

FIELD MANUAL 308ES





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BLACK TORRENT

**60 kilometers northwest of Tikograd
Tikonov, Prefecture IV
Republic of the Sphere
7 July 3083**

"Major! Ten minutes to drop."

Rhys' eyes opened, decades of combat experience taking him from sleep to battle ready. He took in the compact flight deck of the Zugvogel. The voice had come from the pilot's seat, a shock of red hair just peeking above the seat rest the only visible sign of the pilot.

Levering himself up with his arm, Rhys spoke. "Is it going to be a bumpy drop?"

Standing, he could better see the compact woman who deftly piloted the 200-ton airframe. Captain Shougon replied without taking her eyes from the controls. "Fighter jocks took out what little aerospace they had. I expect ground flak, but nothing *Gustbuster* can't handle."

Rhys flicked his eyes to the forward view screen before looking back to the pilot. Flying barely fifty meters above the deck, the Zugvogel was one slow pilot reaction from becoming one with the ground. He suppressed a nod she wouldn't see anyway. "Thank you, Captain. I'll get the kids ready." With that he turned to exit the flight deck without a backward glance.

Shougon flew the Zug as if she'd been born to the controls. Which wasn't surprising, given the Lyran-born pilot had been one of Lockheed's test pilots before joining the Republic. His men were in the best hands he could wish for and he had more pressing things to worry about.

In less than ten minutes, his unit would be air-dropping into the heart of Tikograd and the Capellan Warrior Houses defending it. They would then fight their way to the industrial sector's south gate and make sure it was open before Stone's Lament tried to move through it. He needed to check on his men and get into his own suit before the festivities started.

Rhys ducked to clear the narrow hatch to the cargo deck. He let his eyes scan the Zugvogel's interior space. To call it massive would have been a disservice to the word. There was only so much room one could cram inside a 200-ton airframe, but he couldn't help feeling he was in one of those science fiction ships that were bigger on the inside than the outside. The feeling was enhanced by the Maxim II Transport taking up the back half of the bay. The hovortank was facing aft, its rear loading ramp down to expose its own large cargo bay. The tank's bay within the larger cargo deck gave a surreal feel to the cramped space.

The remainder of the Zugvogel's cargo deck was mostly given over to four front-to-back rows of crash seating. Forty-two jump troopers occupied those seats. Some gave the appearance of being asleep, some spoke quietly with nearby troopers, and in one corner a game of four card drax was being played across two facing rows of seats. Rhys scanned seats for their commander. Seeing him leaning over to talk to a seated trooper, he cautiously made his way over.

"Mr. Smith, status of Alpha Jump?" The man turned to face him, hand coming up in a reflexive salute. Lieutenant John Smith could best be described as average. He wasn't quite two meters tall, his shoulders were just broad enough to accommodate his uniform's armored pauldrons, his hair was an unremarkable shade of blond and his face was one of those faces you could forget five minutes after meeting. If it weren't for the name "John" stitched over his left breast Rhys would have had a hard time telling him apart from the men seated behind him, who all had the near identical averageness of Lieutenant Smith.

"Alpha is good to go. Jones Five's pack was reporting a pressure failure, but we packed spare systems and were able to repair it."

"Jones squad is still using those Oriente heavy-lift packs, right?" Rhys asked.

Smith nodded, "Yes, sir. They don't handle atmospheric changes well. Great for garrison troops but for anyone moving planets it makes for a hell of a time keeping them working."

Rhys nodded in return. "Make a note on that, we'll talk to command about getting some of the new Krupp packs when we get home." Rhys pointed back to the jump troops. "We drop in eight minutes. Maxim first, Baker next, then your boys. Just like in training."

Smith saluted, "Roger that. We're ready to step off as soon as the lights go green."

Rhys let Smith return to his troops. John Smith wasn't the lieutenant's real name, of course. The Jihad had caused a lot of men to change their names for one reason or another, and Alpha Jump was a place a man could disappear. It didn't matter who or what he'd been before. Every man who joined the double strength platoon took on the last name of one of six squads. In some cases, like the Smiths, the men even looked alike, going so far as to dye their hair to match the others in the squad. No questions were asked and only Rhys knew anything about the real backgrounds of the troopers. Usually.

Rhys shook his head and made his way toward the rear of the cargo deck. Alpha was like the Republic itself, the ultimate melting pot. Even more than the unit as a whole, Alpha was a cross section of all of civilized space. What background he knew revealed men from Astrokaszy to Nowhere and a couple of Clan freeborns mixed in for good measure.

He stopped before the Maxim II's open bay. The jump trooper crash seats had given way to a small open space. On each wall were two battlesuit racks, each holding an imposing mass of armor. Like all the other equipment in the bay, the Elemental suits were painted a light-swallowing flat black. A slightly-built Elemental was checking a diagnostic screen on one, while three other Elementals were in the process of buttoning up their suits.

"Everything satisfactory, Gabriella?"

The Elemental turned to him. She pointed back at the suit, "Neg. The myomer in the left leg keeps twitching. The techs insist this Spheroid myomer is as good as the original, but it is garbage."

Rhys looked at the diagnostic panel. "Will it affect your combat performance?"



BIG BUS!



The former Nova Cat shook her head, perhaps a little too vigorously, "Neg, it is but an annoyance. We will not let you down, Major."

He smiled. "Good to hear, I'll get with logistics when we get back, see if we can't get some Clan-made myomer for your suits."

She offered him a somewhat stiff salute. "That would be satisfactory, Major."

He returned the salute. "We drop in seven minutes; I'll let you get buttoned up." He turned toward the Maxim before she had a chance to reply. Eleven years ago he'd probably have blown his top if a trooper had addressed an officer in the way she just had. But eleven years ago he'd been a regimental sergeant major in the FWLM. The Jihad had taught him that there were many ways to the same result. The Republic had taught him the value of many viewpoints forming a greater whole. Gabriella was an excellent soldier and if she had to occasionally overcome centuries of genetic breeding to be an RAF trooper, he was willing to give her leeway.

Just before climbing up the Maxim's loading ramp, he eyed the large cylinders strapped on either side of the Maxim's turrets. They had tested the Hachiman Taro-produced dropchute system a dozen times in training, but this was to be its maiden combat deployment. Ten seconds after the Maxim was ejected each canister would deploy four chutes. Using disposable rockets mounted on the canisters, the Maxim would have a small level of steerage as it was lowered to the ground. And also—in theory—they only needed three of the eight chutes to land safely.

Ducking into the tank's cargo bay he slipped down the narrow aisle between racked battlesuits. Lieutenant Ortega and his boys were already sealed into their Angerona scout suits. The former Com Guardsmen had given up the jumping mobility of their old Tornado suits, but Rhys doubted they regretted the improved protection the StarCorps-built suits offered them. Ortega turned his racked suit as best he could and gave Rhys a thumbs-up with his suit's armored glove. Rhys nodded and pushed deeper into the Maxim.

He stepped past his squad's suits to the back of the tank's cargo bay to check on the last squad. The hulking shapes of the Hunter Killer-configured Grenadiers threatened to poke through the low roof of the bay. In theory the Maxim could handle four squads of battle armor. Theory surrendered to volume where the Grenadiers were concerned. The four suits filled nearly half the tank's sixteen-ton bay. One of the Grenadiers' chest plate was still open, its helmet still waiting on the automatic rack above it. Rhys stepped up to the suit. "Ready, Hareesh?"

Captain Hareesh Hiraz wiggled an arm free of his battle suit and offered a salute. "As ready as we can be, considering we're about to drive a hovertank out of a perfectly good aircraft, while strapped into two-ton battlesuits that fly about as well as a falling star."

Rhys patted Hiraz's suit. "Glad to see you're keeping that positive spirit up."

The former First Davion Guardsman snorted but did not comment.

Leaving Hiraz to finish buttoning into his suit, Rhys stepped back to where his squad was waiting for him. The slightly hunched silhouettes of the Kopsis battlesuits welcomed him with their deadliness. The charter to form this unit had given him the pick of nearly any battlesuit in production, Clan or Inner Sphere. Despite its limited mobility, he

had stayed with his Kopsis. It had served him well in both SCOUR and SCYTHE and it was one of the few ties he still had to his birth nation. He was fully committed to the Republic, but he also knew it was his life in the Free Worlds that made it possible for him to be here now. The League-designed armor helped him remember those roots.

Rhys used his arm to grab an overhead bar and swung himself into the open chest of his suit. The reactive systems immediately snugged around his legs, securing him safely. Leaning back into the suit's cavity he turned to look at the occupied left arm socket. The small LCD panel showed the robotic sub-arm was operating normally. He flipped down the safety pad to cover the display and rested his armless left shoulder against the pad. Reaching up, he pulled a flimsy looking sensor net down onto his head.

By all rights, the assault on the Rio SDS fortress should have been the last combat Rhys ever saw. His left arm had been ripped from his body, and even if he had wanted to use cybernetics—something his Free Worlds upbringing railed against—his mauled shoulder would have never supported the weight of a cyberlimb. It was the sensor net, an experimental technology from the Federated Suns, that gave him a second combat life. Similar to the more elaborate MechWarrior neurohelmet technology, the neuronet was supposed to give battle armor pilots the same control of their suits that Clan ProtoMech pilots possessed. The net fell far short of that lofty goal, but was capable enough to allow Rhys limited control over the robotic sub-limb in the left arm of his suit.

A moment of disorientation washed over him before being replaced by the sensation of having a left arm again. Concentrating, he made the suit's left arm rise and rotate. Satisfied, he went through the rest of the buttoning up process and a minute later he looked out of the suit's HUD-enhanced faceplate.

"Torrent Actual to all Torrents. Check in."

"XO here, Porcupines ready to waddle."

"Bravo Cats are satisfactory"

"Alpha Jump, five by five"

"Black Lighters are a go."

Rhys watched his HUD as each squad went green. He suppressed a chuckle, and offered up his own ritual reply. "A one-armed Leaguer, some FedRats, some Cats, some mercs and the phone company walk into a bar..."

Major Rhys keyed his com unit to the aircraft's tactical net. "Gustbuster, this is Black Torrent Actual. We are go for deployment."

Shougon's copilot responded. "Roger, Torrent, going ballistic in thirty."

Rhys closed his eyes and let the sensations of the aircraft take him. At thirty seconds the heavy airframe went vertical, pushing his suit deeper into its support rack. Twenty seconds later the *Gustbuster* rolled out of the climb at what Rhys knew was the preplanned 1500 meters. While it made the aircraft a perfect target for any guns aimed skyward, it would give the Maxim's dropchutes the time needed to deploy and slow its hurtling fall. Rhys grinned, *Time to make like a falling star.*

"Initiating drop procedure in three, two, one, MARK!"

Acceleration threw him forward into his restraints, as the Maxim was catapulted out the rear of the *Gustbuster* and into the hostile air over Tikograd.

It was time for Black Torrent to earn its pay.



INTRODUCTION

Generals and Prefecture commanders,

The following manuscript contains a compilation of reports on the current state of military readiness for all major states, Clans, and significant minor powers now operating within the Inner Sphere. Also included is a primer on the recent history leading to the formation of our Republic, and its overall military organization. While much of this material is currently declassified, the whole of this manual is not to be disseminated to any government personnel below planetary-level executives, military personnel below the rank of lieutenant colonel, or other members of the Republic civil and military authority outside of the Knights of the Sphere.

Now that the disclaimers are done, I welcome you to the first compilation report on the state of the Inner Sphere post-Jihad. Our Republic, now officially over four years old, has already weathered its first crises as a new state. We have not only survived these challenges, but grown as an interstellar nation, devoted to the ideals that—hopefully—will make wars like the Jihad as much a distant memory as the rise and fall of Stefan Amaris.

The Word of Blake's power has been shattered, but the scars of the Jihad will remain with us for generations to come, and it remains an open secret that many of the Word's agents have escaped justice since the fall of Terra. In their absence, distrust and old enmities almost immediately rose to give our Republic new enemies—enemies who will likely rise again and again, challenging our very right to exist. These are facts of life, which hang like a pall over us in the same manner that our forefathers saw the Succession Wars as an ongoing, never-ending conflict.

If all of that sounds bleak and cynical to you, then I congratulate you on holding onto the sense of humanity we, as a realm, hope to rekindle across the Sphere. As we enter a new age, we will do all in our power to lead our neighbors by example, to bring together peoples once divided by centuries of fear and light-years of rule by petty warlords. We will never seek conquest, and we will never seek cultural ruin. We will strive for our brothers and sisters in mankind—regardless of their origins—to seek understanding before hostility.

It is a lofty goal, to be sure, but it is one I feel we can achieve.

In the meantime, we must remain vigilant. There are many who will mistake our desire for peace as a sign of weakness. Thus is the purpose of these collected reports, to provide a universal view of how our neighbors and others in the interstellar community are adjusting to the post-Jihad era. Though all share the same burden of postwar recovery, be careful to study how these various realms and Clans are doing so.

Each entry you will find within this manual will cover the overall industrial and training state of the various realms featured here. In addition, full deployment tables will be provided showing the experience, reliability, and general equipment ratings for these forces. Note, as always, that these deployment tables focus on primarily BattleMech forces; where secondary assets such as vehicular, aerospace, and infantry are attached, the equipment ratings for these assets are presumed to be the same as for the core 'Mech component.

For the sake of completeness, an overview of our own Republic rounds out this report. Be advised that our present military deployment is considered confidential and sensitive information, and currently reflects only the aftermath of our recent conflicts with the neighboring Capellan state. In the years to come, it is our fervent hope that our neighbors will acknowledge the fruitlessness of conflict against the Republic, enabling us to back away from the abyss of eternal warfare.

But, for now, forewarned is forearmed.

—Paladin Victor Steiner-Davion, Terra, 12 October 3085

HOW TO USE THIS BOOK

Field Manual: 3085 is a sourcebook for *BattleTech* that updates the state of the various military forces of the Inner Sphere factions in the aftermath of the Word of Blake Jihad and the formation of the Republic of the Sphere.

This first section of this book—*From the Ashes, We Rise*—is divided into two broad sections, a *Historical Review* and *From Many Comes One*. The *Historical Review* provides a shorthand overview of the Word of Blake Jihad and its effects throughout the Inner Sphere, while *From Many Comes One* details the formation and recognition of the Republic of the Sphere.

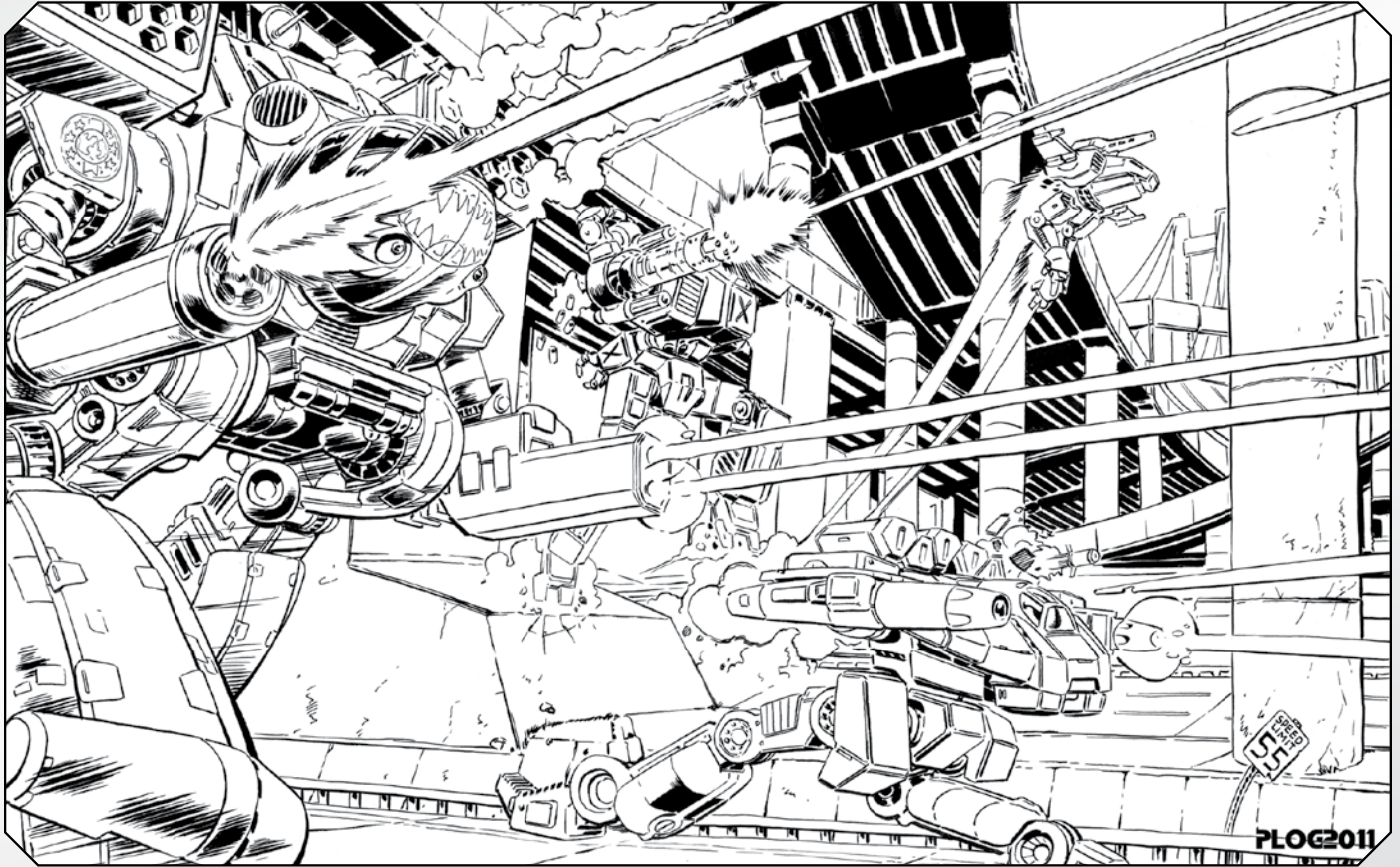
The next eight chapters—*The Capellan Confederation* through *Mercenaries*—cover the overall state of each of the Inner Sphere's major factions and power blocs. These chapters include a *General Review* of the faction (or faction group), a *State of Readiness* that discusses its industrial health, and a rundown of its various military forces, either by brigade (in the case of larger state militaries) or by total armed forces (in the case of grouped factions, like the former Free Worlds League, the Clans, and the Periphery powers). Deployment Tables for each faction or faction group conclude each chapter, providing a look at the overall BattleMech strength of the major powers in the post-Jihad Inner Sphere.

The next chapter, *The Republic of the Sphere*, offers a far more in-depth look at the most powerful of the Inner Sphere's new postwar factions. Beyond merely reporting the creation, organization, and readiness of the Republic's military might, this chapter also provides a look at the political organization, policies, and economics of the new realm that has risen from the ashes of the Blake Protectorate and now claims most of the ancient worlds once ruled by House Cameron's Terran Hegemony.

Finally, *3085 Rules Annex* provides advanced-play rules for *BattleTech* games set in this post-Jihad period. These rules include special command abilities for many of the Inner Spheres' most prominent military forces, as well as advanced Random Assignment Tables (RATs) designed to account for the varying Equipment Ratings given to the major military forces in each state. In addition, role-playing rules that account for the rise and fall of various factions are provided to modify *A Time of War* campaigns set in this post-Jihad period, along with a short timeline of major historical events through the end of the thirty-first century.



FROM THE ASHES, WE RISE



HISTORICAL REVIEW

We—humanity as a whole—were at a turning point in history. The wars that had plagued us for twenty years or so were behind us, and we were again enjoying a relative peace. The wars were over. It was the coda, the time for catharsis and with it the healing that only time can bring.

When the late Caradoc Trevena penned the words paraphrased above, on the eve of what would turn out to be the final gathering of the second Star League, humanity surely seemed on the verge of a marvelous future. Now, nearly two decades later, we can see just how naïve we all were to believe that. We had vanquished the Clans and persevered through a massive war that greatly affected even those not directly involved. There were no major conflicts raging, no crises needing immediate attention. The League, though its prestige and mystique had perhaps waned a bit in previous years, was still an institution of respect. Several minor powers—including the Word of Blake—expected to be inducted. The atmosphere on Tharkad in late November 3067 was one of hope and excitement and a sense that great things were just ahead on the horizon.

And then it all went wrong.

DAWN OF THE JIHAD

Though no one could have anticipated it at the time, one simple vote on 28 November sealed the fate of the Inner Sphere. The sibling rulers of the Federated Suns and Lyran Alliance, still hurting from the recently ended civil war and wary of foreign entanglements at a time of rebuilding, announced their decisions to withdraw from the Star League. Coming on the heels of the Capellan Chancellor's refusal to even attend the conference, instead sending a scathing condemnation of the League's ineffectiveness and irrelevancy, this proved to be a mortal blow to the multi-national alliance. Despite the best efforts of the remaining member-states, the Star League once more collapsed and, as it did nearly 300 years before, this collapse would have grave consequences for the people of the Inner Sphere.

Unbeknownst to everyone, the Word of Blake had anticipated their ascension to full membership in the League and was prepared to embark on an ambitious scheme to lead the League in a crusade to exterminate the Clans once and for all. To this end, they had assembled massive and secret stockpiles of supplies, equipment, personnel and weapons, many of which would be objectionable



THE CAPELLAN CONFEDERATION

GENERAL REVIEW

While the Confederation suffered numerous brutal attacks at the hands of the Word of Blake during the Jihad, Chancellor Sun-Tzu Liao's unquestionably talented if callous leadership guided the Capellan state through the maelstrom of that conflict with impeccable clarity. The atrocities inflicted upon the Capellan people by the Blakists, particularly in the brutally-contested Liao Commonality, were amongst the most horrific, but despite horrible losses, the CCAF and the Confederation's military-industrial complex suffered significantly lower proportionate losses than the armies of the other Great Houses. Sadly, in many cases this can be attributed to the Chancellor's genuine disregard for his own worlds' populations. CCAF forces confronted with Blakist troops hiding in a Capellan city, in many cases, simply announced their intention to attack and then destroyed the city with nuclear weapons rather than confront the enemy directly. While many mouthpieces of the Confederation have taken a sick pride in these individuals' "sacrifice for the State", many of these worlds suffered almost as much at the hands of their own supposed protectors as they did their Blakist enemies. Nonetheless, this Machiavellian thinking preserved much of the Confederation's means of making war while simultaneously driving back the Blakists and denying them safe harbor. It was this success that likely led to the Confederation's overconfidence in its military prowess, ultimately resulting in their failure in Operation GOLDEN FORTRESS.

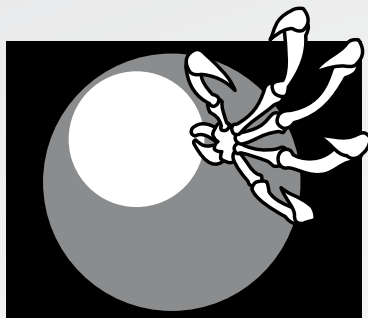
After largely rebuffing all efforts at a diplomatic solution, the few Confederation envoys who approached our Coalition provisional government after the fall of Terra delivered increasingly strident demands for us to return numerous worlds once held under Capellan rule. When the Republic officially formed in 3081, Chancellor Sun-Tzu surmised that further negotiations were likely to go nowhere. Rather than continue to attempt to secure our withdrawal through diplomacy, the Chancellor ordered the CCAF to occupy all worlds claimed by House Liao and eject or destroy their Republic garrisons, in an offensive operation: GOLDEN FORTRESS. Obviously, Chancellor Liao was confident in the strength of his military and expected the war-weary Republic to simply give in to him rather than risk further conflict. Unfortunately for the Chancellor, in the Republic he faced an opponent who refused to under-

estimate him. Rather than acquiesce to his bullying, the newly formed RAF launched a massive campaign to drive the CCAF from every world within the Republic's 3081 proclaimed demesne. Despite the amorphous state of the RAF, high morale from the recent success of Operation GOLDEN DAWN gave the Republic forces—many of whom were fighting together for the first time—performance far past what might have been expected in Capellan planning sessions. By mid-3084, the CCAF appeared to admit its position was untenable. *Sang-jiang-jun* Zahn ordered several commands to form up with the Red Lancers on Liao, intending to create a strike force capable of netting the Confederation a victory from which they could negotiate on better terms. The combined Stone's Brigade-Hastati assault on Liao shattered the CCAF's remaining reserves and ended any chance for a renewed Capellan offensive.

The Treaty of Tikonov was overwhelmingly humiliating for House Liao, but it would be foolish to consider them cowed. If there is one thing history has proven about the Confederation, it is that they will let no transgression against them go unchallenged and will never truly give up any claim on what they think is theirs. While the ink is still drying on our treaty with House Liao, the Confederation's industry remains viable, and their military academies continue to operate at full capacity. It would be foolish of us to let our guard down when it is obvious that the Confederation is simply biding their time for us to do so.

THE AUGMENTED REGIMENT

Perhaps the biggest change in CCAF military doctrine since the 3060s has been the increasing prevalence of the combined-arms formation known as the augmented lance. Already becoming well accepted at the time of the Fourth Whitting Conference, combat against the Blakists' combined-arms Level IIs and our Republic's mixed combat formations has only served to reinforce the Confederation's already-strong belief in the value of combined-arms formations. In 3081, the Strategios ordered the reorganization of the CCAF's regiments to make better use of augmented lance formations. At least one battalion in each Capellan BattleMech regiment has been restructured into four two-lance companies with an independent command lance.



CAPELLAN HUSSARS

The *crème de la crème* of the CCAF, the Capellan Hussars are a force traditionally held in reserve for the most vital operations. Such operations were alarmingly common during the Jihad; the Hussars took the field again and again to face down serious threats to the Confederation and Magistracy. It seemed wherever the Hussars struck, they were unstoppable, until their conflict with the Republic. Despite successfully shattering a number of Nova Cat Clusters early in the fighting, the Hussars proved no match for Stone's Brigade in a number of clashes. Despite attempts by the Confederation to frame the battles as draws, the fact remains that even the Confederation's trump card wasn't enough to win them the territory they demanded.

RED LANCERS

With the death of *Sang-shao* Shennu in 3074 in a Blakist suicide attack, former Dynasty Guard officer Rose Dawson was promoted to command the Lancers. *Sang-shao* Dawson proved an able go-between in joint operations with the MAF, coordinating with Magestrix Centrella during their dazzlingly successful campaign to sweep the Blakists from the Magistracy. During the Confederation's recent offensive, the Chancellor dispatched the Red Lancers to the planet Liao in an attempt to cow the Republic into accepting his demands. It proved a threat the Republic was more than willing to match.

In 3084, Stone's Brigade, backed up by almost half the Hastati, dropped on Liao. When it became clear the CCAF was hopelessly outnumbered, the Red Lancers fought a disciplined rearguard action which allowed the evacuation of Warrior House Imarra and Kyp's Kommando. Fully half the Lancers fell in battle, including *Sang-shao* Dawson. The cockpit of her *Yu Huang* was crushed by the foot of a Revenant's *Atlas* as she continued to fire her PPC at the forces overrunning her position. Once again quartered in the Forbidden City, the Lancers are now under the command of *Sang-shao* William Le Marchant, cousin of Peter Smith (a late Lancers XO).

The Lancers have engaged in a number of recent public relations activities. Named for the chancellor from which the Red Heart Guard takes their nickname, little Ilsa Liao-Centrella has been made the Red Lancers' honorary *sang-shao*. Sixteen years old, and already as stunningly beautiful as her mother, Ilsa's birthday was feted by the Lancers with a full military parade. Posters of the young girl posing with several of the Guards atop the canopy of a *Men Shen* can be found across the Confederation and the Magistracy.

PREFECTORATE GUARD

The Prefectorate Guard rotated to Sarna from their traditional post of Victoria to act as a bulwark against future conflict with the RAF. This is just as well, as the Guards' simmering feud with the mercenary Lethal Injection left security of Shengli Arms in question, despite the cashiering of *Zhong-shao* Inien and retirement of the barely-coherent *Sang-shao* Nerekov. *Sang-shao* Nan Loen, now in formal command of the regiment, refuses to tolerate the kind of insubordination which cropped up under his former commander. He has transferred no less than seventeen MechWarriors out of the Guard for failing to live up to his harsh standards of discipline and decorum.

HOLDFAST GUARD

Unburdened by internal strife or recent battlefield shortcomings, the Grenadiers still stand proud at the pinnacle of Capellan political and military power. Despite the transferring of a good number of the unit's soldiers to fill openings in the Red Lancers, there has been no shortage of experienced Jihad veterans to take their place. *Sang-shao* Bey has found the biggest shortcoming the Grenadiers faced has not been combat experience or equipment but social graces. Flush with men and women drafted from the Home Guard and frontline units, many are struggling to adapt to guarding the *Sheng* of the House of Scions. *Sang-shao* Bey has recently retained the services of several Confucian scholars to teach proper etiquette, calligraphy and philosophy to the unit after a young *sao-wei* snubbed the *mandrinn* of Gei-Fu after accidentally tripping him on the steps of the House of Scions. It is hoped that as the Guard comes to better practice *li* and *xaio*, it will become as adept culturally as it is militarily.

DYNASTY GUARD

The newest regiment of the Capellan Hussars has spent the past two decades chewing up and spitting out nearly every command to take the field against them, starting with the Eighth Syrtis Fusiliers in 3068. The Dynasty Guard shattered every unit sent to attack the world of Liao during the Jihad. When Sun-Tzu ordered the occupation of Republic worlds, the Dynasty Guard was at the forefront of the attack, wiping out three Nova Cat Clusters and mauling several other commands as they struck multiple worlds along the drive toward Tikonov.

Ferocity and fanaticism has taken a toll on the unit, however. By the time the Guard reached Algol, barely a battalion of BattleMech, aerospace and conventional assets remained, with many "active" personnel little more than walking wounded. When the Fourth Hastati arrived to drive them off, the Guard was able to offer only token resistance. Furious at being ejected by the Hastati and for the loss of their homeworld of Liao, the Dynasty Guard was withdrawn to Capella. The Guard burns with a wild hatred for the Republic, and intelligence reports indicate the command has been withdrawn to prevent them from launching an unsanctioned attack as much as to aid their reconstruction.



CAPELLAN CONFEDERATION ARMED FORCES

(Deployment as of 31 October 3085)

Commander: *Chancellor* Sun-Tzu Liao
 Strategic Military Director: *Sang-iang-jun* Talon Zahn
 BattleMech Strength: Approximately 29 BattleMech Regiments, 2 Battalions

Capella Commonality

Line Director: *Jiang-jun* Anson Quinn
 Home Guard Director: *Jiang-jun* Jason Spore

Sian Commonality

Line Director: *Jiang-jun* Siona Aterade-Liao
 Home Guard Director: *Jiang-jun* Feng Fei Li

	Exp/Loy	Homeworld	Strength	Updated (Rating)		Exp/Loy	Homeworld	Strength	Updated (Rating)
4th Capellan Defense Force (1 Btn) (CO: <i>Sang-shao</i> Elton Sneed)	R/R	Homestead	25%	75% (B)	1st Capellan Defense Force (CO: <i>Sang-shao</i> Gary Weinrib)	R/R	Ares	75%	90% (A)
4th CDF Aerospace Wing (CO: <i>Kong-zhong-shao</i> Yong Ching Yau)	R/Q	Homestead	40%	55%	1st CDF Aerospace (Wing) (CO: <i>Kong-zhong-shao</i> Wai Ching Yip)	R/R	Ares	85%	45%
4th CDF Armor Auxiliary (2 Btns) (CO: <i>Zhong-shao</i> Kin Kee Chan)	R/R	Homestead	55%	60%	New Sagan Armor Auxiliaries (2 Btns) (CO: <i>Zhong-shao</i> Etienne Morel)	R/R	Ares	95%	50%
4th CDF Infantry (2 Btns) (CO: <i>Zhong-shao</i> Siu Moi Cheng)	G/Q	Homestead	45%	—	1st CDF Infantry (2 Btns) (CO: <i>Zhong-shao</i> Jimmy Baker)	R/R	Ares	100%	—
3rd McCarron's (The Wild Ones) (CO: <i>Sang-shao</i> Otto Kung)	R/R	Menke	20%	95% (A)	Syn's Hussars (CO: <i>Sang-shao</i> Kail Crushniew)	R/R	Bithinia	45%	45% (D)
Kung's Piranhas (2 Flights) (CO: <i>Kong-zhong-shao</i> Maria Rossi)	V/R	Menke	35%	100%	Syn's Winged Hussars (Flight) (CO: <i>Kong-shao</i> Amaka Magan)	V/R	Bithinia	50%	20%
The Terrible Three (CO: <i>Zhong-shao</i> Auberta Durand)	R/R	Menke	30%	100%	Syn's Armored Hussars (CO: <i>Zhong-shao</i> Angelique Francois)	G/R	Bithinia	55%	25%
5th McCarron's (Kyp's Kommando) (CO: <i>Sang-shao</i> Kyp Marloe)	V/R	Menke	10%	100% (A)	Syn's Support Hussars (1 Btn) (CO: <i>Sang-shao</i> Rohak Malik)	R/R	Bithinia	30%	—
Kommando Armored Korps (CO: <i>Kong-zhong-shao</i> Tip Lawson)	V/F	Menke	20%	100%	Holdfast Guard (CO: <i>Sang-shao</i> Ulan Bey)	V/F	Capella	10%	100% (A)
Kommando Special Forces (1 Btn) (CO: <i>Sao-shao</i> Carolina Schulz)	R/F	Menke	15%	—	Zhòng-shu Háng-ban (2 Wings) (CO: <i>Kong-zhong-shao</i> Shuk Yi Chu)	V/F	Capella	20%	100%
2nd McCarron's (Rhamses' Regiment) (CO: <i>Sang-shao</i> Rhamses McCarron)	E/F	Mitchel	35%	100% (A)	Bey's Backboarders (1 Btn) (CO: <i>Sao-shao</i> Yioros Michelakos)	R/F	Capella	15%	100%
McCarron's Armored Mosquitoes (4 Flights) (CO: <i>Kong-zhong-shao</i> Adwin Trotter)	E/F	Mitchel	45%	100%	1st Blandford's Defenders (CO: <i>Zhong-shao</i> Vadim Polzin)	V/F	Capella	25%	—
Rhamses' Gypsies (4 Btns) (CO: <i>Zhong-shao</i> Sasha Vasilyev)	V/F	Mitchel	35%	100%	2nd Blandford's Defenders (2 Btns) (CO: <i>Zhong-shao</i> Ching Ting Hui)	R/F	Capella	30%	—
4th Tau Ceti Rangers (CO: <i>Sang-shao</i> Daniel Jax)	V/F	Shiba	25%	80% (A)	Dynasty Guard (CO: <i>Sang-shao</i> Zachary Bing Te)	E/F	Capella	15%	100% (A)
Tau Ceti Hard Air (Wing) (CO: <i>Kong-zhong-shao</i> Lucio Ricci)	V/F	Shiba	35%	60%	Liao First Air Defense (Wing) (CO: <i>Kong-zhong-shao</i> Cadfan Evans)	E/F	Capella	25%	100%
Tau Ceti Heavy Cavalry (Company) (CO: <i>Sao-shao</i> Phil Gallagher)	R/R	Shiba	70%	60%	Dynasty Guard Cavalry (2 Btns) (CO: <i>Sang-shao</i> Alva Calveley)	E/F	Capella	45%	100%
Lockhardt's Ironsides (CO: <i>Sang-shao</i> Rhianna Lockhardt)	R/R	Shiba	25%	45% (D)	Dynasty Guard Infantry (15th Liao) (CO: <i>Zhong-shao</i> Ka Yee Lam)	R/R	Capella	10%	—
87th Sax Home Guard (CO: <i>Zhong-shao</i> Takashi Fujii)	R/R	Shiba	20%	45%	Dynasty Guard Infantry (21st Liao) (CO: <i>Zhong-shao</i> Reese Marvin)	V/F	Capella	25%	—
Lockhardt's Enforcers (Company) (CO: <i>Sao-wei</i> Liv O'Quinn)	R/F	Shiba	60%	—					
5th Capellan Defense Force (1 Btn) (CO: <i>Sang-shao</i> Giorgos Nikephoros)	G/R	Shiba	35%	80% (B)	Sarna Commonality				
27th Styk Home Guard (2 Btns) (CO: <i>Zhong-shao</i> Kit Wan Lee)	G/R	Shiba	45%	30%	Line Director: <i>Jiang-jun</i> Pavlov Bagroutinni				
5th CDF Infantry (2 Btns) (CO: <i>Zhong-shao</i> May Szeto)	G/F	Shiba	30%	—	Home Guard Director: <i>Jiang-jun</i> Allen Dalmar				
Death Commandos (1 Btn) (CO: <i>Jiang-jun</i> Kuhyen Zhen-Nei)	E/F	Sian	25%	100% (A)	Chao's Grenadiers (CO: <i>Sang-shao</i> Luo Chao)	R/Q	Campertown	55%	50% (D)
Red Lancers (CO: <i>Sang-shao</i> William Le Marchant)	E/F	Sian	45%	100% (A)	Chao's Air Squadron (2 Squadrons) (CO: <i>Kong-sao-shao</i> Lita Harris)	R/R	Campertown	60%	70%
4th Sian Defense Wing (Wing) (CO: <i>Kong-zhong-shao</i> Fun Che Chow)	E/F	Sian	60%	100%	14th Aldebaran Home Guard (CO: <i>Zhong-shao</i> Branislav Pliskin)	G/Q	Campertown	45%	40%
The Blood Brigade (2 Btns) (CO: <i>Zhong-shao</i> Yuk Fan Lam)	V/F	Sian	85%	100%	Chao's Special Teams (1 Btn) (CO: <i>Zhong-shao</i> Gabriella Romano)	R/R	Campertown	40%	—
Red Lancers Infantry (4 Btns) (CO: <i>Zhong-shao</i> Wai On Ng)	V/F	Sian	40%	—	6th Confederation Reserve Cavalry (CO: <i>Sang-shao</i> Dan Evans)	R/R	Corey	60%	85% (B)
					Hustaing Armor Corps (CO: <i>Zhong-shao</i> Casimir Takac)	V/R	Corey	65%	40%
					Hustaing Associated Infantry (1 Btn) (CO: <i>Sao-shao</i> Greta Müller)	G/R	Corey	70%	—



RULES ANNEX

The post-Jihad period (3081 to 3100) was the dawn of a new age for the *BattleTech* universe. A war more brutal than any in recent memory left the combined states of the Inner Sphere, the Periphery, and even the most recently relocated Clans shell-shocked. The Word of Blake's collapse took with it not only the fearsome tyranny of their Blake Protectorate, but also undermined the last shreds of stability in the long-standing Free Worlds League. Internal divisions and ancient enmities that exploded during the war sparked changes that swept across the worlds of the Inner Sphere, while the Invading Clans—new and old—swiftly found themselves forever linked to the fate of the barbarian lands they once sought to conquer.

The conflicts that would follow in the decades after the Jihad would pale by comparison to the early half of the century, long enough for mankind to wonder if, finally, the leaders of the Inner Sphere had learned their lesson. The new Republic of the Sphere, uniting peoples once sworn to the banners of enemy states, became a symbol to many that the cooperation and peace of humanity's Golden Age would once more be realized.

Eventually, of course, this age of relative peace would linger all too briefly.

The following special rules allow players to add the unique flavor of the post-Jihad period to their *BattleTech* wargames and role-playing campaigns. All of these rules are considered Advanced and optional, and thus players and game masters should agree to their use before introducing them to their campaigns. For the players' convenience, the rules presented in this section are divided into two broad sections, the first—*BattleTech Rules*—covers rules most appropriate for the tabletop war game defined by *Total Warfare (TW)*, *Tactical Operations (TO)*, and *Strategic Operations (SO)*. The second—*Role-Playing Rules*—addresses elements of gameplay more appropriate to games played using the role-playing rules presented in *A Time of War (AToW)*. Players may use either of these rulesets individually (or both, concurrently) with the modifications described here.

BATTLETECH RULES

The following rules for the Post-Jihad period cover wargame campaigns and games using the core rules primarily found in *Total Warfare* and *Tactical Operations*.

GENERAL BATTLETECH RULES

In the years that followed the Jihad, the various powers of the Inner Sphere suffered from an almost universal sense of shellshock and crippled infrastructure. Hesitant to start another full-blown conflict while still reeling from the incredible losses of the Word of Blake's campaign of total war, virtually all of the states and Clans in the Inner Sphere reduced their hostilities toward one another to low-intensity raids intended solely to test their potential enemies' borders and resolve.

With JumpShips scarce and interstellar commerce at low ebb, major invasions became untenable, and reduced factory output not only encouraged smaller-sized deployments, but a greater emphasis on conserving the forces and equipment committed to any offensive. In addition, to make up for a general reduction in BattleMech assets, the various states and Clans began fielding ever more mixed forces, augmenting smaller numbers of 'Mechs with vehicles, infantry, and aerospace support.

To reflect these factors, players wishing to run scenarios set in the Jihad aftermath period should keep the an attacking Inner force in any scenario not depicting a full-out planetary invasion limited to no more than a company of combat units if the attackers are of any Inner Sphere or Periphery faction origin. At least one third of these units should also be non-'Mech elements appropriate to the environment, to further reflect the various states' reluctance to commit their most valuable 'Mech assets to a simple raid. Furthermore, unless scenario rules or special circumstances dictate otherwise, all attacking forces not engaged in a larger planetary assault campaign should consider the Forced Withdrawal rules in full force (see p. 258, *TW*), regardless of the attacking unit's origins.

Clan-based attack forces should follow the same rules as their Inner Sphere counterparts noted above, but their attack forces should be limited to no more than a Binary of similarly mixed forces. In addition, Clan forces should adhere to their post-Reaving interpretations of Clan honor (see pp. 238-239, *WoR*).

WarShips, reduced to near-extinction by the Jihad, should not appear in any military campaign in the Jihad's aftermath, unless they are deployed as defending assets at a major capital or industrial world, or as the flagship of a planetary assault. As every faction in the Inner Sphere is now paranoid about losing these great ships, any WarShips engaged in battle should withdraw as soon as it suffers more than 50 percent armor loss to any hull facing.

SPECIAL COMMAND ABILITIES

The following rules may be used by players when playing part of the listed forces during the period 3081-3100. These rules are designed for compatibility with the special commander abilities found in *Tactical Operations*. References to special abilities such as Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat, are found in the same section (see pp. 191-193, *TO*).

Capellan Confederation

The following rules reflect special command abilities of some of the CCAF's most noteworthy regiments.

Warrior House Tsang Xiao: When randomly determining maps, the House Tsang Xiao player may choose the maps instead of rolling. In addition, warriors of House Tsang Xiao are experts in standing their ground. Add +1 to the to-hit roll of any charge or push attack targeting a Tsang Xiao unit if the targeted unit expended 0 MP that turn.



To use these advanced RATs, first determine the appropriate Equipment Level for the force being generated from its appropriate listing in the Deployment Tables that follow each faction's chapter in this book. Then, consult the Master Equipment Level Tables here, applying the modifier appropriate to the force's type and Equipment Level to the 2D6 dice roll used when determining the units used.

OMNI UNITS

Whenever a RAT result indicates an Omni Unit (including battle armor equipped with modular weapons), the controlling player can select any desired configuration available to the post-Jihad era. Omni units are marked on the RATs with an asterisk (*).

Record Sheets

Record Sheets for these units may be found in their respective Record Sheet books (be they in PDF-exclusive format or print). A list of these sources (as abbreviated in each Random Assignment Table presented here) is given in the Record Sheet Source Table.

To randomly assign pilot quality, the appropriate tables in *Total Warfare* (see p. 273, *TW*) still apply.

MASTER EQUIPMENT LEVEL TABLES

INNER SPHERE (NON-PERIPHERY/NON-REPUBLIC/NON-MERCENARY FORCES)

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+8	+6	+8
B	+6	+6	+4	+6
C	+4	+4	+2	+4
D	+2	+2	+0	+2
F	+0	+0	N/A	+0

PERIPHERY

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+8	+4	+2	+4
B	+6	+3	+0	+3
C	+4	+2	N/A	+2
D	+2	+1	N/A	+1
F	+0	+0	N/A	+0

* Only Magistracy of Canopus and Taurian Concordat apply the listed modifiers for vehicle Equipment Levels; Marian Hegemony, Calderon Protectorate, Filtvelt Coalition and Fronc Breaches only have access up to Equipment Level B; Lesser States Periphery States only have access up to Equipment Level D.

REPUBLIC OF THE SPHERE

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
Stone's Brigade (SB)	+24	+9	+12	+9
Hastati Sentinels (HS)	+16	+6	+8	+6
Principes Guards (PG)	+8	+3	+4	+3
Triarii Protectors (TP)	+0	+0	+0	+0

CLAN (INCLUDING GHOST BEAR DOMINION, RAVEN ALLIANCE, AND ABJURED CLANS)

Equipment Level	'Mech/ ProtoMech	Vehicle	Battle Armor	Aerospace
Keshik* (K)	+10	+5**	+5	+10
Frontline (FL)	+8	+4**	+4	+8
Second Line (SL)	+0	+0	+0	+0

*The Keshik Equipment Level for Clan units only applies when the force lists a Khan, saKhan, or Loremaster as its commander. Otherwise, use the Front-Line Equipment Level.

**Only Clan Hell's Horses applies the listed modifiers for vehicle Equipment Levels; all other Clans apply no modifiers.

MERCENARY

Equipment Level	'Mech	Vehicle	Battle Armor	Aerospace
A	+32	+8	+6	+8
B	+24	+6	+4	+6
C	+16	+4	+2	+4
D	+8	+2	+0	+2
F	+0	+0	N/A	+0

DROPSHIP

Tech Level/ Bonus	IS/Merc	Republic	Clan	Periphery
Keshik	N/A	N/A	+10	N/A
Fleet	+8	+9	+8	+4
Transport	+0	+0	+0	+0



RULES ANNEX

CAPELLAN CONFEDERATION 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	UM-R63 UrbanMech [30] (3050U-I)	ASN-23 Assassin [40] (3050U-I)	OSR-4L Ostroc [60] (3085-PP)	STC-2C Striker [80] (3058U-C)
3	WSP-8T Wasp [20] (3085-PP)	BJ-3 Blackjack [45] (3050U-I)	TDR-5S Thunderbolt [65] (3039)	LGB-13C Longbow [85] (3085-PP)
4	LCT-1V Locust [20] (3039)	WVR-6R Wolverine [55] (3039)	CPLT-C1 Catapult [65] (3039)	HGN-733 Highlander [90] (3039)
5	UM-R80 UrbanMech [30] (3085-ONN)	HUR-WO-R40 Huron Warrior [50] (3055U)	HEL-3D Helios [60] (3060)	LGB-12C Longbow [85] (3085-PP)
6	FLE-17 Flea [20] (3050U-I)	SNK-1V Snake [45] (3055U)	TSG-9H Ti Ts'ang [60] (3060)	EMP-6A Emperor [90] (3058U-C)
7	D9-G9 Duan Gung [25] (3060)	VND-3Lr Vindicator [45] (3085-ONN)	CTF-3L Cataphract [70] (3050U-I)	Y-H9G Yu Huang [90] (3060)
8	C-SK1 Cossack [20] (3060)	PXH-5L Phoenix Hawk [45] (3085-PP)	THR-1L Thunder [70] (3055U)	STC-2D Striker [80] (3058U-C)
9	RVN-3L Raven [35] (3050U-I)	SYU-2B Sha Yu [40] (TR3067)	JN-G8A Jingga [65] (3060)	EMP-6L Emperor [90] (3058U-C)
10	STG-6L Stinger [20] (3085-PP)	VND-4L Vindicator [45] (3050U-I)	WHM-4L Warhammer [70] (3085-PP)	VTR-10L Victor [80] (3050U-I)
11	ABS-3T Anubis [30] (TR3067)	SKW-2F Shockwave [50] (3085)	LHU-3C Lao Hu [75] (TR3067)	Y-H10G Yu Huang [90] (3060)
12	WSP-3L Wasp [20] (3085-PP)	OSP-15E Osprey [55] (3085)	THR-3L Thunder [70] (3055U)	PLG-3Z Pillager [100] (3058U-C)
13	D9-G10 Duan Gung [25] (3060)	HUR-WO-R4N Huron Warrior [50] (3055U)	CTF-4L Cataphract [70] (3050U-I)	EMP-7L Emperor [90] (3058U-C)
14	FLE-20 Flea [20] (3050U-I)	GRF-5L Griffin [55] (3085-PP)	CRD-8L Crusader [65] (3085-PP)	GOL-3L Goliath [80] (3085-PP)
15	RVN-4Lr Raven [35] (3085-ONN)	BJ2-0 Blackjack [50] (3058U-I)*	BHKU-0 Black Hawk-Ku [60] (3058U-I)*	SD1-0 Sunder [90] (3058U-I)*
16	MEB-9 Ebony [25] (3085)	EYK-45A Eyleuka [55] (3075)	CPLT-C5 Catapult [65] (3050U-I)	Y-H9GC Yu Huang [90] (3060)
17	DOL-1A1 Dola [30] (Prototypes)	MS1-0 Men Shen [55] (3060)*	WHM-5L Warhammer [70] (3085-PP)	PLG-5Z Pillager [100] (3058U-C)
18	MEB-11 Ebony [25] (3085)	Shadow Hawk IIC 8 [45] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	Warhammer IIC 8 [85] (3085-PP)
19	DOL-1A2 Dola [30] (Prototypes)	SHD-8L Shadow Hawk [55] (3085-PP)	AV1-0 Avatar [70] (3058U-I)*	XNT-40 Xanthos [100] (3075)
20	OW-1 Owens [35] (3058U-I)*	YOL-4C Yao Lien [55] (3085)	THR-C4 Thunder [75] (Prototypes)	TR-XL Trebaruna [95] (3085)

DRACONIS COMBINE 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	KBO-7A Kabuto [20] (3060)	CMA-C Chimera [40] (TR3067)	QKD-C Quickdraw [60] (3050U-I)	VTR-C Victor [80] (3050U-I)
3	JR7-C Jenner [35] (3050U-I)	WTH-K Whitworth [40] (3050U-I)	JM6-DD JagerMech [65] (3050U-I)	MAL-C Mauler [90] (3050U-I)
4	PNT-9R Panther [35] (3039)	PXH-1K Phoenix Hawk [45] (3039)	DRG-1G Grand Dragon [60] (3039)	CGR-1A9 Charger [80] (3050U-I)
5	SDR-9K Venom [35] (3055U)	WFT-C Wolf Trap [45] (3050U-I)	CPLT-K5 Catapult [65] (3050U-I)	MR-V2 Cerberus [95] (3055U)
6	SDR-C Spider [30] (3050U-I)	DMO-1K Daimyo [40] (3055U)	CDR-5K Crusader [65] (3085-PP)	CRK-5003-CJ Katana [85] (3050U-I)
7	PNT-C Panther [35] (3050U-I)	TSN-C3 Tessen [50] (TR3067)	OSR-4K Ostroc [60] (3085-PP)	HTM-27T Hatamoto-Chi [80] (3050U-I)
8	JR7-C3 Jenner [35] (3050U-I)	WVR-9W2 Wolverine (3085-PP) [55]	DAI-02 Daikyu [70] (3055U)	AKU-2X Akuma [90] (TR3067)
9	HM-1r Hitman [30] (3085-ONN)	WFT-2B Wolf Trap [45] (Prototypes)	NDA-2KC No-Dachi [70] (3085-ONN)	CGR-KMZ Charger [80] (3050U-I)
10	SDR-9KC Venom [35] (3055U)	DMO-5K Daimyo [40] (3055U)	DRG-9KC Grand Dragon [60] (3050U-I)	BLR-K3 BattleMaster [85] (3085-PP)
11	PNT-10K2 Panther [35] (3085)	KIM-2C Komodo [45] (3055U)	MAD-9W2 Marauder [75] (3085-PP)	HTM-28Tr Hatamoto-Chi [80] (3085-ONN)
12	SDR-7KC Spider [30] (3050U-I)	PXH-7K Phoenix Hawk [45] (3085-ONN)	NJT-3 Ninja-To [65] (TR3067)	GUN1-ERD Gunslinger [85] (3055U)
13	ZPH-4A Tarantula [25] (3055U)	BSN-5KC Bishamon [45] (3060)	GHR-7K Grasshopper [70] (3050U-I)	AWS-10KM Awesome [80] (3050U-I)
14	V4-LNT-K7 Valiant [30] (3075)	FS9-0 Firestarter [45] (3058U-I)*	BHKU-0 Black Hawk-Ku [60] (3058U-I)*	TSH-8S Tai-sho [85] (3060)
15	WGT-1LAW/SC3 Wight [35] (3075)	SCP-12K Scorpion [55] (3085-PP)	SJA-8H Shugenja [75] (3060)	NG-C3A Naginata [95] (3055U)
16	MON-86 Mongoose [25] (3085-ONN)	SR1-0 Strider [40] (3058U-I)*	MTR-5K Maelstrom [75] (3058U-I)	OBK-10M O-Bakemono [80] (3058U-I)
17	OW-1 Owens [35] (3058U-I)*	SKW-2F Shockwave [50] (3085)	AV1-0 Avatar [70] (3058U-I)*	SD1-0 Sunder [90] (3058U-I)*
18	Morrigan 2 [35] (3085)	GRF-5K Griffin [55] (3085-PP)	Ha Otoko 3 [65] (3085-ONN)	NG-C3B Naginata [95] (3055U)
19	PNT-13K Panther [35] (3085)	BJ2-0 Blackjack [50] (3058U-I)*	WHM-8K Warhammer [75] (3085-PP)	Mad Cat Mk II [90] (TR3067)
20	NX-80C Nyx [30] (3085)	TFT-A9 Thunder Fox [55] (3085)	EXC-CS Excalibur [70] (3058U-C)	AS7-CM Atlas [100] (3050U-I)



ROLE-PLAYING RULES

The following rules for the post-Jihad period cover role-playing campaigns using the core rules primarily found in *A Time of War*.

PLAYING IN THE POST-JIHAD PERIOD

The aftermath of the Jihad was a period of reconstruction and reevaluation by the peoples of the Inner Sphere. The Word of Blake's widespread use of terror and total warfare against civilians and military alike were horrors that even the denizens of the Successor States had come to see as more of a relic of history than a real danger. Even the dramatic upheavals of the Fourth Succession War, Clan Invasion and the FedCom Civil War paled in comparison to the devastation that left billions upon billions dead, and did not restrict itself only to the state border regions. Even among the worlds left unscathed, the effects of the war were felt in disrupted trade and communications, creating political and economic crises across the Inner Sphere.

At the upper tiers of power, the leaders of the Inner Sphere, whether the lords of Great Houses, or Khans of the Clans, found their positions more precarious than ever. The Word of Blake's minions were thorough in demonstrating the evils of the ruling classes and the warlords who did their bidding. Citizens in nearly every realm recognized the fallibility of its leadership, the weaknesses of governments and armies. While the Jihad's shell-shocked survivors continued to pick up the pieces, resentment and distrust of the returning status quo remained a spark away from open rebellion—and the ruling classes knew it.

Eager to avoid another plunge into chaos, the various realms focused more on rebuilding infrastructure and keeping conflicts to a minimum. The only major exceptions to this came from the conflicts that erupted around the borders of the Republic of the Sphere and its neighbors in the Capellan Confederation and the former Free Worlds League, and the raiding campaigns along the borders of the Draconis Combine and Federated Suns, where tensions and nationalistic pride continued to run high.

The following guidelines are intended to aid players and game masters in getting the right "mood" for any campaigns set in the early years of the post-Jihad Inner Sphere.

Broken Trusts

Underlining the post-Jihad period was a current of paranoia that pervaded the peoples of the Inner Sphere, and extended to all levels of society. A general distrust in the hereditary governments, combined with a lack of faith in the militaries to prevent war from reaching the homelands, led many to wonder where the next wars would erupt, and how much would they need to prepare should the answers be too close for comfort. At the same time, the high-tech zealotry of the Word of Blake, derived from the quasi-mysticism of ComStar, prompted equivalent fears in the powers of advanced technology weapons, and the Sphere-spanning influences that might wield them.

Anti-Nobility Fever: In the minds of many Jihad survivors, much of the blame for all that went wrong can be blamed on the hereditary leadership who spent centuries making it all possible. The Word

of Blake's propagandists, armed with centuries of hidden secrets, exposed the lies and deceptions that generations of House Lords engaged in. Unable to deny any longer that the House Lords' destruction of the first Star League had only created a vicious cycle of war, giving birth to the Clans, and ultimately leading to the Jihad after the disbanding of a second Star League, the Inner Sphere's general populace abandoned its general apathy and replaced it with wary cynicism.

The rise of the Republic of the Sphere, which claims to elevate the common man and force its titled nobility to serve its people, has gradually become a beacon for how the rest of the Sphere should be run, and thus the postwar nobility faces greater and greater challenges to its authority, which will create a decline in recruitment for government services (including military enlistment) and periodic work stoppages every time the local nobility comes off as too demanding or unsympathetic.

Eye on ComStar: Naturally, the fact that the Word of Blake evolved from ComStar, which continues to dominate the communications networks of the Inner Sphere, has created a wide-ranging anti-ComStar sentiment that runs the gamut from general disdain to open paranoia. For this reason, ComStar HPG centers throughout the Inner Sphere have suppressed their classical monastic trappings entirely, replacing robes with business suits and strongly discouraging the practice of praising Jerome Blake (or even using the classic utterance of "Blake's Blood" in times of dismay or alarm). Even though the Order remains dedicated to serving the Inner Sphere, its personnel can expect to be shunned or even attacked for the legacy they represent.

Members of the Order are now expected to reside only in ComStar compounds, where they accept the presence of government observers from the local authority. Even in these secluded enclaves, ComStar personnel must abide the presence of security forces either assigned from or contracted by the local authorities. These military and paramilitary troops may often claim their presence is "for the Order's own protection", but it is an open secret that no one is willing to trust ComStar with its own army ever again.

Cybernetic Scapegoats: Thanks to the inhuman brutality of the Word of Blake's *Manei Domini*, anti-bionic sentiment—once a quirk of the Free Worlds League's otherwise tolerant peoples—has now become a universal norm. The Word's elite agents, reveling in the powers of their artificial enhancements, prided themselves on their often-horrific appearance and wielded it as a powerful weapon of psychological war on civilians and military alike. With the *Manei Domini*'s disappearance at the end of the Jihad, that legacy of terror unfortunately transferred to anyone who possesses visible or known cybernetics and prosthetic implants.

This anti-bionics sentiment, once seen mostly in the Free Worlds League, can now be found Sphere-wide. Wounded veterans and other victims of injuries severe enough to require artificial replacements can expect scorn, fear, or even open hatred from anyone who sees or becomes aware of such prosthetics. Similarly, many victims of grievous injuries—aware of this new wave of cyber-bigotry, or recalling reports from the Jihad of the Word's terror minions—have begun to shun cybernetic technologies, even at the cost of a lower quality of life.