

The Hitchhiker's Guide to the Inner Sphere

An Introduction to the Battletech Universe

The Hitchhiker's Guide to the Inner Sphere

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The Hitchhiker's Guide to the Inner Sphere

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Introduction

Battalion: 3 Companies (36 Vehicles)
Regiment: 3 Battalions (108 Vehicles)

Most of this information was taken from the newbieneeds on the BTEch:3056 MUSE. I am willing to take any suggestions for descriptions for any of the factions listed here.

These files are intended to help give background information on the various factions in the BTEch Universe for RP value. They are not meant to replace BTEch sourcebooks and do not contain any rules to play BTEch. Most files contain information up to and around 3052. For paranoid and legal reasons, I do not plan to update these files to contain the latest and greatest information from FA\$A.

By the 31st century, humanity has spread to thousands of worlds, while a handful of powerful empires wage continual war for the right to rule the stars. Foremost among the weapons used in that struggle are BattleMechs. Loaded with autocannons, missile launchers, lasers, and charged-particle beam weapons, these fusion-powered war machines of articulated armor stand upward of ten meters high. Piloting them are MechWarriors, the best, most intensively trained men and women available. Like the armored knights of an earlier age, MechWarriors are popular heroes, and their exploits are the stuff of legends.

- Michael Flynn

Editor's Note: The files have been edited to contain information up to and around 3025, just prior to the 4th Succession War.

Infantry Organization

Squad: 7 troops
Platoon: 4 Squads (28 troops)
Company: 3 Platoons (84 troops)
Battalion: 3 Companies (252 troops)
Regiment: 3 Battalions (756 troops)

Currency Conversion Chart

Currency	C-Bills	Kurita	Davion	Steiner	Marik	Liao
C-Bills	1.00	1.25	1.11	0.91	1.43	2.00
Kurita	0.80	1.00	0.89	0.73	1.14	1.60
Davion	0.90	1.13	1.00	0.82	1.29	1.80
Steiner	1.10	1.38	1.22	1.00	1.57	2.20
Marik	0.70	0.88	0.78	0.64	1.00	1.40
Liao	0.50	0.63	0.56	0.45	0.71	1.00

Standard Military Unit Structure

BattleMech Organization

Lance: 4 BattleMechs
Company: 3 Lances (12 BattleMechs)
Battalion: 3 Companies (36 BattleMechs)
Regiment: 3 Battalions (108 BattleMechs)

Aerospace Organization

Lance: 2 Aerospace Fighters
Flight: 3 Lances (6 Aerospace Fighters)
Company: 2 Flights (12 Aerospace Fighters)
Wing: 3 Companies (36 Aerospace Fighters)
Regiment: 3 Wings (108 Aerospace Fighters)

Armor Organization

Lance: 4 Vehicles
Company: 3 Lances (12 Vehicles)

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Breakthrough (2001-2100)

At the beginning of the 21st century, life on Terra had not changed much from what it had been at the close of the 20th century. Despite attempts at reconciliation in the 1990s, the planet's two giant superpowers still opposed one another, but now their tangled web of weaponry stretched outward into space. Over the next 100 years, however, the situation changed dramatically. By the end of the 21st century, the people of Terra stood poised in apparent unity on the brink of their first expansion into the stars.

Politically, humanity's new age began in 2011 when the bloody Second Soviet Civil War tore that nation permanently asunder. As the Soviet strife threatened to bring the rest of the planet to the brink of nuclear war, a joint force of North American and Western European troops intervened to end hostilities in 2014. This outcome greatly strengthened political ties between nations of the Western Alliance, resulting in a formal unification of Western military forces. By 2024, the Western Alliance included Japan, the newly liberated Eastern European nations, and the now-separate seven Russian states. Replacing the defunct United Nations as a world forum was the Alliance Parliament. As a vigorous sponsor of scientific research and space-exploration activities, the Alliance handsomely rewarded similar efforts by its member states.

As the economic benefits of Alliance membership became obvious, nation after nation petitioned the Alliance for membership status. By 2086, the Western Alliance had become the Terran Alliance, embracing more than 120 member-states. A complex formula based on date of entry, wealth, population, and military power determined each member's voting strength in Parliament.

The 21st century was an age of unsurpassed scientific innovation, most notably the development of fusion power as a major source of power. Alliance scientists built the first full-scale fusion reactor in 2020, and sent the first fusion-powered spacecraft from Terra to Mars in 2027. The voyage took only 14 days, a fraction of the five

months the trip had previously required. Because of the fusion-power plant's efficiency, space vessels could now maintain higher-acceleration burns for much longer periods.

The development of efficient fusion drives made possible the first widespread exploration of Terra's star system. By 2050, the Alliance had scientific outposts throughout the Sol system, had dispatched unmanned interstellar probes to Tau Ceti, Epsilon Eridani, and Epsilon Indi. By this time, private multinational corporations also began to participate in spacefaring activity, establishing mining colonies in the asteroid belt, and ven transporting entire asteroids from the belt to the Terra-Moon system. These corporations also engaged in technological research that resulted in breakthroughs such as the development of dense-but-lightweight materials for spacecraft and space-station construction and a variety of small, portable fusion reactors for equipment use.

Not all the breakthrough research of the 21st century took immediate effect, however. Working together at Stanford University, America's Thomas Kearny and Japan's Takayoshi Fuchida published a series of papers from 2018-2021 that attacked the theoretical undepinnings of modern physics. The scientific community ridiculed their work, and both men died in obscurity before the century was half over. As had been the case with so many innovators, only future generations would respect and honor the value of these two men's daring research. It would be another 80 years before their theories would come to fruition.

Meanwhile, medical prosthetics research had led to the development of polyacetene fibers called "myomers." Under the influence of electricity, bundles of these fibers would contract strongly, like muscles. Unfortunately, the minimum bundle length required for the process was far longer than any human limb. This line of research would lie fallow for the next three centuries.

Exodus (2102-2313)

In 2102, scientists announced the greatest scientific breakthrough of the last two centuries, the theoretical prototype for a faster-than-light starship. Ironically, their work was based on the once-scorned theories of Kearny and Fuchida. The Terran Parliament authorized the Deimos Project, a crash program to develop an FTL drive. Although the Deimos project culminated in the maiden voyage of the first FTL ship to Tau Ceti in 2108, the billions spent on it created resentment and even rioting in some of the poorer Alliance member-states. This rift in the apparent unity of Terra was never completely

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repaired and the struggle between the "haves" and "have-nots" would continue to plague the Alliance.

Shortly afterward, Alliance shipyards began producing FTL-drive ships. By 2116, the first permanent space colony was established on Tau Ceti IV (New Earth). As engineering improvements reduced the cost of building FTL ships, corporations and even dissident private groups began to acquire their own vessels to exploit the seemingly limitless potential of the stars. The Terran Parliament soon acted to place colonization under its sole authority, passing laws requiring that all ships have a Terran naval escort, and placing all colonies under Terran jurisdiction in the form of an Alliance-appointed governor. In 2172, the first Alliance Grand Survey reported the existence of more than 100 settled human colonies spread across a sphere 80 light years in diameter. The fourth survey, conducted in 2235, recorded the settlement of more than 600 worlds.

As more and more planets were settled, the colonists began to encounter the problem of impure water supplies suitable neither for human consumption nor for irrigation. As the costs of water purification equipment were prohibitive for most colony worlds, the lack of potable water tended to discourage new exploration. In 2177, however, entrepreneur Rudolph Ryan patented a process for transforming interplanetary tankers into FTL-driven "iceships" able to quickly transport huge icebergs across interstellar space. Within a few short years, the Ryan Cartel became the single most profitable enterprise within the Alliance, and its iceships stimulated the colonization of many worlds previously believed only marginally habitable.

With each expansion of human-occupied space, the time needed to transmit messages to and from Terra also increased, making it difficult for Parliament to administer colony worlds directly. This forced the Alliance to delegate more authority to its appointed governors, who, in turn, had to grant extensive home-rule authority to colonists. When a coalition of colonies along the outer reaches of known space declared its independence in 2355, there began a bitter, 18-month battle with Terra, which became known as the Outer Reaches Rebellion. Much to its surprise, the Terran government lacked both the military resources and the political support needed to crush the rebellion.

The loss of these rebel worlds set off a political crisis within the Alliance that ultimately resulted in a vote of no-confidence against the ruling Expansionist Party. Upon taking power, the new Liberal government withdrew Terran troops and administrators from all frontier worlds,

granting the colonies independence, whether they wanted it or not. This isolationist policy soon proved just as unpopular as expansionism because of the resulting political turmoil and economic upheaval. By 2242, the boundary of Alliance holdings was no more than 30 light years from Sol, a single jump by an FTL-ship. For the next 70 years, neither major political party was able to establish parliamentary control on Terra, and their respective regimes alternated, falling as quickly as they rose.

To escape the constant political unrest and economic hard times, many of Terra's best and brightest began to migrate to the now-independent colonies during the latter half of the 23rd century. Later historians dubbed this period "the Exodus." Terrans colonized more than 1500 new planets during the Exodus, extending the borders of human-occupied space to more than 150 light years from Sol. With more and more of Terra's resources devoted to colonization, scientific research lagged. On the struggling colony worlds, too, the colonists were too pressed with the problems of survival to think much about developing new technology. Meanwhile, some of the ex-colonies were attempting to consolidate their independence by banding together for mutual support. In 2271, the Treaty of Marik was signed by three minor heads of state. Thus was born the Free Worlds League, the first of the great federations that would one day vie for power and dominion over all the rest.

Consolidation (2314-2398)

The Terran Alliance ultimately collapsed beneath the weight of its own discontent in September 2314. When a short, vicious war broke out between rival Expansionist and Liberal factions, Fleet Admiral James McKenna intervened with Alliance military forces to halt the conflict.

McKenna was a proud, charismatic career officer with a spotless military record and a long family heritage of service to the Terran Alliance (and the Western Alliance before it). He was the archetypal hero, appearing at a critical juncture and turning the tide of history in a new direction. McKenna was determined to restore his native Terra to its former proud position as leader and progenitor of "Homo stellaris." After dissolving the Alliance, he declared himself ruler of a new state, the Terran Hegemony. Under his leadership, the Hegemony embarked on an active and campaign to restore Terra's political control over its former colonies. By the time of McKenna's death in 2339, the Hegemony had used military, political, and economic means to reassert its authority over more than 100 worlds.

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In 2340, Michael Cameron, McKenna's nephew, was elected to succeed his uncle as Director-General. During Cameron's term of office, the Hegemony engaged in an ambitious government-sponsored research effort. The first significant product of these efforts was the development of a prototype WorkMech, a fusion-powered mining vehicle that reproduced body movements through artificial muscle structure based on the myomer technology developed back in the 21st century.

The reemergence of Terra as both a political and scientific force created a new era of detente and relatively peaceful development for the whole human sphere. Starting with the Crucis Pact of 2317, a number of mutual-defense leagues and trade agreements similar to the Treaty of Marik were signed among worlds. Although most of these agreements granted member-worlds total sovereignty over internal matters, they also allowed more developed colonies to control poorer, younger neighbors. By the time the Hegemony and other states of the Inner Sphere undertook the Grand Survey of 2389, ten separate states with strong central governments had emerged, each controlling worlds within communications range of their capitals. Six strong states had emerged in the "Inner Sphere," and other, smaller governments had sprung up at the fringes of colonized space, now known as "the Periphery." There were, however, frequent disputes over border worlds, especially those with ample water or mineral resources. This tended to make the boundaries of the various states a matter of tension or even war. As confrontations over these planets grew more frequent, an arms race followed, further exacerbating tensions throughout human space.

Though the other federations and states tried to follow the lead of the Hegemony in supporting new research facilities, most lagged behind. In one respect, however, the other governments mirrored the Hegemony absolutely: the creation of a hereditary leadership, embodied in a single ruling family. Commenting on this, social historians have argued that the dynastic form of rule probably offered a comforting reassurance after the chaos of the Exodus years.

Age of War (2398-2550)

In 2398, a territorial dispute between the Capellan Confederation and the Free Worlds League erupted into a shooting war, as both ground and naval forces clashed in the Andurien system. This conflict was only the first of a dozen bloody but limited wars fought between 2398 and 2412 over ownership of key frontier worlds, the first such

wars in more than a century. A new era of bloody conflict had begun.

In 2412, after a fierce battle in the Tintavel system resulted in thousands of civilian casualties, representatives of the ten states of the Inner Sphere and the Periphery met in the city of New Olympia on the planet Ares to discuss a remarkable set of chivalric interstellar laws governing the conduct of war. Instead of attempting to prevent war, the Ares Conventions sought to legitimize its conduct, banning it in heavily populated areas and prohibiting military disruption of civilian economies. All six states of the Inner Sphere signed the agreement, but only two of the Periphery States did so.

As a result of the Ares Conventions, war became almost a continuous fact of life in the 25th century. It was transformed, however. From being an awesomely destructive event, war was now a curious, stylized feint and counterfeint in which outmaneuvered forces often surrendered rather than fight unfavorable odds. Compliance with the Conventions was almost universal, drastically reducing the human and economic costs of war. Unfortunately, it also promoted war as a means of resolving even the most minor dispute.

Throughout the next century and a half, the various interstellar states fought hundreds of little wars among themselves, all of them inconclusive. None of the governments was able to form either permanent, lasting alliances with one another or to establish long-term supremacy over its neighbors. Nevertheless, the hereditary governments of these states survived the years of violence surprisingly intact.

The one exception came in 2459, when the childless, unmarried Lady Durant, leader of the Rim Worlds Republic, named Terens Amaris as her heir-apparent. In 2463, Lady Amaris succeeded Durant, and members of her line would rule in unbroken succession for almost three hundred years.

The Terran Hegemony had its fair share of battles during the Age of War. In 2431, Director-General Richard Cameron ordered his army to seize the Kentares system from the Federated Suns, and in 2475, it crushed a Free Worlds League invasion force at Oriente. In general, however, the leaders of the Hegemony hoped to avoid conflict, attempting to consolidate their power economically and technologically. Whatever the Hegemony's intentions, the state also became militarily superior with the invention of the BattleMech in 2439. Derived from the mining 'Mechs of the previous century and using the same myomer technology to power their

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movement, Terra's BattleMechs soon demonstrated greater mobility and adaptability to environments than conventional armored vehicles. They were also more heavily armed, with a full inventory of conventional and energy weaponry. The other states of the Inner Sphere also coveted 'Mech technology, but it only began to spread after a Lyran Commonwealth commando raid on the Hegemony 'Mech-production facility on Hesperus II in 2455. The Hegemony maintained superiority in the field, evolving new and better designs with more mobility and weaponry at lower cost and higher efficiency. Perhaps because of its military might, the Hegemony began to assume the role of mediator as the 25th century drew to a close.

Imperium and Reunification (2551-2600)

A century and a half after the Age of War began, the Hegemony's role as mediator eventually brought an end to the wars through arbitration of a dispute between Houses Liao and Marik over the planet Andurien. In an irony of history, these same two combatants had fought over this world 150 years earlier, initiating the Age of War. Not only did Ian Cameron, 13th Director-General of the Hegemony, persuade the Capellan Confederation and Free Worlds League to sign peace agreements, but he earned the friendship of their leaders, Terrence Liao and Albert Marik. In 2556, the three states signed the Clasped Hands Agreement, a secret subtreaty to the Andurien peace accords. The secret pact established special trade relations and promises of non-aggression. This led almost immediately to the Treaty of Geneva, which established these three as the founders of the Star League.

Between 2556 and 2569, Cameron used his mediator's skill to hammer out similar agreements with the Federated Suns, Lyran Commonwealth, and the Draconis Combine, the other three states within the borders of the Inner Sphere. In 2571, Cameron and the rulers of the other five states had established a new, unified hegemony called the Star League. In exchange for their recognition of Ian Cameron as First Lord of the Star League and arbiter of League foreign policy, the League Articles granted each of the other five leaders a seat on the High Council, autonomy over all domestic policy matters, and official sanction of the existing line of succession. Most important, all now had free access to the Terran military research apparatus.

The Periphery governments, on the other hand, wished to maintain their independence and resisted all diplomatic

efforts to persuade them to join the League. These were the Outworlds Alliance, the Taurian Concordat, the Magistracy of Canopus, and the Rim Worlds Republic. Their traditions of autonomy were now centuries old, and they would fight to remain beyond the jurisdiction of the powerful Star League. The Periphery leaders began strengthening their militaries, knowing that confrontation was inevitable. In 2575, the Star League issued the Pollux Proclamation, ordering the Periphery states to join the League either voluntarily or by dint of force. Two months later, the Periphery states rejected the demand outright. In the next several years, the two sides fought a number of skirmishes and battles, but all-out war against the Periphery was not declared until 2578.

The Reunification War was a series of desperate campaigns that lasted 20 long years and claimed more soldier and civilian lives than the entire Age of War. It finally ended in 2596, following the final bloody campaign that led to the surrender of the Taurian Concordat. In 2597, the four conquered Periphery states became Territorial States of the Star League. The League immediately launched a vast public-relations campaign aimed at building popular support for membership among the people of the conquered territories. The effort was ultimately successful, with the League able to withdraw most of its garrison troops within ten years.

The Good Years (2601-2750)

During the 150 years following the Reunification War, the far-flung territories of the Star League experienced a new wave of scientific innovation and colonial expansion. To reduce the administrative problems caused by lengthy interstellar-communication lags, the Star League developed a vast and intricate network of communications relay stations employing FTL transmitters. Known as hyperpulse generators (HPGs), these transmitters were developed from technology based on Kearny-Fuchida hyperdrive principles. Research begun in 2615 came to fruition 15 years later when the first HPG message was successfully transmitted from Terra to the Lyran Commonwealth. The HPG was essentially a large "gun" that fired a high-frequency compressed pulse through K-F space at a target world. The pulse traveled the immense distance instantaneously, just like a faster-than-light spacecraft. Though the energy cost for a single transmission was of the same magnitude as for a jump by an FTL ship, an HPG pulse could travel up to 50 light years, while a ship could jump a maximum of 30 light years. When completed, the system effectively cut the average communication time between Terra and the Periphery from more than a year to about six months.

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Communications time could be cut to days, but only at great cost.

At the same time, League engineers developed a new, low-cost water-purification system. It was significantly cheaper to operate this system than to import water, making it economically feasible to settle Inner Sphere worlds previously ignored during the Exodus. The system also provided many settled worlds with an unexpected economic boom. The Ryan Cartel, the great iceship manufacturer and operator, was nearly driven bankrupt as fewer and worlds relied on its service. By 2700, more than a thousand new worlds had been settled, and the Star League had expanded to control a sphere roughly 540 light years in diameter.

In a final important development, engineers working to improve BattleMech mobility were able to develop an improved, more efficient myomer. This improvement finally made it possible to construct artificial "bionic" limbs of human size, as well as full-scale, super-string human exoskeletons for use in industry.

Spurred by the adoption of a universal currency and the removal of the artificial trade barriers imposed by the Age of War, trade and commerce also boomed. As prosperity grew, Star League worlds became increasingly independent. With development and transportation costs low, many planets developed highly specialized economies that made them dependent on other worlds for basic commodities such as food, water-purification equipment, and replacement parts.

Only one major political crisis occurred during this golden age, and it was resolved fairly easily. In 2650, reports reached Terra that Tadeo Amaris, leader of the Rim Worlds Territorial-State, was expanding his personal army at an alarming rate. Michael Cameron, having recently succeeded to the title of First Lord of the Star League, convened a special meeting of the Star League High Council, whom he persuaded to issue an edict restricting the size of personal military forces that any League member could raise. To back up this administrative action, Cameron gave Amaris a warning by sending several Star League Defense Force BattleMech regiments to conduct extended maneuvers just beyond the boundary of the Rim Worlds. Shortly after, League intelligence confirmed that Amaris had apparently disbanded his extra regiments. In truth, Amaris and other state leaders continued in secret to strengthen their militia and reserves. Though the Star League represented apparent unity among the stars, member-states continued to fight "Hidden Wars" during this "golden age" of peace and prosperity.

Crisis and Civil War (2751-2784)

In February 2751, Simon Cameron, the fifth First Lord of the Star League, was accidentally killed during a mining-colony inspection on New Silesia, leaving his eight-year-old son Richard as sole heir. After deliberating for more than a month, the Star League High Council named young Richard as First Lord, but appointed Aleksandr Kerensky, commander of the Star League Defense Forces, as Regent and Protector. It soon became apparent, however, that the Council Lords perceived themselves as the Star League's true authority.

During the ten years of the Regency, the Council passed two edicts that would have far-reaching consequences for the League's future. The first was a reversal of Michael Cameron's Edict of 2650. This new edict allowed each League member-state to double the strength of its private forces, thus initiating a period of general military buildup. The second granted each of the six member-States ruled by the Council Lords a greater share of League revenues, while boosting the tax assessments on the four Territorial States. Not surprisingly, this second action provoked immediate unrest and rebellion in the Periphery, forcing Kerensky to strongly reinforce the Regular Army BattleMechs garrisoned there.

On February 9, 2762, First Lord Cameron reached his majority at age 18 and took his place on the Star League throne. A few days later, he issued Executive Order 156, ordering the complete disbandment of all private House armies. Enraged, the Council Lords wasted no time striking down the Order 156 as unconstitutional, eventually forcing young Cameron to rescind it. Only Stefan Amaris, ruler of the Rim Worlds State, supported Richard's initiative.

Relations between the High Council and the First Lord further deteriorated when Richard dissolved the High Council in 2762, vowing to rule by decree. The next year Richard's Taxation Edict of 2763 further burdened the Periphery's finances, escalating civil unrest. When the people of the Periphery rejected the Edict, Richard ordered General Kerensky to the frontier to cow the Territories into submission. In 2764, Stefan Amaris signed a secret agreement with Richard, pledging to defend Terra in the event of trouble. When even more troops, including Cameron household units, were sent to the frontier following the secession of New Vandenberg and 17 other Periphery worlds in April 2765, the secret agreement seemed almost prophetic.

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By 2766, three-quarters of the Regular Army was engaged along the Periphery. On Terra, troops borrowed from Stefan's household guard replaced the Regular units sent to New Vandenberg, eventually outnumbering Regular forces remaining on Terra. In late December of that year, Amaris seized his chance, assassinating Lord Richard Cameron as well as every other man, woman, and child with a drop of Cameron blood, simultaneously moving his troops against Terra and the other worlds of the Terran Hegemony. On the first day, 95 of the 103 planets fell to the surprise attack. In January 2767, Amaris declared himself First Lord of the Star League. News of this coup did not reach Kerensky until May of 2767 when Stefan's forces completed their takeover of the Terran Member-State, and Amaris reopened communications contact. Kerensky immediately imposed a cease-fire with all Periphery realms except the Rim Worlds Republic, while declaring war against the usurper. Both Amaris and Kerensky called on the Council Lords to aid their cause, but none would commit to either side.

In August 2767, Kerensky took the Rim Worlds Republic, then advanced on the Terran Hegemony worlds Amaris had captured. The ensuing struggle lasted twelve grueling years, but Kerensky's forces inexorably advanced from world to world, finally liberating Terra itself on September 3, 2779. On the last day of that month, Kerensky captured Amaris, who ordered all his troops to surrender. In retaliation for Stefan Amaris' murder of the Camerons, Kerensky executed the usurper and his entire family in November 2779. The civil war was over, but the Star League Army had taken horrifying losses, dropping from 486 divisions to 113. One hundred million had died, four times that number were wounded, and ten times more left homeless. Equally disastrous was the severe damage to the interstellar communications network, the life blood of the Star League.

Kerensky proclaimed himself Protector of the Realm once more, and invited the High Council to reconvene on Terra. Fearing Kerensky's popularity, the High Council immediately removed the general from his post as Protector, ordering him to disperse his Regular Army troops to create garrisons for the Terran Member-State worlds. The Council also appointed Jerome Blake as Minister of Communications, charging him with the restoration of the League's communications network, an effort that would succeed beyond the Lords' wildest intentions. Kerensky, meanwhile, returned to New Earth, temporary headquarters of the Star League army. Though his troops were ready to help him overthrow the High Council, Kerensky refused to betray the Star League, the only government that ever united humanity under one banner.

The High Council, however, could make no boasts about unity. Each Council Lord asserted his own claim to the Star League throne, until all were exhausted by the futility of the struggle. On August 12, 2781, they officially dissolved the High Council, each Lord returning home determined to build his own army in order to seize power for himself. As the former Council Lords of the Star League built up their militaries, many remnants of Stefan Amaris' former regiments found new employment as mercenaries. Soon the Lords were attempting to buy the services of Regular Army regiments as well.

When Kerensky attempted to prevent the leaders of the Great Houses from their recruitment efforts among the SLDF, they called for his resignation. Instead, he summoned more than 100 division commanders and an equal number of lesser officers to a secret meeting on New Earth, on February 14, 2784. After this meeting, quartermasters spent the next six months quietly acquiring more than 200 transports as well as supplies and parts. The precoccupied Council Lords took no heed until mid-summer when they began to notice troop movements in the Periphery. On July 8, Kerensky flashed a one-word order to the ships assembled at the New Earth jump point and to those assembled above 50 other stars throughout the Inner Sphere. The one word was, "Exodus." More than a thousand ships made jumps that day. On November 5, this massive fleet had made its way to the New Samarkand system in the Draconis Combine. Eighty percent of the Star League army had chosen to join their fates to that of Kerensky. It took a whole day for the enormous armada to make its combined jumps out of the system. From that day on, Kerensky and his fleet disappeared into the dark embrace of the Periphery, apparently abandoning the Inner Sphere forever.

Succession Wars (2785-30..)

Kerensky's dramatic exodus removed the last real obstacle to civil war. In December 2786, Minoru Kurita declared himself First Lord of the Star League, and the other four Council Lords quickly followed suit. Within months, war had engulfed the entire Inner Sphere.

The First Succession War lasted from 2787 to 2821, a conflagration of unparalleled brutality. The warring Lords of the five Great Houses cast aside the Ares Conventions, smashing cities, destroying vital industrial facilities, and butchering hundreds of millions of civilians. Few worlds escaped unscathed, and all were affected by the complete disruption of trade, commerce, and communications. By 2815, the warring states had lost most of their FTL shipbuilding capacity. The intense

The Star League

concentration of economic resources into military production had also forced a major drop in consumer goods production, creating a severe decline in trade. This loss of trade proved particularly disastrous for those worlds relying on high-tech water purification equipment. Without proper maintenance or spare parts, many of these facilities began to fail, forcing abandonment of the worlds or a return to iceship technologies. By the war's end in 2821, water-rich planets had become as strategically valuable as they had been 400 years before.

The peace of 2821 was uneasy, resulting more from exhaustion than any true reconciliation. Though no House Lord could claim to have made much progress toward his goal of dominion, too many atrocities had occurred to allow any sort of lasting settlement. From 2821 through 2827, the five surviving ruling Houses rebuilt as much of their military might as possible, concentrating their surviving scientists and engineers on those few worlds whose industrial capacity remained intact. Between 2828 and 2830, tensions along the borders of each rival state erupted, leading once more to all-out war.

The Second Succession War lasted from approximately 2830 to 2864, and was just as deadly, destructive, and indecisive as its predecessor. Hundreds of millions more died in countless battles across the Inner Sphere, though only a few dozen worlds ultimately changed hands. As the war destroyed more industrial facilities and killed off more scientists and engineers, some types of specialized knowledge and technology began to disappear entirely. By the end of the Second Succession War, what had become known as the Successor States' overall level of technological knowledge sunk to a level barely above that of Terra in the early 21st century. It was no longer easy to build advanced computers, large fusion power plants, or starships. Instead, the leaders of the Successor Houses began to cannibalize existing equipment for the spare parts necessary to keep their current war machines in working order.

After a second brief respite, the Third Succession War erupted in 2866. It began when advance forces of the Draconis Combine invaded the coreward portion of the Lyran Commonwealth; war soon spread across the Inner Sphere. In the years that followed, combat became such a fact of everyday life that the period became known simply as "the Succession Wars." Nonetheless, campaigns during this period never matched the violence of previous two wars.

At first, the decrease in destruction and bloodshed appeared to be more a function of each army's reduced resources than philosophical change in tactics. As time

passed, however, and the exigencies of a scavenger economy took hold, each of the Houses realized it could ill afford further losses of vital resources. Gradually, an informal set of rules of war evolved, similar to the Ares Conventions. 'Mech units and armies still fought over possession of operational factories, but neither side attempted to harm the facility itself. (The losers simply consoled themselves with the idea that they would win the planet in the next war). Major 'Mech battles, especially between mercenary units, were often fought in stages, with both sides allowing enemy Techs to enter the battlefield during periods of truce to attend to damaged 'Mechs. Other 'Mech units, again especially mercenaries, revived the old tradition of surrendering to a superior force and paying a ransom to obtain their off-world release. Most important, everyone recognized the sanctity of any side's JumpShips, and strictly obeyed the prohibition against attacking such craft. After all, without JumpShips, the war for supremacy could not be waged at all.

A second outgrowth of the destructiveness of the Succession Wars was the rise of feudalism throughout the Inner Sphere. The central governments of the ruling Houses no longer possessed either the administrative machinery or absolute military resources to maintain centralized control over their territories. Instead, each House Lord ruled a hierarchy of planetary nobles. These nobles were often drawn from the leadership of his most elite 'Mech units, having won full authority over worlds in exchange for the pledged service of their BattleMechs.

Indeed, the years of conflict wreaked havoc beyond the borders of the Successor States, creating the phenomenon known as the Bandit Kings of the Periphery. As the wars raged back and forth along the frontier, dozens of 'Mech units - most often composed either the fragments of defeated units or mutinous mercenaries - fled into the vastness of the Periphery. Several of the units emerged again, often after a number of years, as "kings" of one or more small worlds seized by force of arms. By the end of the 30th century, more than 60 known small kingdoms and principalities ringed the Inner Sphere, creating the ever-present threat of raids and piracy to the frontier worlds of each Successor State.

Major Factions

ComStar



Capital: Terra
Ruler: Myundo Waterly
Title: Primus
Heir: N/A

Founded in 2788 by the Blessed Jerome Blake, ComStar guards and maintains the hyperpulse generator communications network and other valuable technologies developed during humanity's golden age, guarding knowledge that might have been lost forever were it not for the foresight of our Blessed Founder.

Blake recognized two great responsibilities in the wake of the collapse of the Star League: preserving as much of the currently available technological knowledge as possible, and preventing the Successor States from seizing the interstellar communications network and misusing it to destroy each other. In 2788, Blake took control of Terra and declared it a neutral world. He offered secure interstellar communication to all Successor States that would pledge to respect the neutrality of the hyperpulse generator stations and personnel. The Inner Sphere leaders recognized that open communications were crucial to their survival, agreed to Blake's demands, and the blessed order of ComStar was born. Blake created the First Circuit to administer ComStar's affairs and fostered a "secret brotherhood" mentality among ComStar's members in order to keep the secrets of the Star League safe.

After Blake's death in 2819, Conrad Toyama of Dieron took control of ComStar. He replaced its corporate structure with a rigid, religious hierarchy, and shrouded its activities in mystic rituals. Toyama declared himself Primus, the highest authority in ComStar, bequeathing that august title and its responsibilities to every leader of ComStar who followed him.

Initially, Primus Toyama's carefully crafted religious mystery served Blake's vision by fostering the belief that the sacred magic of HPG transmissions could only be wielded by ComStar adepts, ensuring that no Successor State would attempt to take control the Star League's technological legacy. One faction of ComStar gradually forgot the true meaning of Blake's vision, however,

convinced that its mission lay in conquering humanity rather than protecting it. These apostates reached the zenith of their power under Primus Myundo Waterly.

The Capellan Confederation



Capital: Sian
Ruler: Maximillian Liao
Title: Chancellor
Heir: Romano Liao

The smallest and youngest of the Successor States is the Capellan Confederation, a narrow band of relatively rich worlds separating the Free Worlds league from the Federated Suns. Embattled from its beginnings in 2367, Franco Liao formed the Confederation out of several alliances of worlds breaking apart in a tug-of-war between the Free Worlds League, The Federated Suns, and the Terran Hegemony. The ruthless determination that was to mark this nation was first evidenced when Liao forces destroyed their own capital to defeat the occupying Davion forces within. Since that time, the enmity between the Liao and Davion Houses has been the stuff of legend.

The Capellan Confederation is commonly perceived as a monolithic police state, standing upon the backs of its people to elevate itself to the level of a Great House. In fact, this is a view born more of prejudice and misunderstanding than fact. While it is true that the highly centralized government of the Liao dynasty maintains a firm hold on the means of production and support in the state, the peoples of the Confederation actually enjoy a remarkable personal freedom within certain boundaries. The nobility often feels strong bonds to the people under its care, and works hard to shelter them from the excesses of an occasionally erratic Chancellor.

This strange alchemy, combined with a good supply of verdant and resource-rich worlds, has provided a synergy that has kept the Confederation intact against the storms of war that have continually raged throughout the Inner Sphere. Indeed, what the Capellans lack in might or flexibility, they more than make up for in focus. No state comes close to moving as of a single mind as does the Capellan Confederation, and this serves them well in the military as well as the political arena.

Major Factions

The near-fanatical loyalty of the Capellan troops and special operatives makes the Liao intelligence network the finest in the Inner Sphere, and the few elite troops available to operations of war are worth five times their number in regulars. It is fortunate, perhaps, that Liao is so centralized and small, or they would quickly move to a dominant role amongst the Great Houses. As it is, the rulers of the Confederation never cease their drive for primacy, and their embattled history has usually served to help them eventually emerge stronger from each devastating setback. The Capellan Confederation is easy to dismiss, but perilous to ignore.

The Draconis Combine



Capital: Luthien
Ruler: Takashi Kurita
Title: Coordinator
Heir: Theodore Kurita

The ancient "Way of the Warrior" ostensibly binds all of the Draconis Combine to its hereditary rulers, the Kuritas. The all-powerful Coordinator of this vast empire descends directly from Shiro Kurita, a cunning and charismatic warrior-statesman steeped in the ancient samurai traditions of 17th century Japan. This unusual upbringing on New Samarkand, one of the largest colony worlds of the 24th century, prepared him for the fierce military and political battles that would be required of him as he secured and cemented the worlds of the emerging Draconis Combine. Shiro holds the dubious distinction of being the first to bring full-scale interstellar military operations into existence, as he expanded his Alliance of Galedon (originally a mercantile pact) into an empire with the speed and skill of none since Alexander the Great.

The Kuritas have always ruled with an iron fist, and their followers would have it no other way. In a famous letter, Shiro Kurita set the tone for the Draconis Combine (and indeed even the name) when he advised his 14-year old son to adhere to the "virtues of the dragon"; namely, "strength, cunning, and a willingness to destroy for the sake of its own power." This ruthless expansionism has marked the House indelibly, and to this day the Combine dreams of ruling the entire Inner Sphere.

Although the state-wide adherence to the ancient history and traditions of feudal Japan did not become officially sanctioned (and required) until the 27th century, the Combine has always cherished those values, often to the bewilderment of allies and enemies alike. What some see as xenophobia, Kuritans see as fierce self-reliance. What others see as ruthlessness, the Dracs see as self-mastery. And not all of the closely-held virtues of the Draconis Combine are military in nature. The ancient arts of poetry, calligraphy, and the peaceful rituals of an ancient culture all take their place, in what is to some the most alien of the major cultures of the Inner Sphere. It is fortunate, perhaps, that the powerful Federated Suns borders one side of the Combine, while the mercantile Lyran Commonwealth abuts the other. Relatively poor economic skills have prevented effective competition with the Commonwealth, while the military might of the Davions has managed to blunt the further imperialistic ambitions of House Kurita for some time now. Of course, for the innocents caught between giants, it is not fortunate at all.

Rasalhague Military District

The origins of the Rasalhague Military District date to the mythic age when interstellar travel was so new that only the adventurous or desperate dared try it. After the Second Soviet Civil War, Scandinavia was left with the double burden of paying assessments to rebuild the Soviet States while dealing with the influx of more than a million Soviet refugees. The Federal Democratic Republics of Sweden, Finland, and Norway coped stoically, though the war-damage taxes continued until the mid-23rd century. When the levy finally ended, many citizens decided to emigrate, selecting a planet far from the oppression and bureaucracy of Terra. Within 60 years, these Scandinavians had colonized and heavily populated Rasalhague and its eight nearest neighbors.

In the late 23rd century, the people of the region created the Rasalhague Consortium, a joint government to oversee the further development of their worlds. The Consortium included all the varldherren or world lords, and members of powerful families. The highest government official was an elected Prime Minister. As the Consortium came into contact with neighboring states and associations, it evolved into the Principality of Rasalhague, headed by the Elected Prince.

The people of Rasalhague became known for their isolationism, being more concerned with expanding and developing their own worlds in a way least damaging to the environment. Despite Rasalhague's political

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neutrality, the Draconis Combine harassed it, attacked it, and eventually conquered the Principality in 2330.

After being incorporated into the Combine as the Rasalhague Military District, the region changed little. Though Combine leaders encouraged Asians to emigrate to the newly created district, these colonists never outnumbered the Scandinavian majority, nor were they able to dilute the native customs. Before the Fourth Succession War, the official language of the region was Kuritan Japanese, but the vast majority continued to speak Swedish. Even from the earliest days of Kurita rule, secret societies attempted to foment rebellions, but all failed because of the lack of coordination among rebel groups.

The Federated Suns



Capital: New Avalon
Ruler: Hanse Davion
Title: Prince
Heir: N/A

The Federated Suns is the largest alliance of worlds in the Inner Sphere, comprising over 500 inhabited worlds. Bound in a careful balance of local freedoms and centralized government, the neo-feudal system of the Federated Suns serves to protect the citizenry while taking leadership from the nobility, and ultimately the Prince. Despite the best efforts of House Davion to raise the standard of living for its subjects, there is a marked dichotomy of wealth, due to the uneven distribution of resources. Some worlds are incredibly rich, while most are relatively undeveloped in comparison.

Although it claims to hold tight to the principles of democratic government and personal freedom, the exigencies of centuries of war have made no less demands upon this state than any other. The Davions rule their sprawling empire from New Avalon through a warrior aristocracy, and at times the idealistic claims of the state propaganda machine ring hollow, when military necessity rein in the luxuries of the common man. Nonetheless, the rulers of the Federated Suns have as often sought to rule through protection and the nurturing of individual concerns as through suppression. The result is a fiercely dedicated citizenry that has for centuries withstood the predications of the more totalitarian

regimes of the nearby Capellan Confederation and Draconis Combine.

New Avalon, the capital and trend-setter of the Federated Suns, was settled originally by colonists of Western European descent (primarily from Scotland, Ireland, England, Germany and the Scandinavian countries), lending a strong monarchical tendency to House Davion. After the upheavals of the collapse of the Terran Alliance and the rise of the expansionist Terran Hegemony, the Crucis Pact that formed the Federated Suns in 2317 drew together scores of worlds discontented with Terran rule. Lucien Davion, Prime Minister of New Avalon at the forming of the FS, was succeeded by his younger brother, and the Davion dynasty began. The Age of War tested House Davion sorely, and sowed the grudges that live on today in the near- ceaseless tensions with its closest neighbors. Although relations with the Free Worlds League and especially the Lyran Commonwealth are quite good, there seems little chance that anything will come of this, given the lack of a common border for mutual defense. The bitter and ongoing feud between Davion and House Kurita tends to overshadow most peace overtures, and seldom are the borders between these two giants quiet.

The Lyran Commonwealth



Capital: Tharkad
Ruler: Katrina Steiner
Title: Archon
Heir: Melissa Steiner

Third in size, the Lyran Commonwealth is first in terms of economic might within the Inner Sphere. No other realm comes close to the standard of living or material wealth within the Commonwealth. Blessed with a surplus of resource-rich planets and a business acumen second to none, the ruling Steiner family continues to prosper despite the occasional military setback. Indeed, Lyran currency is stronger than that of ComStar, the mystical keepers of the galaxy's communications net. Founded originally as a trade alliance sworn to mutual defense against the depredations of bandits and the increasing frequency of incursions from the new Draconis Combine, the Lyran Commonwealth was built around the ancient Greek system of a co-rulership of Archons, each the head of an independent city-state. However, as the difficulties of leading such a vast and vigorous alliance revealed themselves, self-interest began to drive the

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decisions of the nine Archons, until in 2375 Robert Marsden staged a successful and bloody coup and gathered the rich worlds of the Commonwealth into his hand. It was Katherine Steiner, however, who in 2408 founded the current dynasty of Lyrans rulers, when she succeeded her dead husband, Alistair Marsden, to the throne. Embodying the ideals the Commonwealth still reveres today, she was courageous, determined, shrewd, and perhaps most importantly, a woman of deep passion. That passion has more than once been deemed the mark of a ruthless leader, but it is an indivisible part of the Lyrans psyche now.

The first of the Great Houses to employ BattleMechs, the Lyrans still enjoy better technology and slightly more powerful 'Mechs than the other Houses, although their unfortunate lack of strong generalship has always cost them their share of battles as well. A long-standing feud with the Free Worlds League has caused the worlds bordering the two states to change hands repeatedly over the years, but this economic juggernaut has always suffered far less from the disruption, resulting in a relatively even playing field with its more militarily competent rival.

place in the vanguard. The internal strife this produces has been the both the succor and bane of the peoples of the League, for as the individual liberties wax, the national identity and security tend to wane. In an attempt to bring the military forces of the League into closer accord, the Free Worlds League took a page from history, and the tale of Cincinnatus. The Captain-Generalcy placed temporary command of all military forces into the hands of one person during times of strife, and gave extraordinarily sweeping political and economic powers at the same time. Although the appointment was originally intended to be for the duration of the crisis at hand, the near-constant conflicts of the Age of War served to institutionalize and consolidate the powers of leadership into a permanent position. As the League Parliament tended always to elect members of the Marik family, the position eventually became hereditary, but it is not as authoritarian a role as that of the other four Great Houses. The Free Worlds League continues to hamstring its powerful military and free economy with internal bickering and lobbying.

The Free Worlds League



Capital: Atreus
Ruler: Janos Marik
Title: Captain-General
Heir: N/A

Founded in 2271, the Free Worlds League is the oldest of the Successor States, and the only one to predate the Terran Hegemony. Originating as an alliance of three highly independent states (Marik, Oriente and Regulus), the League has always maintained the closest thing to a representative government to be found in the Inner Sphere. Each region, and indeed each world, maintains its own government, culture and socioeconomic structure, and seeks always to preserve such independence as best they can. While this does tend to serve the individual interests of the member states better, it rarely serves the League as a whole. No state has been more rife with internecine struggle, uprisings, secessions or political maneuvering than the Free Worlds League. Leaguers are consummate politicians, and no significant political movement in the Inner Sphere has failed to see the Free Worlds League secure themselves a

The Periphery

The Magistracy of Canopus



Capital : Canopus IV
Ruler : Kyalla Centrella
Title : Magestrix
Heir : Emma Centrella

Lying outward of the Free Worlds League, the Magistracy of Canopus is the third largest of the Periphery States. Founded in 2530 by Kossandra Centrella, an ex-Marik MechWarrior, the Canopian Magistracy is an autocratic state where women traditionally manage the government and the military. In the early years of the Magistracy, population pressure and social prejudice within the Inner Sphere produced widespread emigration to many Canopian worlds. Taking advantage of the abundant mineral resources found there, Floral Centrella, third Magestrix of the Canopian Free States, transformed this backwater collection of misfits and malcontents into a prosperous financial and political entity.

For nearly a century, the Canopian Magistracy was synonymous with decadent sensuality and freedom of expression (in every sense of the term). The riches that the Canopians collected eventually proved their undoing when they became a prime target in the Reunification War. The Canopians' unique social contributions and sizable cash reserves, however, did much to mitigate the consequences of military occupation by the Star League. As a Territorial State under Star League control, the Canopian Magistracy returned to its old ways, encouraged by an influx of immigrants who embraced the philosophy of "Happy Days and Hectic Nights."

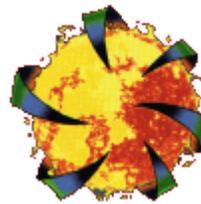
Following the breakup of the Star League, the Magistracy began a massive rearmament program and hired many mercenaries, which once more drew to them the unwanted attention of their ambitious neighbors.

Beginning in the early 2800s, the Magistracy lost many holdings in a series of border disputes with the Free Worlds League, the Taurian Concordat, and the Capellan Confederation. Seeing the pleasure planets and remaining industrial centers being repeatedly sacked and looted, the hereditary leaders of the Canopian matriarchy (House Centrella) ordered its few remaining industrial plants to be moved deep within the Canopian holdfast.

The miniature Magistracy emerged alive and surprisingly healthy after two and a half centuries of warfare, though a mere shadow of its once-illustrious past. The destruction of galactic trade and tourism during the Succession Wars has left the great majority of Canopian worlds lacking the barest of technological necessities. Never self-sufficient even in the best of times, the Magistracy has seen numerous famines and agricultural failures, leading to significant depopulation and social unrest.

With the difficulty of civilian space travel during the Succession Wars era--and thus few customers able to buy their pleasures--the Magistracy has turned to more mundane industries. Once noted for their famous courtesans and dancers, the Canopians of today are highly regarded as healers, many of whom travel far afield in service of their state. Weary of their past adventures, poorer in body and spirit, but nonetheless wiser for their suffering, the Magistracy's intelligentsia is beginning a slow resurgence that may yet have a profound impact on the rest of the Periphery.

The Outworlds Alliance



Capital : Alpheratz
Ruler : Neil Avelar II
Title : Lord Avelar
Heir : N/A

Of all the government systems to emerge in the Periphery, the Outworlds Alliance claims the strangest collection of separatists and anti-social types. Indeed, many political commentators have referred to the Outworlds Alliance as a geographic expression of collective political chaos. Unlike the Taurian Concordat or the Magistracy of Canopus, the Outworlds Alliance was never intended to be a lasting political entity. Indeed, its existence was due to accident as much as to design.

The founding father of the Outworlds Alliance was Admiral Julius Santiago Avellar. As a junior naval officer in the closing years of the 2300s, Avellar was appalled by the ease with which the states of the Inner Sphere sought to settle their differences through increasingly destructive wars. Withdrawing to the world of Alpheratz in 2413, Avellar devoted the rest of his life to literary denunciations of the warmongers of the major Houses.

The Periphery

Though he may have planned to live out his life in obscurity, Avellar became the leader of a virtual cult. His compassionate pleas for an end to war created the Omniss, a new philosophical sect. Advocating the rejection of any technology that did not contribute to the preservation of life, followers of Omniss flocked to Avellar's agrarian haven in the Periphery, much to the chagrin of the hermit-like Avellar.

Before long, people from every social order began to descend on his home on Alpheratz. As the hundreds quickly became thousands and the thousands became tens of thousands, Avellar's homestead was quickly overrun with political and social dissidents. Expanding outward from Alpheratz in all directions, Omniss farmers and their supporters began to colonize neighboring star systems in a frenzy, persuaded by Avellar's writings that galactic doomsday was just around the corner. Faced with the growing problems of managing and caring for the well-meaning but technologically inept multitudes on his doorstep, Avellar was forced to do the one thing that he hated most: to create a government able to provide for the needs of his newfound followers. The result was the Outworlds Alliance, a union born more of necessity than actual desire.

Since the beginning of the 31st century, the situation in the Outworlds Alliance has become particularly grim. With the general loss of technology, Alliance worlds have suffered from declining population and literacy levels. Though protected by a strong military, many of these planets are unable to feed their own people. The people feel that their government has betrayed them, and there have been many riots and demonstrations against the hereditary Avellar regime in recent years. Although no one has yet seriously challenged the right of House Avellar to rule the Outworlds, armed rebellion is likely if the deteriorating situation does not reverse itself.

The Taurian Concordat



Capital : Taurus
Ruler : Thomas Calderon
Title : Protector
Heir : N/A

Of the many states in the Periphery, the Taurian Concordat maintains the closest resemblance to a Successor State. Under the direction of House Calderon, the highly independent Taurians have a strong central

government, a high literacy rate, and a strong military. They appear to be the Periphery community most likely to survive the next century, as well as to become a leader in Periphery affairs and even an influence on the Inner Sphere.

The Taurian Concordat began as a desperate venture into the unexplored space of the Hyades Cluster. Beyond the reach of Inner Sphere governments, the Calderon expedition colonized mineral-rich worlds and quickly transformed them into centers of political and social equality. In turn, these worlds attracted thousands of refugees uprooted by wars in the Inner Sphere.

As early as the mid-24th century, the Taurians were forced to fight aggressors from the Inner Sphere. The Concordat maintained a tense state of armed neutrality in the Age of War but, unlike its Inner Sphere counterparts, it also devoted a major portion of its resources toward improving life for its citizens. On occasion, the success of the Taurian way of life benefited the Inner Sphere as well, as when the Federated Suns revamped its educational system along Taurian lines in the first decade of the new millennium.

In the late 26th century, the Taurians were forced to fight for two decades against Star League forces during the Reunification War. Though eventually battered into submission, the Taurians never renounced their dream of a free and independent state. After two centuries of increasingly harsh rule under the Star League, the Taurians revolted in the latter half of the 28th century. With the fall of the League and the start of the Succession Wars, the Taurians became free of interference from the House Lords of the Inner Sphere, and their independence has grown stronger.

In the last two centuries, however, the Taurians have had to defend themselves against foreign invasion from another part of space. Because of clashes with the Magistracy of Canopus over disputed border worlds, as well as incursions by renegade mercenary units and pirates, the Concordat is obliged to maintain a large and efficient military.

With the rise of the Far Lookers, a philosophical sect advocating the exploration of space beyond its charted limits, the Concordat has expanded its borders, settling worlds beyond the notice of the rapacious Inner Sphere. ComStar is unsure of how many worlds have been settled so far, although we can be sure that none of them is sufficiently developed to be incorporated into the Concordat itself. No significant benefits have come to the Concordat from these new colonies as yet, but the

The Periphery

potential of unexplored space is, as we all know from experience, unlimited. Some estimates have indicated that when the new map of the Concordat is drawn, it may be comparable in size to the Capellan Confederation, though nowhere near as densely populated.

The Bandit Kingdoms

When people think of the Periphery, the thought that immediately comes to mind is that of bandits, modern-day pirates preying on the vital trade that is the life-blood of the Inner Sphere. Though most information on these space faring brigands is based largely on hearsay and rumor, the various Bandit Kingdoms have a well-deserved reputation for slaughter and rapine. Born of the conflicts of the Amaris Civil War and the Succession Wars, the Bandit Kingdoms consist of desperate men and women who, in their own rapacious manner, attempt to survive as best they can.

Following is a summary of verifiable information concerning these desperate peoples. With the exception of the Circinus Federation and the Oberon Confederation, little formal contact between ComStar and the Bandit Kingdoms has been possible for several centuries. What follows, therefore, is the result of numerous independent investigations, many of which have ended in tragedy. Information on specific worlds, individual leaders, and selected military units is provided, though the dangerous nature of these investigations has left some areas of inquiry incomplete.

Belt Pirates

Location: Outward of the Draconis Combine, near Santander's World

Number of Worlds: One

Current Ruler: Morgan Fletcher

Military Strength: 1 Battalion

Technology Level: Good

Literacy Level: Fair

After the end of the Reunification War, refugees from the Rim Worlds Republic refused to lay down their arms against the Star League and decided to settle the Star's End system. Since then, the Pirates of Star's End have maintained a steady stream of scavenger raids against both the Lyran Commonwealth and the Draconis Combine. Eventually, piracy became a way of life that has been passed down through the generations. The inhabitants of Star's End are a prime example of a

predatory culture restrained only by the availability of space-going vessels.

The Pirates of Star's End have not been above lending a hand to either the Lyran Commonwealth or the Draconis Combine in their frequent clashes in the Succession Wars. In each instance, however, pirate involvement was nominal and purchased at a high price in hard cash and equipment. This notwithstanding, the pirate bands lodging in the asteroid fields of the Star's End system have been known to break their contracts without warning when an employer presents the least sign of weakness.

These pirates have confined their activities to neighboring Jump Points with an eye toward capturing valuable machinery and spare parts for their vessels. The Star's End system contains several starship construction facilities fully capable of repairing and building new vessels at a modest annual rate. The present leader of the pirate coalition is Morgan Fletcher, a swarthy, swaggering woman whose actions are motivated as much by her hatred of men (especially those of the Inner Sphere) as from a genuine love of wealth.

Circinus Federation



Capital : Circinus

Ruler : C. J. "Bob" McIntyre

Title : President

Heir : N/A

Location: Outside of the Periphery juncture of the Lyran Commonwealth and the Free Worlds League

Number of Worlds: Nine

Military Strength: 1 Regiment

Technology Level: Poor

Literacy Level: Fair

After being accused of contract violation against the Free Worlds League in 2770, the Black Warriors mercenary unit abandoned Marik space, narrowly escaping capture by the Free Worlds navy. Vowing eternal vengeance on House Marik for their outlawed status, the Black Warriors settled on the planet Circinus and joined the pirates already operating there. Colonel Zachariah Cirion, leader of the Black Warriors, began to support his people through a series of sneak attacks against outlying Marik agricultural worlds. Both the Star League and the Marik House forces had their hands full with the Amaris Crisis,

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and so the Circinus pirates flourished in the absence of reprisals. In 2785, a small convoy of settlers fleeing the destruction in the Lyran Commonwealth landed on the planet to make a new start. Warrior and farmer combined their forces to establish a viable economy and culture.

The Lyran farmers apparently were never fully aware of the nature of their new allies. The pirates were involved in what remained "covert operations," but the farmers asked no questions as long as their allies provided the tools and consumer goods the farmers needed. The pirates, for their part, welcomed the farmers for two reasons. First, they provided stability and the possibility of internal law and order (without the brutal punishments and intimidation that mark pirate societies elsewhere), that would keep the band of cutthroats from turning on one another. Second, they helped the pirates present the illusion of a respectable, agrarian society to the neighboring worlds who were their victims.

Despite the fact that the Free Worlds military occupied Circinus during a lull in the Second Succession War, it is still the most successful of the Bandit Kingdoms, having long since adopted a presidential system of government. Piracy is a major governmental function, with covert "agencies" responsible both for the raids themselves and for covering them up. Lyran pundits often note that the Circinian president's chief duty is to look the other way so that he will not have to acknowledge the crimes his government is constantly committing.

In recent decades, the inhabitants of Circinus have been cautiously settling neighboring star systems, claiming eight planets between 2990 and 3020. From this new empire, President C. J. "Bob" McIntyre has entered into a series of joint reconciliation talks with leaders of Both Inner Sphere governments. Through skillful diplomacy and judicious return of prisoners, and without once admitting to any wrongdoing on the part of his people, McIntyre has managed to avert a wholesale counterattack against his Federation while playing on the mutual suspicions of his Marik and Steiner counterparts.

McIntyre's position has lately improved with the arrival of numerous mercenary recruits who see him as a Napoleon of the Periphery. Moreover, by convincing both House Marik and House Steiner that his support could be invaluable, he has managed to acquire shipments of badly needed BattleMech spare parts and a small contingent of AeroSpace Fighters.

Nevertheless, several of McIntyre's lieutenants, yearning for more wealth and power, have challenged his position.

Because of the continued infighting between McIntyre and his subordinates, it is uncertain whether the Federation will commit itself to either House. The chief of the officially nonexistent pirates is Adam Cirion, a descendant of Zachariah Cirion, founder of the Federation.

Marian Hegemony



Capital : Alphard
Ruler: Marius O'Reilly
Title : Hegemony Imperator
Heir : N/A

Location: Outside of Free Worlds League, between Magistracy of Canopus and Circinus Federation

Number of Worlds: Eight

Military Strength: 1 Regiment

Technology Level: Average

Literacy Level: Fair

The Marian Hegemony is a recent addition to the Periphery. Centered on the trade world of Alphard, the Hegemony consists of the remains of the Alphard Trading Corporation (ATC). In 2920, Johann Sebastian O'Reilly arrived on the desolate and uninhabited planet Alphard. Though the world seemed like a wasteland, he chanced upon a hidden storehouse of germanium worth at least 50,000,000,000 C-Bills. With this newfound wealth, O'Reilly hired 'Mech units and established a colony on Alphard. Johann formed his new Marian Hegemony along the disciplined lines of the ancient Terran Roman Empire during its republican days. The arrival of war refugees helped to expand the Hegemony, whose people began to settle other star systems in the vicinity.

Under the leadership of Johann's grandson, Marius O'Reilly, the Marian Hegemony views expansion as the key to survival. In the last decade, the Marian navy and ground forces (estimated at roughly three small battalions of assorted BattleMechs) have clashed repeatedly with their neighbors over possession of border worlds. The Hegemony welcomes the presence of ComStar, but only at the price of an annual tribute to the Imperial Treasury.

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Morgaine's Valkyrate

Location: Outside of Lyran Commonwealth, near Oberon VI

Number of Worlds: Five

Current Ruler: Dominatrix Maria Morgaine

Military Strength: 1 Battalion

Technology Level: Poor

Literacy Level: Poor

The newest of the pirate clans to populate the Periphery, Morgaine's Valkyrate is a collection of five ice worlds beyond the border of the Lyran Commonwealth. Originally a lieutenant of Hendrik Grimm, Morgaine broke with her master after her lover, Redjack Ryan, was expelled from the Oberon Confederation. Denouncing the "male-dominated" rule of the Grimm pirate dynasty, Morgaine and her female followers established their own pirate outposts, from which they have begun to raid Lyran space. Within this female pirate haven, males are accorded rights and privileges according to their abilities, but all command decisions are reserved to Morgaine and her valkyries.

Much of the Valkyrate's social order mirrors that of ancient Terran Norse mythology. Given time, this veneer of Nordic tradition will continue to evolve. Morgaine currently holds forth in her court on Gotterdammerung, ruling with an iron hand over an estimated five to six thousand inhabitants scattered over her various holds. Due to Morgaine's xenophobia, attempts to place ROM agents in this region have all failed.

Oberon Confederation



Capital : Oberon VI

Ruler: Hendrik Grimm III

Title : General

Heir : N/A

Location: Outside of the Lyran Commonwealth; formerly part of Rim Worlds Republic

Number of Worlds: Ten

Military Strength: 2 Regiments

Technology Level: Good

Literacy Level: Poor

Of the many pirate holdings in the Periphery, the Oberon Confederation comes the closest to being a miniature

Successor State. The first Colonel Hendrik Grimm was an officer in the Lyran Commonwealth military, whose regiment was battered by Marik troops on Graham IV. Believing that the Lyran high command had left them to die, the surviving members of the 65th Lyran Regulars made for the Periphery, eventually settling on the warm temperate world of Oberon VI. Soon after, many Inner Sphere soldiers who were weary with the endless warfare traveled to Oberon in search of an alternative.

During its early years, the people of the Oberon state conducted pirate raids against both the Lyran Commonwealth and the Draconis Combine, usually in search of spare 'Mech parts and electronics. For the most part, however, the descendants of Hendrik Grimm I have been concerned primarily with the welfare of their subjects rather than with plunder for its own sake. Expanding outward from Oberon, the citizens of the Confederation have managed to colonize their neighboring star systems. Of all the Bandit Kingdoms in the Periphery, the Oberon Confederation alone is self-sufficient. On a social level, a limited form of democracy has brought about educational systems for the young, training facilities for MechWarriors and technicians, and even a modest pension plan for officers and enlisted personnel who have served the Confederation.

The recent development of Oberon into an increasingly stable, diversified state is due mainly to the vision of Hendrik Grimm III. Where Grimm's grandfather founded the state as a mockery of a government, and his father simply continued the family business of brutality, King Hendrik III takes the duties of his office seriously.

Another sign of Oberon's growing political maturity is Grimm's attitude to the nearby Elysian Fields. Though Oberon seems to be approaching the stage that Circinus reached two centuries ago--that of a viable nation-state supported in part by piracy--Grimm appears to be seeking the respectability that standard interstellar trade will bring. Thus, Grimm's pirates are not allowed to raid the Elysian worlds. Indeed, Hendrik has entered into trade and territorial agreements with them, the most important of which offers Grimm's navy docking rights in return for military protection against the many other Bandit Kingdoms in the area. As the Elysian Fields continue to develop, and thus become more tempting targets, ties between the two realms can be expected to grow closer. The potential for provincial unification--similar to that which led to the foundation of the Free Worlds League and Capellan Confederation seven centuries ago--may become irresistible to the leaders of both realms.

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Recognizing the utility of social stability on their borders, representatives from both House Steiner and House Kurita have approached Hendrik III with offers of formal alliance. To date, Grimm has been reluctant to commit his peoples one way or the other, remaining cautiously neutral.

Pirates of Butte Hold



Capital : Butte Hold
Ruler: Redjack Ryan
Title : King of Butte Hold
Heir : N/A

Location: Outside of the Lyran Commonwealth, near Oberon VI

Number of Worlds: One

Military Strength: 2 Battalions

Technology Level: Poor

Literacy Level: Poor

Founded in 3018, Butte Hold is one of the more recent additions to the many Bandit Kingdoms. The inhabitants are a motley collection of cutthroats nominally under the command of Redjack Ryan, an arrogant, strutting MechWarrior with delusions of grandeur. The Pirates of Butte Hold epitomize the worst characteristics of Periphery bandits.

Redjack Ryan was once a battalion commander under Hendrik Grimm. In 3017, while "on loan" to the Lyran Commonwealth, Ryan's unit was ordered to occupy a Marik border world. During the course of his occupation of Lysidas, Ryan's troops sacked the cities, enslaved the populace, and destroyed many industries, including a fusion power plant. The destruction of the fusion plant poisoned half the planet's atmosphere, bringing an immediate halt to Ryan's carousing.

Following this blunder, troops from both the Oberon Confederation and the Free Worlds League pursued Ryan and his mob out of the Inner Sphere. Ryan took his men to Butte Hold, where he set up shop. Since then, the bandit has launched a series of indiscriminate raids against the Lyran Commonwealth, the Draconis Combine, and even an occasional snipe at a Confederation world. To date, none of these governments have retaliated because of the many prisoners Ryan holds hostage. Few like to contemplate what an angry Ryan might do to them.

Another version of the story of how Ryan broke away from Oberon states that Ryan apparently has no other interests in life than rapine, and so he could not face the prospect of handling actual responsibilities, as Grimm wanted him to do. Whether Ryan's own most vicious lieutenant, Agnar Satanson, will turn on Redjack the way he turned on Grimm remains to be seen.

Attracted by the lure of booty, Ryan has won numerous recruits since his break with Grimm, enough to maintain two battalions of BattleMechs. Ryan's hold on his subordinates is tenuous at best, however. He spends as much time guarding against a knife in the back as he does planning his next raid. Left to their own devices, the pirates of Butte Hold may well destroy themselves. In addition, one raid too many against an irritated Lyran or Draconis government may bring a full-scale assault against the pirate holdfast.

Santander's World (Santander V)



Capital : Santander V
Ruler: Helmar Valasek
Title : Commander
Heir : N/A

Location: Outward from the Draconis Combine

Number of Worlds: One

Military Strength: 1 Battalion

Technology Level: Poor

Literacy Level: Poor

What little is known about the pirates of Santander's World is not very pleasant. Founded in 3019 by ex-Davion officer Helmar Valasek, Santander's World boasts one of the most vicious pirate bands operating in the Periphery. Whereas most of the Periphery's pirate groups engage in raiding, Santander's World has become a Murder Incorporated. Much of Valasek's treasury consists of payments made for covert assassination attempts. Operating singly or in small groups, Santander assassins are known to have penetrated Davion and Kurita space to slaughter government officials and financiers. Where practical, Santander raiders engage in kidnapping, often stopping merchant vessels along established trade routes to remove wealthy passengers for later ransom. In addition, Valasek contracts for terrorist activities and may well have affiliations with various dissident groups within the Inner Sphere.

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All members of Valasek's band take a blood oath to their murderous leader, vowing to die most horribly should they "squeal" on their fellows. More than once have these pirates killed their own members suspected of renouncing their pledge.

The Santander pirates are an irritant that the Successor States will probably destroy at the first opportunity. It is believed, however, that Valasek maintains an intricate web of spies and informants that might tip off Valasek to any impending strike. Therefore, any such attack would have to be made with the utmost secrecy.

In the last two centuries, the Tortuga raiders have struck deep into the Federated Suns and the Taurian Concordat. Already known for utter depravity and ruthlessness, it appears that the Tortugans are becoming more desperate as their planets are now finally beginning to run out of resources.

Tortuga Dominions

Location: Near the border of the Taurian Concordat and the Federated Suns

Number of Worlds: Six

Current Ruler: Dame Paula Trevaline

Military Strength: Two Companies

Technology Level: Poor

Literacy Level: Poor

The Tortuga Dominions are a result of the Reunification War against the Taurian Concordat. During the latter stages of that conflict, the Federated Suns 237th Light Cavalry Regiment was all but destroyed in a wasteful penetration raid against the Taurian outpost of Sterope. Unable to hold their positions and unwilling to be thrown into the vicious fray somewhere else, the 237th opted to jump outward into the unknown. A generation after settling a small, pleasant world beyond the fringes of the Federated Suns, the newly formed Pirates of Tortuga began operations against their callous former comrades in the Federated Suns.

With equipment and machinery won at gun point from half a dozen Davion worlds, the Tortugans began to expand their foothold in their new world. Within a century, they were stable and self-sufficient enough to begin colonization efforts of their own. By the early 2700s, the Tortugans had settled five neighboring star systems. Abundant radioactives and raw materials on these newly claimed worlds helped the rise of what has since become known as the Tortuga Dominions.

Of all the Bandit Kingdoms in the Periphery, the Tortuga Dominions maintain the largest space faring navy. Estimates place the size of the Tortuga jolly rogers at about 15, though a lack of spare parts and machinery has forced the Tortugans to cannibalize several of these.

Mercenary Forces

21st Centauri Lancers



CO : Thaddeus Kusaka
Rank : Colonel
Size : 1 Regiment
Status : Elite
Current Employer : Marik
Homeworld : Nestor

Originally a battalion from House Liao's St. Ives Armored Cavalry, the Lancers mutinied against their regimental commander over wages nine months overdue. The Lancers ransacked the Regimental BattleGroup and captured some of the Cavalry's Dropships and a Jumpship as payment. Becoming mercenary, the 21st served each Successor State except for House Liao, against which it still harbors a grudge.

Colonel Thaddeus Kusaka, leader of the Lancers, is one of the very few well-respected and trusted mercenary leaders in the Inner Sphere. Honest to a fault, Kusaka demands integrity from everyone from the lowliest astech to the Captain-General himself.

Cranston Snord's Irregular



CO : Cranston Snord
Rank : Hauptmann
Size : 1 Company
Status : Veteran
Current Employer : Steiner
Homeworld : Clinton

Cranston Snord's Irregular have widely different reputations, depending on who you ask. Katrina Steiner thinks of the unit as one of the more effective, if unorthodox, units in her employ. House Marik would like to rid the Inner Sphere of the unit and has been trying for many years. Jaime Wolf sees the unit as a band of looters who have made good. One way or the other, the Irregulars are probably best known for their ability to get into and out of tight spots created by their never-ending quest for the lost artifacts and/or treasures of Mankind's past.

Eridani Light Horses



CO : Nathan Armstrong
Rank : Brevet General
Size : 3 regiment
Status : Elite
Current Employer : Davion
Homeworld : Colchester

The most tradition-bound mercenary unit in the Inner Sphere, the Eridani Light Horse has many memorials and rituals that serve as a constant reminder of its illustrious history and rigid honor. Some outsiders have commented that Eridani observances seem almost religious.

For example, the 50th Heavy Cavalry and 8th Recon Battalion are sworn to protect all the civilian members of the Eridani Light Horse in memory of their families' executions on Sendai. Whether escorting civilian transports or garrisoning their settlement, only the 50th and 8th Battalion members are involved in the safety of Eridani dependents.

Wherever they are encamped, all military units in the Successor States set up two flagpoles: one for their unit banner and one for their employer or House leader. Unlike other units, however, the Light Horse has never flown the flag of its employer. One flagpole remains bare, while the banner of the Light Horse flies at perpetual half-mast. Originally, the Eridani standard was just a prancing horse upon a sun-yellow disc. The black border was added as a symbol of mourning for the exodus of General Kerensky.

The Light Horse remembers the loss of the 19th Striker Regiment on Amity through some curious traditions. Whenever the three regimental commanders meet with the Eridani commander, a place is set at the conference table for the commander of the 19th. In addition, during social functions, the host always says a prayer for the members of the lost regiment. Retiring soldiers who serve the Light Horse with distinction become official members of the 19th Striker. They receive lapel pins with the 19th's symbol, a rearing bronco, in honor of their services and devotion to the Eridani Light Horse.

Every Light Horse member celebrates the anniversaries of great victories and special birthdays, and mourns the anniversary of lost battles and tragic deaths. Of all the days of mourning, the most solemn occurs on the date of General Kerensky's Exodus. All nonessential functions are shut down as everyone gathers in the central park. There

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an honor guard unfurls an ancient Star League standard and runs it up the usually bare flag pole. The base commander then reads Colonel Bradley's communiqué informing General Kerensky of the 3rd Regimental Combat Team's decision to stay. As the honor guard lowers the Star League standard, the military band plays the Star League anthem softly and slowly.

Fuchida's Fusillier



CO : Michael « Mad Mac » Iverson
Rank : Major
Size : 1 Battalion
Status : Regular
Current Employer : Marik
Homeworld : Cascade

The men of Fuchida's Fusilliers trace their origin back to the former Rim Republic's Tartan Brigade, one of the household unit that fought valiantly –albeit on the losing side- during the brutal civil war between the usurper Stephan Amaris and the Star League forces under Aleksandr Kerensky. After the end of that war, the employment as mercenaries pledged to coordinator Minoru Kurita. In the intervening years, the renamed Fusilliers have led a nomadic existence, moving from contract to contract and never remaining in the service of any employer for more than a few years at a time. After three previous stretches under the House Marik banner (2834-2845, 2882-2898, 2931-2935), they rejoined House Marik in 3021 following a campaign with House Davion. Thus far, they have been deployed along the Lyran Commonwealth, where they have conducted a variety of raiding and sabotage missions.

Gray Death Legion



CO : Grayson Carlyle
Rank : Captain
Size : Reinforced Lance
Status : Regular
Current Employer : Marik
Homeworld : Helm

What was perhaps most unusual about the Legion was the moral quality of their fight. What began as a desire for revenge against House Kurita became a virtual crusade against the technological barbarism and inhumanity that Kurita's campaigns and the Succession Wars themselves had come to represent. Mech Warrior

Grayson Death Carlyle became known as one of a handful of men and women who fought to hold the dark tides of savagery at bay for yet a little while longer.

That is a distinction won by very few warriors in man's bloody history.

Hansen's Roughriders



CO : Gerhardt Hansen
Rank : Colonel
Size : 1 Regiment
Status : Veteran
Current Employer : Steiner
Homeworld : Suk II

Colonel Gerhardt Hansen assembled the unit from the remnants of the 12th Atrean Dragoons and Elements of the 1st Atrean Dragoons, a unit that he lead in unsuccessful rebellion against Janos Marik during the Marik civil war. The RoughRiders prefer close combat, and considering the rather rough-house nature, it is easy to see why, most of the Mech Regiment Companies are composed entirely of heavy Mechs. The unit was also chosen to receive the first new Rommel/Patton tanks, due to the fact that it was the most active and aggressive of all the Tank corps in the Lyran Commonwealth. The RoughRiders are famed for their deep raids, into both Kurita and Marik space and heavy urban combat.

Kell Hounds



CO : Morgan Kell
Rank : Colonel
Size : 1 Regiment
Status : Veteran
Current Employer : Steiner
Homeworld : Pacifica

In 3010, Morgan and Patrick Kell, aged 24 and 22, decided to form the Kell Hounds. Arthur Luvon, the late husband of then Archon Katrina Steiner, had been the Kell's cousin. Upon his death from cancer in August of 3010, the Kells inherited a great deal of money, which they used to form the Kell Hounds.

Mercenary Forces

Marshigama's Legionnaires



CO : Ju-Lei Marshigama
Rank : Colonel
Size : 1 Company
Status : Veteran
Current Employer : Liao
Homeworld : Holloway

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.

Waco Rangers



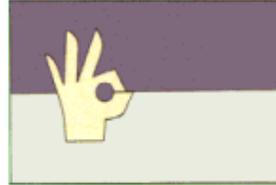
CO : Wayne Waco
Rank : Colonel
Size : 1 Regiment
Status : Regular
Current Employer : Steiner
Homeworld : Bessarabia

In 3007, Captain Wayne Waco of the soon-to-be disbanded 1st Tau Ceti Rangers resigned his commission from House Liao and recruited 15 down-and-out MechWarriors to form a mercenary company called the Waco Rangers. Oddly enough Liao was their first employer, and the Rangers were soon on the front line, attempting to stem a Davion advance.

While on New Aragon in 3008, there, Waco Rangers were strung out on picket duty for McCormack's Fusiliers, awaiting the assault of Wolf's Dragoons. However, Wolf's attack was unexpectedly quick, and the Dragoons trapped Captain Waco's only son, Lieutenant John Waco, in the El Diablo Pass. No one is sure what happened next, but some observers later reported that no fewer than four BattleMechs surrounded John Waco's Stinger and systematically tore it apart. Young Waco ejected, but

the Dragoon 'Mechs pursued him, and one crushed the MechWarrior under its foot.

Wilson's Hussars



CO : David Wilson
Rank : Captain
Size : 1 Company
Status : Regular
Current Employer : None
Homeworld : None

Often derisively labeled "Wilson's Wimps", these desperate Mechwarriors are completely out of luck. Under the leadership of Captain David Wilson, the Hussars will accept any assignment, from any employer, to help them escape their current situation.

As of 3025, the Hussars are still located in the Outworlds Alliance, barely tolerated by the local authorities and desperate for work. Captain Wilson still leads the Hussars, but the constant strain of the unit's dire situation has drained him. Of the Hussars who survive, only a handful served during the Michael Langstrom period. The remainders are various unlucky and unreliable hangers on, MechWarriors down to their last credit, desperate for any chance to save themselves. Because of the Hussars' reputation as bandits, Wilson has failed to gain employment with the Alliance. Lord Corrigan, the local governor, distrusts them and may soon force them to leave.

Wolf's Dragoons



CO : Jaime Wolf
Rank : Colonel
Size : 5 Regiment
Status : Elite
Current Employer : Kurita

No mercenary regiment is more well known, nor is universally respected. Indeed other units of the Inner Sphere validate their prowess by surviving an encounter with the Dragoons. Since appearing in the Inner Sphere in 3005 at New Delos, the Dragoons have been employed in turn by every House of the Successor States. The heart and soul of the Dragoons is Jaime Wolf and Natasha Kerensky, known as the Black Widow.

Player's Handout

Player's Handout

[Political Inner Sphere Map 3025 \(pdf\)](#)

[Jump Path Inner Sphere Map 3025 \(pdf\)](#)