

FIELD MANUAL SLOF

STAR LEAGUE DEFENSE FORCE

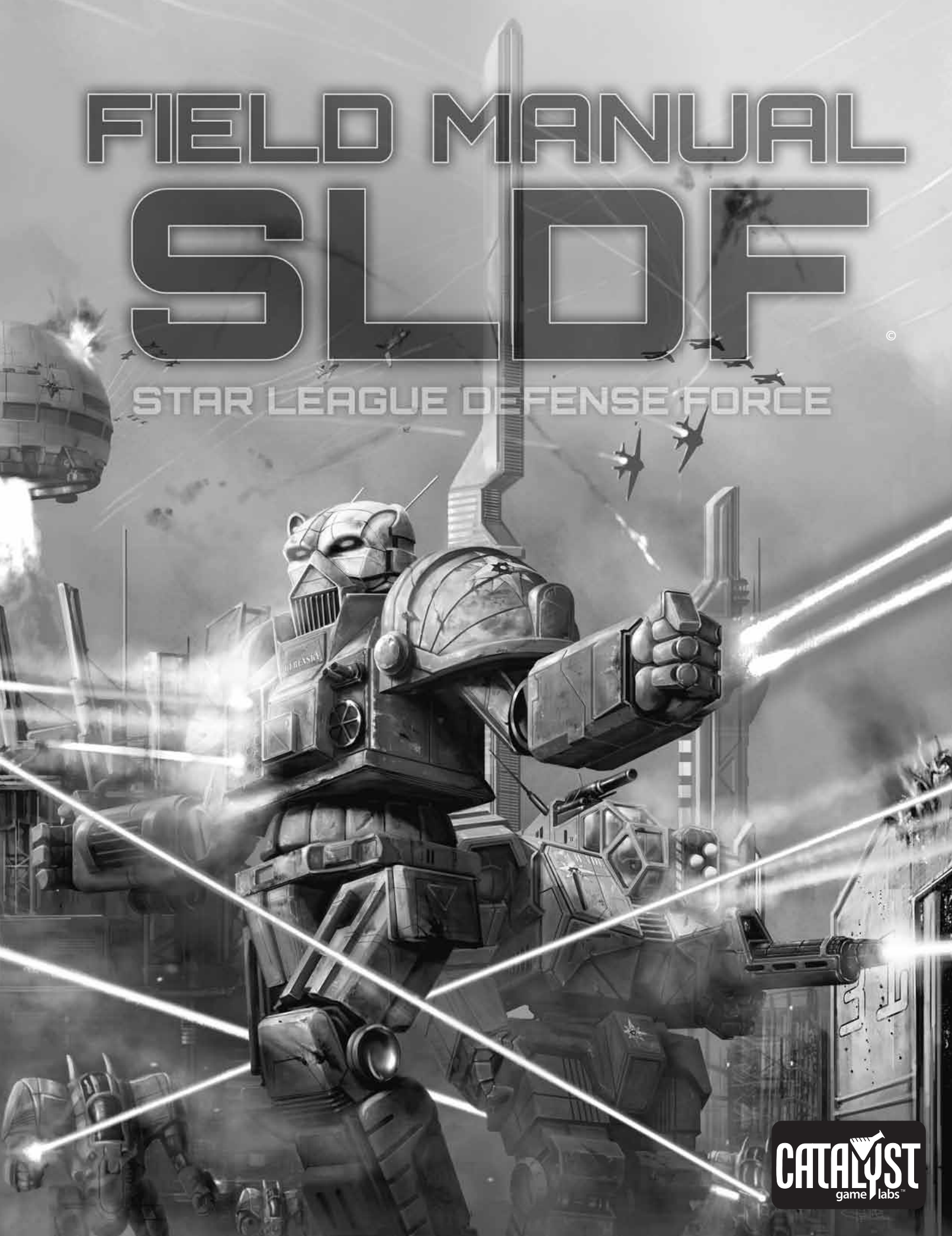




TABLE OF CONTENTS

GREATER THAN YOURSELF	4	FEDERATED SUNS		LYRAN COMMONWEALTH	
INTRODUCTION	5	MILITARY REGION	45	MILITARY REGION	135
How to Use This Book	5	Second Army	47	Eleventh Army	137
THE STAR LEAGUE DEFENSE FORCE	7	IX Corps	48	V Corps	138
Reunification War	7	XVI Corps	50	XXVII Corps	140
First Hidden War	7	XXIX Corps	52	XLIX Corps	142
Second Hidden War	8	LII Corps	54	LI Corps	144
Third Hidden War	9	Second Fleet	56	Eleventh Fleet	146
The Periphery Heats Up	9	Third Army	57	Twelfth Army	147
Organization of the SLDF	11	XVII Corps	58	II Corps	148
Army Groups	11	XXXIII Corps	60	XXX Corps	150
Armies	11	LXVI Corps	62	XLII Corps	152
Corps	12	LXIX Corps	64	LXI Corps	154
Divisions	12	Third Fleet	66	Twelfth Fleet	156
Brigades	13	Fourth Army	67	Thirteenth Army	157
Regiments	13	XXXVII Corps	68	VI Corps	158
BattleMech Assets	14	LIV Corps	70	XX Corps	160
Aerospace Assets	14	LXII Corps	72	XXVIII Corps	162
Armor Assets	15	LXX Corps	74	XXXI Corps	164
Infantry Assets	15	Fourth Fleet	76	Thirteenth Fleet	166
Navy	16	CAPELLAN CONFEDERATION			
Organization and Procedure	17	MILITARY REGION	77	DRACONIS COMBINE	
Operational Commands	17	Fifth Army	79	MILITARY REGION	167
Support Commands	18	XXIV Corps	80	Fourteenth Army	169
Logistical Subcommands	19	LV Corps	82	VIII Corps	170
SLDF Bases and Fortifications	19	LX Corps	84	XIV Corps	172
Recruiting	20	Fifth Fleet	86	XXII Corps	174
The Martial Olympiad	22	Sixth Army	87	XXXII Corps	176
Ranks	24	XXXVIII Corps	88	Fourteenth Fleet	178
Uniforms in the SLDF	27	LXIII Corps	90	Fifteenth Army	179
Regular Army Uniforms	27	LVII Corps	92	XV Corps	180
Star League Navy Uniforms	28	Sixth Fleet	94	XXIII Corps	182
Medals and Decorations	29	Seventh Army	95	XXXV Corps	184
Hegemony Medal	29	LIII Corps	96	XL Corps	186
Star League Medal of Honor	29	LVIII Corps	98	Fifteenth Fleet	188
Medal of Valor	30	LXXI Corps	100	Sixteenth Army	189
Shandra Noruff Ribbon	30	Seventh Fleet	102	XI Corps	190
DeKirk Medal	30	FREE WORLDS LEAGUE		XXXVI Corps	192
Star League Red Cross	30	MILITARY REGION	103	XLIV Corps	194
The McKenna Wheel	30	Eighth Army	105	L Corps	196
Geerson Flying Cross	30	III Corps	106	Sixteenth Fleet	198
Order of the Star	31	VII Corps	108	MAGISTRACY OF CANOPUS	
Order of the Sword	31	XIX Corps	110	MILITARY REGION	199
Order of the Dove	31	XXV Corps	112	Seventeenth Army	201
Order of the Palm	31	Eighth Fleet	114	XLIII Corps	202
DEPLOYMENT		Ninth Army	115	XLVIII Corps	204
OF THE REGULAR ARMY	33	XVIII Corps	116	LXXII Corps	206
The Regular Army	33	XII Corps	118	Seventeenth Fleet	208
The Fleet and the Army	34	XXIV Corps	120	OUTWORLDS ALLIANCE	
Garrison Fleet	34	XLI Corps	122	MILITARY REGION	209
Reserve Fleet	34	Ninth Fleet	124	Eighteenth Army	211
TERRAN MILITARY REGION	35	Tenth Army	125	XLV Corps	212
First Army	37	IV Corps	126	LXIV Corps	214
I Corps	38	XIII Corps	128	LXVIII Corps	216
X Corps	40	XXVI Corps	130	Eighteenth Fleet	218
XXI Corps	42	XXXIX Corps	132		
First Fleet	44	Tenth Fleet	134		



TABLE OF CONTENTS

TAURIAN CONCORDAT		RULES ANNEX	240	Seventh Army	245
MILITARY REGION	219	Random Assignment Table	240	Eighth Army	245
Nineteenth Army	221	Using the Random Assignment Tables	240	Ninth Army	246
XLVI Corps	222	SLDF Equipment Levels	240	Tenth Army	246
LVI Corps	224	BattleMech Random Assignment Tables	241	Eleventh Army	246
LXV Corps	226	Vehicle Random Assignment Tables	242	Twelfth Army	246
Nineteenth Fleet	228	AeroSpace Random Assignment Tables	243	Thirteenth Army	247
RIM WORLDS REPUBLIC		Special Unit Rules	244	Fourteenth Army	247
MILITARY REGION	129	First Army	244	Fifteenth Army	247
Twentieth Army	231	Second Army	244	Sixteenth Army	247
XLVII Corps	232	Third Army	244	Seventeenth Army	248
LIX Corps	234	Fourth Army	244	Eighteenth Army	248
LXVII Corps	236	Fifth Army	245	Nineteenth Army	248
Twentieth Fleet	238	Sixth Army	245	Twentieth Army	248

CREDITS

Writing

Jason Schmetzer
Additional Writing
 William Gauthier
 Jason Hansa
 Ken' Horner
 Philip A. Lee
 Aaron Pollyea
 Craig Reed
 Elliotte Want

Expanded Random Assignment Tables

Joel Bancroft-Connors
 And the MUL Team

Product Development

Jason Schmetzer
Strategic Assistance
 Øystein Tvedten

Product Editing

Jason Schmetzer

BattleTech Line Developer

Herbert A. Beas II
Assistant Line Developer
 Ben H. Rome

Production Staff

Art Direction
 Brent Evans
 Cover Art
 Randall Mackey
Layout
 Ray Arrastia

New Illustrations

Peter Johnston
 Chris Lewis
 Matt Plog
 Rudy Valle
 David White
 Alex Williamson

Logos

Ray Arrastia
 David Allen Kerber
 Chris Lewis

Maps

Øystein Tvedten

Special Thanks

Herbert Beas would like to thank Jason Schmetzer, for accepting full developmental control—however reluctantly—over this book when he became swamped on other fronts, and for the last-minute writing volunteers who assisted in making *Field Manual: SLDF* come to life.

Additional kudos for the production of both series goes to the BattleTech Master Units List Team, and the tireless efforts of Øystein Tvedten in keeping everything straight. Also, to Chris Hartford and Chris Trossen, the authors of the *Liberation of Terra* Historicals which form so much of the backdrop upon which this product is based—and, of course, the original FASA writers, without whose original Star League sourcebook, we'd have nothing to look back on at all.

Playtesters and Fact-Checkers

Chris Hartford, John Haward, Luke Robertson, Christoffer "Bones" Trossen, Øystein Tvedten, Chris "Chinless" Wheeler, Patrick Wynne.

©2012 The Topps Company Inc. All Rights Reserved. BattleTech *Field Manual: Star League Defense Force (Field Manual: SLDF)*, Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Printed in the USA.

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

Find us online:

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



GREATER THAN YOURSELF

Location Unknown
Donegal District
Lyran Commonwealth
12 April 2762

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

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

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

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

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

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

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

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

"Your orders, Lieutenant."

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

He was going to die anyway.

"Your orders."

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

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

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

"Garrison?"

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

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

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

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

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

"What's that?"

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

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

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

"What what's like?"

"Just shoot me."

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

"Being part of something greater than yourself."

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

"Something great—"

FROM: RAFHQ
TO: CO, Principes Guards
CO, Hastati Sentinels
CO, Triarii Protectors
CO, Stone's Brigade
RE: SLDF 2764 Readiness Report
Date: 23 October 3090

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

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

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

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

—Brigadier General Evan Falange, for the RAFHQ

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

Aleks:

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

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

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

—Aaron

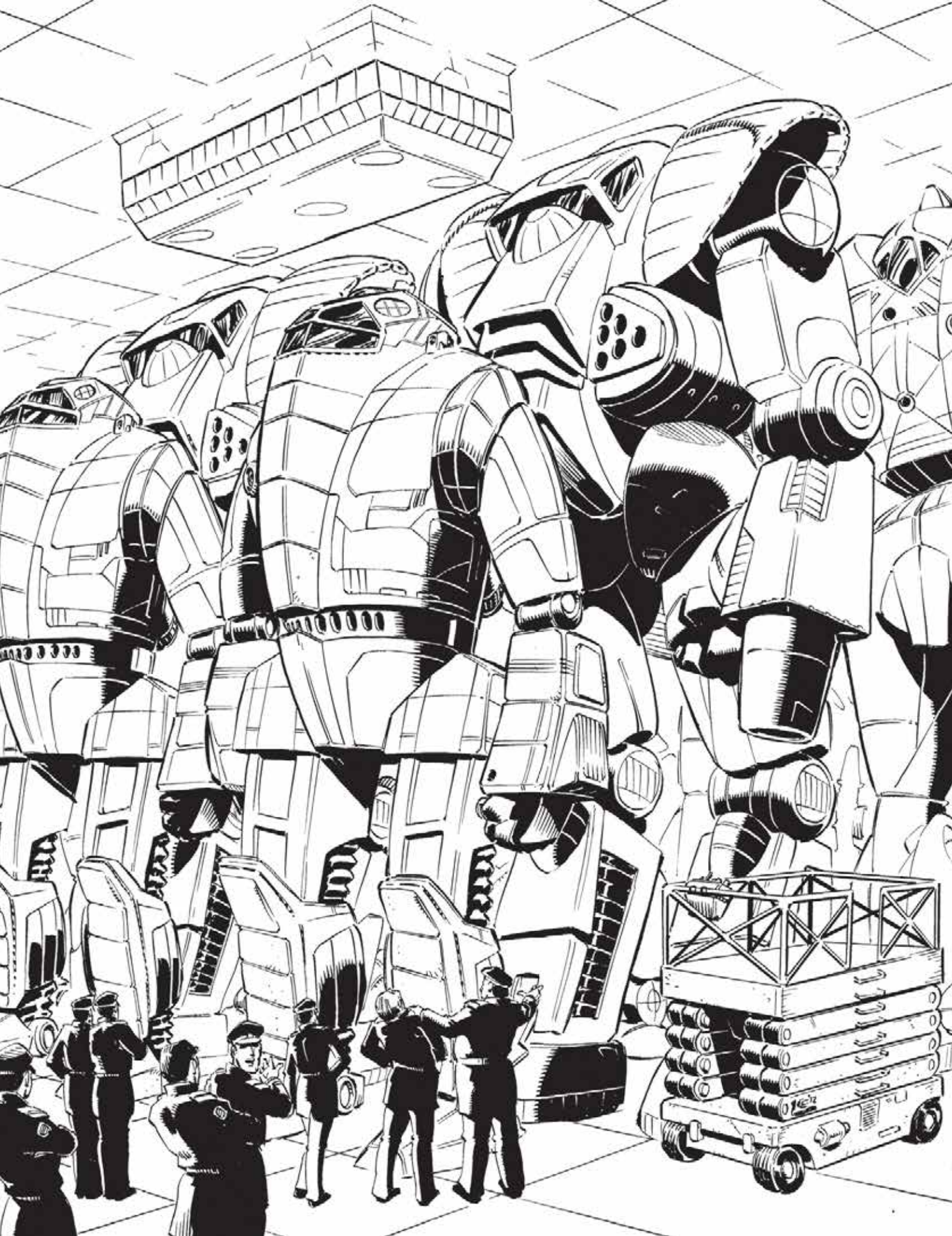
HOW TO USE THIS BOOK

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

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

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

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





THE STAR LEAGUE DEFENSE FORCE

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

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

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

REUNIFICATION WAR

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

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

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

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

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

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


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

FIRST HIDDEN WAR

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

It was a war of the soldier versus the warrior.

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



THE STAR LEAGUE DEFENSE FORCE

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

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

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

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

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

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

SECOND HIDDEN WAR

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

In 2696 Mary Davion, daughter of Prince Roger Davion, married Soto Kurita, son of Urizen Kurita and brother to Coordinator Takiro

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

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

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

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

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



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

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

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

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

THIRD HIDDEN WAR

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

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

Apparently, they wish to fight.

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

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

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

THE PERIPHERY HEATS UP

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

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

BUSINESS IS BUSINESS

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

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

THE COMMANDING GENERALS

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

General Shandra Noruff-Cameron (2571-2575)

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

General Carlos Dangmar Lee (2575-2597)

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

General Nicholas Kinnol (2598-2646)

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

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

General Killian Squarn-Turk (2646-2680)

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

Admiral David Peterson (2680-2707)

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

General Ikolor Fredasa (2707-2729)

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

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

General Rebecca Fetladral (2729-2738)

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

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

General Aleksandr Kerensky (2738-2802)

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

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



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

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

ORGANIZATION OF THE SLDF

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

ARMY GROUPS

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

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

ARMIES

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

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

TWELVE PRINCIPLES OF COMMAND

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

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

SLDF STAFF ORGANIZATION

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

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

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

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

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

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

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

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

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

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

CORPS

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

DIVISIONS

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

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

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

BattleMech Division

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

Mechanized Infantry Division

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





David A. White



FIRST ARMY

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

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

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

COMMAND

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

As First Army commander General Kogo spends about half her year on Terra, overseeing I Corps deployments and meeting with the High Command. When offworld she visits the headquarters of X and

XXI Corps or watches First and Second Fleets exercise. Despite the attention of the Court on Terra, she takes her responsibility to the Hegemony seriously.

STRATEGIC OVERVIEW

Aside from the odd pirate raid, there hasn't been a serious threat to the Hegemony's security since the founding of the Star League. Tensions have sometimes risen with the other Star League member states, but since the Reunification War the SLDF has been strong enough to discourage any overt military strikes.

First Army has steadily increased its readiness since the Third Hidden War, though, in case any of the member-state militaries are foolish enough to try and attack the Hegemony using disavowed troops.

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

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

OPERATIONS

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





FIRST ARMY



I CORPS

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

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

COMMAND

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

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

LOGISTICS

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

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

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

INDEPENDENT REGIMENTS

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

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

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



48TH ROYAL BATTLEMECH DIVISION

(The Goliath Division)

CO: Major General Sir Charles Radescu

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

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

191ST ROYAL BATTLEMECH DIVISION

(The Zavijava Division)

CO: Major General Esteban Green

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

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

89TH JUMP INFANTRY DIVISION

(The Gotchas)

CO: Major General Adrienne de Jacque

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

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

175TH JUMP INFANTRY DIVISION

(The Luzon Knifers)

CO: Major General Gennady Chapayev

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

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

156TH MECHANIZED INFANTRY DIVISION

(Stellar Wind)

CO: Major General Rana Amaraparvati

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

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

290TH MECHANIZED INFANTRY DIVISION

(Hammer and Nails)

CO: Major General Brianna Ford

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

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



RULES ANNEX

RANDOM ASSIGNMENT TABLE

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, and can also be used as a guide when determining the likely equipment used by the Star League Defense Force during the Amaris Revolt era. Players are not required to use these tables. They can be immensely helpful in a pinch. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth. To use these advanced RATs, first determine the appropriate Equipment Level for the force being generated. This is based on the unit's deployment zone, as shown on the Deployment Maps (see color plates). Then, consult the Master Equipment Level Tables here, applying the modifier appropriate to the force's type and Equipment Level to the 2D6 dice roll used when determining the units used.



SLDF EQUIPMENT LEVELS

After two hundred years of centralized supply and logistics management, the Star League army had developed a strong logistical system that virtually eliminated the political favoritism so often seen in modern Successor House militaries. With few exceptions, supply needs were based on a unit's need, not their pedigree. Units seeing heavy combat would see the best supply lines and the newest equipment, while a garrison unit would be expected to rely more on local supply. Even a Royal unit could end up with a high percentage of lower quality equipment if it were stationed in a non-critical post. Of course, the Terran Hegemony was always seen as being a critical post.

As a result, unit Equipment Level is determined based primarily on where the unit is stationed. Consult the *SLDF Equipment Level Table* to determine a unit's Equipment Level. Unless otherwise noted, in the unit's write up, use this table to determine the unit's letter grade for Equipment Level.

After determining the unit's base Equipment Level, consult the RAT modifier table to determine if any additional modifiers apply to the unit. These modifiers change the Equipment Level bonus. Once the final modifier is known, then roll on the corresponding RAT table.

SLDF EQUIPMENT LEVEL

	Tech Level	Bonus*
A	Unit's home garrison world is in the Terran Hegemony	+8
B	Unit's home garrison world is in the Draconis Combine or Capellan Confederation Member State	+6
C	Unit's home garrison world is in the Federated Suns, Lyran Commonwealth or Free Worlds League Member State	+4
D	Unit's home garrison world is the Free Worlds League Member State	+2
F	Unit's home garrison world is to any Periphery region	+0

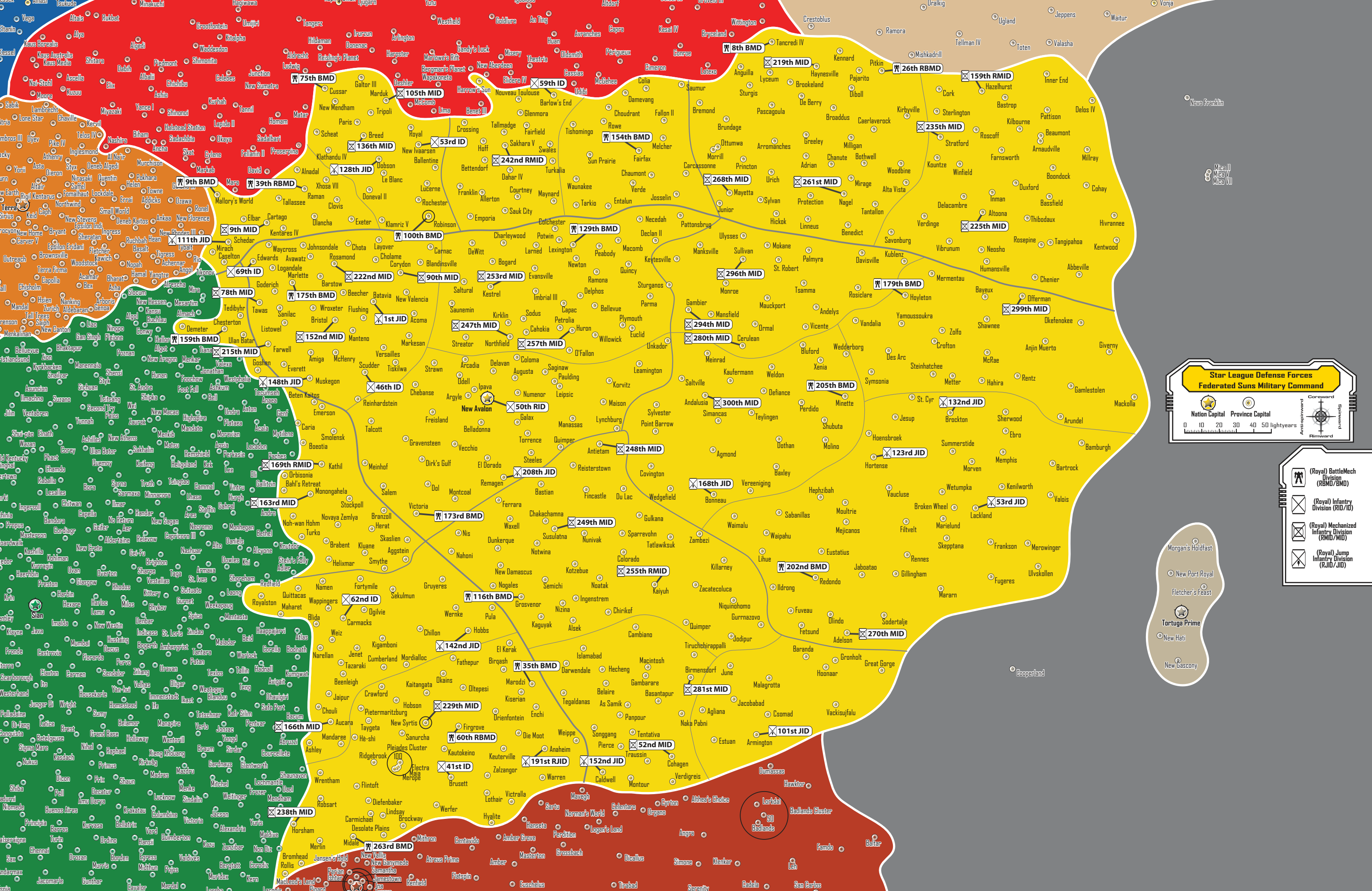
* The maximum possible bonus, including RAT modifiers, is +10. Treat any modifier of greater than +10 as +10.

RAT MODIFIER

Location	Bonus
Unit is currently stationed in an active combat zone [†]	+2
Unit is stationed in the Inner Ring of a Member State	+2
Unit Appears on the Martial Olympiad List	+2
Unit is an Independent Regiment	+2
Unit does not possess an official nickname	-1*

* Unofficial nicknames appear in italics as part of the unit's listing in the Field Manual.

[†] The Taurian Concordat and Magistracy of Canopus were considered active combat zones after 2765.



Star League Defense Forces
Federated Suns Military Command

Nation Capital

Province Capital

0 10 20 30 40 50 lightyears

Antispinward

Corseward

Spinward

Rimward

- (Royal) BattleMech Division (RBM/D/BMD)
- (Royal) Infantry Division (RID/ID)
- (Royal) Mechanized Infantry Division (RMID/MID)
- (Royal) Jump Infantry Division (RJID/JID)

- Morgan's Holdfast
- New Port Royal
- Fletcher's Feast
- Tortuga Prime
- New Hiti
- New Gascony