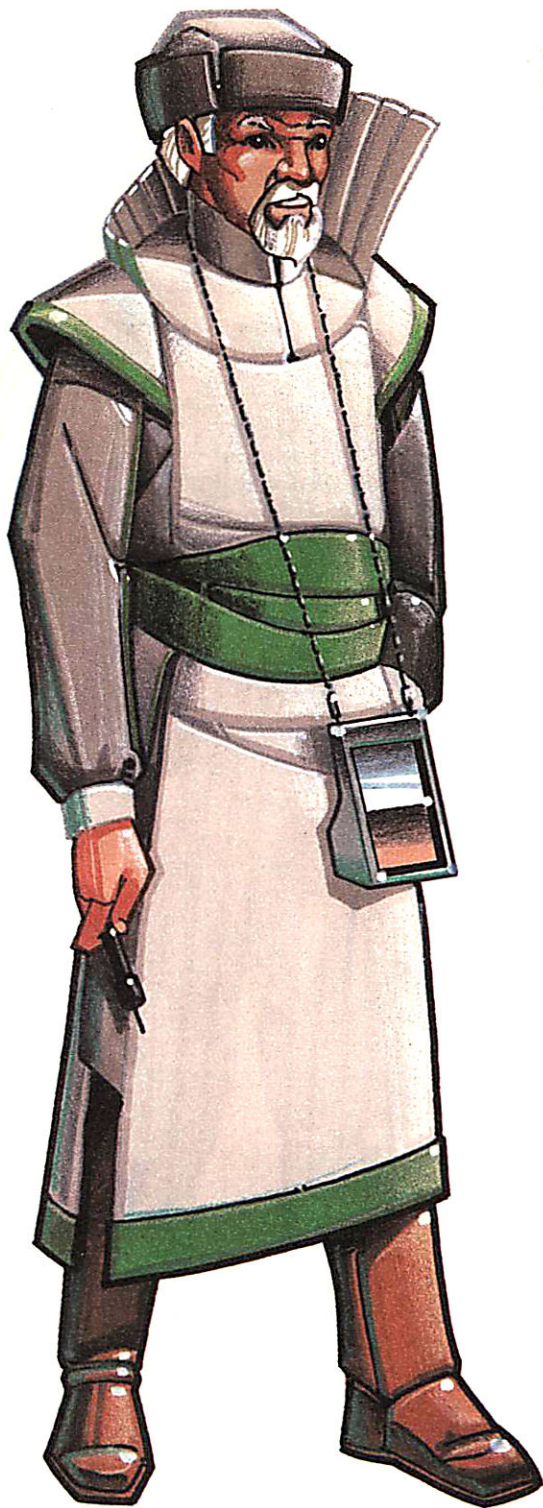
The Commonality is a catch-all caste consisting of the masses of skilled and unskilled laborers, the majority of the Confederation's work force. In theory, local Commonality caste leaders exercise a high degree of autonomy from state planetary directors. Many have been able to negotiate wage and price adjustments, holidays, and the like with their local state representatives. Behind this facade of convenience, however, Commoners remain largely under the control of the Directorship.

THE SERVITORS

Though not an officially recognized caste as such, the Servitors are the largest segment of Capellan society since the onset of the Succession Wars. Servitors are second-class citizens, essentially slave labor, from worlds occupied or raided during the wars, or who for various reasons have lost their citizenship. It is interesting to note that among the populations of a captured world, Capellans make no distinction between skilled and unskilled labor, or between those with advanced education and those with none. If the captives are acquired through an act of war, Capellans regard their "spoils" as something less than human, especially those taken from worlds belonging to the Federated Suns. This has undoubtedly robbed the Capellans of technical and scientific skills. Servitors are used for the day-to-day, mundane tasks that other Capellans have no desire to deal with. A Servitor can be owned legally by a citizen of the Capellan union, though such cases are rare, and ownership has been restricted to the nobility. While in theory a Servitor may gain (or regain) citizenship after ten years, this seldom has been accomplished. Unless liberated by warriors of a neighboring state, the typical Servitor can expect to remain in bondage for life. [Editor's Note: Children of servitors are not held responsible for the actions of their parents. They can be granted full citizenship with all its rights.]



The Duke of Liao, Prefect of Sian, and Chancellor of the Capellan Confederation, Maximilian Liao is the present ruler of over four hundred worlds, which he controls with an iron hand. He is shown here in his specially treated battle dress, which reflects laser fire, and his personal *katana* blade, with which he is highly proficient.



This gentleman is a planetary Refractor, "spokesman of the people," who is charged with monitoring the actions of other Capellan administrative officials on behalf of a world's citizens (in theory). By tradition, the person of the Refractor is inviolate. This official is shown with an electronic clipboard, data saver, and stylus.



112

REWARDS OF CAPELLAN LIFE

Despite the rigidity of Commonwealth society, there are some advantages to being a Capellan. The various "perks" the average citizen can earn and enjoy are included below.

OWNING PROPERTY

Individuals may buy and own personal property, including landed estates, without direct government interference. Property can be passed on to one's children or sold, but individuals may find their properties and possessions confiscated and redistributed in the event they lose their citizenship for any reason.

SOCIAL SECURITY

All non-noble citizens of the Confederation are guaranteed state pensions and free medical care upon retirement. This particular privilege is one of the oldest and most politically controversial issues within the Capellan system. [Editor's Note: It was only by pledging his personal fortune to start a guaranteed retirement system that Franco Liao eventually won acceptance from the Tikonov Union for his new Confederation.] This is the privilege most loudly touted by Capellan statesmen outside the Confederation. What is not said so loudly is that a local Director may order an individual's retirement postponed (for a limited time) if the retiree is viewed as having shirked state responsibilities in any way.

FAMILY LIFE

Within the Confederation, there are no restrictions on the size of one's household. Given the need to repopulate various worlds ravaged by the Succession Wars, numerous state-sponsored programs offer medical and financial incentives to those raising large families.

FREE EDUCATION

All citizens of the Capellan Confederation are provided with a free education through secondary school. In cases where local systems lack the educators to fulfill this obligation, children can be temporarily relocated to another world where education can be provided. Such children are housed, clothed, fed, and educated at the state's expense. It should be noted that education includes a fair amount of political indoctrination with a strong pro-Liao emphasis.

FREE MEDICAL CARE

All citizens of the Capellan Confederation are assured free life-long medical care, regardless of their social rank. Regrettably, the shortage of qualified medical personnel has left this promise only marginally fulfilled on some worlds.

Beyond these officially sanctioned benefits, the state also tacitly recognizes various unofficial privileges, such as owning servitors (in the case of nobles), moving off-planet without prior permission (in the case of the Entitled), getting monetary rewards for outstanding service to the state (in the case of the Commonality caste), contracting a formal marriage agreement with an individual of one's choice, changing one's caste (retraining is at one's own expense), traveling outside the Confederation (with prior permission), and being admitted into another caste if circumstances warrant.

THE EDUCATION SYSTEM

ELEMENTARY AND SECONDARY INDOCTRINATION

The Capellan education system can be most accurately described as a state-sponsored vehicle designed for the support and maintenance of the state. Intellectual enrichment of the individual is not among its objectives. While much is made of recent Confederation efforts to advance literacy and education within its confines, such education is limited to those with citizenship status only, excluding the Servitor caste completely. While free education is extended to all Capellan citizens aged 5 to 16, such education is administered with a strong element of political indoctrination.

Throughout all elementary and high school levels, the same instructor teaches the same students year after year. A given instructor has authority and control over the student at all times when the individual is not in a family environment. All instructors are accountable for the success or failure of their yearly student groups. If a certain number of individuals do not pass the year-end competency examination, the instructor, not the student, is deemed to be at fault. In such circumstances, the instructor is usually replaced.

History and political science receive the most attention in the classroom and are taught with a marked pro-Liao interpretation. With the exception of those earmarked for MechWarrior training, women have historically been given a lower level of education than males, though improvements recently suggested by the present Chancellor may change this.

Basic military training is encouraged as an adjunct to traditional education. The relative shortage of qualified military science instructors generally limits such training to institutions on more populated worlds. Civilian militia-style training, however, is required everywhere beginning at age 16.

SPECIAL SCHOOLS

Beyond the established state-sponsored and state-run school system available to all Capellan citizens, several types of specialized schools are also found within the Confederation. These include the Martial Academies, the Noble Schools, and the Philotechnique Institutes.

At present, there are five major Martial Academies, one on the capital world of each Capellan commonality, providing specialized training for MechWarriors. Individuals seeking to attend these institutions receive appointments from nobles or Refrec-tors, and begin their training after graduating from school at age 16. Training at a Martial Academy can last from two to five years.

Noble Schools are elementary and secondary institutions founded by planetary nobles at their own expense and supported by their hereditary successors. Though each school is somewhat different, these institutions basically concern themselves with literacy and technical and vocational training. In order to charter such an institution, the founder must agree to allow free and open admission to students of non-noble families as well as provide the standard philosophical (political programming) courses found in the official Capellan school system.



PHILOTECHNIQUE INSTITUTES

The Philotechnique Institutes serve the state as special post-secondary institutions. There are 16, the most famous (or infamous) of which are located on Capella, Ingersoll, and Nanking. Established originally in the mid-28th century as technical and scientific training centers, the Institutes today also emphasize specialized "philosophical" (political) training. Admission to a Philotechnique Institute is by special recommendation of a planetary Director only, and all expenses are paid by the state. Often enough, students in these institutions have previously served with distinction as members of the Ranks of the Dedicated. Graduates who are not technically oriented are placed in positions of administrative responsibility, or are recruited into the ranks of the Maskirovka.

SIAN UNIVERSITY

Founded by Tormax Liao in 2888 in an effort to gain increased social credibility among the outer worlds, Sian University is the only major college or university in the Capellan Confederation. Concentrations are offered in the sciences, political history, economics, and various technical aspects of modern life in the Successor States. At present, the Confederation is engaged in a massive recruitment effort to attract scholars from outside the Capellan sphere of influence to add a degree of respectability equivalent to its counterpart in the Federated Suns.

CAPELLAN SCIENCE FOUNDATION

Ostensibly an independent arm of the Confederation education system, the Capellan Science Foundation (CSF), begun in 2818, exists as a covert clearing house for government-funded projects. Located on Tikonov, the major concentration of scientific talent within the Confederation, the CSF coordinates the efforts of Confederation scientists by providing funding and facilities for various secret government-sponsored projects.

With large amounts of manpower and monetary support, various project teams at CSF are seeking means to improve both the offensive and defensive capabilities of the Capellan armed forces. Their results include new rotary aircraft to be used as anti-Mech machines, improved special ordnance, and 'Mechs such as the *Cataphract*.

Formed in 3020, the Prefecture Special Commission on Confederation Defenses has been organized to assess impartially the current state of Capellan defenses and recommend ways of improving reaction capabilities. Members of this commission often conduct unofficial inspections and evaluations of various 'Mech units in the field (and occasionally under fire) in an effort to better evaluate preparedness and efficiency.

In cooperation with Sian University historians, members of the CSF are actively conducting investigations aimed at uncovering the locations of hidden Star League bases, which may contain technologies and artifacts usable by the Confederation. This is one of the most secret and potentially significant of all CSF projects.

THE ARTS

THE FINE ART OF CONFORMITY

Within the Capellan Confederation, artistic efforts are subordinated to the political needs of the state. Various art forms are encouraged and supported by the state only as vehicles through which the continued expression of correct, state-sponsored philosophies are manifested. This translates into an official Capellan art praising and supporting House Liao, rather than an expression of personal artistic feeling or motivation.

Art in the Capellan Confederation does mirror the environment it serves. Members of the Artist caste receive incentives from state agencies if they accept commissions for specialized forms of state propaganda. Members of the nobility often vie with government officials in their support of young artists in order to add to their own popularity and fame. This is often accomplished through the hiring of artists to commemorate the personal deeds of a given noble or of his family.

Painting, music, sculpture, and theater are considered worthy of state support. Disciplines such as literature, given its potential for free thought, are not considered worth the drain on the state's treasury. Other forms of expression are tolerated, but artists in these non-sanctioned disciplines must work at their own expense. Nonetheless, the state reserves the right, "in the interests of the people," to withhold approval from all work intended for presentation or exhibition to the public.

CULTURAL EXCHANGES

Though in many ways a closed society, the Capellan Confederation nevertheless maintains contact with the rest of the Inner Sphere. Primary to this continued communication is the establishment of various cultural exchange programs, under the auspices of government sponsorship. These cultural exchanges include official Capellan embassies on neighboring worlds, educational exchanges, and various activities sponsored by members of House Liao. In the case of Embassy exchanges, the desired goal is twofold: to present life on poorer non-Capellan worlds as unattractive and commonplace, while portraying Capellan society and culture in the best light possible. Cooperative educational exchanges allow noteworthy students to study topics such as history, politics, and economics at non-Capellan institutions, in exchange for equal numbers of students at a Capellan Philotechnique institute. In many cases, the Capellans sent on such study tours have already been recruited by the Maskirovka to advocate pro-Liao dogma at large. Foreign students studying at Capellan places of higher learning may become indoctrinated with pro-Capellan points of view.

QUARTERLY 'MECH GAMES

To attract foreign cash as well as to test new battle techniques, Chancellor Maximilian Liao personally sponsors quarterly 'Mech Games on the planets New Hessen and Westerhand, similar to those on Solaris. Attracting thousands of spectators both from within and without the Confederation, these games serve as a welcome relief to the mundane routine many Capellans endure during most of the year. They also offer ready-made "shopping-centers" for the recruitment of new MechWarriors for Capellan mercenary units. At such times, it is customary for Capellan military units to compete for team prizes and individual awards, and the games also serve as unit evaluations.



114

TIKONOV UNIVERSAL EXHIBITION

The Tikonov Universal Exhibition, sponsored by Elizabeth Liao, is an annual competition for Capellan and non-Capellan artists held each September since 2997. The exhibition is the major Capellan forum for artistic endeavor. Each year, the Chancellor's wife determines the theme for the Exhibition, invariably with some form of political or pro-Liao angle. Sizable awards are given to a wide range of projects, and the Exhibition is used to attract outside artists to the Confederation in hopes they will stay and become Capellan citizens.

NATIVE CAPELLAN ART FAIR

The Native Capellan Art Fair is an internal competition held each January on Capella. Artists from throughout the Confederation can submit any project in a category of their own choosing. Sponsored by Candace Liao, the large cash prizes offered at this event attract the best artists, and the best artists attract a very large gathering of nobles. Winning competitors often find themselves greeted with handsome offers of personal employment from nobles seeking to augment their personal status by commissioning works by renowned artists.

CONFEDERATION LIFE

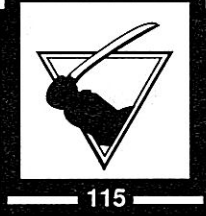
The Capellan Confederation is largely a modern-age police state, in which tenuous privileges are conveyed upon those willing and able to prove their worth to the state. Those who conform to state dictates are rewarded with special rank and privileges, while those who prove a burden to the state more often than not quietly disappear.

The unofficial secret police, Maskirovka, adds an element of uncertainty to the day-to-day existence of the average citizen. The presence of these hidden "eyes of Liao" are compounded by youthful philosophical zealots eager to point out those whose loyalties can be questioned. This situation is mitigated somewhat by social conditioning from birth through the Capellan educational system.

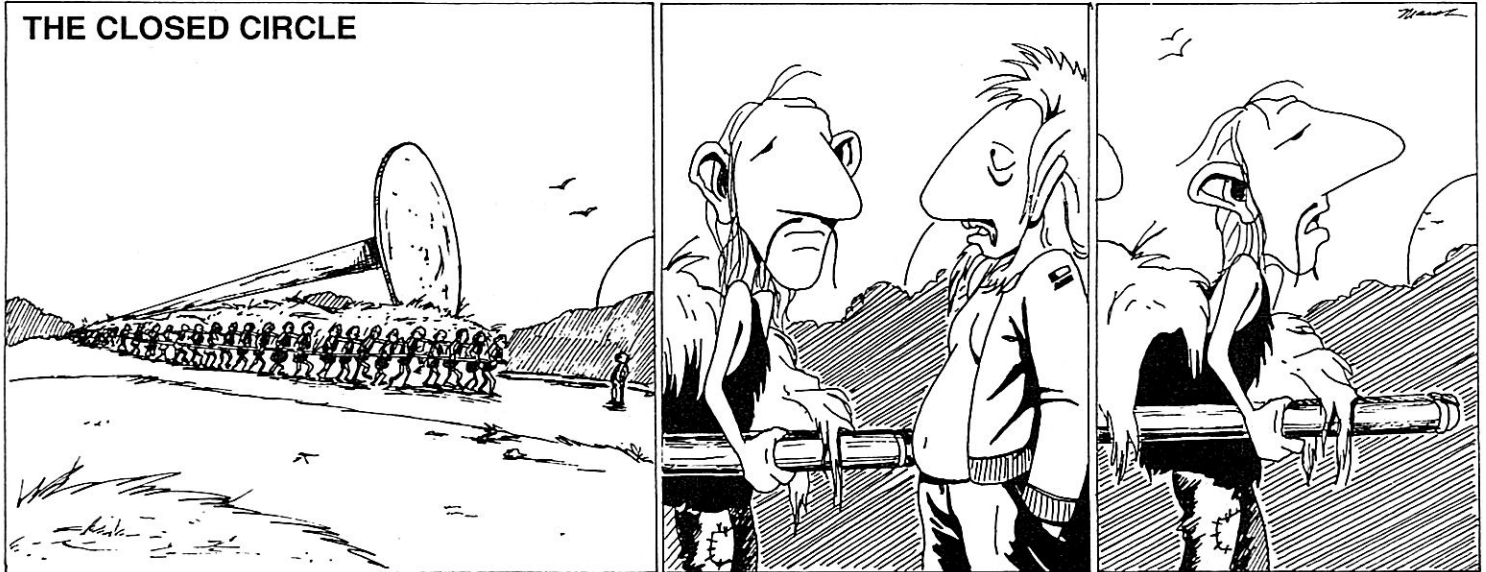
Centuries of strict adherence to the principles of duty and obligation reinforce the historical acceptance of one-man or one-family rule throughout the Capellan Zone. Thus, though not as free as his counterpart in some other Successor States, the average Capellan rarely perceives himself as actually oppressed. Commonly, he accepts his assigned lot in life as a necessary condition of the struggle for survival.



SOCIO-ECONOMICS



THE CLOSED CIRCLE



Caption 1:

One hundred Capellans pulling a wooden cart laden with a huge copper nail fifty feet long.

Caption 2:

A noble passerby stops and inquires what such a huge nail is for.

Caption 3:

The foreman replies, "I don't know, sir, but it fills our quota of ten tons of nails for the week."

—Cartoon displayed in *Worlds of Promise*, Poltroon Printers, February 13, 3017

The Capellan Confederation's economy can be described as a closed, self-contained system in which the influence of external economic factors has been carefully limited. The single biggest difference between the Capellan economic system and that of other Successor States is the degree to which each Capellan Chancellor retains personal control of the state's financial affairs. For example, all the important decisions about production are made by a central planning agency composed of representatives from the Ministry of Development and headed by the Chancellor himself. In other Successor States, most such decisions (except those related to the military) are made by a host of individual merchants and industrial producers, each responding to individual profit incentives.

The Chancellor and his Ministry Planning Committee decide every four years on a new economic blueprint, which establishes the economic goals of the state. The Economic Report to the House of Scions fixes the level of financial support necessary for the armed forces and sets the percentages of remaining revenues to be allocated for civilian and private-sector needs. Within this broad outline, more detailed plans are drawn up for each year in the four-year cycle, specifying production targets and industry quotas.

It is often mistakenly said that profits do not exist in this state-controlled economy. Profits can be and are generated within the Capellan system—otherwise the Confederation might well have collapsed centuries ago. Such profits are looked upon largely as accounting data only and not as meaningful indicators of the health and stability of the state. Profits by themselves do not provide the same incentive in the Confederation as they do in other Successor States, and do not play a major role in deciding what resources should be allocated to a given sector. That is done solely by the Chancellor.

WORKPLACE HEROES

Despite the lack of a collective profit motivation, there is no shortage of incentive for the typical Capellan worker. Capellan workers are paid high wages in many state-sponsored occupations, and individual bonuses for increased production above and beyond set quotas are not unusual. Further, the average worker is frequently granted other tangible rewards for meritorious service to the state, such as state-financed holidays, vacation trips, and, on occasion, upgraded levels of medical care. Consistently high producers are often decorated and referred to as "Heroes of the Confederation."

—From Maxwell T. Ling, *In Search of Capellan Excellence*, Finance Clearing House Publishing Company, 2895

At the heart of the Capellan system is the prevailing assumption that whenever a problem arises within the system, that problem can be solved by appropriate planning. Planning is central to the organization of the Capellan economic structure, and central to the planning and decision-making process are the wishes of the Chancellor and his appointed representatives. Unfortunately, lengthy planning introduces problems of its own. In theory, enough computers supplied with enough raw economic data produce an acceptable solution. However, what is "economically" acceptable is not always what is acceptable to the Chancellor.



116

OPTIONS, OPTIONS, OPTIONS

Suppose, for example, that a steel mill on Tikonov, because of its antiquated machinery and the ravages of numerous enemy raids, is no longer capable of meeting its yearly production quota. The ideal solution might be to redirect the plant's production goals temporarily from a high output of military-related parts to a lower, less significant production of consumer goods, such as refrigerators or stoves. Once the unused portions of the plant were refurbished and modernized, normal production could resume. Anyone suggesting such a solution in my department will be demoted immediately and transferred to an inspection tour of border salt mines. Were I to suggest such a plan to our august Chancellor, he would be justified in lopping my head off as a "defeatist" and traitor to the state. No, the solution in this case is clear: transfer the needed equipment from other, less important concerns to refurbish the damaged plant; in the meantime, let the civilian consumer do without.

—Martin Dall Lacey, 1st Deputy Minister, Capellan Ministry of Development, unpublished minutes of executive board meeting, January 15, 3003

The Confederation insists on rebuilding Capellan military potential at the expense of the civilian consumer. Heavy taxation rates for non-nobles makes military industrial growth possible, while the average consumer must live with the shortages and transportation problems. For all this, the Capellan system does provide the state with one tangible advantage in the web of interstellar economics. Close to 15 percent of the Confederation Gross House Product comes from foreign investment (specifically, investment in corporations with Capella's new allies, House Marik and House Kurita), as compared with five to eight percent in other Successor States. If such rates are maintained over the next decade, the growth of Capellan industry may reach parity with its neighbors.

It is easier for the Capellans to copy technology developed elsewhere than to develop their own. In 3010, a progressive "luxury tax" was imposed on jewelry, art work, wines, and so on consumed mainly by noble families with large resource bases. Though unpopular, such taxes are useful to channel needed revenue into foreign markets where it can do the most good.

The surprising thing about such a highly centralized planning system is not that it sometimes works inefficiently, but that it works at all. The system is largely the result of the neomercantilist theories of Maximilian Liao and his economic vision for the future, which has come to be called the Liaoist Doctrine.

THE LIAOIST DOCTRINE

The Capellan economic system is governed by a series of guidelines punctuated by hard necessities, directed by the current Chancellor of the Confederation, Maximilian Liao. In 3005, Maximilian reorganized the Ministry of Development to better promote his personal economic vision, the Liaoist Doctrine. A number of basic tenets are fundamental to the Liaoist Doctrine.

1. Economic policies shall be directed by ministerial deputies advising the Chancellor, who alone provides the direction for the state's economic goals.

2. The Capellan Confederation shall limit economic contact with outside states to avoid or minimize economic dependence. At the same time, the Confederation shall use foreign investment with its allies as a means of strengthening the economy over the long term.

3. The administration of the Confederation treasury since the mid-29th century has been under the authority of a member of the Liao family. It shall remain so.

4. The Confederation shall maintain an economic system capable of providing a reasonable standard of living for a majority of the Confederation's inhabitants.

5. The Confederation shall maintain a narrow-based export pattern that concentrates on key products of high quality rather than permitting broad-based export. It is hoped that this concentration on a few key export/luxury goods will generate in other States an economic dependency on Capellan goods that can be used to the state's political advantage.

6. Under the direction of Maximilian Liao, the Capellan state aims to accumulate as much "hard" currency, especially foreign currencies, as possible, preferably to the disadvantage of neighboring Successor States.

7. A deliberate policy of planetary exploitation shall be encouraged, especially in raw materials, to eliminate shortages among the various Capellan worlds.

8. Central to the Liaoist Doctrine is the concept of perpetual competition, which suggests there can be no compromise economically or politically with the Confederation's neighbors. All policies that can be employed by the Chancellor to create economic dislocation within the remaining Successor States shall be urged. Such actions are, by the definition of necessity, justifiable.

The Liaoist Doctrine is consistent with centuries of subordination of individual goals to the state. The Capellan's centralized one-man system receives continual criticism from the other Successor States. Capellan spokespersons counter by suggesting that, in a more open system, the accumulation of wealth by the masses invariably leads to anarchy and disruption, as more and more people discover that there is not enough to go around. Capellans argue that their system works because the individual thinks first of fellow Capellans rather than of selfish personal interest.

DISTRIBUTION OF WEALTH

There is a basic inequality in distribution of wealth among the various segments of Capellan society. The table presents a recent estimate of general wealth distribution broken down by individual special interest groups.

CAPELLAN ORDER OF WEALTH

Social Stratum	Percentage of Population	Percentage of Wealth
House Liao Family	2.50	18.50
Twelve Major Noble Lines	12.50	15.50
Ten Minor Noble Families	5.00	10.00
Major Corporations	5.00	32.00
Average Citizenry	75.00	24.00

The average Capellan laborer of the Commonality caste can expect to earn annually upward of 8,000 L-Bills (the official currency of the Capellan state). By comparison, members of the Supporters and the Entitled earn an average of 12,000 and 15,000 L-Bills. As an index of social well-being, the official poverty level as last published in 3018 by the Ministry of Development was placed at 6,500 L-Bills a year. It is estimated that the typical Capellan, regardless of caste, earns an average annual income of 7,200 L-Bills, making the average citizen capable of supporting himself and his family, but just barely. What cannot be taken into account is the substantially larger amount of revenue generated by the various noble families and by House Liao proper. Were these figures available, it is possible that the adjusted average wage might be lower still. [Editor's Note: One should also note that Servitors, as second-class citizens, are rarely paid at all. Their subsistence is solely at the discretion of the plant manager or noble who uses their labor.]

FUNDING THE CONFEDERATION

According to the dictates of the Liaoist Doctrine, the Confederation's financial stability is maintained through a combination of overt economic exploitation outside the borders of the state, and the solvency that comes from a deliberate policy of accumulating (and investing) hard cash. These measures alone, however, are often not sufficient to meet the operating demands of the Capellan state, especially during times of war, and so other measures must be used.



117

TAXATION

In theory, all Capellan citizens regardless of social status contribute equally to the Confederation. As might be expected, practice is far from theory; numerous inequities and exceptions to the rule prevail. In practice, all non-noble citizens are taxed annually according to their individual occupations, with differing rates of taxation assessed by the local Diems. These rates differ from one commonality to another, and may change from year to year without notice. In theory, nobles are also taxed according to rates set by a special (non-noble) commission appointed by the Prefectorate, but in reality exceptions are commonly granted by special decree. The usual method employed is to have a noble's tax obligation deferred from one year to the next with only portions of the amounts due (if any) ever paid. This particular device is a two-edged sword for nobles, as the Chancellor can and often does force nobles from power by demanding immediate payment of enormous tax debts that have been deferred for years. It should be noted that no penalties are ever assessed against average citizens for late payment of taxes; instead, deductions are taken from the individual's wages for the next fiscal year.

Those serving in the Capellan armed forces are not taxed. This is a powerful inducement for recruiting. Warrior Houses, their holdings and their charges, are also exempt from any taxation. Capellan corporations are taxed on a sliding scale, with a base figure of 30 percent of annual corporate profits, with those producing military arms and equipment having lower rates. Corporations may deduct sums spent directly on weapons research and development, scientific research, gifts to the university, or efforts to recover lost Star League technology, whether successful or not. All told, this brings the relative tax burden of the major Capellan industries down to 15 to 20 percent of annual profits.

IMPORT DUTIES

As defined by the Liaoist Doctrine, the Capellan economy is highly protectionist regarding the development of its own state's economic potential. In an effort to encourage the purchase of goods and services from within the Confederation, imported goods receive at least a five percent surcharge on values set by Liaoist financial officials at time of offloading. Such duties are cumulative; they are paid at each port of call and may vary, with each commonality's officials setting different rates. There are other exceptions to the rule. The recent secret alliance between House Liao and Houses Marik and Kurita has resulted in substantially lower duties on goods originating from these states, in effect establishing a favored-nation trade status for these realms.

CORPORATE CONTRIBUTIONS

Beginning with the last House Marik conflict, individual Capellan corporations have been required to set aside two percent of all manufactured products exclusively for government use. This "production overhead" was raised to four percent beginning in 3021. In theory, such goods are earmarked for the special needs and functions of individual government departments or agencies. In actuality, such goods are traditionally sold by Liaoist agents on the open (and sometime black) markets outside the Capellan Confederation in order to maximize hard cash accumulation.

EMERGENCY FUNDING

In times of grave national emergency (which is determined solely by the Chancellor), the Confederation often needs large sums of cash quickly. Though it has been a cardinal rule of Maximilian Liao's dictatorship to avoid direct exploitation of his subjects (at least overtly), there exist several mechanisms by which extra cash can be obtained for the government:

Commonality Loans

As part of its charter, the Capellan Commonality Bank is required to set aside five percent of assets for use as direct loans to the Confederation, to be tendered following specific requests from the Prefecture.

Government Sale of Landed Property

A percentage of lands and estates sequestered or otherwise acquired by the state can be sold at auction by closed bidding to private citizens or corporations, or through direct purchase arrangements with the Ministry of Development. In actual fact, such lands are used by Maximilian Liao to create fiefdoms or bequests of property to newly created nobles in return for substantial bribes.

Chancellory Decree

By special decree, the Chancellor can invoke emergency powers giving himself sweeping authority in time of crisis. Though politically destabilizing if abused regularly, such decrees can be used selectively to single out an industry or group of wealthy individuals, requiring them to make "emergency contributions" for the good of the state. In practice, such decrees have often followed trumped-up crises of Liao's own making, with the monies extorted going into his own pockets or those of his agents. Liao is aided in this by agents of the Maskirovka, who are adept at singling out those rich enough to pay and yet vulnerable enough to be unable to resist.



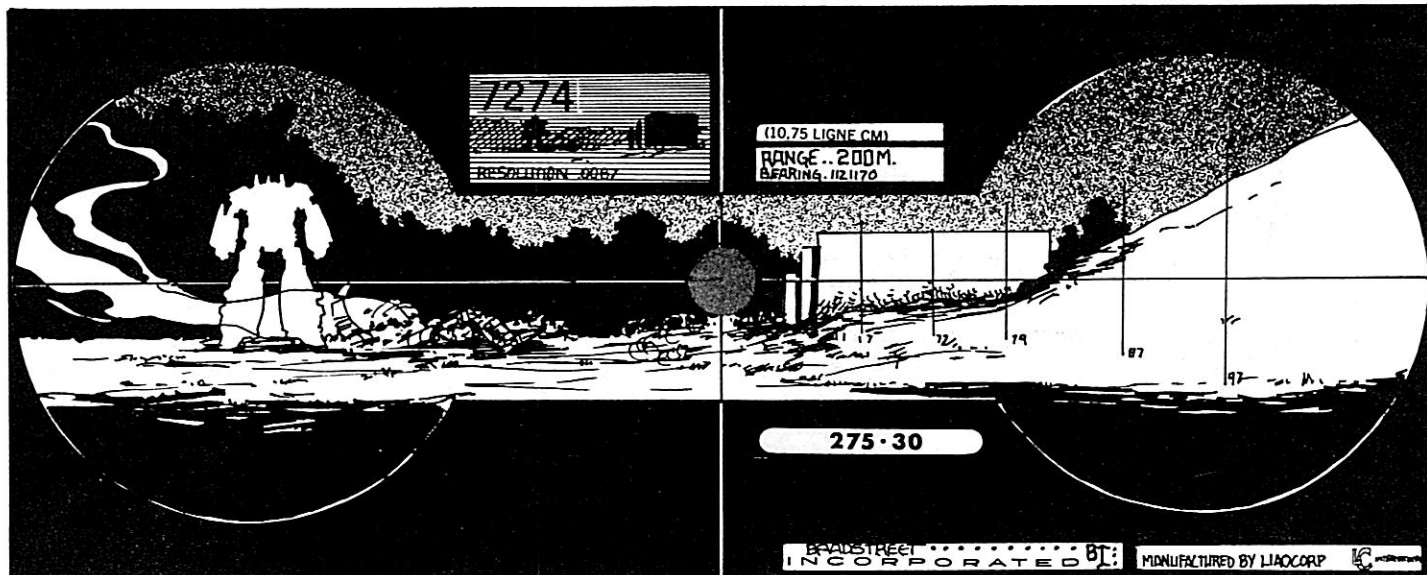
118

CORPORATE RELATIONS

House Liao recognizes that, in the absence of a stronger military, it must rely on industry to support its position as an interstellar power. House Liao has always courted industrial magnates to bolster its personal fortunes and those of the state. Continued growth of the ten major industrial concerns in the Confederation is vital to the Capellan state. Every corporate and individual compensation imaginable has at one time or another been granted to various industrial factions. Under Maximilian Liao, such measures have included protectionist trade policies; granting corporations the right to employ and equip mercenary troops to safeguard corporate interests; eliminating foreign competition within the Confederation; granting advisory (nonvoting) representation in the Prefecture when that body is debating issues of concern to corporations; granting noble titles, land grants, and membership in the House of Scions; and establishing internal credit programs to be used by the various corporations.

To protect his own interests, however, Maximilian Liao has acquired high positions of responsibility within various corporations and financial institutions for members of his immediate family. To keep the corporations from gaining power too quickly, carefully structured restrictions have been put into place since Maximilian's assumption of power. Only chartered mercenary troops may be used by corporations; no unchartered or volunteer organizations are allowed. All new weapons to be manufactured by given firms must first be approved by the government, and a strict accounting of all weapons production must be made available without warning to government officials. House Liao reserves the right to adjust corporate tax rates in the event of a Confederation-wide emergency (which Maximilian Liao is good at manufacturing). In extreme cases, the state reserves the right to nationalize a given firm if it becomes essentially "uncooperative."

House Liao and the corporate cartels that serve the interests of the state coexist in a tense, mutually dependent relationship. Both sides know that the one secretly desires greater power and control over the other's affairs, and both recognize the need to cooperate—for the present. Each believes that some day in the not-too-distant future there may come a show of strength that will see either the end of Liaoist economic dominion or the complete subordination of the corporate sphere to direct Liao control.



CORPORATE PROFILES

The following information provides specifics concerning the ten major interstellar, multiplanetary Capellan corporations. These firms are presented in order of size and relative political and economic importance. The profiles reflect traditional Capellan economic doctrine, which emphasizes military goods at the expense of civilian goods.

CERES METALS

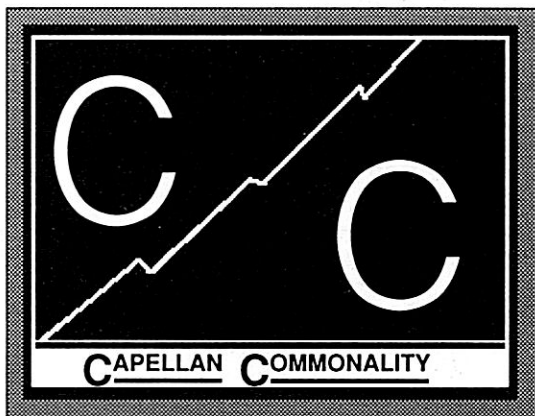
Home Office Location: Capella, Capellan Commonality
President/CEO: Duke Kingston Rivoli
Founding Date: May 12, 2415
Business Summary:

The single most powerful corporate entity within the Capellan Confederation, Ceres Metals is a diversified firm concerned primarily with interstellar finance and investment throughout the entire Inner Sphere. Initially founded as an import/export firm supplying the needs of new worlds in the Terran Alliance, Ceres Metals quickly expanded in the late 25th century to include extensive mining and water purification construction. In the 27th century, Ceres Metals further solidified its position as a corporate leader by realizing tremendous profits from investments in new colony worlds along the Periphery. Acting today as the principal dealer in state securities between the Confederation, Marik, and Kurita markets, Ceres Metals annually brings great corporate profits into the Capellan economy. Its chief executive officer, Duke Kingston Rivoli, has been ennobled for his recent contribution of 20 million L-Bills to Sian University. He is known to enjoy friendly personal relations with the Chancellor and his family.

CAPELLAN COMMONALITY BANK

Home Office Location: Capella, Capellan Commonality
President/CEO: Duchess Candace Liao
Founding Date: January 4, 2450
Business Summary:

The principal governmental monetary control agency, state-owned and -sponsored, the Capellan Commonality Bank is currently under the directorship of Chancellor Liao's daughter, Candace Liao. The Bank is responsible for all official government financial operations both within the Confederation proper and with other Successor States. The principal source of funding for numerous planetary corporations and state-run projects, the Bank is also noted as a traditional supporter of the arts and sciences in the Capellan state. The Bank is the major repository for Capellan state securities and currency holdings.



ASUNCION INDUSTRIES

Home Office Location: Wei, Sarna Commonality
President/CEO: Justine Nakoma
Founding Date: March 15, 2477
Business Summary:

Founded on the planet Asuncion, a colony world of the Sian Supremacy, Asuncion Industries was originally a large manufacturing concern supplying basic materials and systems used in the construction of interstellar craft. It has suffered greatly as a result of the Succession Wars. Following the loss of its homeworld to House Marik, the firm's center of operations shifted to Wei in the Sarna Commonality. Asuncion Industries concentrates on the production of interplanetary support craft and specialized avionics systems for Capellan AeroSpace fighters.

A diversification has been underway at Asuncion Industries during the past century. Researchers have been developing newer and cheaper life-support systems for use in zero-gravity and thin-atmosphere environments. Also during the past century, Davion wartime depredations have inflicted substantial damage to key factories associated with the firm's original technologies. However, these losses have been offset by continued business success, keeping Asuncion Industries a significant and profitable enterprise.

EARTHWERKS LIMITED

Home Office Location: Tikonov, Tikonov Commonality
President/CEO: Duke Jacob Ling
Founding Date: February 22, 2380
Business Summary:

Earthwerks Ltd. was founded as the major weapons supplier to the armed forces of the Tikonov Union. With the development of BattleMech technology, Earthwerks Ltd. became one of the first corporations to shift exclusively to the production of these combat vehicles. It soon became the largest arms manufacturer in the Capellan Confederation. Earthwerks developers have been responsible for numerous original 'Mech designs, including the distinctive Capellan *Thunderbolt* and *Vindicator*. At first, Earthwerks was located only on Tikonov, but its vulnerability to repeated attacks by House Davion forced it to distribute its production operations to other worlds, the newest and largest being Grand Base in the Sian Commonality.

During the Succession Wars, the increased need for new and better AeroSpace fighters prompted Earthwerks to get heavily involved in the production of atmospheric and spaceborn fighter-craft such as the Capellan *Thrush*. Today, Earthwerks continues as the leader in Capellan BattleMech production, with recent efforts at producing a new type of heavy BattleMech, the *Cataphract*, scheduled for trials within the next two to three years.



TENGO AEROSPACE

Home Office Location: Sarna, Sarna Commonality

President/CEO: Director Hudson Hunter

Founding Date: April 16, 2752

Business Summary:

The major manufacturer of Capellan AeroSpace fightercraft, Tengo AeroSpace is a multi-world conglomerate jointly owned and operated by the Hunter and Demos families of the Sarna Commonality. The firm specializes in lightweight, maneuverable fighters such as the *Lightning* and *Cheetah*, and especially the *Thrush*. Though the firm once had gross annual revenues in the billions of L-Bills, it has suffered major setbacks resulting from numerous raids on its plants and factories during the Succession Wars. The current production estimate of seven craft per month is a shadow figure of Tengo's once-enormous production capability.

HELLESPONT INDUSTRIALS

Home Office Location: Sian, Sian Commonality

President/CEO: Alana Morgaine

Founding Date: July 17, 2792

Business Summary:

Hellespont Industrials was at one time the second largest manufacturer of weapons in the Confederation, giving Earthwerks Ltd. strong competition for critical BattleMech production contracts. At the height of the Succession Wars, however, Marik and Kurita attacks all but wiped out this firm's 'Mech production capabilities. In an effort to avoid total ruin, Hellespont relocated remaining factory workers and production equipment on the more easily defensible capital of the Sian Commonality. Rather than trying to rebuild all the plants lost during the war, Hellespont moved away from 'Mech production into the manufacture of less expensive, more easily constructed armed hovercraft and tanks such as the *Vedette*.

Hellespont is today the single largest producer of armored fighting vehicles in the Capellan state. Though in recent years the company has again taken on 'Mech research and development, principally in the salvaging and improvement of captured 'Mechs, corporate emphasis remains the production of lighter vehicles.

KALLON INDUSTRIES

Home Office Location: Nanking, Tikonov Commonality

President/CEO: Justine Nakoma

Founding Date: July 15, 2808

Business Summary:

A subsidiary of Earthwerks Ltd., specializing in light and medium BattleMechs, Kallon Industries is identified with its most famous design, the *Rifleman*, used widely throughout the Inner Sphere. Kallon Industries' plants on Asuncion and Bernardo now produce BattleMechs for their current captors, House Marik. This has significantly scaled down Capellan BattleMech production capability. In recent years, Kallon has expanded into the manufacture of small arms and laser weapons systems. Though financially stable, Kallon Industries is unlikely ever to be a serious competitor of Earthwerks or comparable 'Mech producers outside the Capellan systems.



120

HILDCO INTERPLANETARY

Home Office Location: St. Ives, St. Ives Commonality

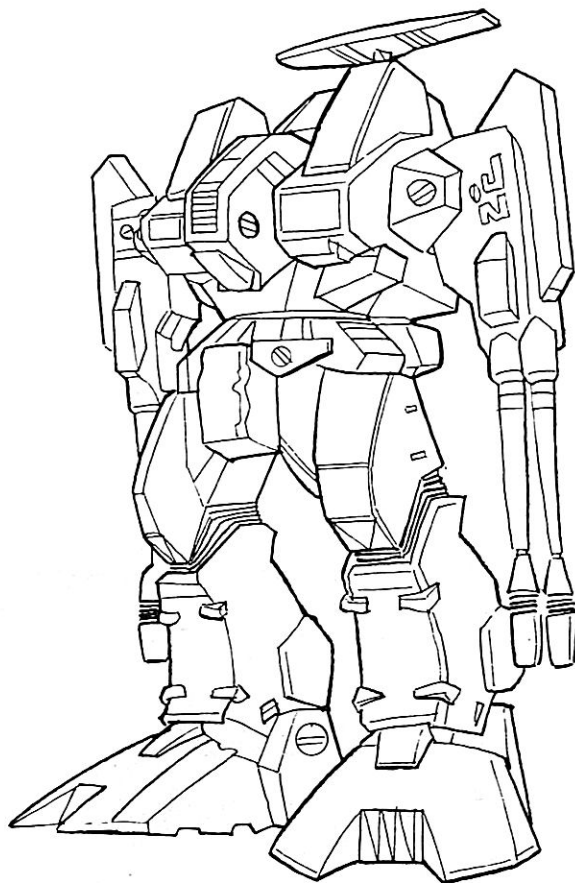
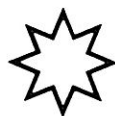
President/CEO: Chairman Julia Sheng

Founding Date: January 11, 2770

Business Summary:

HildCo was once a major manufacturer of interstellar spacecraft, but loss of supporting technologies in the Succession Wars changed that. HildCo today is in the maintenance and repair business, working on merchant, naval, and military support craft that remain under the control of House Liao. HildCo also works closely with representatives of ComStar, occasionally providing labor and equipment to this important organization. Out of necessity, HildCo is presently the major financial backer of salvage missions to recover lost Star League technologies in Capellan space. Without significant recoveries, HildCo can never hope to increase its market base.

KALLON



FIRMIR COMMERCIAL

Home Office Location: Betelgeuse, Sian Commonality

President/CEO: Alam Kardhor

Founding Date: February 27, 2340

Business Summary:

A relatively small but diversified company, Firmir Commercial began as a manufacturer of science- and medical-oriented laser systems in the 2340s. With the formation of the Confederation and the gradual changes in social conditions, Firmir Commercial expanded its interests to include laser audio and visual entertainment systems, providing leisure goods at remarkably low cost to individual consumers.

Increasingly, with the onset of the Succession Wars and the decline in average income and living standards, Firmir's ability to make inexpensive entertainment equipment has guaranteed its place in the hearts of the consumers. Today, Firmir's tri-dimensional projection systems are considered prestigious luxury items throughout the Inner Sphere. Firmir is one of the few corporations to engage in direct trade with other Successor States without the high export duties levied on other firms dealing in non-Capellan markets.



LUSTRIX COMMODITIES

Home Office Location: Wright, Sian Commonality

President/CEO: Norman Baker III

Founding Date: April 14, 2410

Business Summary:

Lustrix is the Confederation's largest manufacturer of drugs, medical support systems, and specialized anti-radiation burn treatments. A major supplier to Marik and Kurita markets (often operating illegally), Lustrix's continued development of new and effective biomedical compounds and artificial limbs prompt the authorities to wink at the firm's questionable trading practices. Lustrix has maintained good relations with members of ComStar, and has on more than one occasion assisted ComStar in averting plagues on other worlds. This friendly relationship no doubt adds to the general feeling of immunity many Lustrix executives enjoy.

STRENGTHS AND WEAKNESSES

The Capellan Confederation is economically sound, with considerable potential for growth. This potential, however, is often held back by Liaoist economic doctrine that insists upon greater and greater centralized control over the economic base at the expense of individual civilian consumers. Corporate relations with neighboring states are also hampered by various governmental decrees, often promulgated with little or no warning time for adjustment. Individual corporations would like to see greater freedom within an open market environment among all the Successor States, not just with Capella's present allies, but this is unlikely until the political and military issues dividing the great powers are settled. Till then, the full potential of the Capellan economy cannot be realized, and the efficient use of scarce resources will continue to be constrained by the ongoing subordination of public and private concerns to a growing war effort.





PERSONALITIES



Name: Maximilian Liao
Title/Rank: Duke of Liao, Prefect of Sian, Lord of Tikonov
Position: Chancellor of the Capellan Confederation
Birthplace: Capella
Age: 61
Sex: Male

Brief Personal History:

Maximilian began his reign as the 29th Chancellor of the Confederation by instituting a palace coup against his father, Tormax, whom he later had poisoned. In recent years, he has expanded the Warrior Houses as a check on the growing power of the Capellan armed forces commanded by Pavel Ridzik. Likewise, he has greatly expanded the power of the Capellan Secret Police, the Maskirovka, as a check against Master Yadi's influence.

Most recently, Maximilian has acted in concert with Michael Hasek-Davion to hatch a variety of plots aimed at the overthrow of Hanse Davion and the creation of a new puppet state with Michael at the head. Though several of his twisted plots have already failed, Maximilian continues to have high hopes for his ultimate success, believing he will yet succeed if he lives long enough.

Personality:

Motivations/Desires/Goals:

Maximilian has a fanatical hatred for House Davion, and especially for ruler Hanse Davion, whom he sees as his most serious rival. He is devoted to the downfall of the Federated Suns, and to that end, he has signed the Concord of Kapteyn with House Marik and House Kurita, cementing an alliance against the Davion-Steiner alliance.

Vain, unscrupulous, self-absorbed, Maximilian Liao is consumed with the idea of becoming First Lord of a new Star League. As the despotic ruler of more than 400 worlds, this master schemer holds that the ends justify the means, the ends being his continued power at the expense of his fellow Successor Lords. He is a heartless individual with no real love for his fellow humans, wife and family included, and would willingly sacrifice anything or anyone to increase his personal power and ability to dominate more star systems. Maximilian is a cynic who believes anyone can be bought for the right price. He is fond of pitting individuals and groups against each other to divide and conquer.

During the winter months on Sian, Maximilian affects facial hair.

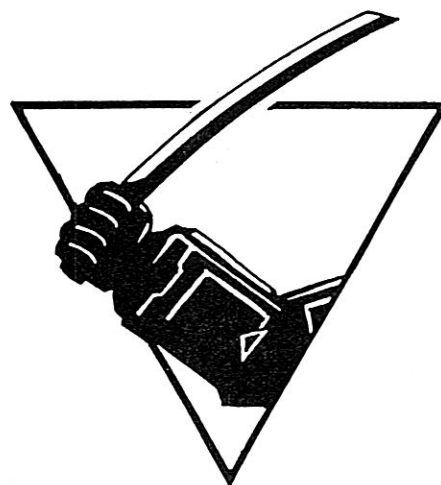


Manner:

An egotist and borderline megalomaniac, Maximilian is cunning and cold-blooded. He suffers from manic-depression which is normally controlled, but which occasionally manifests, often at inopportune times. A master schemer who delights in working behind the scenes to accomplish his ends, he demands absolute obedience from those around him. He is extremely cruel and unforgiving when orders are not carried out to his complete satisfaction. A hard taskmaster, Maximilian rules the Capellan Confederation with an iron hand.

Special Skills/Powers:

Maximilian is a master at hatching and executing plots.



Name: Candace Liao
Title/Rank: Duchess of St. Ives, Prefect of St. Ives
Position: Regulator of the Capellan Treasury, Director of the Capellan Commonality Bank Board of Directors
Birthplace: Genoa
Age: 37
Sex: Female



Name: Romano Liao
Title/Rank: Major, Lady of Highspire
Birthplace: Wei
Age: 33
Sex: Female



Brief Personal History:

Since taking control of the Liao homeworld in 3015, Candace has enjoyed playing the imperatrix on a small scale. She is the only member of the Liao family who has spoken in defense of her brother Tormana, with whom some have speculated she has more than just a brother-sister relationship.

Personality:

Motivations/Desires/Goals:

Maximilian's oldest daughter and heir apparent to the Capellan Chancellorship, Candace is by all accounts a striking yet cold beauty. She is often at odds with her father over interpretations of Liaoist economic doctrine, but she never dares to side against him in matters of state. Candace secretly favors an improvement of relations with House Davion if an acceptable accommodation can be worked out. She has few close friends, and has stated her intention to remain unwed (unless ordered to marry for reasons of state by the Chancellor), preferring numerous love affairs instead. While outwardly loyal to her father, Candace bears him little actual affection. She has nothing but contempt for Pavel Ridzik, whose affections she has spurned on more than on occasion.

She likes Aldebaran furs and rich Sian leathers, which she wears whenever possible.

Manner:

Grasping and ambitious, Candace prefers to gain her own ends through deception and guile. An insatiable lover of diamonds and men, she is avaricious, arrogant, and quick-tempered. However, she is also intelligent and highly competitive.

Special Skills/Powers:

She is an accomplished MechWarrior and gambler. In addition, she has considerable skill as a computer technician.



Brief Personal History:

The commander of the Capellan Reserve Cavalry, Romano Liao is the sister of Candace Liao, whom she bitterly hates because of her sister's greater beauty and intelligence. Romano uses every opportunity to convince Maximilian that Candace is disloyal. Clearly her father's pet, Romano is one of the few individuals Maximilian can trust to act on his behalf without orders.

Personality:

Motivations/Desires/Goals:

Romano has had an almost pathological hatred for House Marik since an old friend and lover died in a Marik raid on Hsien. She favors Davion silks and high fashion. A devoted supporter of Master Yadi and his Warrior House policies, Romano spends a considerable amount of her free time on Sian, learning as much from Master Yadi as she can.

Manner:

Stern and domineering, Romano is often sadistic and always vain. Her interest in Yadi's policies often puts her at odds with Pavel Ridzik, whom she respects professionally but dislikes personally.

Special Skills/Powers:

Romano is an accomplished musician (Terran oboe and violin) and zero-g acrobat.

Name: Patrick Rivoli
Title/Rank: None
Position: President, Ceres Metals, Inc.
Birthplace: Capella
Age: 57
Sex: Male



Name: Chandra Ling
Title/Rank: Duchess of Sarna, Prefectress of Sarna
Position: Director of Capellan Maskirovka
Birthplace: Palos
Age: 63
Sex: Female

Brief Personal History:

Tall and imposing, with a lion-like mane of white hair, Rivoli is one of the richest private citizens in the Capellan Confederation. A consummate politician despite his lack of personal ambition, he is the closest thing to a leader of Liao's "loyal opposition" as can be found in the Confederation.

Personality:

Motivations/Desires/Goals:

Rivoli is a lover of the finer things in life. His displays of luxury have tended to divert attention from his politics, leaving him a less conspicuous target for pro-Liao functionaries. Though lacking personal military experience, he has been an avid supporter of the chartered mercenary concept. He is often at odds with Colonel Ridzik, whom he feels will one day attempt to gain power by force, thus precipitating a Confederation civil war.

Manner:

Generous and outgoing, Patrick is a devoted company man. Though self-assured, he lacks personal ambition beyond that of self-preservation.

Special Skills/Powers:

Rivoli is an expert marksman and wild game hunter.



Brief Personal History:

Lady Ling is the last member of a once-influential noble line almost eradicated during the Succession Wars. As the current director of the Maskirovka (she personally eliminated her late predecessor), she is the effective leader of all Capellan intelligence and secret police. She was a co-conspirator in the coup that ousted Maximilian's father, and she has since been rewarded by expansion of her department's authority, which she uses to keep close watch over various ministers and their families.

Personality:

Motivations/Desires/Goals:

Lady Ling enjoys manipulating people and knows where all the skeletons in the Liao closet can be found. She collects rare pieces of erotic literature from all ages.

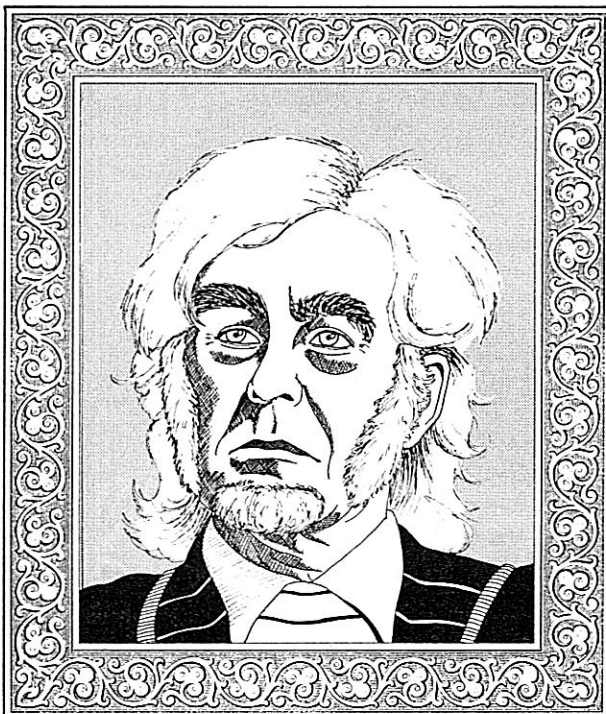
Manner:

Although she is gracious and genteel, her quiet, unassuming, grandmotherly appearance hides her cold-blooded nature. Devoted to the pursuit and exercise of power, she is unforgiving and exacting in her quest for personal wealth.

Beneath her placid exterior lurks an individual who knows how to pit one human being against another with herself as the ultimate victor.

Special Skills/Powers:

Lady Ling secretly desires to involve Master Yadi in a personal relationship, which she can use to gain control over the inner workings of the Warrior House orders.



Name: Elizabeth Jordan Liao
Title/Rank: Madrisa of Carver IV, Dame Liao of St. Andre, Prefectress of Capella
Position: First Lady of the Capellan Confederation, President of the House of Scions
Birthplace: St. Ives
Age: 39
Sex: Female



Brief Personal History:

Statuesque, with waist-long, raven-black hair, Elizabeth is the wife of Chancellor Maximilian Liao and the daughter of a wealthy St. Ives AeroSpace industrialist. She married Maximilian after his first wife died in a mountain-climbing accident on Mount Sumatra on Wei.

Staunchly devoted to her husband's policies, Elizabeth is not always as devoted to her husband himself, especially when she does not get her own way. She has had affairs with Pavel Ridzik on at least two occasions, more out of spite against her husband for denying her some personal wish than out of affection for the Colonel. Often at odds with her step-children, Elizabeth demanded Tormana's banishment for his refusal to consult with her before marrying "beneath his station."

Considered by many the real brains behind many of Maximilian's schemes, "Lady Liz" is capable of rallying considerable support for her spouse in the House of Scions. On more than one occasion, she has blocked anti-Liao movements in the ministries.

Personality:

Motivations/Desires/Goals:

Elizabeth Liao delights in the power of being First Lady of the Capellan Confederation, although she lacks the personal ambitions of her step-children. She enjoys meddling in other people's affairs. She has a penchant for wearing the sheerest black and gold silks.

Manner:

An "Ice-Maiden" except with intimates, she has very little love for her step-children; the lack of affection is returned in kind. Elizabeth is a classic example of a "good girl gone bad." A pampered, spoiled brat, she is a devoted if less than loving wife, capable of considerable cruelty if her anger is aroused.

Special Skills/Powers:

She is an expert in the chemical properties of rare Terran poisons.



126

Name: Tormana Liao
Title/Rank: Mandrinn of Capella
Position: Speculator in Capellan stock market
Birthplace: Sian
Age: 29
Sex: Male

Brief Personal History:

The black sheep of the Liao family and the youngest of Maximilian's three children, Tormana Liao is currently out of favor with his father for his secret marriage (since annulled by the Chancellor's decree) to the daughter of a common family on Brazen Heart. Refusing to divorce his wife, Tormana has been passed over as Maximilian's designated successor in favor of his sister Candace. Tormana has placed himself in exile on Hsien for two years as a Major commanding the 1st Ariana Fusiliers.

Personality:

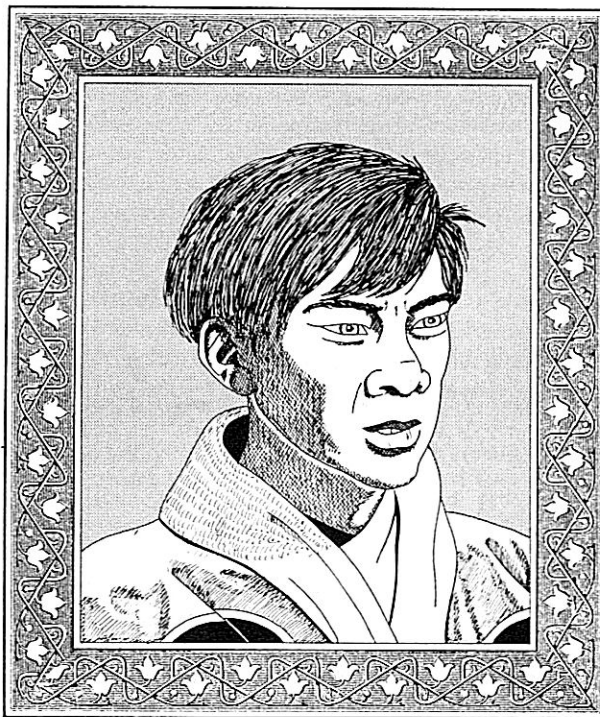
Motivations/Desires/Goals:

Tormana secretly wants revenge against his father, but as yet his plans are vague. Beyond forming a modest association with other dissidents (or would-be dissidents), he has been content to lead the Fusiliers.

He collects Terran art of the 21st century.

Manner:

Oily and ingratiating, Tormana cares only for the accumulation of personal wealth. He is conniving and unscrupulous, tending toward personal cowardice, but loyal to his friends and followers. He is not one to forget or forgive a grudge. Tormana prefers to wait upon events before deciding how he will act.



Name: Victor Hargreaves
Title/Rank: Major (Honorary), Duke of Chesterton, Mandrinn of Mira in Exile, Prefect of Chesterton, Lord of Wright and Buenos Aires
Position: Member of the House of Scions
Birthplace: Algol
Age: 64
Sex: Male



Brief Personal History:

The last in a long line of hereditary rulers of the lost Chesterton Commonality, Hargreaves is the current Duke of Chesterton and Prefect-in-Exile of the Chesterton "Commonality." He was the only member of that body to oppose Maximilian's deposition of his father Tormax. Unlike his noble ancestors, this Duke of Chesterton lives in the real world, his life having been spent more on improving his political power base within the current Confederation than in living on dreams of reclaimed estates.

Hargreaves is the unofficial spokesman for the "moderates" within the Confederation who would rather seek accommodation with House Davion than press hereditary Liaoist claims to the throne of Aleksandr Kerensky. Maximilian often uses Hargreaves as an unofficial ambassador to the courts of the Inner Sphere, where his conservatism and lack of belligerence have often aided Capellan diplomacy.

Personality:

Motivations/Desires/Goals:

Well aware of his precarious political position, Hargreaves has formed numerous alliances with Capellan (and non-Capellan) business and industrial magnates, helping secure his behind-the-scenes power base at the Capellan Court.

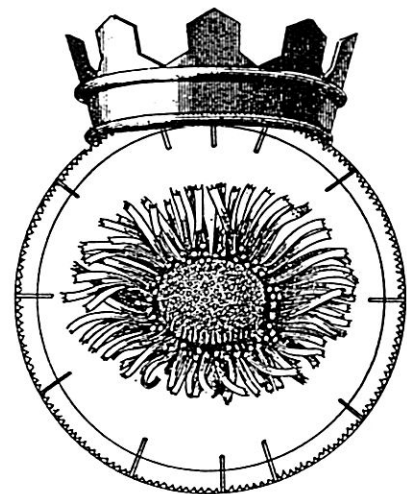
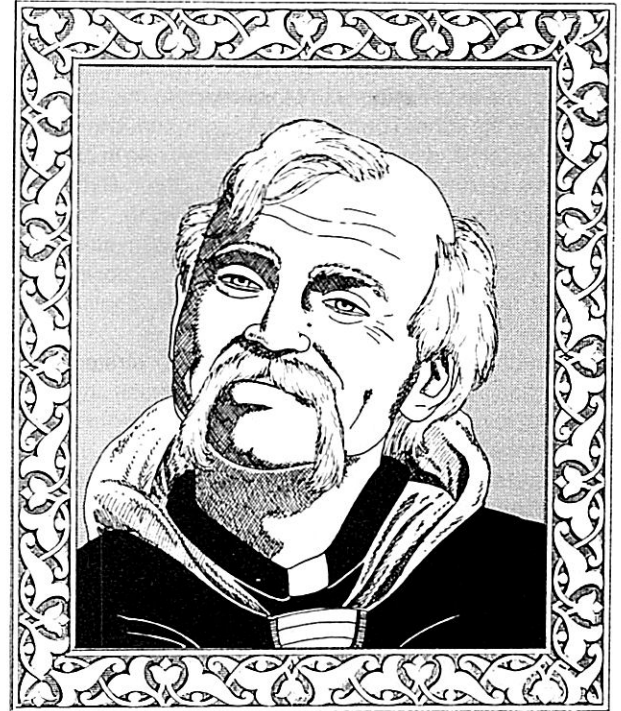
Manner:

Balding with a long white handlebar mustache in the Tikonov style of a century ago, Hargreaves is in excellent physical condition for his age. His small frame belies a powerful man full of personal vitality.

Sensitive and understanding, he is slow to anger and quick to forgive. He is jocular and outgoing. His need for friends at court makes him genuinely friendly toward one and all without distinction as to rank or social origin.

Special Skills/Powers:

Victor is an excellent AeroSpace Fighter pilot. He is an excellent player of chess and strategy role-playing games and is a connoisseur of Terran wines and of cats of all sizes and shapes, domestic or otherwise.



Name: Pavel Ridzik
Title/Rank: Colonel, Duke of Thomas,
Lord of Grand Base
Position: Strategic Military Director,
Personal Aide to Chancellor Liao
Birthplace: Highspire
Age: 57
Sex: Male

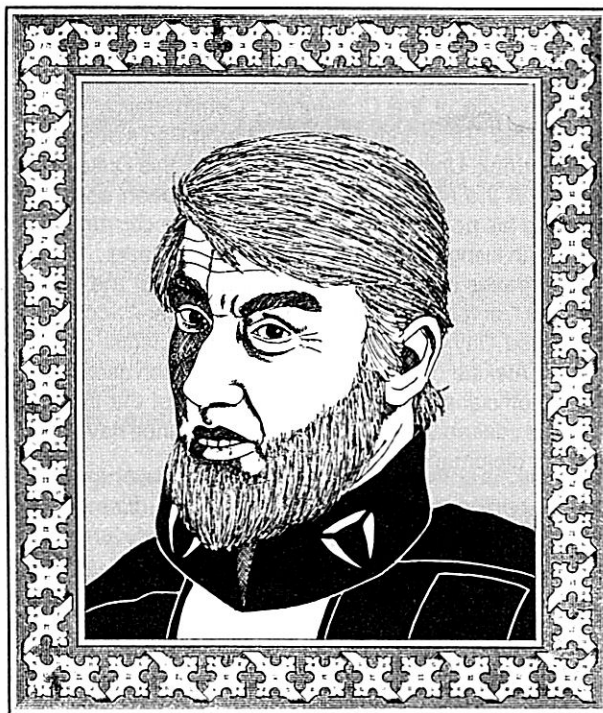


Brief Personal History:

Leader of the Capellan Armed Forces under Maximilian Liao, Pavel Ridzik is a combination of military expertise and political insight, both of which have contributed to his survival over the long years of his association with Maximilian. At the time Maximilian overthrew his father Tormax, Ridzik commanded the Prefecture Guard. In this capacity, he played a pivotal role in aiding Maximilian in his seizure of the Chancellorship. Later, Ridzik was given charge of Maximilian's father "for safe keeping." Though there is no direct evidence to implicate Ridzik in the mysterious death of Tormax Liao, Ridzik's promotion to his present position as Military Director two years later was coincidentally confirmed within a week of Tormax's demise.

Though his duties have been primarily strategic in nature, Ridzik has made a point of keeping himself in Maximilian's personal favor by carrying out occasional "special missions" for the Chancellor. The last such example occurred in 3020, when Ridzik personally led a select group of Maskirovka and Hussar officers in an attack against the Pan-Humanist Congregation on Truth. The resulting massacre killed over 3,000 people, including women and children.

Ridzik is also responsible for major reforms that have strengthened Capellan defenses in recent years, as well as being directly involved in coordinating the latest Capellan offensive operations against House Davion on Redfield and Stein's Folly.



Personality:

Motivations/Desires/Goals:

Ridzik personally dislikes the continued favoritism shown by Maximilian toward the various Warrior Houses, and would gladly see them eliminated. Though Ridzik has little personal regard for Tormana Liao, he supports him because he sees him as an ally in the event of a power struggle close to the Chancellor.

He secretly hopes one day to gain the hand of Maximilian's daughter, Candace Liao.

Manner:

Greedy and ambitious, Pavel is a charismatic leader in battle. He is directed by lust for personal power, and is coldblooded and ruthless when the situation demands. Otherwise, he is silent and often introspective.

He opposes increasing the power of the Warrior Houses, which he sees as a direct threat to his personal authority.

Special Skills/Powers:

Ridzik is a skilled MechWarrior, one of the finest in the Confederation, and has served considerable time as an Aero-Space Fighter commander and test pilot. He has been awarded the Liao Sunburst of Gallantry, the Liao Cluster of Conspicuous Heroism, and the Baton of Illustrious Service.



Name: Dolmann Kavajk
Title/Rank: Colonel
Position: Commander, Capellan Hussars
Birthplace: Calloway VI
Age: 46
Sex: Male



Brief Personal History:

Dolmann Kavajk has been a friend of Maximilian Liao since youth. Second in command of the Red Lancers at the time of Maximilian's seizure of power, Kavajk killed his commanding officer in order to swing the regiment to Maximilian. In return, Maximilian awarded Kavajk command of the Capellan Hussars, the premier military post in the Confederation, equivalent to a household guards commander in foreign services. In his present capacity, Kavajk commands those units responsible for the personal safety of the Chancellor, the Chancellor's family, the Prefecture, and other key members of the government.

Though Kavajk is the closest of anyone to being a personal friend of Maximilian, the Chancellor does not completely trust him, as Kavajk's propensity for gambling and womanizing makes him something of a political embarrassment.

Maximilian is unaware (probably) of Kavajk's association with the Maskirovka, though Kavajk's resentment of the growing power of the Warrior House regiments is common knowledge. Kavajk often acts as Colonel Ridzik's second-in-command when Maximilian can spare him from duties on Sian. Most recently, Kavajk was responsible for tactical coordination of the offensives against Redfield and Stein's Folly.

Personality:

Motivations/Desires/Goals:

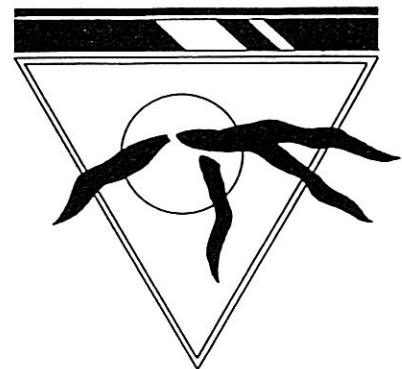
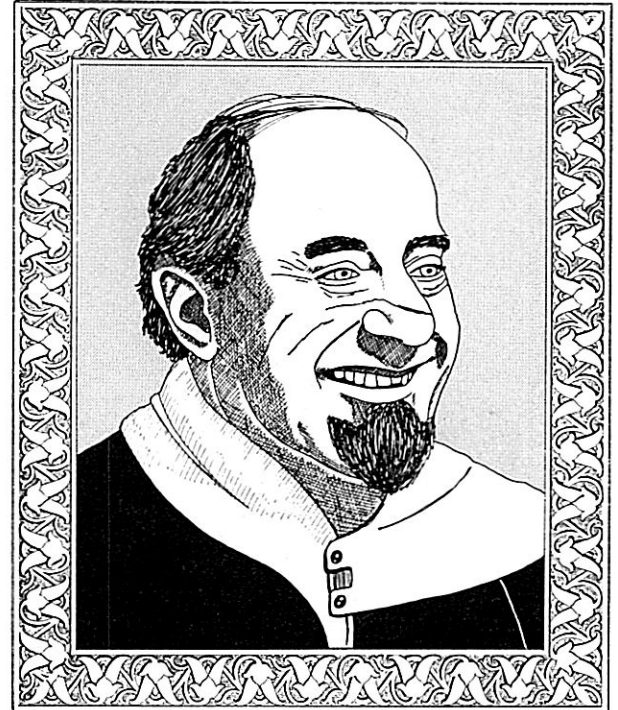
Short, stocky, and sporting a neatly trimmed Vandyke beard, Kavajk's nails are always finely manicured. He is basically insecure, and overcompensates for his feelings of inferiority by political intrigues and power plays against Master Yadi.

Manner:

Kavajk is competent but weak-willed. He performs well under constant supervision.

Special Skills/Powers:

Kavajk is a skilled MechWarrior and horseman and is adept at gambling and carousing. He is secretly a member of the Maskirovka, recruited at an early age. Through him, the secret police gain valuable information on the Capellan Armed Forces in general and Colonel Pavel Ridzik in particular.



Name: Sean Ryan Teng, the "Ripper"
Title/Rank: Colonel, Duke of Tikonov, Lord Protector of Tikonov
Position: Commander, Tikonov Military District
Birthplace: Tikonov
Age: 55
Sex: Male



130

Name: Icarra Sung
Title/Rank: Major (Honorary)
Position: Commander, Death Commandos
Birthplace: Palos
Age: 38
Sex: Male

Brief Personal History:

Sung is the commander of the Death Commandos and probably the most efficient individual killer and leader of unconventional forces in the entire Capellan Confederation. Commander of the House Imarra Regiment until 3015, Sung has carried out numerous clandestine assignments, including several assassinations, as special projects for Master Yadi.

Personality:

Motivations/Desires/Goals:

Sung is devoted equally to Yadi and to Maximilian Liao. Intelligent and completely committed to the preservation of the Confederation, Sung is a capable (some say fanatical) leader of men.

Manner:

Arrogant and sadistic, Sung has a strong dislike for members of the Maskirovka, with which he has often been in opposition.

Special Skills/Powers:

Sung is a superb marksman and an acknowledged master of several unarmed combat systems originating on Terra's Asian mainland in the late 18th century. In addition, he is an expert on the Terran Marquis De Sade and accounts of noted torturers and inquisitors of the Terran Alliance.



Brief Personal History:

The last in a long line of Tikonov military commanders, Teng began his career as a junior officer during the close of the Third Succession War. An able MechWarrior in his youth, Teng quickly rose through the ranks as a tactician against Davion forces along the Capellan March, gaining his present position as a reward for his support of Maximilian Liao's coup.

Though a proven leader with considerable experience, Teng disdains innovations or radical changes in established battle doctrine. This has contributed to his rapid rise over the last two decades. His ability to react quickly and decisively in emergencies has often turned an unfavorable situation to his advantage.

Personality:

Motivations/Desires/Goals:

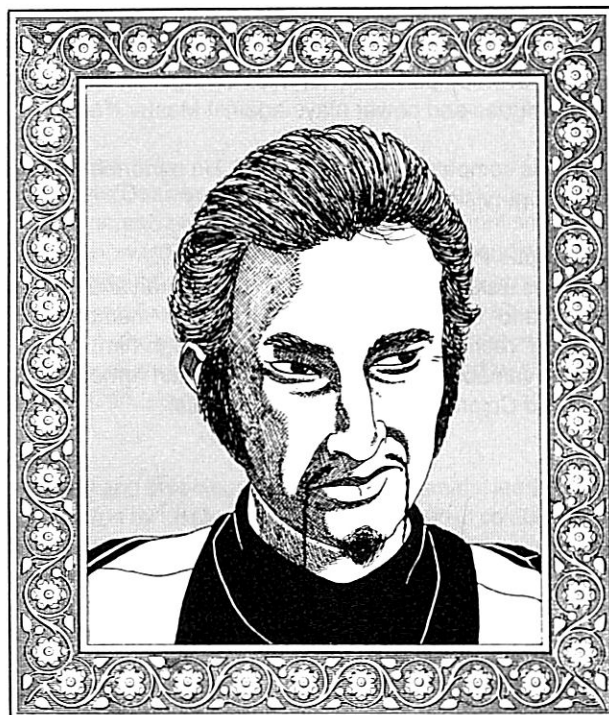
Teng has gray hair, a gray full-faced beard (edged in white), a pot belly, and numerous scars and radiation burns from various campaigns. He sees himself as a master strategist, which he most assuredly is not.

Manner:

Slightly paranoid, and typically overwhelmed by responsibilities, Teng is prone to procrastination, though well disciplined and brave under fire. Generally conservative in planning and preparations, he is nevertheless surprisingly quick to act under sudden and unexpected pressure.

Special Skills/Powers:

Ryan has received the Liao Sunburst of Gallantry (2998), the Liao Grand Cordon of Merit (3003), and two citations for wounds received under enemy fire.



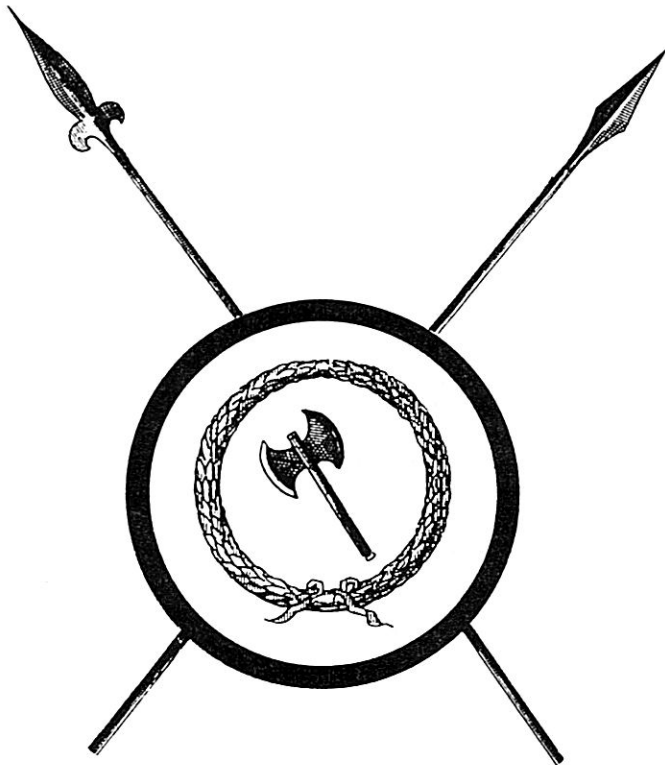
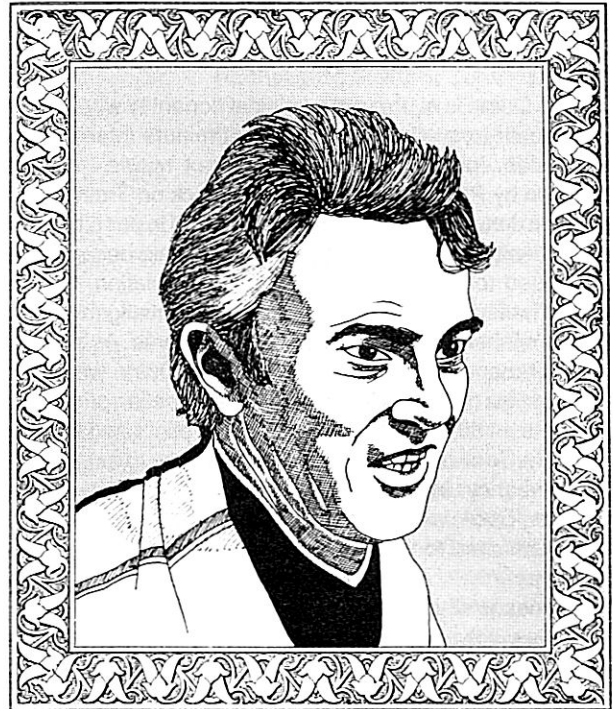
Name: Karl Yaquinto Yadi
Title/Rank: Master of the Order of House Imarra, Grand Master of the Blessed Discipline
Position: Leader of Warrior Houses
Birthplace: Betelgeuse
Age: 50
Sex: Male



Brief Personal History:

The current master of House Imarra and ruler of the Capellan Warrior House Orders, Yadi is descended from ancient Sian nobility. Like all Warrior House masters before him, he has renounced his noble lineage and all its benefits in order to devote himself completely to the affairs of the Blessed Discipline.

Though a devoted supporter of the Liao family, Yadi is protective of the Warrior House orders as a whole and his individual House regiments in particular. He has managed to win vital concessions from Maximilian, in particular Liao's decree that Warrior House regiments are to be maintained under Yadi's direct control and not under the Capellan Strategic Military Director, Pavel Ridzik. In exchange, Yadi acceded to demands that he use elite elements of the Warrior House regiments in offensive operations planned by Ridzik and sanctioned by Maximilian himself. A case in point is the formation of the Death Commandos and their employment in recent operations on Redfield and Stein's Folly.



Personality:

Motivations/Desires/Goals:

An introspective, scholarly type, Yadi is also a supreme political realist who discerns that House Liao needs him and his Warrior House regiments more than they need Maximilian. Yadi believes that in any future political turmoil, his highly trained troops will be the deciding factor in shaping the future of the Capellan Confederation—and possibly the fate of Capella's neighbors as well.

Manner:

With pale yellow eyes and long fingernails in the ancient Sian tradition, Yadi is a withered, frail, and bony middle-aged man. His disarming and pleasant manner masks a hardened nature. He possesses an unlikely combination of cunning and occasional compassion. A master organizer and administrator, he is devoted to the survival of his orders (first) and to the survival of House Liao (second).

Special Skills/Powers:

Yadi is a lover of Terran classical music, especially of the late 20th century. He is a rational thinker who enjoys the company of scholars and scientists.

Name: Gabriel Quinn
Title/Rank: Captain
Position: Battalion Commander, 2nd Sarn Reserves
Birthplace: Ingersoll
Age: 45
Sex: Female

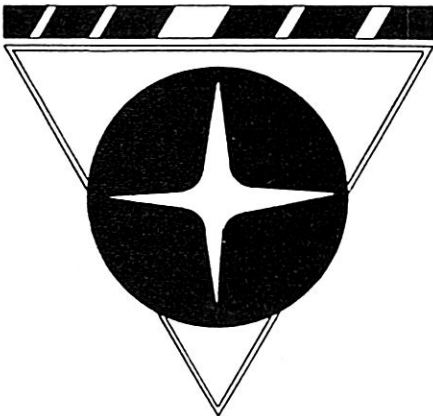


Brief Personal History:

Once the most decorated of all Capellan MechWarriors, Gabriel Quinn is a bright, energetic young woman with a flair for the daring. She has the most celebrated record of any lance commander.

Captain Quinn is at present a political nonentity who narrowly escaped death ten years ago by the last-minute intervention of Tormana Liao. In 3013, Quinn was one of twelve individuals commanded by Pavel Ridzik during the attack on Truth in which thousands of innocent civilians were butchered in penalty for their religious beliefs. When the real nature of the raid became clear, Quinn refused to open fire on the civilian population. She also refused to believe the hastily manufactured intelligence report that Baxter's inhabitants were Davion subversives. As a result of her humanitarian stand and insubordination, Quinn was imprisoned on Ridzik's order and languished on a Capellan prison world for two years. In 3015, having learned of her plight and sensing a potential ally, Tormana Liao convinced his father to extend a rare hand of clemency. In consideration of her previous record as a junior officer, Quinn was released and returned to active duty, but has been banished to the outermost border zones of the Sarna Commonality.

In the decade since her release, Quinn has managed to keep a low profile politically, while secretly recruiting active anti-Liao-ists. She continues outwardly to serve the Capellan state, while inwardly looking for a chance to cause harm to House Liao by whatever means present themselves.



Personality:

Motivations/Desires/Goals:

Obsessed with the idea of instigating an anti-Liao revolt in the border worlds, Quinn secretly desires to kill one or more of Maximilian Liao's close relations.

Manner:

Quinn is emotionless and introspective. A loner, suspicious of anyone in high authority, she has a persecution complex regarding the members of House Liao. The only exception is Tormana Liao, with whom she retains a secret comradeship.

Special Skills/Powers:

Quinn has received the Liao Sunburst of Gallantry (3002), the Liao Grand Cordon of Merit (3004), the Liao Cluster of Conspicuous Heroism (3010), and seven citations for wounds received under enemy fire. She is a very skillful weapons repair technician.

A BRIEF ATLAS



In 3025, the Capellan Confederation is composed of 426 inhabited planets in 217 star systems, occupying a zone of space between the Free Worlds League and the Federated Suns. This region of space is organized along political lines into five major subdivisions called commonalities. These commonalities correspond roughly to the five states of the Capellan Zone prior to the formation of the Confederation in 2367: Tikonov, Capella, Sarna, Sian, and St. Ives. A sixth commonality, Chesterton, remains officially recognized as sovereign Capellan territory, although its planetary systems are currently under the control of the Federated Suns.

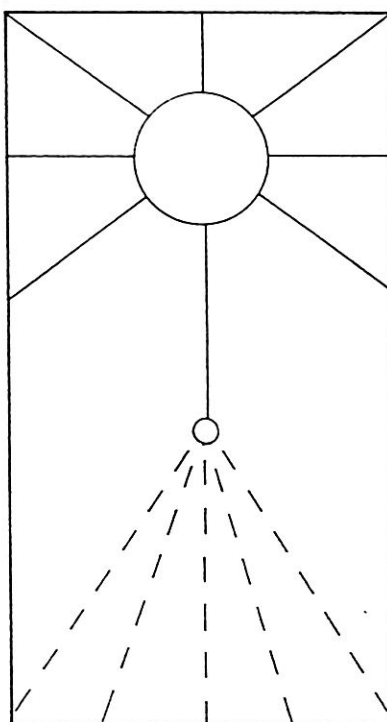
Comprising fewer than 5000 square parsecs of space, the Capellan Successor State remains one of the more densely populated regions of space. The Confederation is composed of 217 star systems, with an average of two inhabited worlds per system. The commonalities are divided into 30 Duchies and Grand Duchies and 37 independent Fiefdoms, ruled by members of the Capellan nobility; there are also 72 political subdivisions known as Warrens, all under the jurisdiction of the Capellan capital at Sian.

Nearly all the Capellan worlds have been attacked at least once during the Succession Wars, and the majority have suffered numerous assaults and sieges and occasional raids by Capella's neighbors. Fewer than half of the original worlds occupied or otherwise claimed by the Confederation remain in Capellan hands as of 3025. Most have been absorbed by the Federated Suns, but the Free Worlds League has taken its share, principally the lush Andurien systems along the Marik-Liao border. These losses have lowered the level of industrial-economic potential of the Confederation dramatically in the three decades; fewer and fewer factory complexes remain to meet even modest production quotas. The lost worlds included many priceless water and agricultural planets. Food scarcity continues to be a problem, thereby placing an added importance on otherwise uninteresting "backwater worlds" used primarily for agriculture. Only increasing centralization of economic and social controls by the government has prevented a further collapse of key supply and distribution systems within the Confederation.

SIAN COMMONALITY

World Name: Sian
Star Type: G0III
Position in System: II
Time to Jump Point: 8 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lord Johann deMorissey
ComStar Facility Class: A
ComStar Representative: His Most Exalted Ambassador, Villius Tejh, Precentor of Sian Station
Population: 4,796,000,000
Percentage and Level of Native Life: 10%, Plant

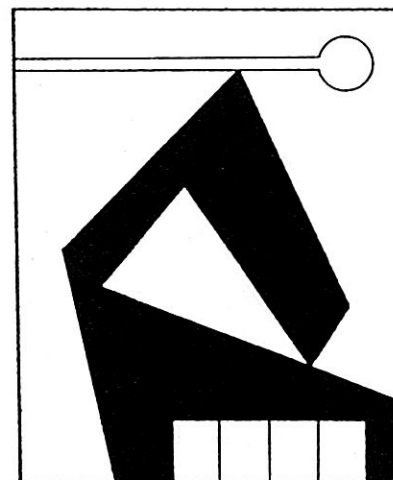
Sian has been the capital world of the Capellan Confederation since the bombardment of Capella in 2468. It is the seat of House Liao's political apparatus and home-world of the infamous Maskirovka. Equally important, Sian is home to the original Warrior House regiment, House Imarra. Other Warrior House battalions rotate to Sian periodically for special training. The site of the Chancellor's summer palace, Sian is probably the best-defended world in Capellan space. In addition to its Warrior Houses, Sian is garrisoned by Capellan Hussars with supporting AeroSpace fighter contingents commanded by the best pilots in the Capellan service.



World Name: Barras
Star Type: K2V
Position in System: 5
Time to Jump Point: 4 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lord Ten
ComStar Facility Class: B
ComStar Representative: Precentor Jirvan Tecke
Population: 3,492,000,000
Percentage and Level of Native Life: 20%, Mammal

Barras, a former Free Worlds League planet, was successfully occupied by the Confederation in 2521. In accordance with the Buenos Aires Convention of 2858, it became a neutral world to be used as a free port of call by both Houses Liao and Marik. As such, it is a major exception to otherwise stringent trade restrictions levied by House Liao against the Free Worlds League in the early 29th century. Despite this, Sian Commonality reserve regiment and an AeroSpace reserve contingent are permanently stationed on Barras to enforce Capellan claims to ownership.

Barras contains one of the highest concentrations of Maskirovka covert intelligence operatives of any world along the Capellan-Marik border. An equal number of Marik secret service operatives, as well as other intelligence representatives from the Inner Sphere, can be found on Barras at any given time. The planet is a logical jumping off point for clandestine operations of all kinds on all sides.



World Name: Betelgeuse
Star Type: M2I
Position in System: 2
Time to Jump Point: 2 days
Recharging Station: Zenith
Planetary Diem: Lord Vincente Orloff
ComStar Facility Class: B
ComStar Representative: Precentor Niyobo Saluci
Population: 3,792,000,000
Percentage and Level of Native Life: 10%, Amphibian

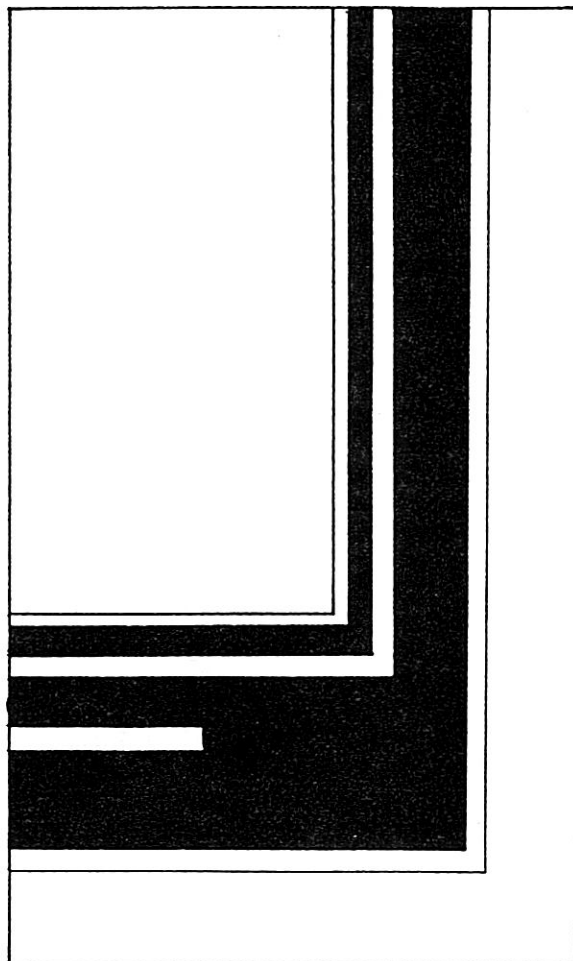
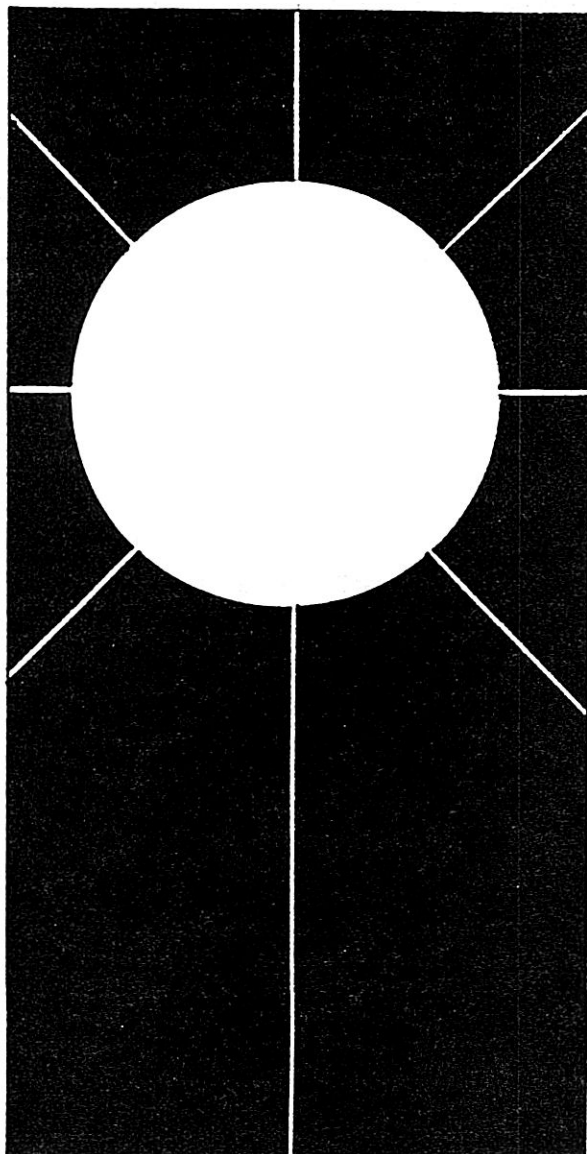


World Name: Buenos Aires
Star Type: G8V
Position in System: 3
Time to Jump Point: 6 days
Recharging Station: Nadir
Planetary Diem: Lady Anthea Vilheminy
ComStar Facility Class: B
ComStar Representative: Precentor Zontar Kinjuri
Population: 2,186,000,000
Percentage and Level of Native Life: 25%, Reptile

One of the most fought-over worlds on Capella's rimward flank, Betelgeuse has long been coveted by House Marik. The planet is important as a major manpower source and a Battle-Mech production center, with over 20 commercial factory complexes in the northern hemisphere producing over 30 percent of all Capellan consumer and luxury goods. Betelgeuse is home to the regiment of Warrior House Kamata, crack troops fanatically devoted to the cause of House Liao and more than willing to defend their sacred soil to the last trooper.

House Liao acquired this warm-water world from the Free Worlds League during the Second Succession War. Despite numerous Marik attempts to retake this important agricultural world, House Liao has managed to retain control without sacrificing food production, much of which has been shifted to subterranean and offshore/hydroponic centers throughout the southern hemisphere. Buenos Aires City retains the local outer-world commercial trade centers established by Marik entrepreneurs. The planetary garrison, a permanent Sian Commonality reserve regiment augmented by numerous local militia forces, signals Capellan determination to hold on to the planet.

Recently, a large island in the eastern basin has been taken over for secret tests thought to involve the development of rotary anti-Mech VTOLS.

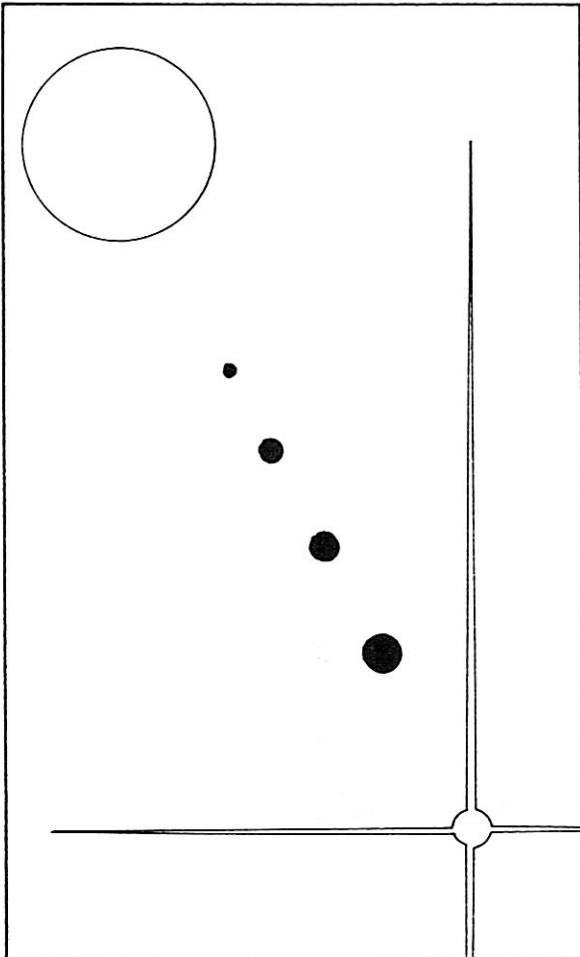


World Name: Drozan
Star Type: F2V
Position in System: 5
Time to Jump Point: 12 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lord Arthur Kingsbury
ComStar Facility Class: A
ComStar Representative: Precentor Philvan Tesh
Population: 4,772,000,000
Percentage and Level of Native Life: 10%, Mammal

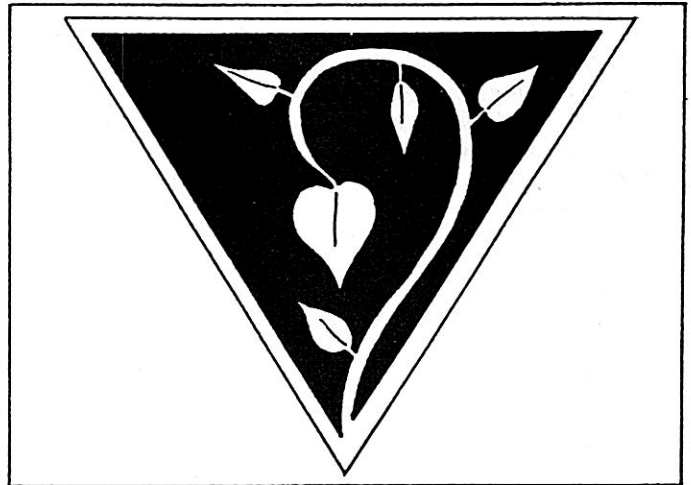


World Name: Grand Base
Star Type: G5IV
Position in System: 4
Time to Jump Point: 7 days
Recharging Station: Zenith
Planetary Diem: Lord Savita Rajpita
ComStar Facility Class: B
ComStar Representative: Precentor Tobias Grimsley
Population: 3,467,000,000
Percentage and Level of Native Life: 20%, Reptile

Drozan is a warm, temperate world ideally suited to an almost limitless variety of agricultural production. Large automated cultivation and processing plants run continuously, providing five percent of the Confederation's annual food requirements. A well-developed sea-based farming industry complements land-based technology. Drozan also serves as a troop base for a variety of motorized and jump-trained militia, with mechanized equipment reserves in place at all times. Research facilities in the planet's northern hemisphere support a growing food synthesis industry. Given its importance to the Confederation, at least one battalion of Warrior House troops is stationed on the planet at all times, rotated on a monthly basis to give covert intelligence operatives the impression of larger troop strength.



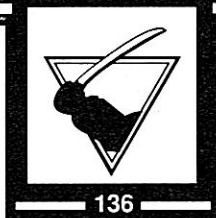
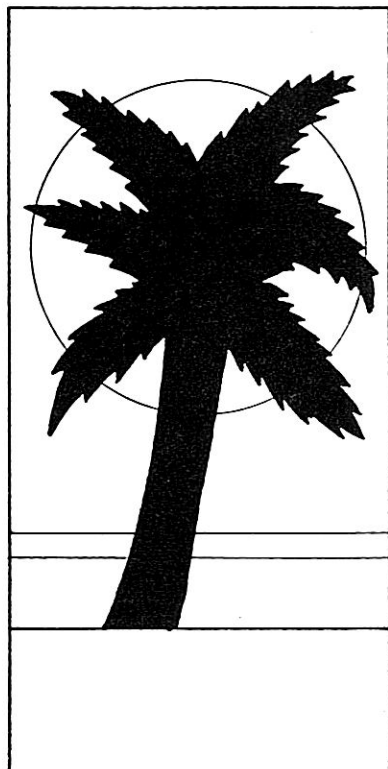
The personal holding of the Duke of Thomas, Colonel Pavel Ridzik, Grand Base is a major military staging, training, and repair facility. After Tikonov, Grand Base maintains the largest 'Mech production facilities in the Confederation. Permanent garrison forces consist of two Sian Commonality reserve units and one Warrior House regiment. Grand Base is also the home of the newly created elite Warrior House Death Commandos (possibly Maximilian Liao's hedge against his Colonel becoming too powerful). Grand Base also supports local militia backed by major AeroSpace Fighter and naval support.



World Name: Menke
Star Type: K7V
Position in System: 2
Time to Jump Point: 3 days
Recharging Station: Zenith
Planetary Diem: Lord Thomas McCarron
ComStar Facility Class: A
ComStar Representative: Precentor Eliot MacIntosh
Population: 4,514,000,000
Percentage and Level of Native Life: 25%, Plant

This sunny, tropical world is the home of McCarron's Armored Cavalry. A large civilian population, many of whom are ex-Cavalry troopers, serve as a pool for McCarron's units. Menke also boasts extensive BattleMech repair facilities and one of the highest concentrations of trained Techs in the Confederation. A jungle warfare training center is located in the planet's southern hemisphere.

The perpetual holding of the McCarron family, Menke is part of the Duchy of Mitchel, and Duke Adam Fitzwater has the right to use one of McCarron's regiments in the event of enemy action or a critical emergency. At least one McCarron's regiment, and usually two or more, can be found on Menke at any given time, making it a very uninviting target for Davion raiders.



World Name: Principia
Star Type: F5IV
Position in System: 4
Time to Jump Point: 10 days
Recharging Station: Zenith
Planetary Diem: Lady Josephine Mullin
ComStar Facility Class: B
ComStar Representative: Precentor Kibo Januchido
Population: 3,276,000,000
Percentage and Level of Native Life: 15%, Amphibian

Principia is the seat of the Capellan judicial system, transplanted from Sian after the last Succession War due to numerous raids on that planet. Principia houses special judicial branches that adjudicate contractual dealings with mercenary units in Capellan service. The warm, temperate climate draws numerous noble families each year, many of which have holdings on Principia as "homes-away-from-home." At least one reserve unit and/or mercenary regiment is stationed on Principia at all times.



World Name: Sigma Mare
Star Type: G9V
Position in System: 4
Time to Jump Point: 6 days
Recharging Station: None
Planetary Diem: Lord Allen Shoemaker
ComStar Facility Class: B
ComStar Representative: Precentor Aldo Vitrolli
Population: 2,861,000,00
Percentage and Level of Native Life: 30%, Mammal

A small, cold, inhospitable world that is nevertheless overpopulated, Sigma Mare is distinguished only for being a center for geophysical/terraforming research, which has come in handy in making the planet itself livable. For centuries, leaders of House Liao came to Sigma Mare, pronounced its potentialities impressive, then left without actually doing anything to develop them.

In recent years, there have been political intrigues here, but they are apparently local in nature; galactic politics seem to hold little interest for the natives.

Horse breeders have established themselves on Sigma Mare, though on a smaller scale than on Turin.



World Name: Turin
Star Type: G2V
Position in System: 5
Time to Jump Point: 8 days
Recharging Station: None
Planetary Diem: Lord Frederick Von Avon
ComStar Facility Class: B
ComStar Representative: Precentor Richard Detamble
Population: 3,267,000,000
Percentage and Level of Native Life: 20%, Reptile



World Name: Victoria
Star Type: K7IV
Position in System: 2
Time to Jump Point: 3 days
Recharging Station: None
Planetary Diem: Lady Kelly O'Hanlon
ComStar Representative: Precentor Randolph Webber
Population: 1,439,000,000
Percentage and Level of Native Life: 10%, Plant

One of the most serendipitous events of space colonization occurred with the discovery that Terran cows could be bred with a similar animal native to Turin to create a breed that was both fleshier and tastier than either. With Turin's seemingly endless plains of indigenous grasses, the planet could provide excellent pasturage for cattle. Oddly enough, the milk of these hybrids is indigestible by humans, and so the few dairies on Turin specialize entirely in cow's and goat's milk and cheese.

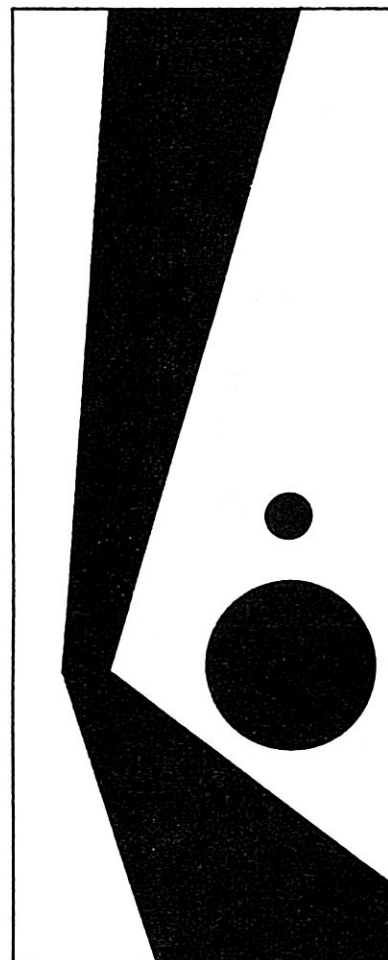
Drawing on some of the few Liao stallions remaining after the Succession Wars, this world has also become famous for horse breeding, rivalling the Eridani blood lines of a century ago.

A mountain range fronting on one of the planet's oceans provides home and cover for the 212th Flying Furies jump infantry regiment.

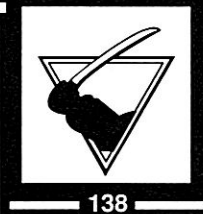
Victoria contains a recently uncovered subterranean Battle-Mech research center from the Star League era. Although the technology appears advanced for its time, none of the 'Mechs under development here were ever used. The reason for abandonment of the facility is not known.

The severe weather conditions on Victoria have made subterranean existence a way of life. Almost-daily hailstorms have led to the strictest building code ever developed. To satisfy the inhabitants' instinctual desire for sunlight, Victoria has developed a beautiful array of domed parks which have become a tourist attraction throughout the Capellan sector.

The economy of Victoria is booming, however. Children that show early aptitude for engineering vie for appointments to the justly famed Victoria Institute of Engineering, whose graduates command huge fees and are in demand nearly everywhere. A portion of their fees automatically go to the Victorian Exchequer in acknowledgement of training provided.



World Name: Ward
Star Type: F6V
Position in System: 6
Time to Jump Point: 11 days
Recharging Station: None
Planetary Diem: Lord Whitt Ricardo
ComStar Facility Class: B
ComStar Representative: Precentor Hies Bilaro
Population: 1,573,000,000
Percentage and Level of Native Life: 20%, Amphibian



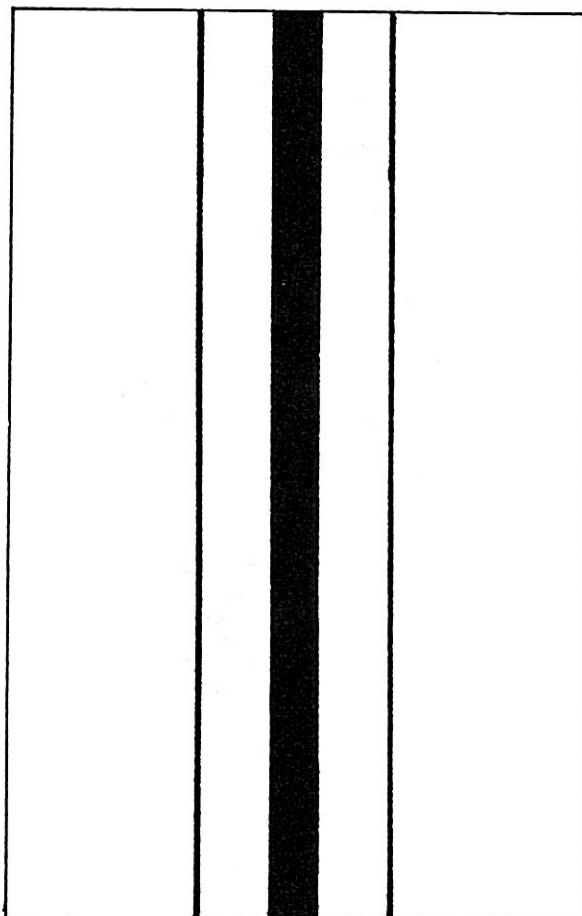
TIKONOV COMMONALITY

World Name: Tikonov
Star Type: G8V
Position in System: 3
Time to Jump Point: 6 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lady Annette Ryan
ComStar Facility Class: A
ComStar Representative: Precentor Michael Dietrick
Population: 5,279,000,000
Percentage and Level of Native Life: 10%, Mammal

One of the few planets in the Inner Sphere originally settled by Utopians, Ward was established during the Exodus as an experimental community based on principles of harmonic and cooperative activity. The First Ward Constitution remains one of the most widely studied historical documents of that era. Although the First Constitution was scrapped in 2644 for one that favored free trade and greater military activity, the principles of the original Utopians have otherwise survived to a surprising degree.

A large number of Wardians are employed offworld, however. Many are skilled construction workers who contract out en masse to build roads on the most difficult terrain of neighboring worlds. One of the most jealously guarded industrial secrets in the Inner Sphere is the process of producing the material for building these roads, as the substance is weather-, temperature-, and stress-resistant to a degree far beyond any other known roadbuilding material.

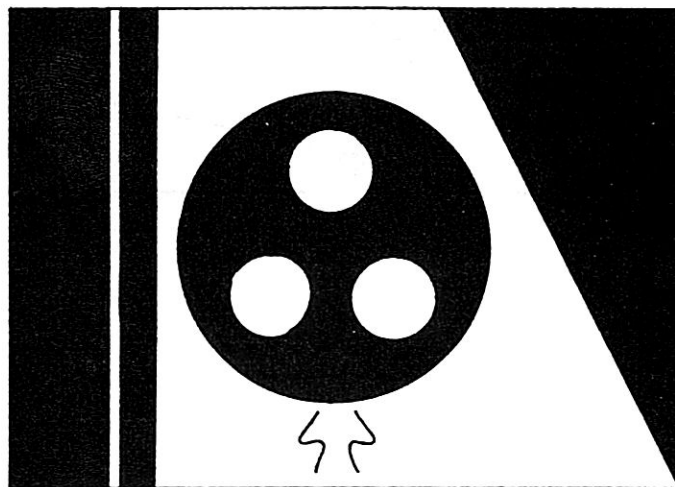
A Capellan observation-intelligence post is located on Ward's northern polar cap.



Named in honor of the last premier of the Terran Union of Soviet Socialist Republics, the planet Tikonov was one of the first worlds colonized during the first wave of colonial Terran expansion during the early 22nd century. Originally settled by immigrants with strong Eurasian and western Asian background, Tikonov more than any other world in the Confederation has maintained a link (however tenuous) with its Terran heritage. By the late 23rd century, Tikonov emerged as the political nexus of the region by establishing the first republican union. Existing technologies and vast distances made these original unions temporary at best, but the inhabitants of Tikonov have never forgotten their role as the prime organizers of the first political unification of the Capellan Zone: the Tikonov Union.

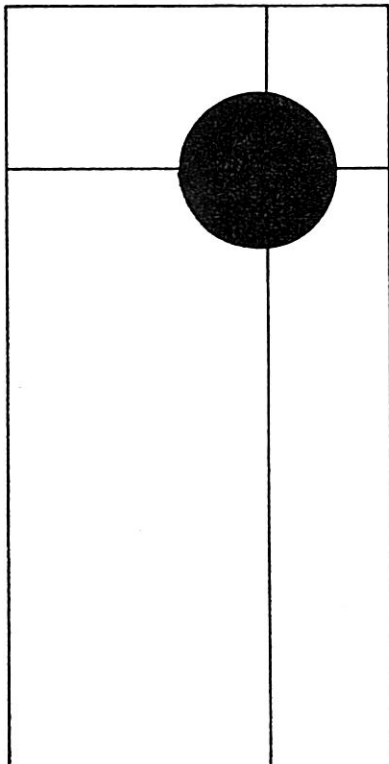
Far and away the largest industrial and military center in the region, Tikonov is the linchpin of all Capellan defenses in the area. The largest BattleMech production center in Capellan space, Tikonov is the most politically important world in the Confederation after Sian and Capella. Because of its proximity to Davion space, Tikonov is the most heavily fortified planet within the Confederation after Sian.

Within the last year, Earthwerks Ltd. on Tikonov has begun production of a new type of assault 'Mech, code named *Cataphract*.



World Name: Aldebaran
Star Type: K5III
Position in System: 5
Time to Jump Point: 4 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lord Hyung Li
ComStar Facility Class: A
ComStar Representative: Precentor
 Trentus Milhaven
Population: 4,261,000,000
Percentage and Level of Native Life:
 25%, Mammal

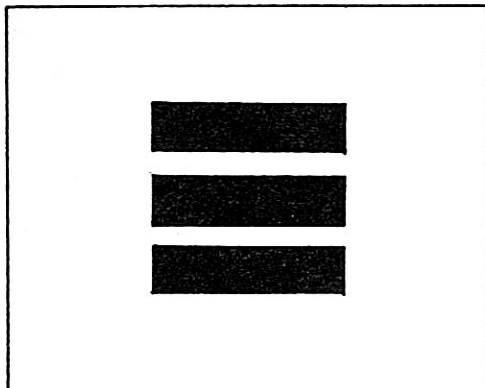
One of the oldest settled worlds in the Capellan Confederation, Aldebaran has long been a major commercial and industrial center, supporting a permanent military base and a high-priority defense rating. A modest world with a moderate climate, Aldebaran is a natural invasion route to the interior of the Tikonov Commonality. For this reason, it has witnessed substantial fighting during the Succession Wars, and even today remains a tempting target to deep-space strikes from both House Marik and House Davion. Thus, Aldebaran rates a high defense posture. It is the home to the Ijori Warrior House regiment, and maintains several squadrons of AeroSpace fighters. Though much reduced in capacity as a result of frequent occupations, Aldebaran retains a moderate industrial capacity that is growing slowly.



World Name: Elgin
Star Type: K2V
Position in System: 2
Time to Jump Point: 4 days
Recharging Station: Zenith
Planetary Diem: Lady Sabrina Ling
ComStar Facility Class: B
ComStar Representative: Precentor
 Negh Schwan
Population: 5,528,000,000
Percentage and Level of Native Life:
 10%, Plant

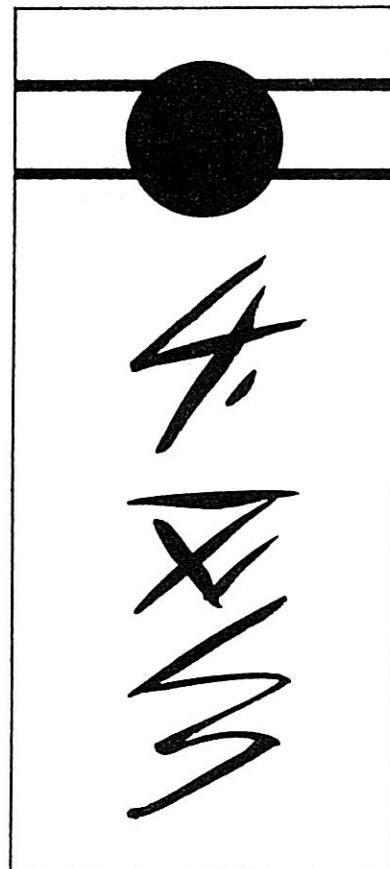
Originally founded as the planet Chisholm, Elgin was renamed in honor of the heroic actions of Captain Edward T. Elgin, who defended the planet against Marik attackers in 2878. Originally a commercial trading center for Terra and the various independent worlds of the Capellan Zone, Elgin was absorbed into the Tikonov Grand Union prior to the formation of the Capellan Confederation. Elgin has experienced numerous attacks during the Succession Wars, which have reduced its manufacturing capabilities dramatically. Individual noble families control what industries remain, along with feudal landholdings, some of which date back to pre-Confederation times. Elgin is homeworld for Marion's Highlanders and McCormack's Fusiliers, two veteran units of the Northwind Highlanders.

Elgin has recently acquired the technology to build special research facilities for water purification and agriculture. This substantial investment points to continued concern by the Capellan government over improving food production and distribution throughout the Confederation.



World Name: Bharat
Star Type: F2III
Position in System: 4
Time to Jump Point: 12 days
Recharging Station: None
Planetary Diem: Lord Mengist Kerpten
ComStar Facility Class: B
ComStar Representative: Precentor
 Felicia Beaufort
Population: 1,817,000,000
Percentage and Level of Native Life:
 25%, Mammal

Bharat is a planet-wide nature and hunting preserve for noble and commoner alike. The variety of terrain offers highly distinctive native lifeforms; large lizard-like animals similar to the Terran Komodo dragon are abundant in the desert areas, while the forests teem with opossum-like creatures who are so agile either on the ground or in the trees that only the most excellent marksman can bring one down. Along the seacoast, there are fat but graceful land/sea mammals that seem to disappear without a trace at the first scent of humans. In addition, there is a small, mushroom-like plant that can uproot itself to move to more fertile ground or to avoid danger. All of these lifeforms are adept at avoiding traps, and all of them are delicious.



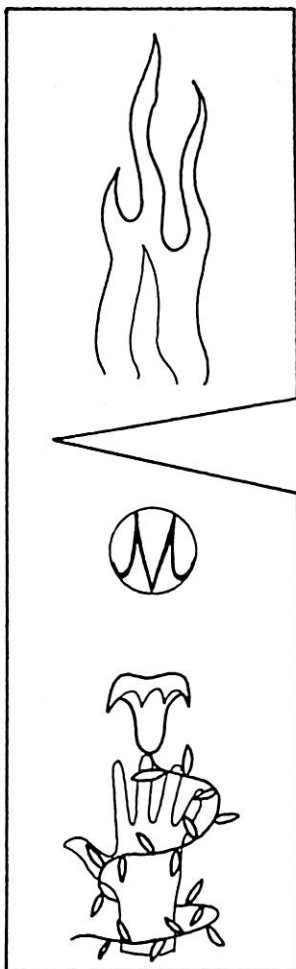
World Name: Fletcher
Star Type: G4V
Position in System: 7
Time to Jump Point: 7 days
Recharging Station: None
Planetary Diem: Lady Allison Maraby
ComStar Facility Class: B
ComStar Representative: Precentor Nekros Kigh
Population: 2,371,000,000
Percentage and Level of Native Life: 20%, Amphibian



World Name: Keid
Star Type: G6IV
Position in System: 5
Time to Jump Point: 7 days
Recharging Station: Zenith
Planetary Diem: Lady Judith Ling-Tao
ComStar Facility Class: B
ComStar Representative: Precentor Alvin Gemont
Population: 4,573,000,000
Percentage and Level of Native Life: 15%, Mammal

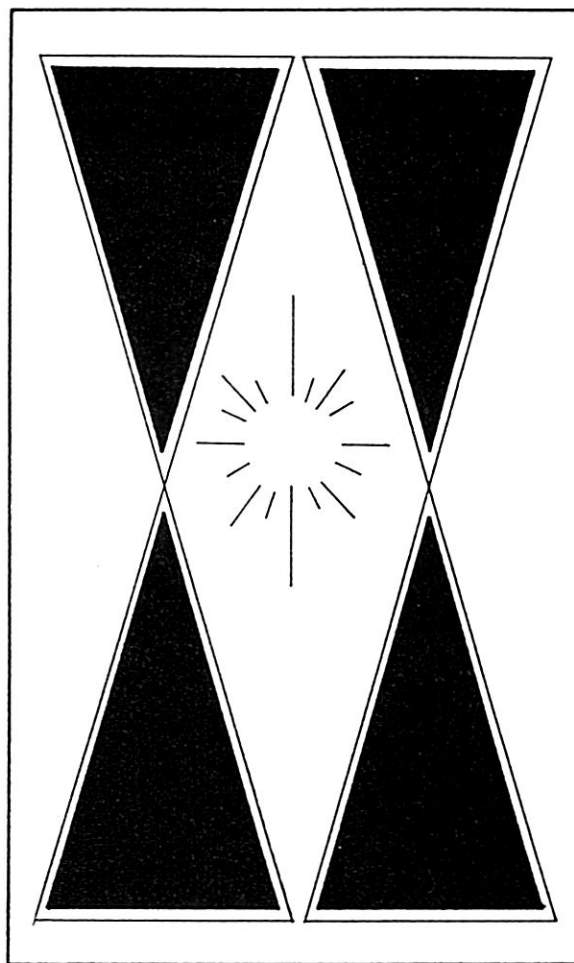
A cemetery world, Fletcher is the final resting place for Capellan heroes. Several Liao Chancellors are buried here, most notably Aleisha and Stephen. By unwritten accord, both House Marik and House Davion have refrained from strikes against this somber world.

This is the second planet to be named Fletcher. The founders of the dynastic House Fletcher were ardent Marik supporters on the first planet Fletcher, until their world was attacked by the Duke of Oriente in 2368. In a remarkably grandiose display they pulled up stakes, and moved with their millions of followers to the planet in Liao space that also bears the Fletcher name.



One of the first worlds colonized during the interstellar Exodus, Keid remained in the hands of the Terran Alliance until the breakup of the Star League in the late 28th century, when Capellan troops occupied the system without incident. Located here are extensive commercial centers. Keid has greatly benefited from reclaimed Star League technology, and today supports many military installations, extensive training facilities, and scientific research complexes. Its pleasant climate has also attracted numerous noble families, who have carved out substantial land holdings through the generations. The planet also boasts extensive commercial ore deposits.

Keid is also home to several secret training centers for covert Maskirovka operations personnel.



World Name: Liao
Star Type: K2V
Position in System: 3
Time to Jump Point: 4 days
Recharging Station: None
Planetary Diem: Lord August Liao
ComStar Facility Class: A
ComStar Representative: Precentor
 Elizabeth Waite
Population: 3,485,000,000
Percentage and Level of Native Life:
 10%, Reptile

Belonging to Maximilian Liao's daughter Candace, the planet Liao is the ancestral home of the Liao family, but in all other respects is a fairly insignificant backwater. Following several spoiling raids during the Succession Wars, the last three Chancellors have seen fit to maintain a local garrison on the planet. Today, elements of the Capellan Hussars use Liao for summer training maneuvers. The Liao family maintains a palatial residence in the northern hemisphere. Otherwise, the planet remains largely uninteresting militarily or industrially.

Recent reports indicate Maximilian has shifted elements of the Warrior House LuSann regiment to Liao for "special maneuvers," though the reason for these maneuvers remains unclear.

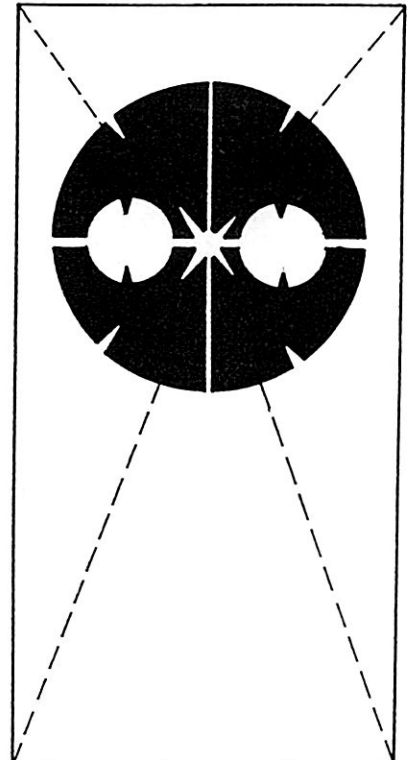
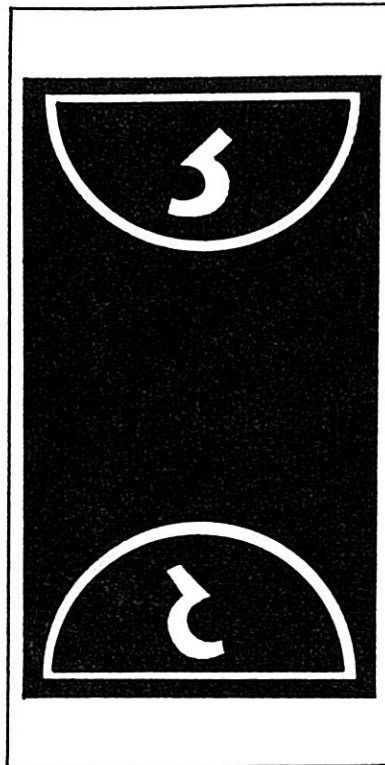
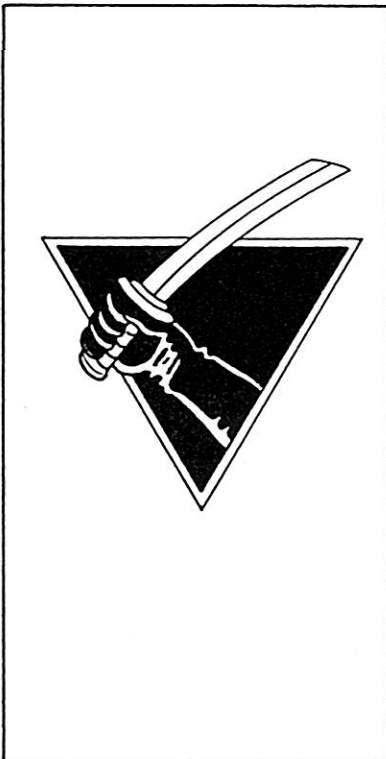


World Name: Nanking
Star Type: G1V
Position in System: 4
Time to Jump Point: 8 days
Recharging Station: Zenith
Planetary Diem: Lord Inwet Terragar
ComStar Facility Class: A
ComStar Representative: Precentor
 Nai do Chi
Population: 5,918,000,000
Percentage and Level of Native Life:
 15%, Plant

One of the first trade centers developed during the Exodus, Nanking was incorporated into the Tikonov Union during the late 23rd century. Today, Nanking serves as a large regional naval base and supports the Warrior House Daidachi regiment. In addition, it is a commercial rival of Styk. Local deposits of platinum and copper attract considerable interstellar trade and exchange. Some 17 percent of all commerce received by the entire Capellan Confederation annually flows through Nanking.

World Name: New Hessen
Star Type: A9III
Position in System: 7
Time to Jump Point: 21 days
Recharging Station: None
Planetary Diem: Lord Victor von Hesse
ComStar Facility Class: B
ComStar Representative: Precentor
 Sirpa Tem
Population: 2,139,000,000
Percentage and Level of Native Life:
 10%, Reptile

Founded by Albrecht von Hesse, a successful arms and munitions merchant, the planet New Hessen began as a private commercial holding and was converted into a planet-wide "battlezone-for-rent-or-lease" by the Hesse family. This novel concept provided neighboring governments a suitable stage for military contests without the risk of spoiling their own lands. The enormous profits gleaned from these enterprises allowed the von Hesse family to establish the largest military-industrial complex in the Tikonov Union. Despite several occupations during the Succession Wars, New Hessen remains today a main recruiting and training center for the Capellan military, providing the Tikonov Commonality with most of its local reserves and replacements.



World Name: Tall Trees
Star Type: M2IV
Position in System: 8
Time to Jump Point: 3 days
Recharging Station: None
Planetary Diem: Lord Dexter Suk
ComStar Facility Class: B
ComStar Representative: Precentor Shari Alton
Population: 964,000,000
Percentage and Level of Native Life: 30%, Mammal

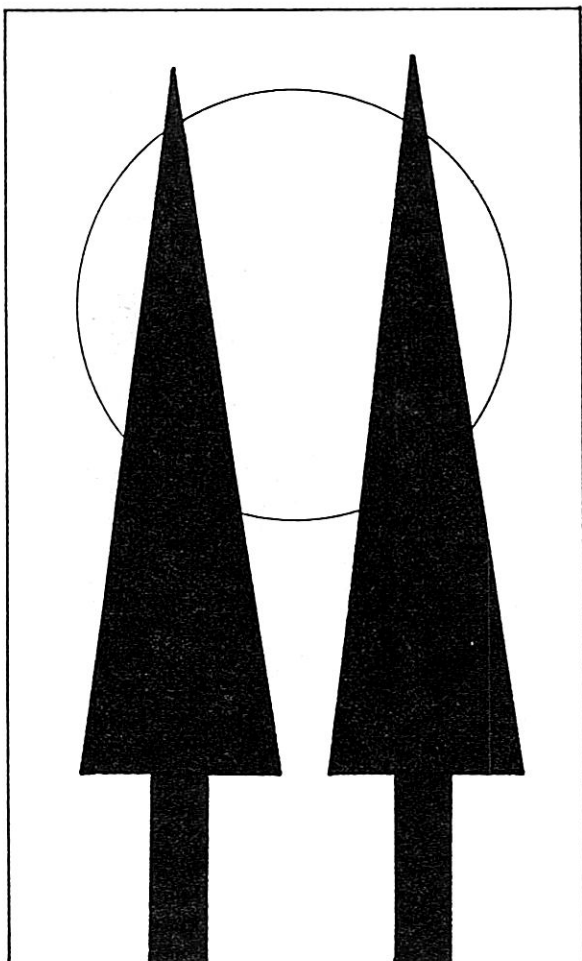


World Name: Tigress (Laurel's World)
Star Type: G7V
Position in System: 4
Time to Jump Point: 6 days
Recharging Station: None
Planetary Diem: Mandrissa Judith Laurel
ComStar Facility Class: B
ComStar Representative: Precentor Vincent duWENN
Population: 3,290,000,000
Percentage and Level of Native Life: 15%, Amphibian

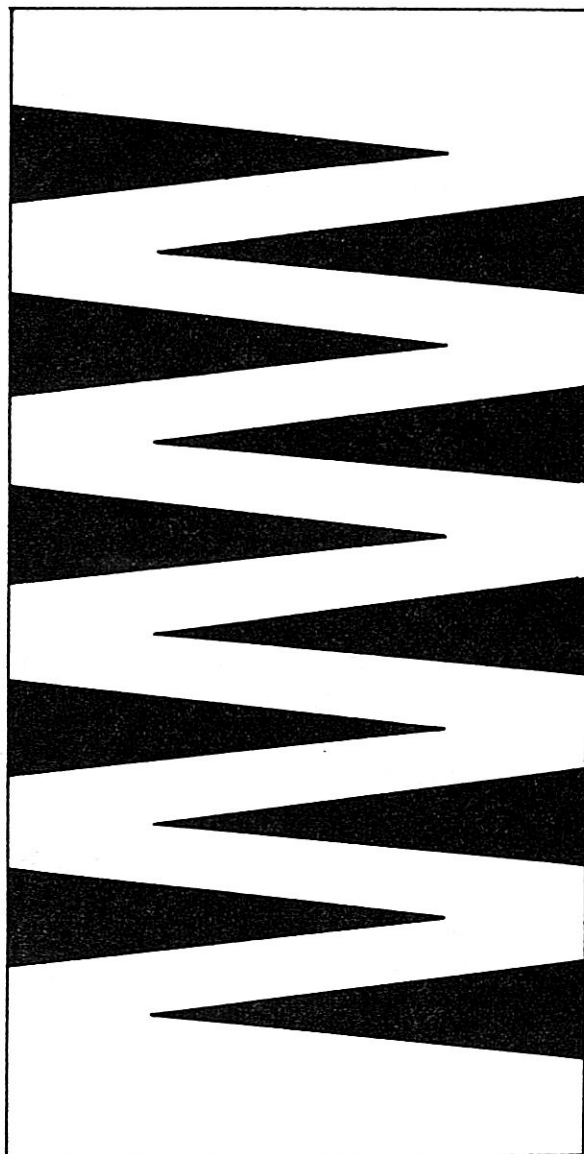
Located on Tall Trees is a secret Capellan genetic research installation that is believed responsible for the sudden plague that wiped out the entire island of New Tierra del Fuego II in 2966. Though only a small percentage of the people here are old enough to remember the plague days, it still galls the natives that Tall Trees is the only planet ever to have reached one billion population only to fall below that number again.

Despite the fact that 60 years have passed since the New Tierra del Fuego II accident, Capellan troops stationed as guards at the research facility still receive three times the pay as for normal hazardous duty/combat.

The research installation is also believed to be the source of the miraculous food development projects that prevented the famines that had been demographically projected in the late 30th century.



This planet is a private fiefdom that Tormax Liao granted in perpetuity to the family of Erika Laurel, one of the Confederation's best military leaders of the Third Succession War. It is now the ancestral home of Mandrissa Judith Laurel and homeworld to the all-female mercenary regiment known as Laurel's Legion. Laurel's World is highly industrialized for its small size, and its inhabitants enjoy the highest per capita income and the highest standard of living of any of the Confederation's citizenry. Laurel's World recently became home base for the Warrior House Hiritsu regiment.



World Name: Zurich
Star Type: K4V
Position in System: 5
Time to Jump Point: 4 days
Recharging Station: None
Planetary Diem: Syovo Kebodushi
ComStar Facility Class: B
ComStar Representative: Precentor
 Albion Chengsa
Population: 1,841,000,000
Percentage and Level of Native Life:
 20%, Mammal

When recent investigations into the jungles of Zurich's southern continent uncovered the remains of a Star League Dropship with three BattleMechs aboard, the planet's leaders immediately cleared the site and built a museum around the artifacts. This popular new addition to Zurich's other numerous tourist attractions also includes an amusement park and an opera house.

The military presence on Zurich is minimal. Warriors are sometimes spacelifted there for R&R, but the lack of strategic significance and economic resources makes it one of the most benignly neglected of Liao worlds.

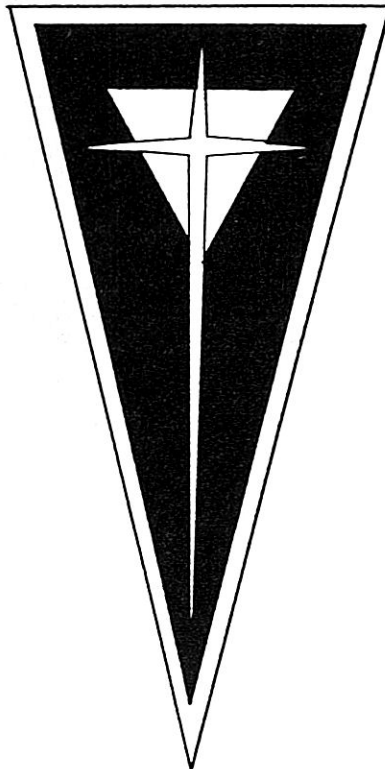
It is, nevertheless, one of Maximilian Liao's personal favorites, and so unofficially receives tax advantages and favored trade status that have induced an artificial prosperity on the planet.



CAPELLA COMMONALITY

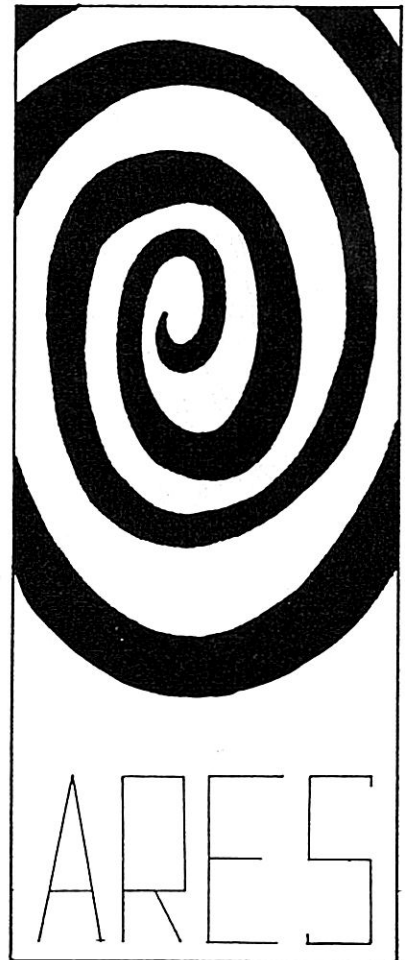
World Name: Capella
Star Type: G8III/F6III
Position in System: 7
Time to Jump Point: 7 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lord Anurios Liao
ComStar Facility Class: A
ComStar Representative: Precentor
 Ebrieth Tengwan
Population: 5,375,000,000
Percentage and Level of Native Life:
 10%, Plant

The second most politically important world within the Confederation, Capella is the home of the original Capellan Hegemony and was the birthplace of the Capellan Confederation after the Aris crisis. A permanent garrison of two reserve regiments with AeroSpace support are supplemented by well-fortified ground installations, manned by highly motivated local militia forces. Capella is corporate headquarters for the powerful Ceres Metals and Capellan Commonality Bank.



World Name: Ares
Star Type: M1IV
Position in System: 8
Time to Jump Point: 3 days
Recharging Station: Zenith
Planetary Diem: Lady Mariette Dunbar
ComStar Facility Class: B
ComStar Representative: Precentor
 Ri Weng Fan
Population: 4,227,000,000
Percentage and Level of Native Life:
 10%, Reptile

Originally an independent colony within the Capellan Zone, Ares is a commercial free port with many factories and supported by local exemptions from standard import duties. It is one of the few truly prosperous small worlds in the Confederation. Ares is most often remembered as the site of the famous peace conventions organized by Aleisha Liao, which led to the drafting of the Ares Conventions. Today, ironically, Ares maintains one of the eight Capellan 'Mech-producing centers left in existence.



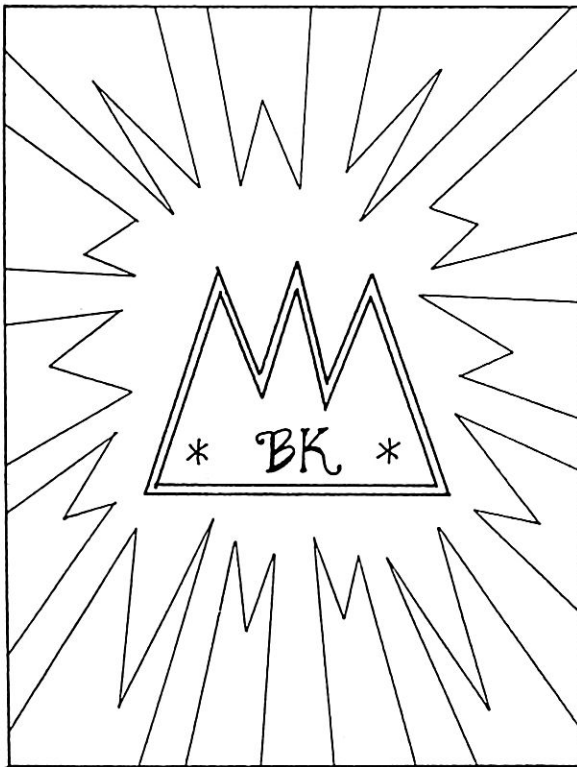
World Name: Bithinia
Star Type: F7V
Position in System: 2
Time to Jump Point: 10 days
Recharging Station: Nadir
Planetary Diem: Lord Boris Kirvost
ComStar Facility Class: B
ComStar Representative: Precentor Juan Villecho
Population: 3,298,000,000
Percentage and Level of Native Life: 15%, Reptile



World Name: Exedor
Star Type: F2V
Position in System: 4
Time to Jump Point: 12 days
Recharging Station: None
Planetary Diem: None
ComStar Facility Class: B
ComStar Representative: Precentor Tirwan Soboroti
Population: 21,000
Percentage and Level of Native Life: 20%, Mammal

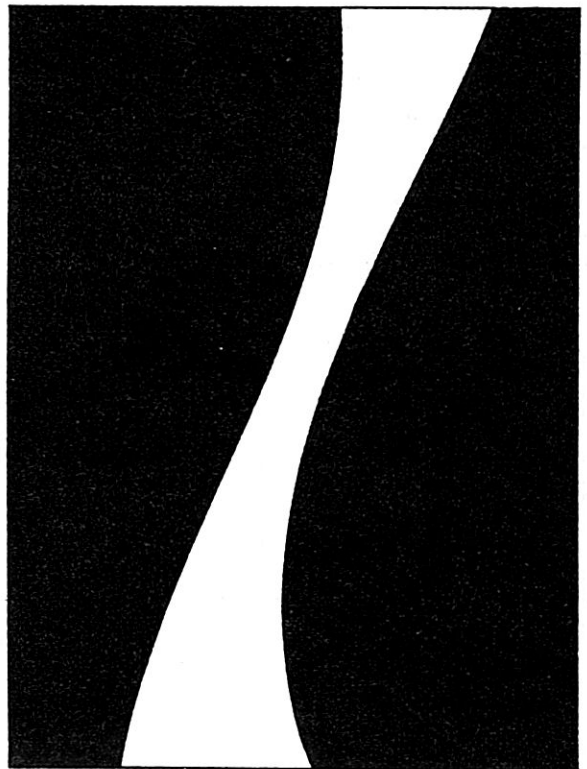
One of the largest planetary-wide entertainment centers in the Confederation, Bithinia is an exclusive tourist spot catering to the richest families in (and out) of Capellan space. It also supports itself with extensive iron and steel facilities in its southern hemisphere. The Matsukai Warrior House regiment guards these facilities and maintains training and repair facilities on the planet.

Recent evidence suggests a new underground AeroSpace maintenance facility near the planet's southern pole.



As Exedor is the home of secret House Liao personal treasures, hand-picked detachments of Chesterton Reserves troops guard its underground facilities.

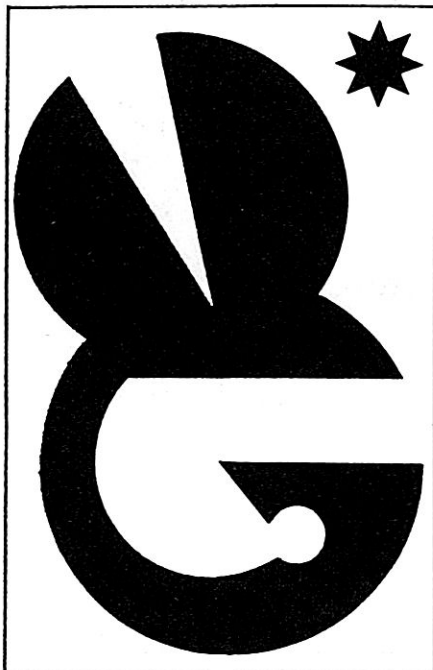
Settled in the mid-29th century by refugees from the Third Succession War, the planet now has a tiny population supported entirely by service businesses catering to the Chesterton garrison. It is said that a disproportionate number of intelligence agents exist among the civilian population, however, indicating that Exedor may double as a center for analyzing data and planning covert operations. Rumors of a secret (literally) underground population engaged in the manufacture of nuclear weapons remain unsubstantiated.



World Name: Geifer
Star Type: G9V
Position in System: 3
Time to Jump Point: 6 days
Recharging Station: None
Planetary Diem: Lady Honoria Wellington
ComStar Facility Class: B
ComStar Representative: Precentor Titus Abberoth
Population: 513,000,000
Percentage and Level of Native Life: 25%, Mammal

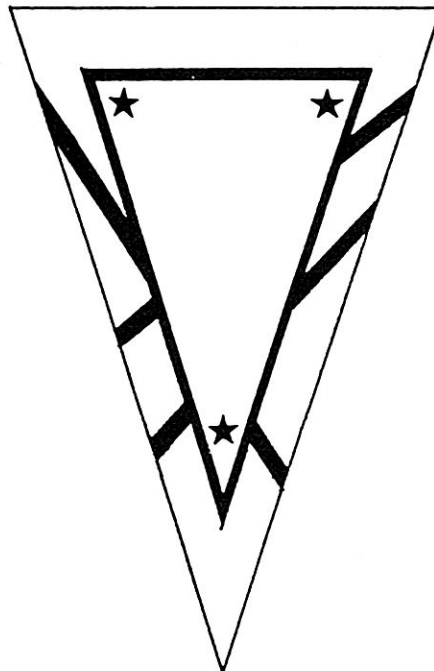
Geifer holds the remains of the once-gigantic library of the Capellan Republic. Devastated by (allegedly inadvertent) bombings during both the Second and Third Succession Wars, the library nevertheless still contains well-nigh Alexandrian collections in several fields, particularly physical sciences and languages.

It was this latter fact that prompted the establishment of the Capellan Institute of Linguistics on Geifer in 2978. In addition to the Institute's purely scholarly work, which has been hailed throughout the Inner Sphere, the political applications of its studies have proven invaluable. Not only are Capellan diplomats well-trained in the art of understanding the thought processes of other cultures, as reflected by their native languages, but the Capellan secret service has easily translated several Kurita dispatches because they were in Japanese rather than in code.



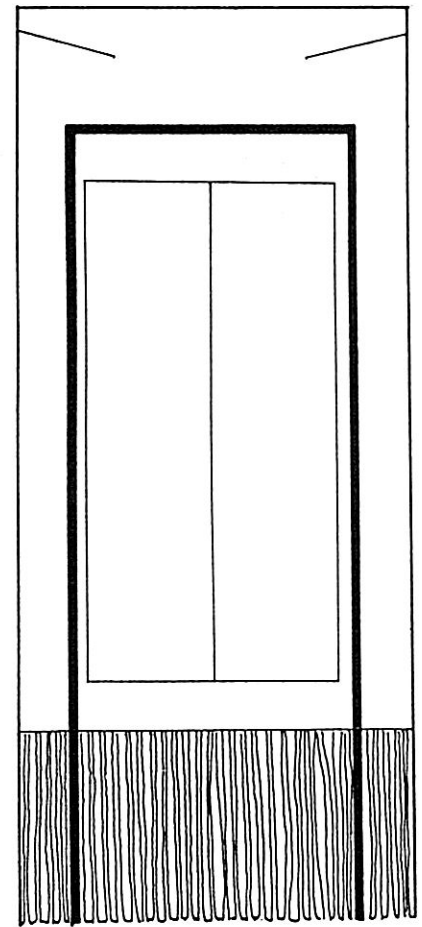
World Name: Ingersoll
Star Type: G2V
Position in System: 5
Time to Jump Point: 8 days
Recharging Station: Nadir
Planetary Diem: Lord Aaron Silverburg
ComStar Facility Class: B
ComStar Representative: Precentor Dmitri Sonovitch
Population: 3,389,000,000
Percentage and Level of Native Life: 10%, Amphibeian

Ingersoll has the largest economic base in the Capellan Commonality, based on silver and gold deposits of exceptional size. It is also noted for its rare concentration of Capellan artistic talent and its many fine arts schools and museums. Without doubt the most beautiful of all Capellan worlds, Ingersoll boasts hundreds of coves and sandy beaches, and its thousands of island chains make it a veritable paradise planet. Not surprisingly, many Capellan nobles reside year-round on Ingersoll, leaving the mundane administration of their holdings in the hands of less-fortunate stewards. To guard this luxurious world, Ingersoll has a reserve regiment and a large AeroSpace training center near the equator.



World Name: Necromo
Star Type: M5V
Position in System: 10
Time to Jump Point: 3 days
Recharging Station: None
Planetary Diem: None
ComStar Facility Class: None
ComStar Representative: None
Population: 5,000
Percentage and Level of Native Life: 30%, Mammal

Necromo is the site of a Liao DropShip repair facility. The facility employs the entire civilian population, and so all goods and services must be imported. Operations on Necromo are so secret that no family members are allowed to visit the workers, and letters home are stringently censored. The workers stay in three-month shifts, are extensively debriefed at the end of their tour of duty, and are so fiercely loyal to their employers that no other information has yet been obtained from interviewing them. It is known, however, that an extraordinarily high percentage of workers volunteer for subsequent tours of duty; the reason for this remains a mystery.



SARNA COMMONALITY

World Name: Sarna
Star Type: F8IV
Position in System: 3
Time to Jump Point: 9 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lady Bang Koo
ComStar Facility Class: A
ComStar Representative: Precentor Charlemagne Sarat
Population: 2,618,000,000
Percentage and Level of Native Life: 5%, Reptile

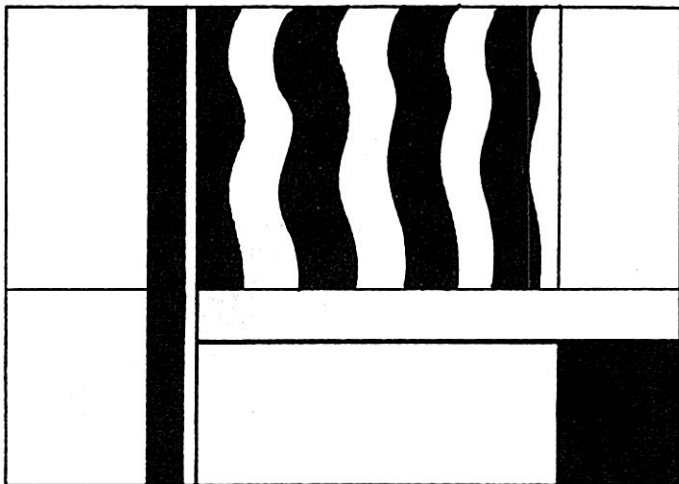
Regional capital of the Sarna Commonality and once the capital of the mighty Sarna Supremacy, Sarna has suffered tremendously from the devastations of the Succession Wars. With most of its industry relocated or destroyed during the last two centuries and its cities almost bombed out of existence, Sarna today is a mere shell of its former self. What little industrial capacity remains is in the form of copper and iron ore deposits, which are still being worked. Nevertheless, Sarna's historical and political importance is enough to warrant the presence of a reserve regiment as a permanent garrison, though such assignments are considered light duty.



World Name: Old Kentucky
Star Type: G3V
Position in System: 4
Time to Jump Point: 8 days
Recharging Station: None
Planetary Diem: Lord Philippe Ryan
ComStar Facility Class: B
ComStar Representative: Precentor Dingus Vallorey
Population: 845,000,000
Percentage and Level of Native Life: 25%, Mammal

A wilderness resort world for Capellan nobility, Old Kentucky also contains a secret Maskirovka training center for guerilla fighters in its southern continental rain forests. The terrain in this area is ideal for jungle warfare training because of topographical eccentricities unknown in most such landscapes: sudden declivities miles deep, venomous and carnivorous indigenous plantlife, sudden landslides, and a large, gorilla-like native lifeform intelligent enough to lay primitive mantraps for the trainees. All in all, maneuvers here can be as deadly as real jungle warfare, and so the troops that survive are probably as well qualified to survive similar situations as anyone in the galaxy.

The name Old Kentucky is, of course, the name of an ancient Terran political district. Why that name was chosen for this world is unknown.



World Name: Raballa
Star Type: F5V
Position in System: 7
Time to Jump Point: 10 days
Recharging Station: None
Planetary Diem: Lord Kent Maudel
ComStar Facility Class: B
ComStar Representative: Precentor Hirachi Kurita
Population: 3,871,000,000
Percentage and Level of Native Life: 15%, Plant

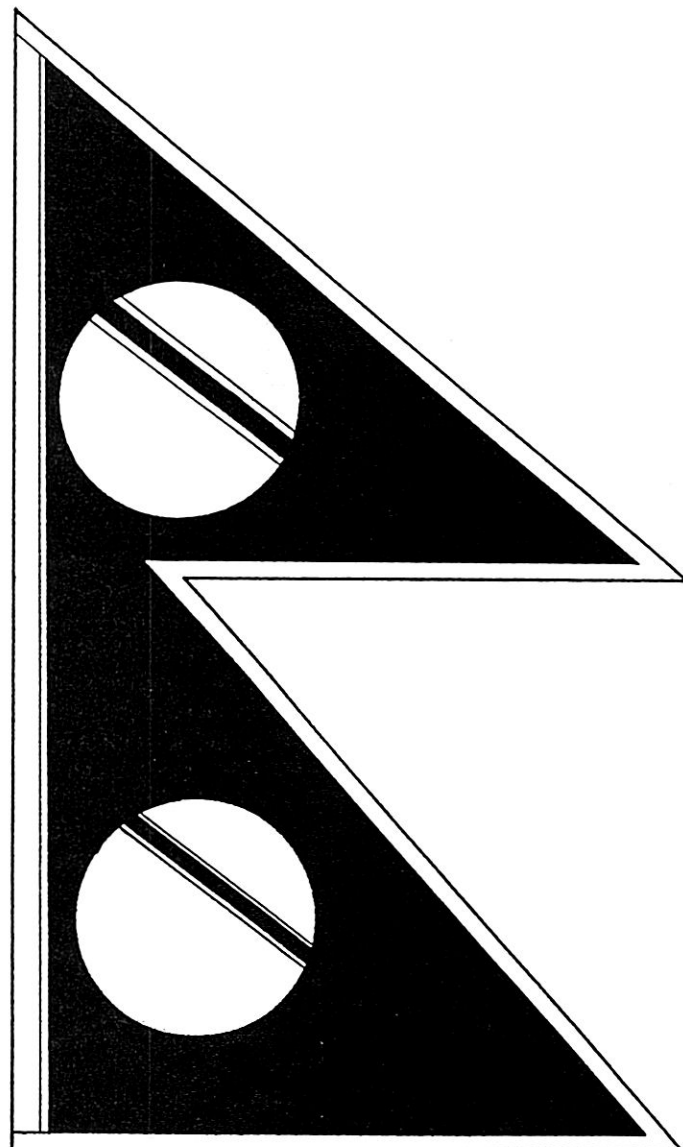
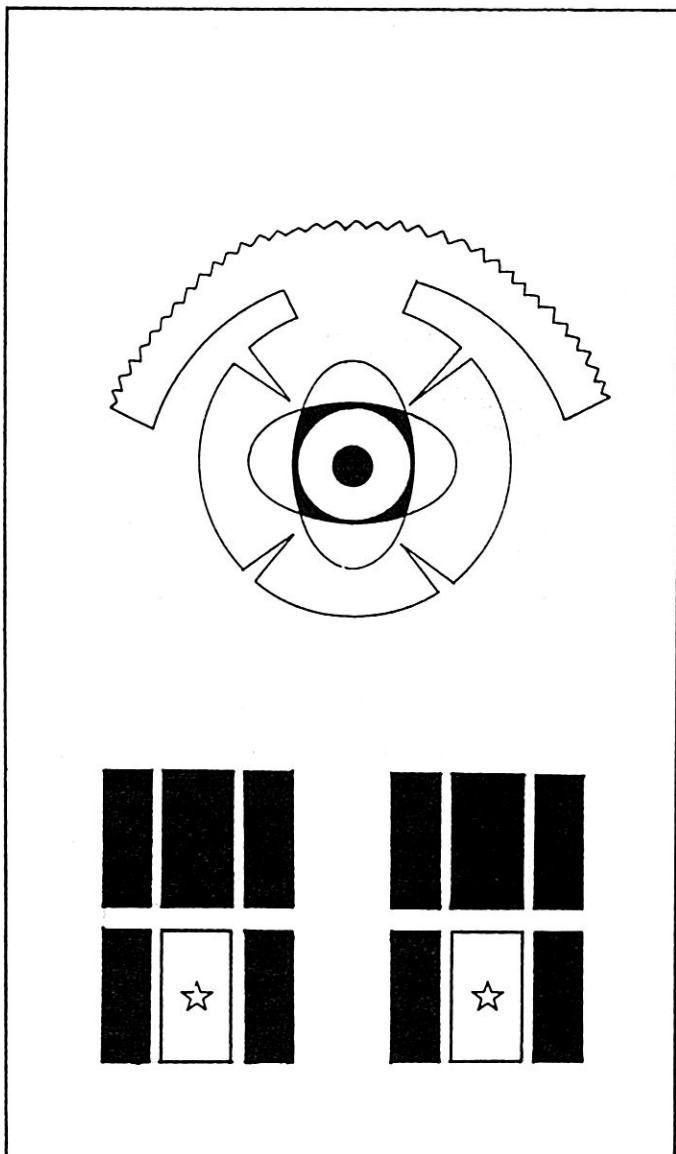


World Name: Styk
Star Type: K2IV
Position in System: 2
Time to Jump Point: 4 days
Recharging Station: Zenith
Planetary Diem: Lady Samantha Boshirov
ComStar Facility Class: B
ComStar Representative: Precentor Aldus MacAbee
Population: 4,725,000,000
Percentage and Level of Native Life: 10%, Reptile

Raballa houses a major underground AeroSpace support installation. If this facility is as new as Our Blessed Order suspects, it should prove a major shot in the arm for what has long been a badly faltering planetary economy. As changing weather conditions have caused Raballa's farm production to decline drastically, this former food-exporting world must now import most of its food, ruining its balance of trade.

The reason that the Liao military has established the support installation on Raballa is that the natives are fiercely loyal to the Capellan government.

Styk is the ducal holding of Maximilian Liao's commander-in-chief, Duke Pavel Ridzik. It is the second largest trading and industrial center in the Confederation and the largest interstellar trading planet, accounting for 20 percent of all industrial output and 25 percent of annual interstellar trade. The third largest BattleMech production center surviving in the Confederation is located on Styk. Troops of Warrior House Fujita have recently been added to Styk's sizable AeroSpace and naval reserve units.

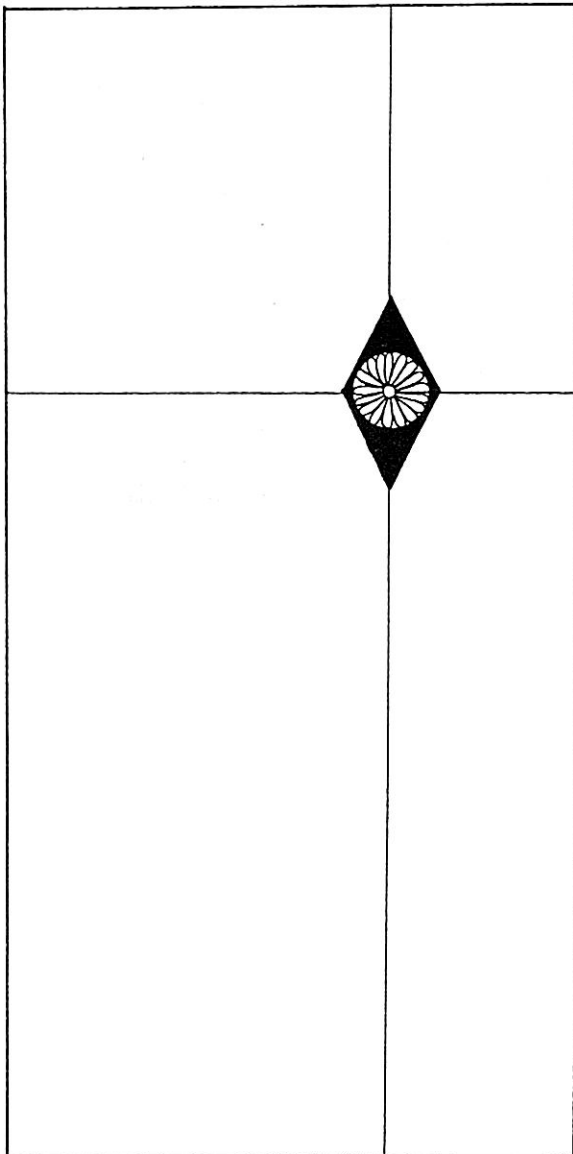


World Name: Truth
Star Type: G1IV
Position in System: 6
Time to Jump Point: 8 days
Recharging Station: None
Planetary Diem: Bram Hereford
ComStar Facility Class: B
ComStar Representative: Precentor Invalitus Arius
Population: 3,000
Percentage and Level of Native Life: 20%, Mammal



World Name: Tsinghai
Star Type: K4V
Position in System: 5
Time to Jump Point: 4 days
Recharging Station: Zenith
Planetary Diem: Lady Ara Cummings
ComStar Facility Class: B
ComStar Representative: Precentor Mohammend Ra
Population: 4,185,000,000
Percentage and Level of Native Life: 10%, Plant

Truth is an agricultural planet largely remembered as the site of a horrible massacre of religious dissidents on March 25, 3013. The unknown raiders attacked without provocation with the loss of over 50,000 men, women, and children. A subsequent commission held to investigate the carnage was unable to find any clear evidence pointing to the identity of the attackers. Those few inhabitants who were able to escape have since tried unsuccessfully to restore their colony to its former glory.



A modest world with a temperate climate, New Sarna, as it was called then, was originally a provincial capital under the old Sarna Supremacy. Following the creation of the Capellan Confederation, Tsinghai became a mining world, later growing into a regional exporter of uranium and other fissionable materials. During the Succession Wars, Tsinghai slowly became the center of a planet-wide industrial complex as more and more of Sarna's commercial activities were transferred there for protection.

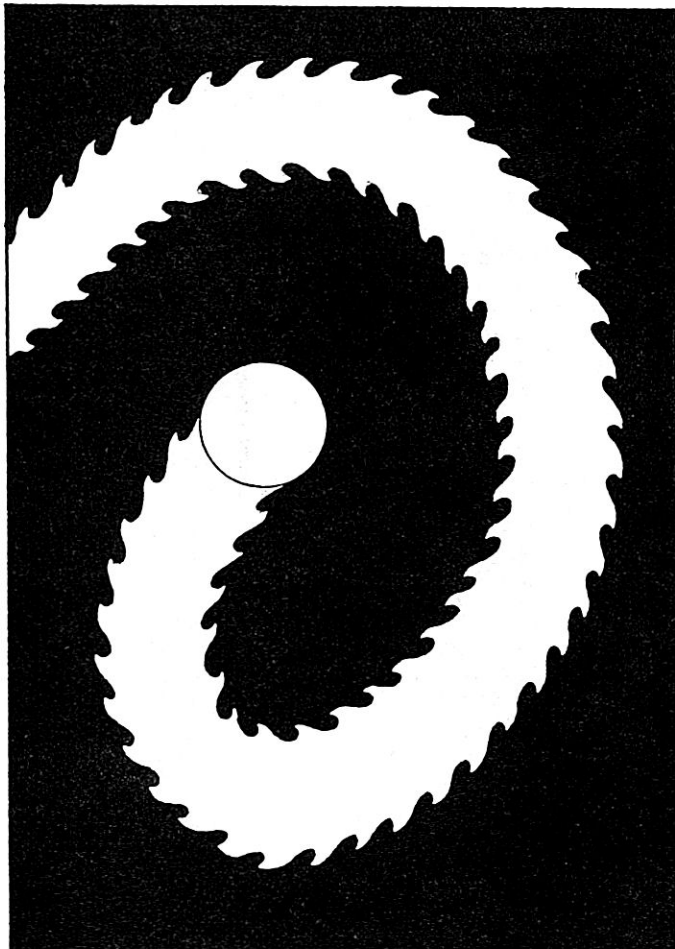
Tsinghai has withstood numerous attacks by both Marik forces and bandits, but these have decimated the planet's once-thriving population. Tsinghai is known today primarily for its excellent wines. Though fallen from industrial importance, it continues to occupy a strategic location. A regiment of Sian reserve troops is garrisoned on the planet to discourage further raiding by Marik forces.



World Name: Wei
Star Type: G3IV
Position in System: 3
Time to Jump Point: 8 days
Recharging Station: Nadir
Planetary Diem: Lord Narik ben Noen
ComStar Facility Class: B
ComStar Representative: Precentor Hildegard von March
Population: 2,920,000,000
Percentage and Level of Native Life: 10%, Reptile



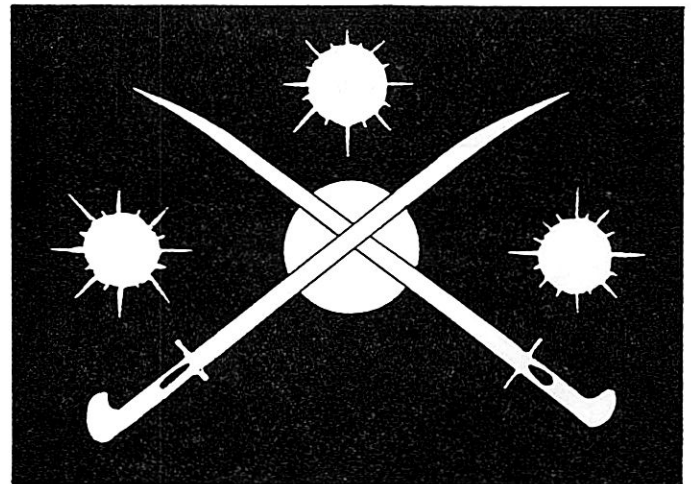
Recent intelligence pinpoints Wei as the site of a one-time Star League repository for nerve gas agents, but the exact location of the complex has not yet been determined. Though the Capellan government does not acknowledge the repository's existence, Liao military intelligence regards the site as a potential military advantage because the threat that they might unleash the antique nerve gas against an enemy could be as effective as if they actually did so. Capellan agents have, therefore, spread rumors about the repository despite the government's official disclaimers.



World Name: Yunnah
Star Type: K3III
Position in System: 6
Time to Jump Point: 3 days
Recharging Station: None
Planetary Diem: Sean Maclean
ComStar Facility Class: B
ComStar Representative: Precentor Indus Putman
Population: 843,000
Percentage and Level of Native Life: 15%, Mammal

A largely uninhabited world, Yunnah recently became a large medical/repair/recovery world for persons and machines seriously injured in combat.

Agricultural development is minimal, nor are there plans to develop the mineral loads in the vast mountain tracts that cover most of Yunnah's land area. Some seafaring activity exists on Yunnah, but it appears to be part of a quasi-religious movement based as much on spiritual harmony with the elements as on extracting a living from the sea.



ST. IVES COMMONALITY

World Name: St. Ives
Star Type: G8V
Position in System: 3
Time to Jump Point: 6 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lord Mathus Overton
ComStar Facility Class: A
ComStar Representative: Precentor Ari Gorton
Population: 5,619,000,000
Percentage and Level of Native Life: 15%, Plant

Regional capital of the St. Ives Commonality, St. Ives is ruled by the powerful Overton family. It is a major 'Mech producing center and home to the St. Ives Armored Cavalry, which maintains a permanent garrison on the planet. Historically a leader in the production of electronics, St. Ives currently hosts the largest concentration of electronic and avionics manufacturing centers in the Confederation, as well as the most extensive AeroSpace fighter production center in Capellan space. It is one of the most important and most heavily defended of House Liao worlds.

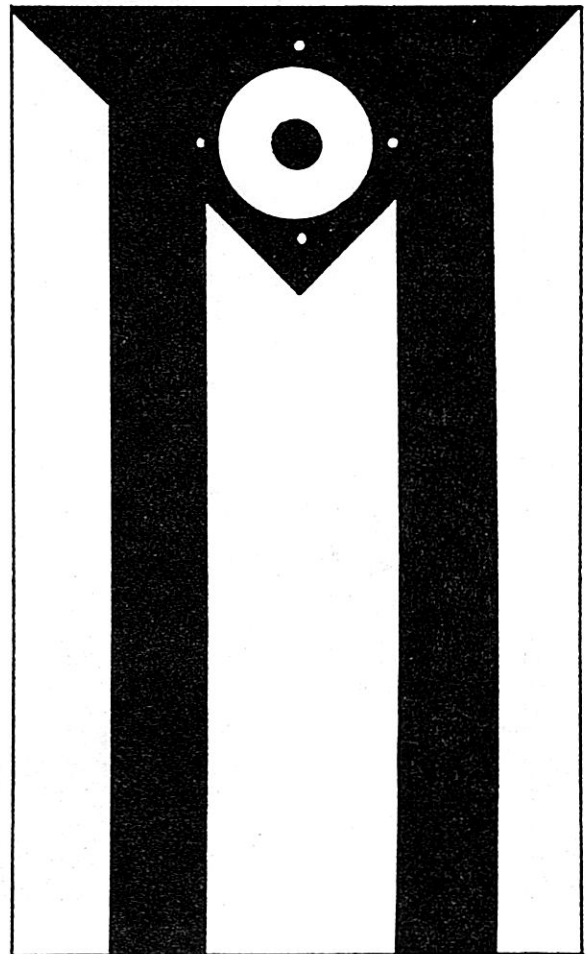
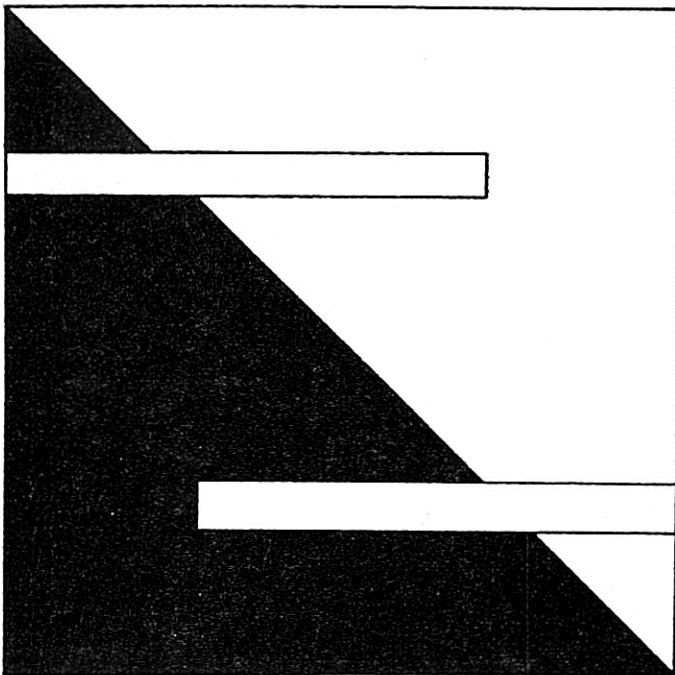
St. Ives is honeycombed with vast underground factory complexes invulnerable to all but the most costly man-to-man actions, making a full-scale conquest of the planet unlikely.



World Name: Brighton
Star Type: F9III
Position in System: 4
Time to Jump Point: 9 days
Recharging Station: Zenith
Planetary Diem: Lady Yvette Brazeau
ComStar Facility Class: B
ComStar Representative: Precentor Helga Orr
Population: 3,998,000,000
Percentage and Level of Native Life: 10%, Mammal

During a three-week battle that decided the fate of the St. Ives Commonality during the Third Succession War in 2998, local Brighton militia managed to withstand a siege by superior Davion Forces until relieved by several Warrior House regiments. The battle caused considerable privation to the civilian inhabitants.

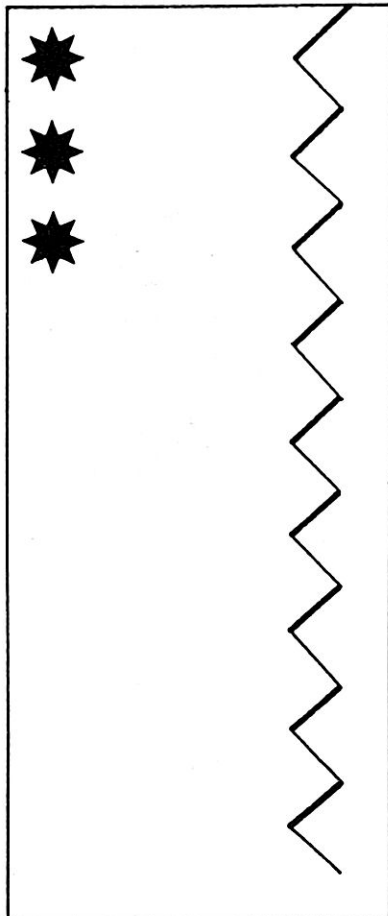
Brighton is the site of the Capellan Commonwealth's only officially acknowledged political prison complex. Most of Brighton's workers are miners in the many copper and silver mines that dot the planet. Those not so employed routinely serve in one of several militia companies that maintain training facilities for off-world as well as native troops.



World Name: Denbar
Star Type: M2IV
Position in System: 8
Time to Jump Point: 3 days
Recharging Station: None
Planetary Diem: None
ComStar Facility Class: None
ComStar Representative: None
Population: None
Percentage and Level of Native Life: 0%

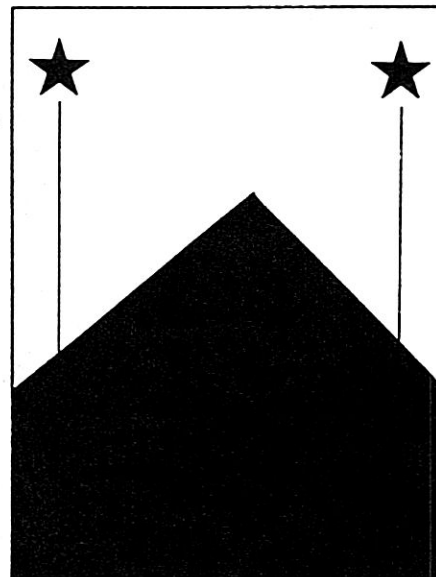
This planet is the site of a lost Star League expedition dating from the mid-27th century. ComStar investigations have uncovered the salvageable wreckage of two large DropShips and assorted heavy machinery littered about the northern pole. The ancient expedition had set out to investigate a mysterious signal originating on Denbar, a world that has never held a permanent settlement. No traces of transmission equipment were ever found, nor were the remains of DropShip crews ever recovered.

House Liao is currently contemplating the creation of a settlement on Denbar, though it would mainly service a military garrison that might be moved here because of the planet's strategic position.



World Name: Texlos
Star Type: K8V
Position in System: 6
Time to Jump Point: 3 days
Recharging Station: Zenith
Planetary Diem: Lord Zachariah del Schwann
ComStar Facility Class: B
ComStar Representative: Precentor
 Chaless Axton
Population: 4,273,000,000
Percentage and Level of Native Life:
 10%, Amphibean

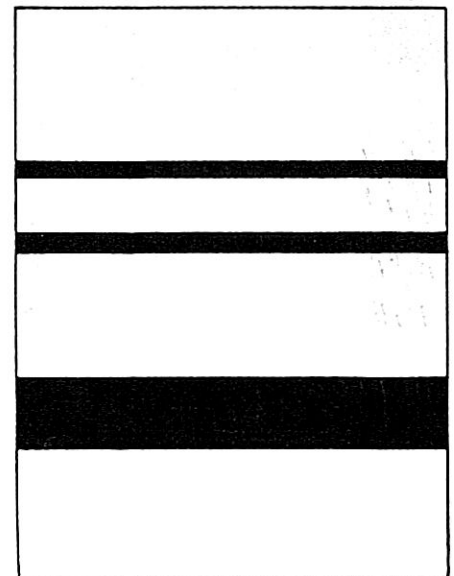
The cool, temperate world of Texlos serves as a large manpower pool for the St. Ives Armored Cavalry and St. Ives reserve units. A small industrial base, largely rebuilt after the Second Succession War, Texlos supports several AeroSpace firms. It has a St. Ives Reserve garrison on station at all times, augmenting local militia forces. The moderate climate and pleasant atmosphere of this garden spot contribute to one of the highest population growth rates in the region, though its location near Davion space discourages immigration.



World Name: Vestallas
Star Type: G6V
Position in System: 4
Time to Jump Point: 7 days
Recharging Station: None
Planetary Diem: Lady Jean Carlos
ComStar Facility Class: B
ComStar Representative: Precentor
 Anator Ipsheni
Population: 3,617,000,000
Percentage and Level of Native Life:
 15%, Mammal

The Capellan Confederation's main treasure (hard cash, precious metals, rare paintings, and so forth) has been deposited in Vestallas's underground vaults since the turn of the century. As the planet's principle industry is banking, there is no military presence here. This is due to the Koharken Rebellion of 2897, when a renegade Special Forces platoon penetrated a well-guarded vault and attempted to blackmail the government into accepting their leader, Lieutenant Jeremiah Koharken, as military plutarch of the planet. After Lieutenant Koharken's execution for treason on New Year's Eve, 2899, House Liao made certain that no military coup would ever occur again on Vestallas.

This planet is also remarkable for the evolution of a unique architectural style, distinguished by gracefully curved walls and gently curved and sloping floors. These are aesthetically pleasing to the eye, as well as a means of keeping the population in a perpetual state of disequilibrium the natives describe as a "natural high."



World Name: Warlock
Star Type: F9IV
Position in System: 3
Time to Jump Point: 9 days
Recharging Station: Zenith, Nadir
Planetary Diem: Lady Seng Ibo
ComStar Facility Class: B
ComStar Representative: Precentor Edol Aravis
Population: 4,128,000,000
Percentage and Level of Native Life: 10%, Plant



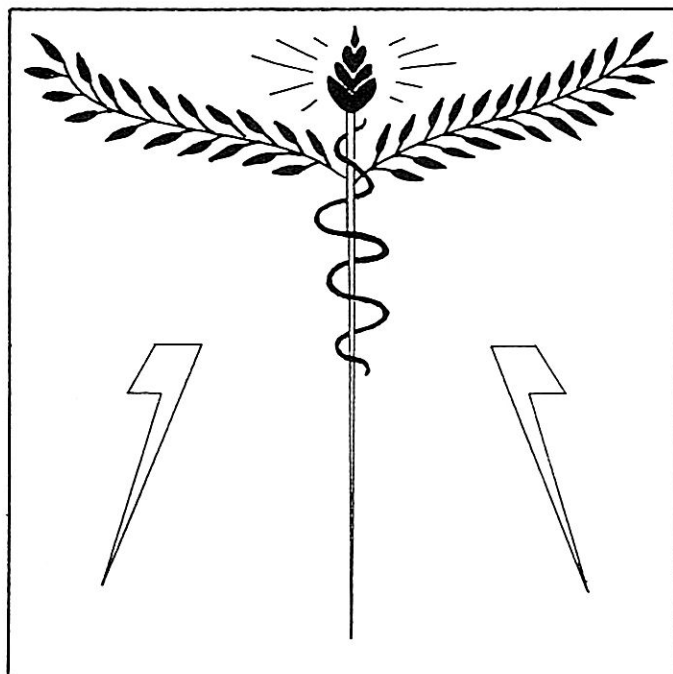
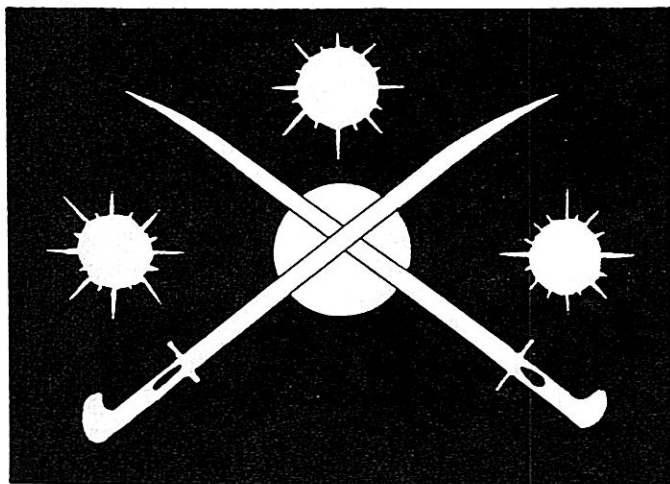
CHESTERTON COMMONALITY

Two sides continue to claim the nine Chesterton worlds as their own—House Davion through right of military occupation since 2832, and House Liao through historical ownership in the older Tikonov Union, now a part of the Capellan Confederation. House Liao recognizes the Chesterton government-in-exile, headed by Lord Victor Hargreaves.

Warlock is an arctic planet hosting numerous noble resorts, including the Liao family's winter retreat. It is a major naval base for the St. Ives Commonality, and the southern continent supports a weapons testing facility and specialized arctic training centers. Security-sensitive military research and development centers are located along the planet's equator. Lying near the border of the Federated Suns, Warlock is often used as a staging point for raids and other covert military or Maskirovka action into Davion space. Its proximity to Davion troop centers has made it a logical target for the occasional probe by elements of Michael Hasek-Davion's command. One St. Ives reserve regiment is located on Warlock as a permanent garrison, though units are rotated on an annual basis.

World Name: Chesterton
Star Type: G9V
Position in System: 5
Time to Jump Point: 6 days
Recharging Station: Zenith, Nadir
ComStar Facility Class: A
ComStar Representative: Precentor Li Sho Ken
Population: 1,684,000,000
Percentage and Level of Native Life: 20%, Mammal

This planet was the original provincial capital of Chesterton province of the old Tikonov Grand Union, settled in 2412 by space explorer Ian Chesterton of Chisholm. Until the start of the Succession Wars, Chesterton was a rich water world; land comprised only 25 percent of its surface. These small continents were discovered to be rich in organic chemical compounds and concentrates used in the production of important pharmaceuticals. Chesterton is also remembered for its native wool-bearing animals that produce a remarkably fine-textured fiber. With the end of the Succession Wars, however, little is left of this once thriving industry. Chesterton is the major Davion military base in the Capellan March.

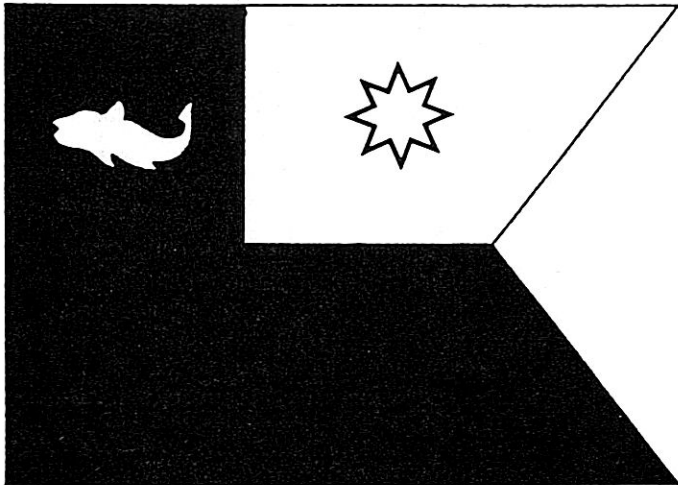


World Name: Algot
Star Type: G2IV
Position in System: 5
Time to Jump Point: 8 days
Recharging Station: Zenith, Nadir
ComStar Facility Class: B
ComStar Representative: Precentor Harred al-Jubakh
Population: 2,159,000,000
Percentage and Level of Native Life: 10%, Plant



Algot was one of the first worlds settled by early Tikonov explorers. For a time, it was a major industrial center, second only to Tikonov itself. Specializing in computer and electronics-related sciences, Algot was one of the most populous worlds of the region at the beginning of the 29th century. Both population and technologies have declined markedly since.

This is partially due to a mysterious plague that hit in 2822, and disappeared just as mysteriously the following year. The main factor in the decline of population was the heavy emigration and the lack of immigration after Algot gained its reputation for being bad for one's health. For the past two centuries, however, the health of the general population has been exceptionally good. Native Algotians do not let on that they have the third-longest life expectancy in Davion space because they fear that new waves of immigration would spoil the quality of rivers, mountain ranges, and resorts that make the planet one of the Inner Sphere's more pleasant homeworlds or places to visit.

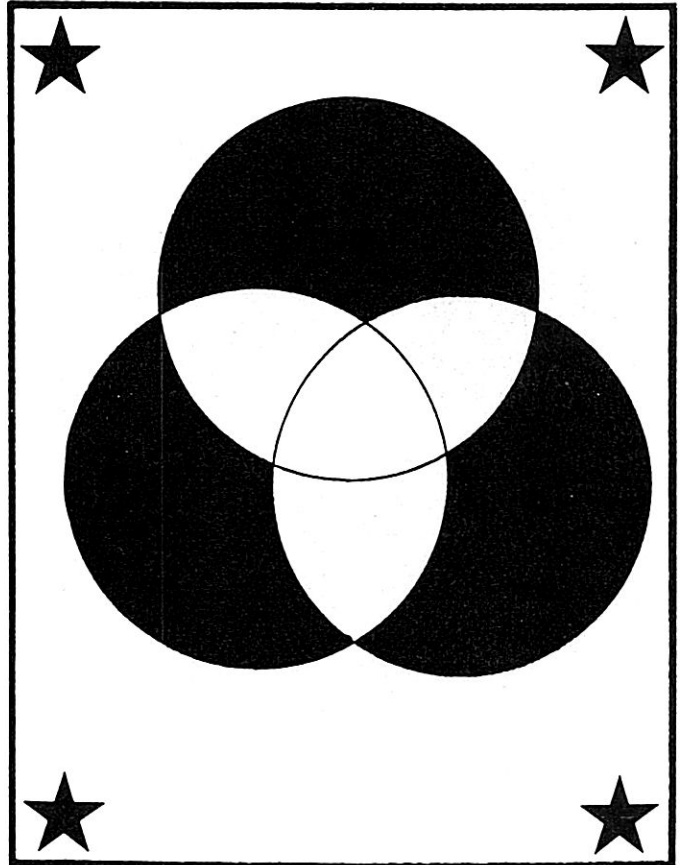


World Name: Almach
Star Type: K4V
Position in System: 2
Time to Jump Point: 4 days
Recharging Station: Zenith
ComStar Facility Class: B
ComStar Representative: Precentor Jorge Alerrez
Population: 3,278,000,000
Percentage and Level of Native Life: 15%, Mammal

A major site of ocean-based sea-farming technologies now all but lost to both the Capellans and the Federated Suns, Almach once singlehandedly supplied the entire food demands of the other planets of Ches-terton province.

There are three continents on Almach, one of which contains the largest desert in this sector of space; otherwise, the land area of Almach is lush and contains extensive government-maintained national parks and wildlife preserve areas.

Almach is unusual in its ethnic makeup, being the only planet in the Inner Sphere settled almost entirely by Argentinians.



World Name: Demeter
Star Type: M2V
Position in System: 3
Time to Jump Point: 3 days
Recharging Station: Nadir
ComStar Facility Class: B
ComStar Representative: Precentor Sirivar Chuk
Population: 4,192,000,000
Percentage and Level of Native Life: 10%, Plant



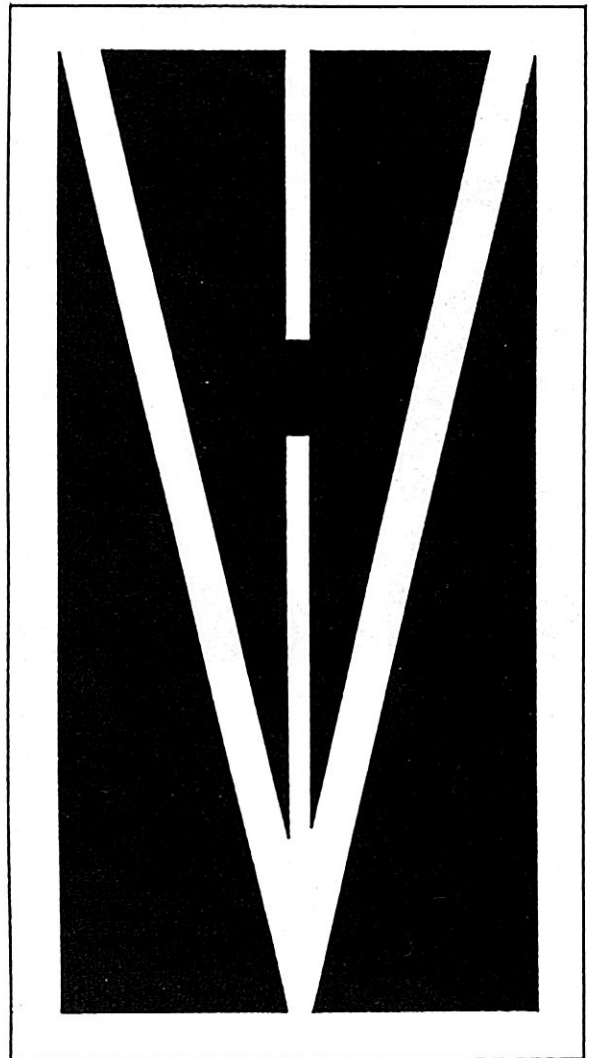
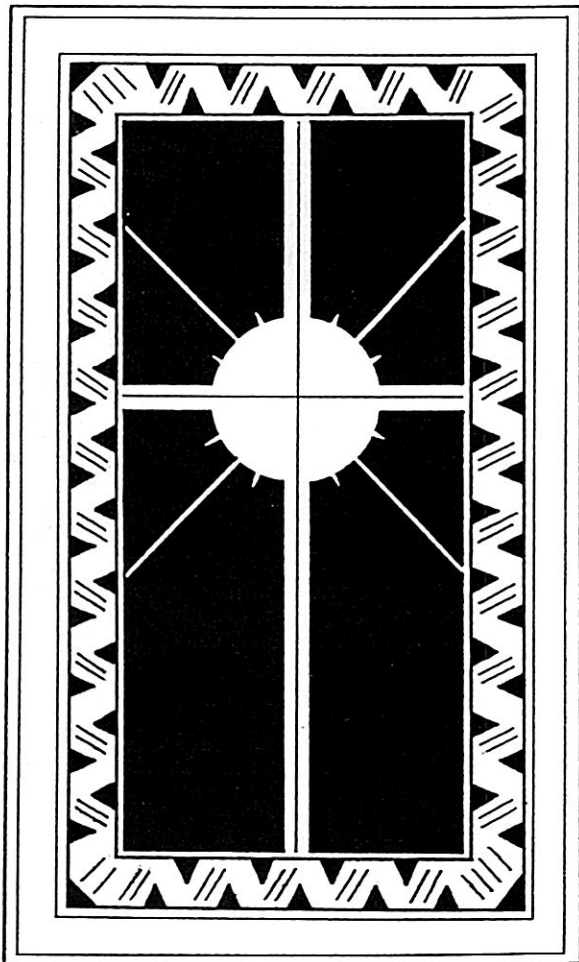
World Name: Halloran V
Star Type: F8IV
Position in System: 4
Time to Jump Point: 9 days
Recharging Station: None
ComStar Facility Class: B
ComStar Representative:
 Precentor Rebecca Armstrong
Population: 1,237,000,000
Percentage and Level of Native Life: 10%, Plant

Before its occupation by Davion troops, Demeter had long been a wilderness world preserved in its original pristine condition. Organized as a huge nature preserve, the planet imported flora and fauna from all over the Capellan Zone. This "planetary zoo" is also important for its many naturally occurring crystalline formations (many reported to be over a mile in diameter), which added to the planet's natural beauty.

Today, Demeter is a major Davion staging area. The virgin wilderness has been covered with concrete and heavy construction. The rape of Demeter is a sore point that native Tikonov Commonality people are not quick to forget or forgive.

A generally bleak and forbidding arctic world, Halloran V is a relatively young planet that is still active geologically. It is almost 20 percent solid copper, and its copper exports provided a mainstay for Tikonov finances until Davion occupied the world.

Halloran's only other major industry is water exportation; at the rate the Hallorans are selling icebergs to water-poor worlds, they are likely to run out of water a century or more sooner than copper, which could precipitate a major ecological crisis. Most of the inhabitants take a depressingly cavalier attitude, however, reasoning that their descendants can always find another mining world later on.



World Name: Mesartim
Star Type: G6V
Position in System: 3
Time to Jump Point: 7 days
Recharging Station: None
ComStar Facility Class: B
ComStar Representative: Precentor Helmut Knopf
Population: 2,471,000,000
Percentage and Level of Native Life: 20%, Reptile



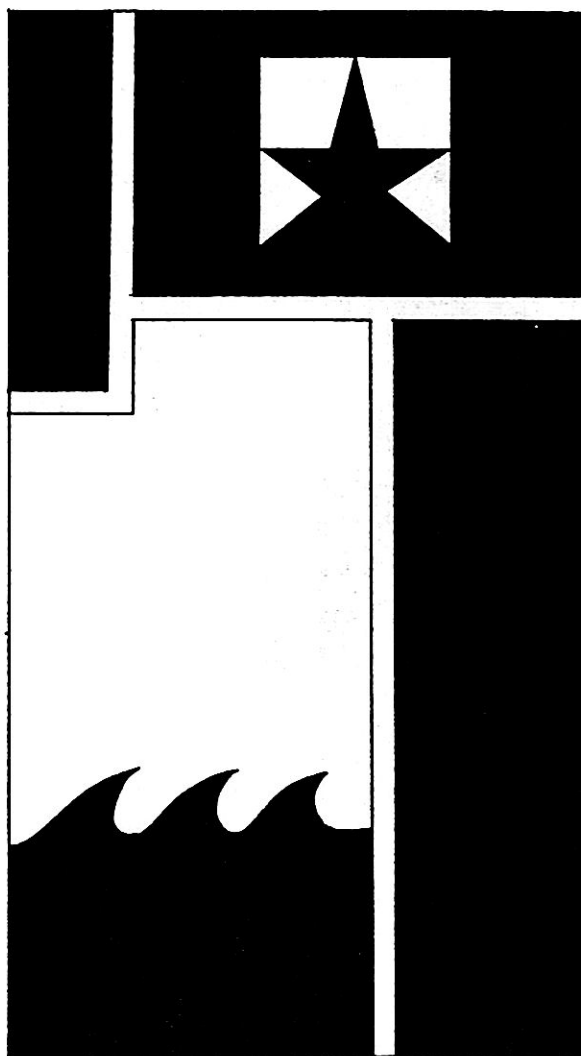
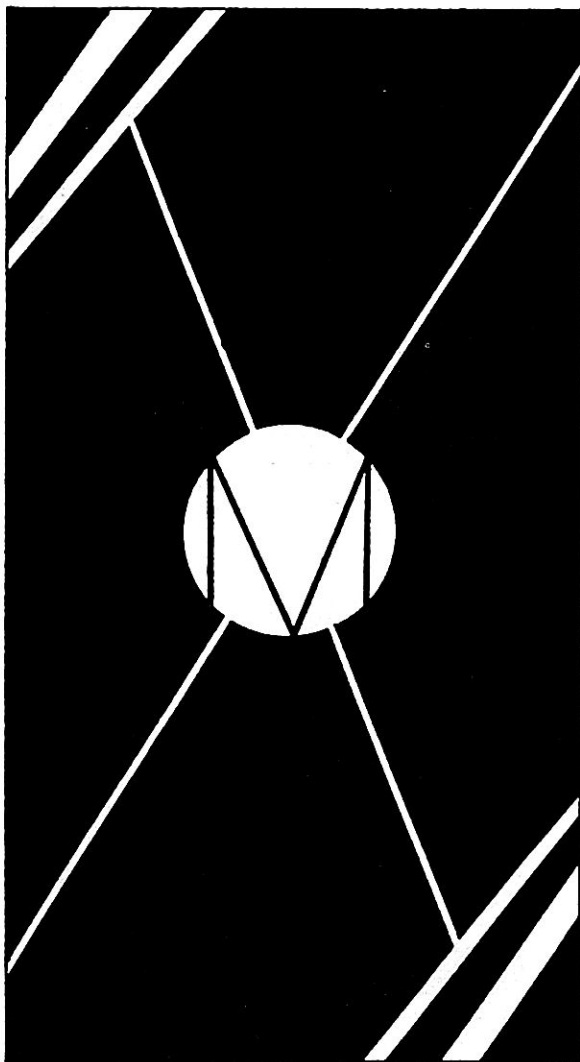
World Name: Mira
Star Type: F6III
Position in System: 4
Time to Jump Point: 10 days
Recharging Station: None
ComStar Facility Class: B
ComStar Representative:
Precentor Shoko Takosuka
Population: 2,976,000,000
Percentage and Level of Native Life: 15%, Mammal

The loss of this agricultural world specializing in the production of rare wines has been particularly disturbing to the luxury-minded Tikonov peoples. Though the Succession Wars have destroyed much of the land given over to grape cultivation, a fair amount remains to serve the tables of House Davion, to the special annoyance of the Capellans.

Waldemar Teng, the prefect of Tikonov, has vowed to reconquer this one world specifically for its wines. The leader of the planet, one of the most loyal Davion supporters, has vowed to pour the contents of his own wine cellar into the river that flows past the Presidential Palace if the Capellans ever do manage an invasion.

In its heyday, the planet Mira was parceled out as luxury estates for Tikonov nobles and their families. Like the estates of Terra's Russian nobility centuries before, the Tikonov landholdings on Mira have been converted to museums for the edification of offworld tourists.

The principal industries of Mira include textiles (the largest manufacturers advertise themselves as "clothiers to the galaxy"), light and heavy manufacturing, and sea mining. It was, in fact, on Mira that the Molotosky purification process for recovering minerals from sea water—leaving purified drinking water and saleable byproducts—was developed.



World Name: New Aragon
Star Type: K2V
Position in System: 3
Time to Jump Point: 4 days
Recharging Station: Zenith
ComStar Facility Class: B
ComStar Representative: Precentor Illya Dobroski
Population: 2,349,000,000
Percentage and Level of Native Life: 20%, Amphibian



World Name: Sonnia
Star Type: G6V
Position in System: 3
Time to Jump Point: 7 days
Recharging Station: None
ComStar Facility Class: B
ComStar Representative: Precentor Valencia deShan
Population: 3,814,000,000
Percentage and Level of Native Life: 10%, Mammal

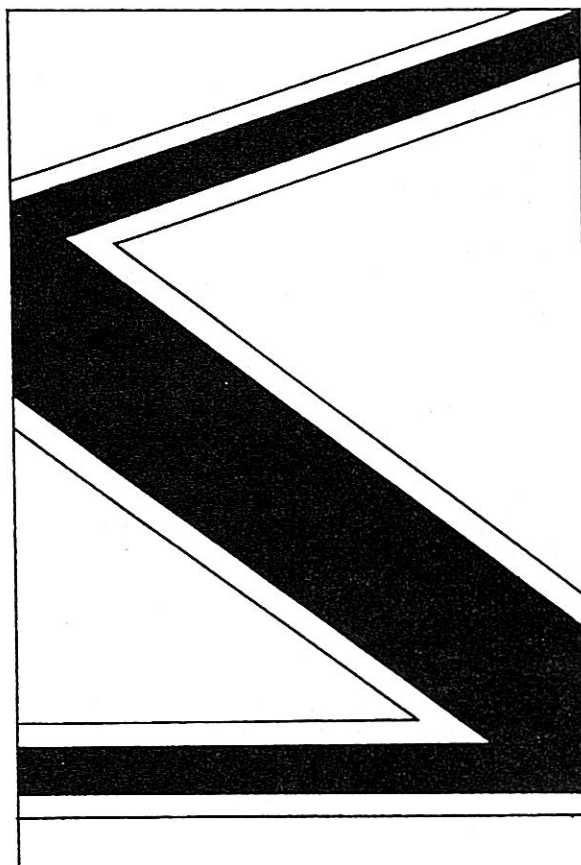
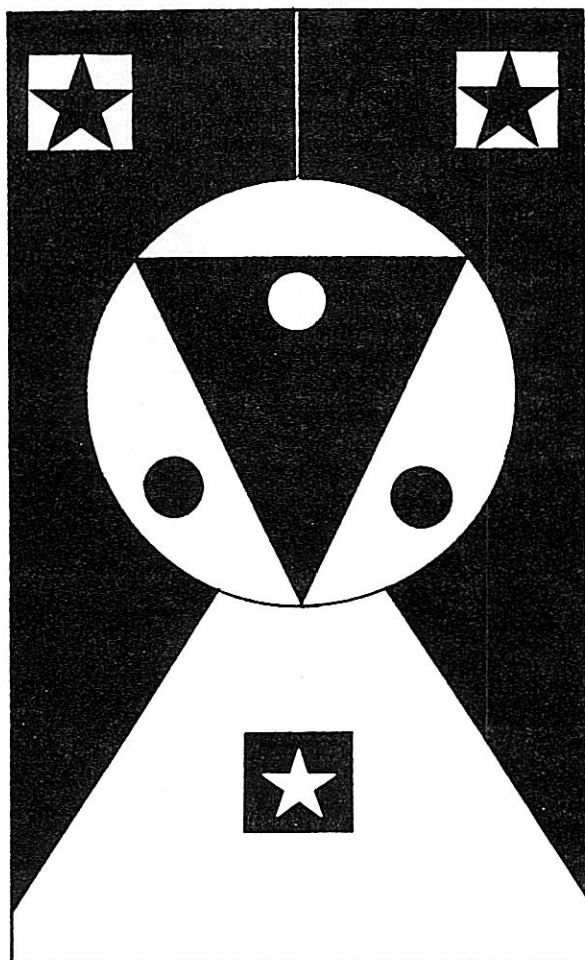
One of the saddest chapters of the historical era now known as the Exodus was the settlement of New Aragon, a marginally habitable planet whose developers promised "fertile ground and abundant water" to settlers who bought land there. Though the advertisement was technically true, the land was predominantly swampland, and infested with insect-like creatures whose painful bites carried more diseases than could be successfully counted in the first phase of colonization. In spite of this trickery, the colony expanded when settlers began to drain the swamplands, leaving land that proved capable of sustaining a large farming population.

Among the amphibious lifeforms that survive in the "frogfarm" preserves are several that have become lucrative exports as gourmet items.

Not surprisingly, given the planet's early history, New Aragon is also a major center for medical research, with the New Aragon Institute for Epidemiology being preeminent throughout human space.

Though this tropical planet was originally settled as a resort world by members of Tikonov aristocracy in the early 27th century, a high concentration of fissionable materials was discovered on Sonnia. This led to the rapid development of local nuclear-oriented industries. Today, Sonnia remains heavily garrisoned by Davion reserves, though the exact reason for the planet's continued importance is unclear. One possible explanation is that, topographically, Sonnia presents a wider variety of terrain than nearly any known world, making it ideal for training practice maneuvers. Paradoxically, no major battle has ever been fought on Sonnia.

The natives seem to have a pragmatic political approach that could almost be mistaken for indifference. That is, when asked to swear allegiance to Liao, they did so and went on with their business. When later told that they must then owe allegiance to Davion, they were equally cooperative. Belying this easy-going attitude is the fact that the planet's most popular game is "Counterspy: The Game of Switching Sides." Sonnia is, however, regarded as a politically stable entity, with "Counterspy" a harmless diversion to which even the Governor-General admits being addicted.



—A—

Abadan (world): 94
Acala (world): 93
Acala Pact: 23-25
Age of War: 30
Alcyone (world): 15, 93
Aldebaran (world): 8, 17, 96, 138
Algol (world): 20, 23, 24, 83
Algot (world): 91, 153
Allard, Duke, of Andurien: 37-38
Allard, Mesillia: 37-38
Alliance Parliament: 7, 8, 10
Almach (world): 21-23, 153
Almach Accords: 25
Alrescha (world): 96
Amaris, Stefan (Stefan the Usurper): 44, 91
Anaheim (world): 14
Anderson's World (world): 63
Andro (world): 53
Andurien, (province of Free Worlds League): 41
Andurien (world): 29, 30, 37, 38, 119
Aosia (world): 15, 77, 78, 86, 87, 89-91, 96
Arboris (world): 16, 17
Ares (world): 13, 143
Ares Conventions: 31, 33, 45, 143
Ariana Fusiliers: 47, 82, 83
Ariana Grenadiers: 45, 83
Aris, Desmond: 14
Aris, Jurdan: 12-14
Aris, Nicopolo: 13
Aris, Nikos: 12
Aris, Normann: 41, 42, 64
Aris, Paula: 14, 15, 17, 22, 26
Aris, Warren: 26, 33; arrested: 27
Asuncion (world): 14, 52, 80, 120
Atlas (world): 26
Atreus (Free Worlds capital): 41
Avalon Hussars: 47-49
Axton (world): 53, 93, 94
Azha (world): 24

—B—

Bacum (world): 91
Ball (world): 15
Bandora (world): 13
Barduc (sword nobility): 60
Barras (world): 133
BattleMechs: Capella receives technology of, 36; fighting on New Vandenburg, 39; in First Succession War, 47; invention of, 35; lack of spare parts, 50; new designs introduced, 43; production capability lessened, 51; used in Amaris revolt, 44
Baxter, Arden: 33, 79
Beiton Kaitos, (world): 95
Bell (world): 24, 94
Bell Accord: 39
Bellatrix (world): 33

Berenson (world): 16, 19, 29, 79, 82, 85, 86
Bernardo (world): 92, 120
Betelgeuse (world): 33, 134
Beten Kaitos (world): 54
Bethel (world): 88, 89
Bharat (world): 139
Bithinia (world): 143
Blandford's Grenadiers: 48, 78
Brazen Heart (world): 126
Brighton (world): 95, 110, 150
Bristol (world): 54, 85
Brunn, Emmanuel Denevieve: 13
Brusett (world): 14
Bryant (world): 45
Buenos Aires (world): 79, 134

—C—

Calloway VI (world): 45-47, 80, 84, 98
Cameron, Ian: Director-General of Terran Hegemony, 39; First Lord of Star League, 40, 41
Cameron, Richard: 43, 44
Cameron, Simon: 43
Cammal (world): 53, 94
Capella (world): 7, 9, 13-15, 18, 28, 38, 41, 42, 50, 77, 83, 113, 114, 143
Capellan Co-Prosperity League: 10, 13, 21
Capellan Commonality: alliance, 23-26; province, 143-145
Capellan Confederation: alliance, 20; and the arts, 114; caste system, 110; Chancellor Calvin assassinated, 38; defended, 29; economics, 115-118; exchanges ambassadors with Federated Suns, 35; fights Rim War, 33; founded in July 2367, 7; in First Succession War, 45; joins Star League, 40; losses in war, 48; manifest destiny, 64; neutrality in Amaris revolt, 44; poorer after Succession War, 47; saved from economic collapse, 42, under Maximilian, 55
Capellan Defense Force, origin: 5
Capellan Hegemony: 10, 11, 13-17, 21, 25, 26, 33, 143
Capellan Holdfast: 12
Capellan Hussars: 5, 30, 34, 48, 50, 51, 77, 78
Capellan Renaissance (historical era): 13
Capellan Republic: 12, 13
Capellan Reserves: 92
Capellan-Supremacy War: 15, 17-19, 21
Caph (world): 98
Carbonis (world): 47
Carinus, Anton: 20-22
Carr-Niessa, Fiona (last Capellan General): 64
Carver V (world): 45, 48, 54
Caselton (world): 47

Cataphract (new 'Mech design): 67, 104, 113, 119, 138
Chandler, Premier, 15
Chesterton (world): 9, 10, 13, 15, 20, 47, 65, 82, 152
Chesterton Commonality (province) (disputed): 6, 25, 43, 44, 47, 86, 95, 127, 152-156
Chesterton Reserves: 48, 50, 82-85
Chesterton Trade League (protection pact): 10, 20
Chesterton Voltigeurs: 83, 84
Chesterton, Ian (explorer): 152
Chinn, General Diana: 21-22
Chisholm (world): 9, 19, 152
Chisholm Protectorate: 11
Cochrane's Goliaths: 47, 90
ComStar: communications, 120, 121, 151; document quoted, 53; interdicts House Marik, 48
Conquista (world): 93
Corey (world): 45-47
Courts of Philosophical Inquiry: 36, 66
Cynthiana (Liao) (world): 8

—D—

Dalton (world): 89
Daniels (world), 15, 89
Davion, Hanse: 53, 54, 89, 95, 123
Davion, John: 47
Davion, Paul: 47
Davion, Reynard: 24, 25, 26, 29
Davion, Simon: 33, 39
Davion, Terri: 39
Death Commandos: 70, 71, 99
Deimos (secret service): 14, 30, 72
Demarcation Zone (treaty): 10
Demeter (world): 10, 43, 79-81, 83, 91, 154
Denbar (world): 151
Deneb Kaitos (world): 94
Deneb Light Cavalry: 45, 48
Diobrin (Laurel's World) (world): 96
Draconis Combine: 18, 40
Drozan (world): 135
Dux, Julian: 24

—E—

El Giza (world): 47
Elbar (world): 94
Elgin (world): 41, 42, 139
Elnath (world): 95
Emerson (world): 54, 98
Epsilon Eridani (world): 45, 64, 96
Epsilon Indi (world): 45
Exedor (world): 92, 144
Exodus (historical era): 10, 140, 141, 156

—F—

Farwell (world): 47, 54, 95
Federated Suns: 6, 18-20, 23, 26, 33, 35, 39, 40, 43, 47-50, 60, 83-91, 96, 113, 123, 133, 152, 153
15th Dracon: 45, 47
First Andurien War: 81
First Succession War: begins, 45; ends, 47
Fletcher (world): 45, 85, 96, 99, 139
Fonn, Sigur: 33
4th Tau Ceti Rangers: 45, 47
Free Worlds League: 6, 16, 17, 19, 23, 26, 28, 30, 31, 33, 35-38, 40, 41, 46, 48, 52, 92, 95; 133, 134
Fuentes (world): 92

—G—

Gallitzin (world): 89
Gan Singh (world): 17
Geifer (world): 144
Genoa (world): 17, 83, 86
Goshen (world): 54, 94
Grand Base (world): 135

—H—

Hall (world): 45
Halloran V (world): 22, 91, 154
Hamal (world): 20
Hamilton's Highlanders: 44, 49, 84
Hargreaves, Victor, profile of: 127
Harsefeld (world): 94
Hasek-Davion, Michael: 6, 53-54, 89, 123, 152
Hassad (world): 29, 38, 49
Heligoland (world): 24
Hessen Conventions: 24-25
Hexare (world): 93
Highspire (world): 13, 15, 53, 95, 96
Hikaru, Colonel Hiritza: 65
Hoan (world): 94
Holt (world): 46, 50, 82, 89
Homestead (world): 14
House Davion: 15, 23, 25-26, 38-39, 44, 47-51, 53-55, 63, 79, 83-90, 92-93, 95, 98, 119, 123, 124, 127-128, 138-139, 155
House Kurita: 39, 45, 55, 85, 95, 98, 116-117, 123
House Liao, summarized: 56
House Marik: 28, 35, 39, 48, 51-52, 55, 88-89, 92, 95, 116-117, 123-124, 133-134, 138-139
House of Scions: 27, 31, 33, 35-37, 41-42, 57, 60-61, 66, 118, 121, 126; judiciary function, 62
House Steiner: 95
Hsien (world): 45, 49, 81, 124

—I—

Imarra, Kamachi: 48
Indicass (world): 89
Ingersoll Concordium: 13
Ingersoll (world): 31, 45, 80, 113, 145
Irian (world): 98
Ishara's Grenadiers: 49, 93
Ishidai, Admiral: 17

—J—

Jaipur (world): 91
Jonathan (world): 53
Justinia's Cuirassiers: 44-45, 50, 89

—K—

Kamakura's Hussars: 49, 93
Kansu (world): 94
Kapteyn, Concord of: 55, 123
Kathil (world): 54
Kavajk, Dolmann, profile of: 129
Kearny (world): 37, 81-82
Kearny Highlanders: 50, 81, 82
Kearny-Fuchida Drive: 49
Keid (world): 45, 140
Kentares IV (world): 47
Kerensky, General Aleksandr: declares war on Amaris, 44; departs Star League, 45; historical precedent, 127; Protector of Star League, 43, 91, 98
Kluanian Period: 15
Korvin Doctrine: 63-64, 66-67
Korvin-DeVall, Alana: 64
Kumqwat (world): 43
Kuragin (world): 13
Kurita, Minoru: declares himself First Lord, 45; in First Succession War, 47
Kwamashu (world): 92

—L—

Lancaster (world): 98
Laurel, Erika: 49, 81, 142
Lee (world): 15, 25, 26, 33, 49-50, 54, 79, 82-83, 85, 93, 99
Les Halles (world): 98
Lesalles (world): 95
Liao (world): 7-11, 17, 19, 86, 92, 124, 140
Liao(ist) Doctrine (economic directive): 6, 116
Liao Republic: 12, 17
Liao, Aleisha: Chancellor, 31-35, 143; burial, 139; historical precedent, 38
Liao, Androsar: 42
Liao, Barbara: Chancellor, 43, 79, 89, 91; accompanies striketeam, 46; and currency rights, 60; and Surgeon-General, 68; death of, 47; historical precedent, 51; quoted, 45; sympathy for Kerensky, 44

Liao, Candace: arranged marriage, 52; heir-apparent, 126; Maximilian's daughter, 51; owns planet, 140; President of Commonality Bank, 119; profile of, 124; Ridzik's ambition to marry, 128; sponsors Art Fair, 114
Liao, Caroline: daughter of Seluk Tucas, 25; wife of Franco Liao, 25; speech to convention, 27
Liao, Dainmar: 48
Liao, David Paul, 7, 8
Liao, Duchy of: 17, 23
Liao, Duncan: held hostage, 34; death of, 57
Liao, Elias: 7, 10, 12; death of, 8; departs Terra, 8
Liao, Elizabeth: persecutes religious dissenters, 63; profile of, 126; sponsors arts competition, 114
Liao, Emile Falkner: 17
Liao, Franco: 5, 7, 19, 78; becomes Duke, 17; establishes Commonality, 60; marries Caroline Tucas, 25; calls for abolition of Commonality, 26; founds Capellan Confederation, 27; negotiates with Davion, 28; resigns as Chancellor, 29; creates Capellan Hussars, 30; work carried on, 35; historical precedent, 51; founds Prefecture, 57; Statement of Pan-Capellan Unity, 58; adopts St. Ives edicts, 61; establishes incentives, 110; pledges fortune, 112
Liao, Hendrik: Chancellor, 35; resigns Chancellorship, 36; historical precedent, 38
Liao, Ilsa: Chancellor, 47; increases power of House of Scions, 58; killed on Aosia, 48, 78; historical precedent, 50
Liao, Ingrid: 50
Liao, Irenna: biographer, 9; becomes governor, 10; multiple marriages, 11; historical precedent, 37
Liao, Jasmine: defeats General Merik, 34; expands Chancellor's powers, 35; adopts Capellan Concordat, 61; develops Sarna Mandate, 64; renames Households Guards, 77; historical precedent, 51, 68
Liao, Calvin: reign of terror, 36-37; assassination of, 38, 39; laws overturned, 42; death leads to rise of Refractors, 61; strengthens Philosophical Examiners, 66; excesses of, 78; historical precedent, 40, 58, 62
Liao, Kurnath: becomes Chancellor, 29; institutes universal draft, 30; charters Maskirovka, 30; enlarges Prefecture, 57; organizes House of Scions, 58; fights Andurien war, 79; dies, 30
Liao, Laurelli: 48
Liao, Martell: 11

Liao, Maximilian: Chancellor, 70, 82, 85-87, 89-90, 92, 95, 99, 110, 127, 132, 140, 142, 147; finances subversives, 6; overthrows his father, 51, 128-130; ambitions, 51; diplomacy, 52-55; anti-Davion maneuvering, 53; counterattacks Davion, 54; advances Concord of Kapteyn, 55; quoted, 51, 58; and Ministry of Development, 59; consolidates power in court, 62; suppresses religious dissent, 63; formalizes Sarna Mandate, 65; establishes Ranks of the Dedicated, 66; Commander-in-Chief, 68; commands Red Lancers, 77; supported by Prefectorate Guard, 78; sponsors 'Mech games, 114; economic theories, 116; monetary policies, 118; profile of, 123; favors Master Yadi, 131

Liao, Merlin: 49

Liao, Mica: succeeds Kalvin, 38; married to Davion industrialist, 39; limits power of House of Scions, 58; weakens Philosophical Examiners, 66; raises Prefectorate Guard, 78; quoted, 42

Liao, Otto: 48, 49, 51

Liao, Raxal: 35

Liao, Romano, profile of: 124

Liao, Salicia: Chancellor, 38; dual citizenship, 39; military reforms, 39; founds Ministry of Social Education, 59

Liao, Stephen: Chancellor, 34-35; burial, 139

Liao, Sundermann: 42

Liao, Tarlak: 49, 50

Liao, Terrence: Chancellor, 40; begins Third Andurien War, 39

Liao, Tormana: defended by Candace, 124; mentioned, 128; profile of, 126; saves life of Gabriel Quinn, 132

Liao, Tormax: Chancellor, 50, 51, 142; creates holiday, 62; formalizes Sarna Mandate, 65; establishes Death Commandos, 70; makes war on pirates, 78; founds Sian University, 113; coup against, 77; death of, 128

Liao, Ursula: 40-42

Liao, Victor: becomes governor, 8; gambling practices, 10; beheads Terran ambassador, 9, 19

Liao, Victoria Matthews (wife of Terrence): 39, 40

Liao, Warex: Chancellor, 42; military reforms, 43

Lincoln (world): 78, 81-82

Ling (world): 86

Ling, Chandra: head of Maskirovka, 72; profile of, 125

Ling, Sir Curtis: 24

Listowel (world): 54

Lopez (world): 27, 79-80, 82, 89

Lorix Creed: 36, 66

Lorix Order: 64, 65

Lorix, Kalvar: 36, 65

Lothar's Fusiliers: 49, 85

Lyran Commonwealth: 18, 35, 40

-M-

Mallory's World (world): 24

Mansu-ri (world): 89

Marik, Anton: 6, 52

Marik, Charles: 48

Marik, Janos: 52, 55

Marion's Highlanders: 33, 79

Marlette (world): 54, 89, 95

Maskirovka: 30, 34-36, 41, 43, 45, 47, 49, 52-54, 62, 72, 82, 92, 96, 113-114, 118, 123, 125, 128, 133, 140, 146, 152

Matheran (world): 92

McCormack's Fusiliers: 47, 80

McHenry (world): 54, 95

McKenna, Fleet Admiral James: founds Terran Hegemony, 18; directs colonization efforts, 19

Menke (world): 136

Merik, General Ral (usurper): 34

Mesartim (world): 21-23, 54, 85, 95, 155

Ministerial: 57

Mintaine, Dame Vall: 52

Mira (world): 21-23, 54, 88, 95, 155

Mirach (world): 20, 21

Mitchel (world): 99

Moravian (world): 93

Mosiro (world): 47

Muskegon (world): 54, 95

-N-

Nam Dinh (world): 92

Nanking (world): 37, 42, 113, 141

Narellan (world): 89

Necromo (world): 145

New Aragon (world): 87, 90, 91, 96, 156

New Avalon (world): 25, 89; capital of Federated Suns, 28, 38, 39, 43, 53; attacked, 49

New Canton (world): 45

New Delos (world): 38, 45, 98

New Florence (world): 86, 92, 99

New Hessen (world): 11, 24, 29, 82, 96, 114, 141

New Philistines (dissident group): 12

New Rhodes III (world): 95-96

New Samarkand (world): 45

New Silesia (world): 43

New Vandenburg (world): 44

New Westin (world): 93

New World Disciples: 8

Nihal (world): 14, 33

Ningpo (world): 94

Northwind (world): 98

Northwind Highlanders: 48, 79-82

Nova Roma (world): 89

Novaya Zemlya (world): 92

-O-

Ogilvie (world): 89

Ohrensen (world): 94

Old Kentucky (world): 146

Orbisonia (world): 47

Oriente (world): 35, 45, 46, 48

Outreach (world): 45

-P-

Palladaine (world): 99

Palmer, Sarah: 23, 24

Palos (world): 14, 15, 17, 78

Park Place (world): 98

Periphery: Taurian Rimworlds, 33; Thousand Worlds Coalition, 33; hideout, 41; friction with Star League, 43; increase in bandit raids, 44; Rim Worlds Republic, 44; place of exile, 63

Philosophical Examiners: 66

Pinard (world): 88, 91

Plato: 12

Prefectorate: 31, 33, 40-41, 51, 57, 61, 66, 78, 117, 129; judiciary function, 62

Prefectorate Guard: 48, 50, 51, 77, 78

Principia (world): 136

prisons, located on Tikonov: 63

Propus (world): 46

-Q-

Quinn, Gabriel, profile of: 132

Quinn, Premier: 23, 24

Quinn, Sandol: 47, 57

-R-

Raballa (world): 147

Ranks of the Dedicated: 66

Raven (new 'Mech design): 67, 103

Red Lancers: 37, 47, 50, 51, 77

Redfield (world): 15, 19, 33, 70, 88, 128, 129, 131

Remshield (world): 53

Reunification War: 41, 42

Ridzik, Colonel Pavel (Senior Military Coordinator): 51, 63, 68, 86, 90, 99, 123-126, 129, 131, 132, 135, 147; profile of, 128

Rim War: 33

Rim Worlds Republic: 44

Rio (world): 20, 45, 50, 83

Rivoli, Patrick, profile of: 125

Ronel (world): 45, 83

Royalston (world): 89, 91

Ruchbah (world): 20

Ryerson Conventions: 16



HOUSE LIAO

The Capellan Confederation

MAP OF THE CAPELLAN CONFEDERATION

8 PARSECS



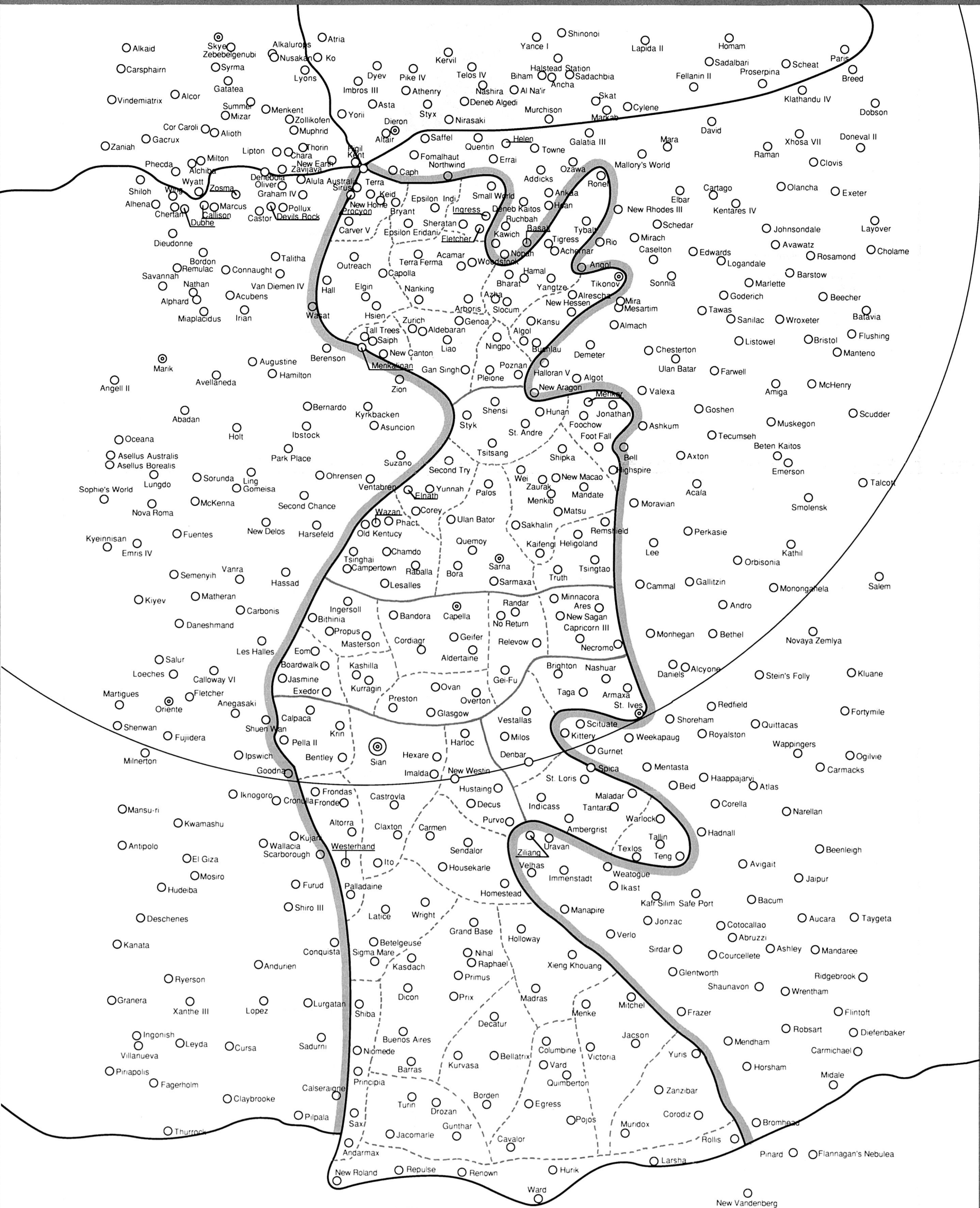
40 PARSECS OR 130.4 LIGHT YEARS

MAXIMUM JUMP — APPROXIMATELY 30 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY

COMMONALITY BORDER
DUCHY BORDER
COMMONALITY CAPITAL
CONFEDERATION CAPITAL

Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER SERVICE
and the STAR LEAGUE ARCHIVES on Terra.

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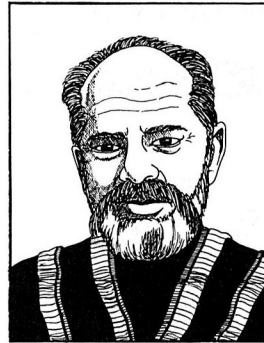


Dates and years in italics indicate time spent in power as Chancellor or equivalent



THE CAPELLAN CONFEDERATION'S LINE OF SUCCESSION AND PARTIAL LIAO FAMILY TREE

Dates and years in *italics* indicate time spent in power as Chancellor or equivalent



Elias Jung Liao
2151 - 2202 (51)

Rufus Liao
2163 - 2202 (39)

Paul David Liao
2170 - 2206 (36)

Carmen Liao
2178 - 2187 (9)

Margarette Liao
2180 - 2187(7)

Victor Edward Liao
2199 - 2240 (41)

Irenna Liao
2218 - 2269 (51)

Julliette Liao
2220 - 2225 (5)

Martell Liao
2248 - 2300 (52)

Justine Liao
2249 - 2317 (68)

Emile Falkner Liao
2278 - 2356 (78)
(First Duke of Liao)

Caroline Tucas

M

Franco Martell Liao

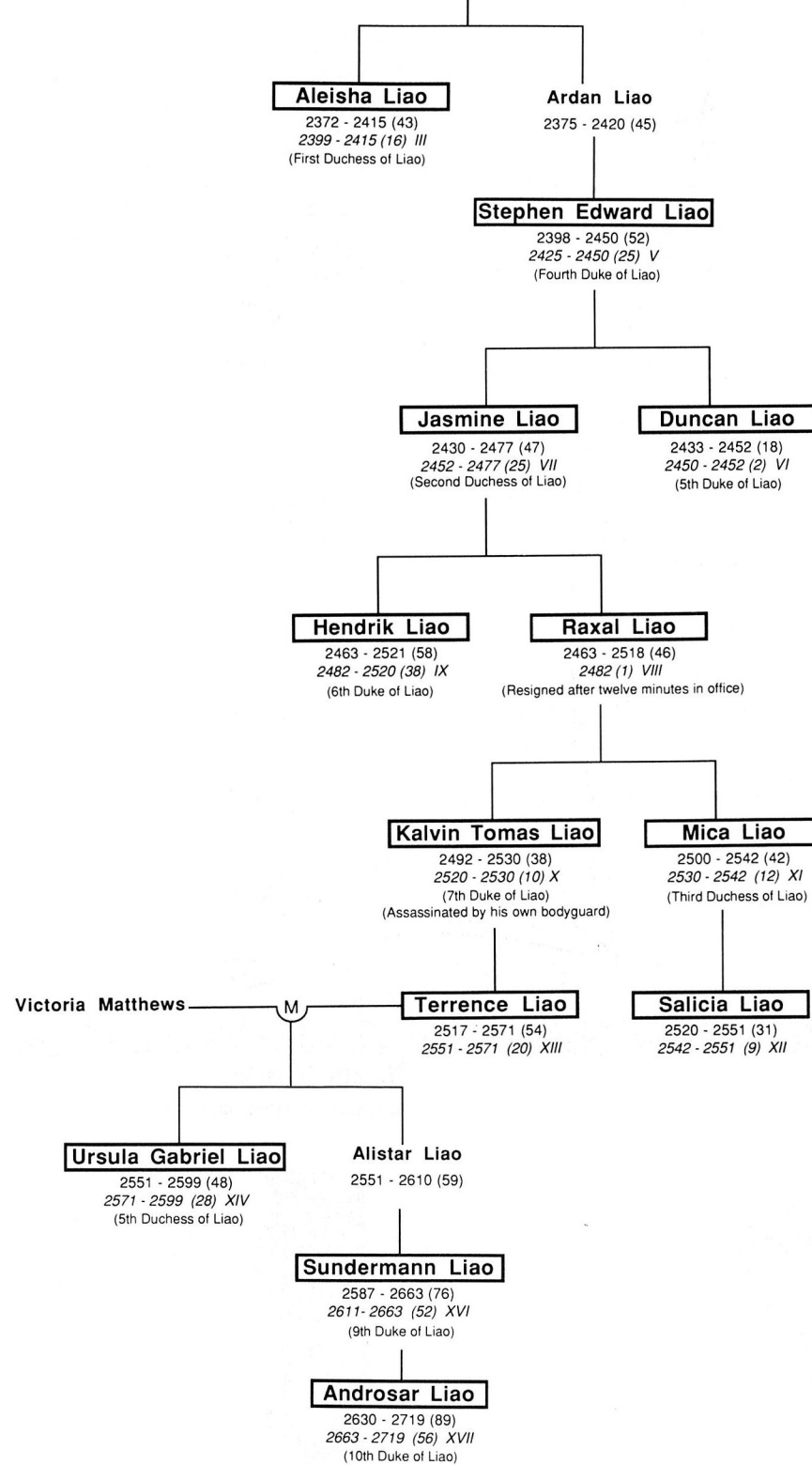
2348 - 2396 (48)
2367 - 2395 (28) I
(Second Duke of Liao)
(Resigned in favor of Younger Brother)

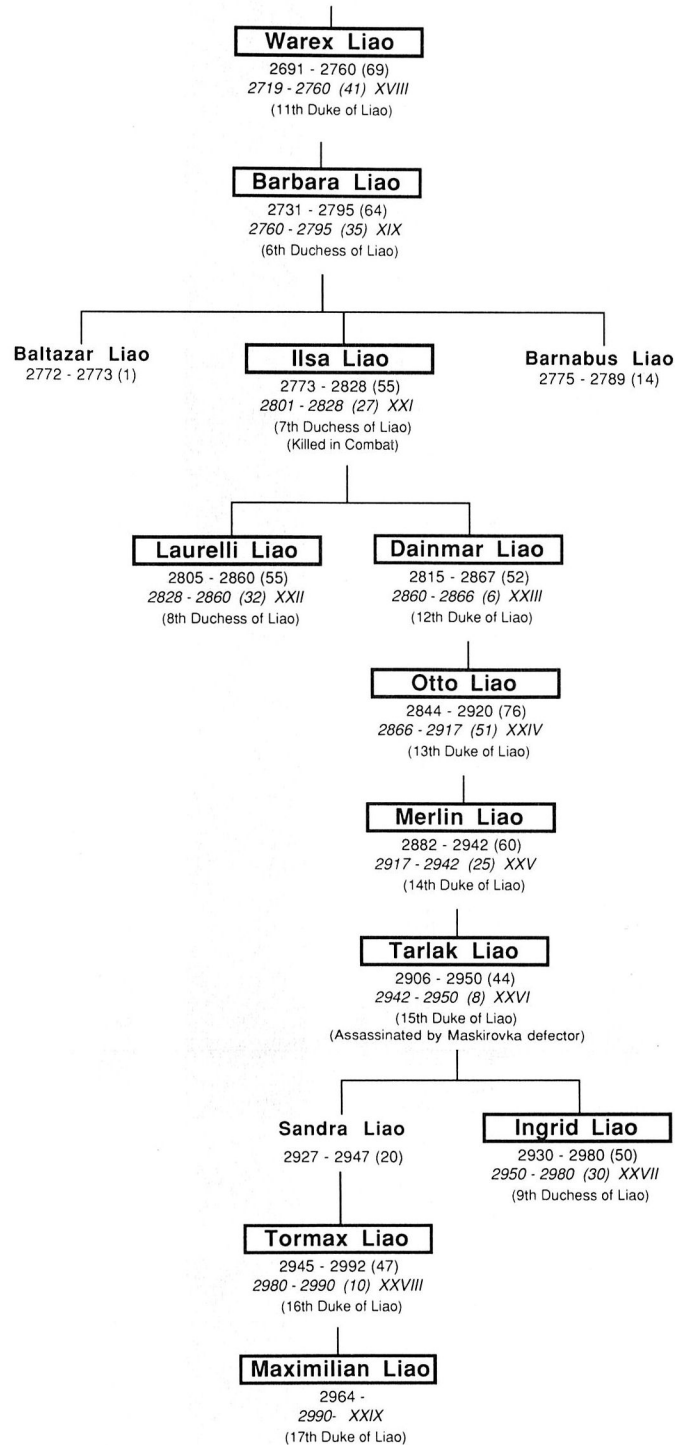
Kurnath Liao

2349 - 2399 (50)
2395 - 2399 (4) II
(Third Duke of Liao)

Chancellors who were not Liao family members:

Ardan Baxter (IV) 2415-2425
Edmund Salinder (Regent) 2477-2482
Norman Aris (XV) 2599-2611
Sandol Quinn (XX) 2795-2801





Candace Liao
2988 -



Romano Liao
2992 -



Tormana Liao
2996 -



Planet Guide
The coordinates of Terra are 0,0.

World Name X Coordinate Y Coordinate Affiliation

Abadan	-70.94	-96.76	M
Abruzzi	150.74	-306.96	D
Acala	135.36	-125.44	D
Acamar	39.90	-38.86	L
Achernar	77.98	-32.60	L
Acubens	-52.68	-51.12	M
Addicks	72.24	-0.26	D
Al Na'ir	60.77	31.56	K
Alchiba	-68.33	1.83	S
Alcor	-75.37	29.21	S
Alcyone	130.92	-199.25	D
Aldebaran	25.04	-64.94	L
Aldertaine	45.12	-192.73	L
Algol	65.46	-68.33	L
Algol	86.59	-83.46	D
Alhena	-83.20	-14.60	M
Alioth	-59.46	14.08	S
Alkaid	-94.93	47.47	S
Alkalurlops	-36.25	45.64	S
Almach	101.71	-62.07	D
Alphard	-65.98	-52.42	M
Alrescha	85.28	-49.81	M
Altair	9.39	14.08	K
Altorra	-2.87	-265.76	L
Alula Australis	-24.52	-4.69	M
Ambergrist	84.24	-259.76	L
Amiga	166.65	-85.28	D
Ancha	76.15	36.51	K
Andarmax	-3.39	-389.90	L
Andro	146.05	-174.48	D
Andurien	-39.90	-318.70	M
Anegasaki	-49.81	-218.55	M
Angel II	-99.10	-84.76	M
Angol	88.67	-39.12	D
Ankaa	75.37	-9.39	D
Antipolo	-95.71	-271.23	M
Arboris	43.55	-51.90	L
Ares	96.24	-175.52	L
Armara	107.45	-207.60	L
Asellus Australis	-100.93	-114.75	M
Asellus Borealis	-101.45	-119.19	M
Ashkum	112.93	-101.97	D
Ashley	165.87	-311.13	D
Asta	4.17	25.82	K
Asuncion	5.22	-102.49	M
Athenry	17.73	31.30	K
Atlas	158.83	-246.20	D
Atna	-16.17	52.16	K
Aucara	178.13	-298.88	D
Augustine	-44.08	-77.46	M
Avawatz	166.39	-29.73	D
Avellaneda	-58.16	-82.93	M
Avigait	154.39	-277.49	D
Axton	128.31	-114.23	D
Azha	54.25	-51.90	L
Bacum	158.57	-291.84	D
Bandora	13.30	-178.91	L
Barras	21.12	-357.30	L
Barstow	172.13	-41.21	D
Basalt	66.76	-29.21	D
Batavia	202.90	-55.81	D
Beecher	185.43	-50.60	D
Beenleigh	185.43	-271.23	D
Beid	125.71	-245.93	D
Beil	105.10	-110.84	D
Bellatrix	54.77	-354.69	L
Bentley	-7.04	-235.76	L
Berenson	-13.82	-71.72	M
Bernardo	-21.39	-94.93	M
Betelgeuse	5.74	-309.57	L
Beten Kaitos	167.17	-114.23	D
Bethel	141.88	-185.69	D
Bharat	59.46	-41.99	L
Biham	72.50	37.03	K
Bithnia	-19.04	-179.95	L
Boardwalk	-13.82	-199.25	L
Bora	39.12	-159.09	L
Borden	51.90	-373.99	L
Bordon	-63.64	-33.64	M
Breed	197.16	40.16	D
Brighton	79.80	-202.12	L
Bristol	179.69	-67.55	D
Bromhead	161.17	-380.77	D
Bryant	13.30	-13.30	L
Buchizu	70.58	59.37	L
Buenos Aires	18.26	-345.04	L
Callison	-63.11	-15.13	M
Calloway VI	-58.68	-201.34	M
Calpaca	-20.34	-216.72	L
Calseraigne	-8.35	-370.86	M
Cammal	112.40	-166.39	D
Campertown	-5.48	-160.65	L
Capella	38.86	-175.26	L
Caph	13.04	-0.52	D
Capolla	8.08	-41.73	L
Capricorn III	89.41	-188.04	L
Carbonis	-47.99	-177.08	M
Carmacks	185.43	-238.89	D
Carmen	28.69	-266.80	D
Carmichael	201.34	-352.08	D
Carsphairn	-97.02	39.38	S
Cartago	141.09	-10.17	D
Carver V	-5.48	-20.86	L
Casellon	117.36	-35.99	D
Castor	41.47	-17.47	M
Castrovia	13.82	-254.80	L
Cavalor	61.55	-391.20	L
Chara	-29.47	6.52	S
Charido	10.43	-153.61	L
Chertan	-75.37	15.65	M
Chesterton	115.27	-72.24	D
Cholame	204.21	31.56	D
Claxton	15.65	-266.54	L
Claybrooke	-52.42	-372.42	M
Clovis	181.78	3.13	D
Columbine	75.63	-348.95	L
Connaught	-54.77	-40.68	M
Conquista	9.65	-309.83	M
Cor Caroli	-62.85	15.65	S
Cordagr	24.52	-192.73	L
Corella	143.44	-253.50	D
Corey	21.65	-137.44	L
Corodiz	136.92	-378.16	L
Cotocallao	146.05	-302.27	D
Courcellete	142.92	-313.48	D
Cronulla	-33.38	-253.24	M
Cursa	51.90	-351.56	M
Cylene	106.93	25.30	K
Daneshmand	-72.76	-182.56	M
Danielis	125.71	-198.21	D
David	140.57	19.30	D
Decatur	54.77	-339.04	L
Decus	44.86	-253.76	L
Demeter	92.32	-70.16	D
Denbar	69.63	-237.33	L
Deneb Algedi	41.47	26.34	K
Deneb Kaitos	65.20	-13.04	D
Denebola	-13.04	-1.83	M/S
Deschenes	-87.89	-300.18	M
Devil's Rock	36.51	-15.39	M
Dicon	20.34	-328.09	L
Diefenbaker	200.03	-344.52	D
Dieron	13.04	15.39	K
Dieudonne	-75.89	-26.08	M
Dobson	206.03	26.60	D
Doneval II	200.56	8.87	D
Drozach	31.56	-373.20	L
Dubhe	-71.20	-16.17	M
Dyev	5.74	41.21	K
Edwards	133.27	-32.60	D
Egress	68.59	-373.47	L
El Giza	-69.89	-276.45	M
Elbar	127.79	-8.08	D
Elgin	1.56	-51.38	L
Elmath	18.78	-128.31	L
Emerson	171.87	-117.10	D
Emris IV	-89.72	-150.74	M
Eom	-18.26	-195.34	L
Epsilon Eridani	18.52	-21.39	L
Epsilon Indi	29.47	-15.65	L
Errai	52.68	4.43	D
Exedor	-13.30	-209.68	L
Exeter	190.12	-8.08	D
Fagerholm	-82.67	-366.16	M
Farwell	141.88	-80.33	K
Fellann II	133.27	33.12	D
Flannagan's Nebula	183.34	-393.55	P
Fletcher	47.20	-23.73	L
Fletcher	-68.33	-211.77	M
Flintoft	193.25	-336.17	D
Flushing	197.16	-65.20	D
Foohhaut	21.12	5.48	D
Foohhow	89.72	-98.32	L
Foot Fall	95.45	-110.84	L

Fortymile	195.34	-216.20	D
Frazer	130.40	-336.43	D
Frondas	-18.00	-249.85	L
Fronde	-6.00	-253.76	L
Fuentes	-73.55	-146.57	M
Fujidera	-77.46	-227.42	M
Furud	-25.56	-286.62	M
Gacrux	-86.59	11.21	S
Galatea	-54.25	34.43	S
Galatia III	91.54	14.87	D
Gallitzin	132.75	-164.83	D
Gan Singh	41.99	-80.33	L
Gei-Fu	58.16	-200.82	L
Geifer	37.56	-187.78	L
Genoa	39.38	-60.24	L
Glasgow	28.69	-217.51	L
Glenworth	127.01	-320.52	D
Goderich	145.79	-49.81	D
Gomseia	-49.81	-128.05	M
Goodna	-28.69	-242.28	M
Goshen	135.88	-95.45	D
Graham IV	-23.73	-10.43	M
Grand Base	46.42	-301.48	L
Granera	-99.10	-333.30	M
Gunthar	39.64	-386.51	L
Gurnet	93.37	-257.93	D
Haappajarvi	138.48	-242.80	D
Hadnall	137.96	-264.97	D
Hall	-14.08	-44.60	L
Halloran V	73.55	-77.20	D
Halstead Station	78.76	44.34	K
Hamal	65.46	-43.81	L
Hamilton	-35.99	-81.89	M
Harloc	42.25	-226.37	L
Harselfeld	-18.00	-143.18	M
Hassad	-30.25	-161.96	M
Hean	75.37	-14.60	D
Helen	83.98	10.17	D
Heligoland	86.85	-146.31	L
Hexare	31.30	-235.24	L
Highspire	101.19	-120.23	L
Holloway	65.46	-304.09	L
Holt	-49.81	-103.80	M
Homam	147.61	52.42	K
Homestead	58.42	-286.10	L
Horsham	156.74	-358.08	D
Housekarle	33.64	-279.32	L
Hsien	5.74	-54.77	L
Hudeiba	-79.28	-287.92	M
Hurik	78.50	-399.81	L
Hustaing	55.55	-247.76	L
Ibstock	-22.43	-129.10	M
Ikast	102.23	-286.62	D
Ikongoro	-50.60	-250.63	M
Imalda	30.25	-242.28	L
Imbros III	-2.09	34.43	K
Immenstadt	82.93	-280.36	D
Indicass	73.02	-251.15	L
Ingersoll	-5.22	-173.69	L
Ingonish	-88.93	-347.12	M
Ingress	50.07	-18.78	L
Ipswich	-48.77	-234.98	M
Irian	-46.94	-56.85	M
Ito	7.56	-278.01	L
Jacomarle	13.04	-385.98	L
Jacson	111.62	-349.47	L
Jaipur	177.08	-282.71	D
Jasmine	-31.30	-203.95	L
Johnsondale	162.22	-23.21	D
Jonathan	101.45	-93.89	L
Jonzac	116.32	-300.18	D
Kafir Siim	119.71	-290.53	D
Kaileng	72.50	-153.61	L
Kanata	-97.02	-310.61	M
Kansu	68.33	-60.24	L
Kasdach	21.12	-315.83	L
Kashila	-1.56	-202.90	L
Kathil	172.91	-149.96	D
Kawich	54.25	-29.73	D
Keid	3.13	-10.17	L
Kentares IV	150.74	-13.30	D
Kervil	34.43	-46.42	K
Kittery	82.93	-225.85	D
Kiyev	-88.93	-173.17	M
Klathandu IV	176.82	31.82	D
Kluane	197.95	-201.08	D
Ko	-18.26	44.34	K
Krin	-7.82	-223.24	L
Kujari	26.08	-267.32	M
Kurragin	3.39	-204.99	L
Kurvasa	39.90	-354.69	L
Kwamashu	-72.76	-262.36	M
Kyeimnisan	-101.71	-151.79	M
Kyrkbacken	2.61	-121.01	M
Larida II	113.97	51.64	K
Larsha	119.45	-396.68	L
Larsha	10.69	-296.27	L
Layover	206.03	-20.08	D
Lee	117.88	-149.44	D
Les Halles	-39.38	-189.60	M
Lesalles	9.91	-166.39	L
Leyda	-71.72	-349.99	M
Liao	34.43	-68.07	L
Ling	-44.34	-122.05	M
Lipton	34.16	6.52	S
Listowel	151.52	-68.07	D
Loeches	-75.11	-202.90	M
Logandale	144.48	-36.25	D
Lopez	38.08	-333.30	M
Lungdo	83.46	-122.84	M
Lurgatan	-20.34	-333.82	M
Lyons	23.21	39.12	S
Madras	71.20	-328.09	L
Maladar	109.80	-249.85	L
Mallory's World	112.40	6.00	D
Manapire	83.20	-295.49	L
Mandaree	184.12	-311.66	D
Mandate	89.19	-127.27	L
Mansu-ri	-95.71	-256.37	M
Manteno	190.91	-72.50	D
Mara	122.84	8.87	D
Marcus	-59.46	-15.65	M
Mark	80.33	-75.89	M
Markab	98.58	23.47	K
Marlette	155.96	-44.86	D
Marlignes	96.76	-215.16	M
Masterson	2.61	-187.52	L
Matheran	-66.24	-171.87	M
Matsu	79.02	-137.44	L
McHenry	181.00	-85.28	D
McKenna	-66.76	-133.53	M
Mendham	149.18	-347.91	D
Menkalinan	0.00	-71.20	M/L
Menkar	91.54	-92.84	L
Menke	91.54	-333.82	L
Menkent	38.86	20.86	S
Menkib	76.15	-130.14	L
Mentasta	115.27	-239.41	D
Mesartim	103.80	-55.03	D
Miaplacidus	63.11	-57.38	M
Midade	191.17	-365.38	D
Minerton	86.06	-234.46	M
Milos	58.16	-227.16	L
Milton	64.94	2.87	S
Minnacora	77.98	-172.13	L
Mira	104.32	-52.42	D
Mirach	109.80	-27.12	D
Mitchel	109.80	-331.22	L
Mizar	55.03	20.86	S
Monhegan	117.10	-185.69	D
Monongahela	166.39	-167.17	D
Moravian	110.06	-133.53	D
Mosiro	65.72	-283.23	M
Murchison	75.37	20.08	K
Muridox	107.45	-385.46	L
Muphid	27.64	15.39	S
Muskegon	164.56	-99.89	D
Nanking	22.95	-52.16	L
Narellan	172.13	-256.11	L
Nashira	48.77	35.99	K
Nashuar	98.84	-184.91	L
Nathan	-67.81	-49.55	M
Necromo	103.80	-190.12	L
New Aragon	70.16	-88.93	D
New Canton	8.35	-73.55	L
New Delos	-38.34	-141.88	M
New Earth	-12.52	3.13	S
New Hessen	84.76	-57.12	L
New Home	7.30	-12.78	L
New Macao	78.24	-123.36	L
New Procyon	-4.96	-10.43	L
New Rhodes III	103.28	-15.91	D
New Roland	-8.08	-404.76	L
New Sagan	80.59	-179.17	D

Maximilian Liao offered Anton Marik two things: his daughter in marriage and the assassination of Anton's brother, Captain-General Janos Marik. To win the throne, Anton agreed, and the Free Worlds League plunged into a devastating civil war...

His work done, Maximilian Liao just sat back and smiled.

Although perceived as the weakest Successor State, House Liao's Capellan Confederation is still a wily, treacherous, and formidable foe. Ruthlessly dominated by the cunning Maximilian Liao, the Confederation schemes to pick up the pieces of the shattered Inner Sphere and declare itself leader of a new Star League.

From their tremendous library containing the knowledge of the universe, ComStar has compiled this dossier on House Liao and the Capellan Confederation. Included are dozens of full-color illustrations depicting Confederation personalities, daily life, and military regalia. Classified documents on Confederation armed forces, the Warrior Houses, military structure, and political intrigues are also provided. In addition, the large history chapter stretches from Franco Liao's unification of the Confederation to Maximilian Liao's devious plotting to control the Inner Sphere.

The rulers of the other Successor States do not consider Liao a threat—Maximilian Liao just sits back and smiles.

