The Republic of the Sphere consists of 250 worlds spread throughout an area around the planet Terra in a radius of approximately 120 light years. Founded by Devlin Stone in 3081 and consisting of 10 Prefectures, the Republic was formed of worlds ceded to it by treaty with the Great Houses and Clans following the final defeat of the Word of Blake forces. The Republic’s motto is “Ad Securitas per Unitas,” meaning Liberty through Unity; the Latin word “securitas” means not only “freedom” but “security,” in acknowledgment of the violent past for which this region of space is famously known.

Devlin Stone

In 3071 Devlin Stone escaped from a Word of Blake reeducation camp (RBMU 105) on Kittery in the company of Professor David Lear, who would later become known as ‘Stone’s Architect.’ Stone and Lear organized a local resistance against Word of Blake forces, and later that same year destroyed the Blakist organization on Kittery. By 3072, Stone led a force that liberated a number of nearby worlds from the grip of the Jihad. These worlds eventually joined to become the Kittery Prefecture, and became a model for the government structures that Stone would implement as he formed the Republic.

Advocates for the Republic

Late in 3073, David Lear introduced Devlin Stone to a number of the Inner Sphere statesmen and generals who continued to oppose the Word of Blake. Among these were Victor Steiner-Davion, Precentor Martial of ComStar and brother to the rulers of the Lyran Alliance and Federated Suns. Taken with Stone’s grand ideas of reform, Steiner-Davion made further introductions, championing Devlin Stone’s proposals as a solid means to end the perpetual cycle of wars that had for so long plagued the Inner Sphere. As more great leaders rallied to the call, the Word of Blake was thrown back until its final defeat in the Terra system in 3081.

With the Jihad finally brought to an end, Devlin Stone immediately called for the creation of the Republic of the Sphere, a new interstellar nation with control over all worlds within one hundred twenty light years of Terra. With the backing of such men as Victor Steiner-Davion, Hohiro Kurita and Anastasias Focht, and riding the groundswell of support within the military and civilian populations on nearly every world within the Inner Sphere, the Republic was created in December of 3081. Most worlds joined voluntarily. Others were ceded to Stone by various leaders, and some few had to be removed from the grips of petty warlords who looked on Stone’s efforts as a means to divest them personally of power. The Capellan Confederation was the largest holdout, with internal factions resisting Stone by military force until then-Chancellor Sun-Tzu Liao was brought to the negotiating table and encouraged to sign the Tikonov Treaty of 3085.

Laying the Foundations

By this time Devlin Stone had already begun the two social programs that would become historically linked to his name. First was the Resettlement Act of 3082 (which was his first official decree as Exarch of the new Republic). Through various incentive programs, this plan mixed the variety of cultures that existed within the Republic’s claimed space, erasing old hatreds and biases by resettling key elements of the population from one world throughout the towns and cities of several others. This program took decades, but brought about the end of the factionalism so often thought responsible for outbreaks of war within the Inner Sphere.

The second program was the Military Materiel Redemption Program, which grew out of the Citizenship Priority Decree of 3083. This plan worked to decommission BattleMechs and other tools of warfare, downsizing armies and removing any such material from the hands of private individuals, in exchange for the rights of citizenship and other socio-economic incentives. With the factories of war quickly retooled for a peacetime market, The Republic’s economy boomed. In a decade’s time, it had even surpassed the efforts of the vaunted merchant-princes of the Lyran Commonwealth. This prosperity continues even today.
Federal Government

The Republic of the Sphere is governed by one ruler, the Exarch, and two formal bodies, the Knights of the Sphere and the Senate—respectively, military and political seats of power.

The Exarch

The Exarch is the ruler of The Republic, elected once every four years from among the 17 Paladins. Though the Exarch takes recommendations, petitions, and counsel from both the Senate and the Knights of the Sphere, his is the final authority on all decisions affecting The Republic. The Exarch cannot serve two consecutive terms.

The Knights of the Sphere

The Knights of the Sphere are the Federal Marshals of The Republic. Through them, the Exarch exerts his influence across the entire Republic and ensures that Governors and Legates do not abuse their powers. There are three kinds of Knights.

Knights-Errant

Knights-Errant are expected to accomplish any mission they are assigned; they rarely return to Terra, the seat of the Knights of the Sphere. Each Knight maintains significant contacts on his homeworld, giving the Knights of the Sphere an extended reach across the Republic. These contacts are invaluable for helping to maintain peace and order, and for gathering information on the state of the Republic.

Knights

Once a Knight-Errant has proved his worth, a Paladin may sponsor him for a more supervisory, central role in the knightly organization. Selection happens in one of two ways: the candidate may undergo a series of grueling tests to prove his skills and honor, or the candidate may perform a service in the field so remarkable that promotion may be conferred. The latter case is a rare happenstance, and usually occurs only in extreme situations. The Knights are the backbone of the Federal police force, and with the backing of the entire Republic, their presence can usually quell any political or military unrest.

Paladins

The Exarch selects Paladins from the Knights of the Sphere to represent the epitome of knighthood. Candidates must prove their undying loyalty to the Republic though not necessarily to the current Exarch and they must be above reproach. Additionally, they must undergo a series of intense military and psychological tests. Once chosen, Paladins act as advisors to the Exarch and leaders to the Knights; because future Exarchs are chosen from their number, wisdom and forthrightness are not only virtues but requirements. Given the prestige, honor and power he wields, a Paladin’s presence generally resolves almost any conflict in his favor.
The Senate

The Senate is a body of thirty to forty individuals that oversees the political aspects of the federal government. The Senate deals with any issues that cross Prefecture boundaries—trade, immigration, border issues and the like. It also serves as an oversight committee for all Governors, making sure the power of that office is not abused.

The citizens of each Prefecture elect three to four Senators—depending upon the number of worlds in the Prefecture—to serve in the Senate. These individuals are always of the nobility. Among Clan populations, Trials of Position redefine the noble class on an annual basis. A Senator serves until he is voted out.

Knights of the Sphere may be elected to the Senate. If this occurs, the Knight must give up all his powers and responsibilities within the Knights of the Sphere for the duration of his term. Provided he passes the required tests, he may re-enter the Knights of the Sphere upon exiting the Senate.
Structure and Local Government

The worlds of the Republic are subdivided into ten Prefectures, which contain anywhere from twenty-one to thirty-four worlds. Each Prefecture simply bears a Roman numeral designation: Prefecture I, Prefecture II, Prefecture III and so on through Prefecture X to help reinforce the concept that all the worlds and Prefectures are part of one united Republic.

Each world has a single Governor. The governor is always of noble birth. The term of Governorship is for life and can only be stripped by the Senate; if a Governor accepts a seat on the Senate, he must voluntarily give up his Governorship. All Governors within a single Prefecture answer to a single Lord Governor, who is elected by the Governors of that Prefecture. The Lord Governor serves a ten-year term.

Each world has a single, Governor-appointed Legate, a military leader who oversees planetary security and other martial issues on that world. The length of time a Legate serves varies because of the position’s military nature. All Legates answer to a single Prefect, a military leader selected by the Paladins. Their choice can only be overruled by the Exarch. Unlike a Legate, a Prefect serves for only five years.
Atlas of the Republic

A federal republic of 250 worlds spread throughout an area around the planet Terra in a radius of approximately 120 light years. Founded by Devlin Stone in 3081 and consisting of 10 Prefectures, the Republic was created out of worlds ceded to it by a number of Great Houses and Clans in the wake of the Word of Blake Jihad which occurred in the mid-to-late 31st century. Its motto is "Ad Securitas per Unitas," meaning Liberty through Unity; the Latin word "securitas" means not only "freedom" but "security," in acknowledgment of the violent past for which this region of space is famously known.

Capitol: Terra
Exarch: Damien Redburn

Prefecture I
Capital: Vega
Lord Governor: unknown
Prefect: unknown

Prefecture II
Capital: Al Na'ir
Lord Governor: unknown
Prefect: unknown

Prefecture III
Capital: Ozawa
Lord Governor: unknown
Prefect: Duchess Katana Tormark

Prefecture IV
Capital: Tikonov
Lord Governor: Aaron Sandoval
Prefect: Galaxy Commander Kal Radick

Prefecture V
Capital: Liao
Lord Governor: unknown
Prefect: unknown

Prefecture VI
Capital: New Canton
Lord Governor: unknown
Prefect: unknown

Prefecture VII
Capital: Irian
Lord Governor: Heather Jarman
Prefect: unknown

Prefecture VIII
Capital: Denebola
Lord Governor: unknown
Prefect: unknown

Prefecture IX
Capital: Skye
Lord Governor: Gregory Kelswa-Steiner
Prefect: Della Brown

Prefecture X
Capital: Terra
Lord Governor: unknown
Prefect: unknown
## Prefecture I

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<thead>
<tr>
<th>World</th>
<th>Population</th>
<th>Governor</th>
<th>Planetary Legate</th>
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<tbody>
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<td>Alnasl</td>
<td>781,450,000</td>
<td>Eleanor Neubermann</td>
<td>Victor Kressler</td>
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<td>Alrakis</td>
<td>1,056,000,000</td>
<td>Drake H’Chu</td>
<td>Anders de Paik</td>
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<td>Altaii</td>
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<td>Ascelia</td>
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<td>Dyev</td>
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<td>Eltanin</td>
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<td>Robert Wigley</td>
<td>Alexander Krelain</td>
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<td>Kaus Australis</td>
<td>945,700</td>
<td>Helene Northrup</td>
<td>Carl Lenosovitch</td>
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<td>Kaus Borealis</td>
<td>430,000</td>
<td>Kari DerRaff</td>
<td>Austin Siles</td>
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<td>Kaus Media</td>
<td>690,000,000</td>
<td>Tracy Kraven</td>
<td>Jared Sun</td>
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<td>Kessel</td>
<td>2,013,000,000</td>
<td>Oscar Lanskey</td>
<td>David Schrock</td>
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<td>Konstancé</td>
<td>917,000,000</td>
<td>Marvin Zoaar</td>
<td>Adira Ward</td>
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<td>Kuzuu</td>
<td>2,619,000,000</td>
<td>Dominique Hsein</td>
<td>Richard Oslo</td>
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<td>Lambrecht</td>
<td>1,589,000,000</td>
<td>Megan Kyle</td>
<td>Lucifer Bekker</td>
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<td>Moore</td>
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<td>Bella Andersenkki</td>
<td>Darci Yarde</td>
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<td>New Wessex</td>
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<td>Sean Ingles</td>
<td>Aaron Ghint</td>
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<td>Sabik</td>
<td>97,050</td>
<td>Peter Yu</td>
<td>Timothy Jarra</td>
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<td>Tsukude</td>
<td>1,045,000,000</td>
<td>Daniel Jaranto</td>
<td>Takeda Fuchida</td>
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<tr>
<td>Vega</td>
<td>3,012,000,000</td>
<td>Olivia Vron</td>
<td>Francis Nguyen</td>
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</table>
Prefecture II

Lord Governor: unknown
Prefect: unknown
Capitol: Al Na’ir
Overview not available at this time.

Worlds

Al Na’ir
Population: 64,000,000
Governor: Reinaldo Tormark
Planetary Legate: Zachary O’Mallory

Albalii
Population: 798,013,000
Governor: Taladia El-Araman
Planetary Legate: Khalil Vossner

Ashio
Population: 1,032,000,000
Governor: Seth Jasma
Planetary Legate: Bianca Fetladral

Athenry
Population: 1,789,567,000
Governor: Franklin Yamaguchi
Planetary Legate: Taro Winters

Chichibu
Population: 1,287,000,000
Governor: Samantha Freidrich
Planetary Legate: Homer Rumikov

Dabih
Population: 3,367,000,000
Governor: Salazar Nabura
Planetary Legate: Josef Lucene

Deneb Algedi
Population: 1,012,000,000
Governor: Dominic LaSalle
Planetary Legate: Lauren Ubergeist

Halstead Station
Population: 756,000
Governor: Trevor Stewart-Green
Planetary Legate: Charles Imurra

Kervil
Population: 2,457,000
Governor: Karen Oleanna
Planetary Legate: Nikolai Marsalovich

Nashira
Population: 2,021,000,000
Governor: Edwin Radcliff
Planetary Legate: Hatashi Hanover

Nirasaki
Population: 2,108,000,000
Governor: David Yamaguchi
Planetary Legate: Roland Larsen

Piedmont
Population: 2,356,000,000
Governor: Quarish Ventavo
Planetary Legate: Terrance Oliver

Pike IV
Population: 1,207,000,000
Governor: Maureen Elaris
Planetary Legate: Carl Snuka

Rukbat
Population: 1,451,000,000
Governor: Harawe Akino
Planetary Legate: Alysson Niitaka

Saffel
Population: 1,289,000,000
Governor: Preston Ulganoff
Planetary Legate: Evander Yassir

Shimonita
Population: 1,927,000,000
Governor: Boris Meander
Planetary Legate: Tyr Bekker

Shinonoi
Population: 1,003,000,000
Governor: Ramore Arogawa
Planetary Legate: Garsted D’Roma

Shitara
Population: 1,674,000,000
Governor: Karl Uhlander
Planetary Legate: Dharma Santiago

Styx
Population: 2,078,000,000
Governor: Heather Grenistolski
Planetary Legate: Garret Trelesta

Telos IV
Population: 2,306,000,000
Governor: Dorothy Kressler
Planetary Legate: Uther Tamborowchuk

Yance I
Population: 2,560,000,000
Governor: Yvonne Frankel
Planetary Legate: Gertrude Mannenhoff
**Prefecture III**

**Lord Governor:** unknown  
**Prefect:** Duchess Katana Tormark  
**Capitol:** Ozawa

Though most of the worlds that comprise Prefecture III were Federated Suns planets, the coreward worlds (formerly of the Draconis Combine) have had a huge influence on the overall culture. In recent years, Prefect Katana Tormark has strengthened this influence, placing an emphasis on Combine art and philosophy.

In the wake of the formation of the Republic, when Devlin Stone created incentives for population redistribution among planets, many Federated Suns citizens stepped up, moving to worlds they’d never expected to visit, much less live on. Combine citizens were less willing to relocate, and yet their influence can’t be denied, reflected as it is in contemporary fashion and technology.

**Worlds**

<table>
<thead>
<tr>
<th>World</th>
<th>Population</th>
<th>Governor</th>
<th>Planetary Legate</th>
</tr>
</thead>
<tbody>
<tr>
<td>Addicks</td>
<td>1,786,269,000</td>
<td>Victor McFadden</td>
<td>Danielle Paterson</td>
</tr>
<tr>
<td>Ancha</td>
<td>10,430,000</td>
<td>Estefan Marsaille</td>
<td>Moira Siskel</td>
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<td>Biham</td>
<td>12,438,000</td>
<td>Dominic Yoshimatsu</td>
<td>Randolf Lavine</td>
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<td>Cylene</td>
<td>9,459,000</td>
<td>Clark Avery</td>
<td>Jinjiro Worthington</td>
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<td>David</td>
<td>9,156,000</td>
<td>Reinaldo Levis</td>
<td>Dimitri Endicott</td>
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<td>Errai</td>
<td>301,678,000</td>
<td>Yoshimaru Hitomi</td>
<td>Minobu Naganishi</td>
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<td>Fellanin II</td>
<td>765,000</td>
<td>Constance Jurek</td>
<td>Lars Killingsly</td>
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<td>Galatia III</td>
<td>1,645,378,000</td>
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<td>James J. Fletcher III</td>
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<td>Helen</td>
<td>11,834,000</td>
<td>Patricia Kletterkowski</td>
<td>Yosef Greene</td>
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<td>Mallory’s World</td>
<td>25,377,000</td>
<td>Vanessa Bouche</td>
<td>Arsenio McFallon</td>
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<td>Mara</td>
<td>18,219,000</td>
<td>Christine Sandoval</td>
<td>Oscar Francis-Penn</td>
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<td>Markab</td>
<td>958,205,000</td>
<td>Hassan Qarishi</td>
<td>Mubara Sar-Ali</td>
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<td>Murchison</td>
<td>936,683,000</td>
<td>Alfonse van Drekker</td>
<td>Rudolph Goettlieb</td>
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<td>Northwind</td>
<td>998,268,000</td>
<td>Finnegan Cochrane</td>
<td>Daniel Campbell</td>
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<td>Ozawa</td>
<td>750,000</td>
<td>Tokada Imurra</td>
<td>Jason DeVries</td>
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<tr>
<td>Proserpina</td>
<td>2,001,723,000</td>
<td>Mikhail Stanislokov</td>
<td>Arianna Rosanqet</td>
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<td>Quentin</td>
<td>1,883,673,000</td>
<td>Claire Donovan</td>
<td>Theodore El-Amin</td>
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<td>Sadachbia</td>
<td>623,122,000</td>
<td>Tyrone Volders</td>
<td>Hatio Watanabe</td>
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<td>Sadalbari</td>
<td>534,157,000</td>
<td>Brett Oppenheimer</td>
<td>Kevin Swenson</td>
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<td>Scheat</td>
<td>923,921,000</td>
<td>Senn Rosenberg</td>
<td>Zachary Johannesburg</td>
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Skat
- **Population:** 342,671,000
- **Governor:** Talia Zerkowski
- **Planetary Legate:** Irving Kawanaka

Small World
- **Population:** 247,189,000
- **Governor:** Armando Sanchez
- **Planetary Legate:** Frederic LaBreu

Towne
- **Population:** 647,819,000
- **Governor:** Jonathan Jurik
- **Planetary Legate:** Renee Oscar
Prefecture IV

Lord Governor: Aaron Sandoval
Prefect: Galaxy Commander Kal Radick
Capitol: Tikonov

The number of Federated Suns worlds that comprise the majority of planets in the Republic's Fourth Prefecture (and most of those in Prefecture III) is a testament to the belief and dedication that Victor Steiner-Davion had in Devlin Stone's vision.

With Tikonov as the capitol, Prefecture IV has seen its prosperity grow out of a concentration on technological research and development.

Though most worlds still retain strong cultural affinities with the Federated Suns and the Capellan Confederation (who held some of these worlds before the Fourth Succession War), the Republic's influence is felt everywhere in an egalitarian and entrepreneurial spirit.

Worlds

Achernar
Population: 827,000,000
Governor: Rudy Maks
Planetary Legate: Susan Haider

Airesha
Population: 475,000,000
Governor: Arvid Claus
Planetary Legate: Alfonse Hunsucker

Angol
Population: 25,000,000
Governor: Chad Riola
Planetary Legate: Fermin Montalbo

Ankaa
Population: 33,000,000
Governor: Anton Judae
Planetary Legate: Allan Slowinske

Basalt
Population: 346,000,000
Governor: Tawanna Thurin
Planetary Legate: Count Hector Germayne

Bharat
Population: 697,000,000
Governor: A. Frederic Eckles
Planetary Legate: Count Hector Germayne

Caselton
Population: 123,000,000
Governor: Johnetta Popadic
Planetary Legate: Cathy Kyles

Deneb Kaitos
Population: 269,000,000
Governor: Margorie Thorek
Planetary Legate: Florin Cintron

Fletcher
Population: 586,000,000
Governor: David Fouche
Planetary Legate: Deli Wolfe

Hamal
Population: 36,000,000
Governor: Luis Avilez
Planetary Legate: Fatima Leki-Albano

Hoan
Population: 55,000,000
Governor: Fritz Heenan
Planetary Legate: Amit Desai

Ingress
Population: 957,000,000
Governor: Irma Monaco
Planetary Legate: Ted James

Kawich
Population: 753,000,000
Governor: Alan Holz
Planetary Legate: Nemer Ebeid

Mirach
Population: 468,000,000
Governor: Calvilena Tortorelli
Planetary Legate: Sergio Ortega

New Rhodes III
Population: 246,000,000
Governor: J. C. Forma
Planetary Legate: Jennifer Keating

Nopah
Population: 75,000,000
Governor: Sadrach Monaghan
Planetary Legate: Tata Griffin

Rio
Population: 15,000,000
Governor: Katina Walker
Planetary Legate: Hector Rodriguez

Ronel
Population: 7,500,000
Governor: Alve Ravich
Planetary Legate: Rikart Holzmann

Ruchbah
Population: 148,000,000
Governor: Gerry Janetze
Planetary Legate: Marcella Slayton
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<th>Planetary</th>
<th>Population</th>
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<td>Schedar</td>
<td>55,000,000</td>
<td>Gerry Janetzke</td>
<td>Jas Rander</td>
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<td>Sheratan</td>
<td>116,000,000</td>
<td>Josef Sparrow</td>
<td>Alex Ravenswood</td>
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<td>Tigress</td>
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<td>Valdas Gullo</td>
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<td>Tikonov</td>
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<td>Maureen Keating</td>
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<td>Tybalt</td>
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<td>Yangtze</td>
<td>288,000,000</td>
<td>Genaro Salituro</td>
<td>Silvio Irion</td>
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Prefecture V

Lord Governor: Marion Hidic
Prefect: Shun Tao
Capitol: Liao

The worlds of Prefecture V represent the polarization of the finest and worst of the Republic. Though many of these worlds spent a brief time under the rule of the Federated Commonwealth before the Jihad, for centuries most of them flew the flag of House Liao and its Capellan Confederation. Upon the formation of the Republic, many of these worlds, entranced by new cultures offered by their brief stint under FedCom rule, gladly defected to follow Devlin Stone and his new vision.

However, unlike the other four Great Houses, House Liao never formally recognized the Republic’s claim to those worlds. As such, many of those worlds, especially those closest to the border between the Republic and the Confederation, have seen raids, brush fire conflicts, uprisings and

Worlds

Acamar
- Population: 35,758,000
- Governor: Jasmine Rothen
- Planetary Legate: Peter Whatmore

Algol
- Population: 1,354,000,000
- Governor: Ken Huynh
- Planetary Legate: Hanz Patchell

Algort
- Population: 2,321,735,000
- Governor: Torre Swensen
- Planetary Legate: Marissa Chaca

Arboris
- Population: 538,975,350
- Governor: Gerhardt Morrisey
- Planetary Legate: Ananiv Rykman

Azha
- Population: 578,350,000
- Governor: Lynn Torsello
- Planetary Legate: Kay Veigel

Buchlau
- Population: 1,045,650,000
- Governor: Noelle Petrie
- Planetary Legate: Lenis Knutowski

Foochow
- Population: 598,650,000
- Governor: Xiao Ping Chen
- Planetary Legate: Kathryn Eykemans

Foot Fall
- Population: 1,136,216,000
- Governor: Noel Grau
- Planetary Legate: Anthony Hovey

Gan Singh
- Population: 1,354,000,000
- Governor: Jean Littlefield
- Planetary Legate: Heath O'Hagan
The Republic of the Sphere

**Poznan**
- **Population:** 1,895,746,000
- **Governor:** Fernando Cruz
- **Planetary Legate:** Hsu-Chu Yang

**Shensi**
- **Population:** 1,654,799,000
- **Governor:** Milano Rivkin
- **Planetary Legate:** Marjori Tarr

**Shipka**
- **Population:** 1,786,367,000
- **Governor:** Candace Mocklin
- **Planetary Legate:** Yuan-Shan Hsu

**Slocum**
- **Population:** 1,237,000
- **Governor:** Sheldon Pagano
- **Planetary Legate:** Pat Halvorson

**St. Andre**
- **Population:** 4,429,335,000
- **Governor:** Ann Plodinec
- **Planetary Legate:** Therese Toussaint

**Styk**
- **Population:** 1,028,687,000
- **Governor:** Claire Lusebrink
- **Planetary Legate:** Daria Heivilin

**Tsitsang**
- **Population:** 2,854,348,000
- **Governor:** Nikola Dukuray
- **Planetary Legate:** Heidi Schneckli

**Wei**
- **Population:** 1,765,358,000
- **Governor:** Chelsea Fowkes
- **Planetary Legate:** Mina Parta

**Woodstock**
- **Population:** 1,354,537,000
- **Governor:** Andrea Heitt
- **Planetary Legate:** Warren Zeigler
Prefecture VI

Lord Governor: unknown
Prefect: unknown
Capitol: New Canton

Overview not available at this time.

Worlds

Aldebaran
Population: unknown
Governor: unknown
Planetary Legate: unknown

Asuncion
Population: unknown
Governor: unknown
Planetary Legate: unknown

Berenson
Population: unknown
Governor: unknown
Planetary Legate: unknown

Bernardo
Population: unknown
Governor: unknown
Planetary Legate: unknown

Elgin
Population: unknown
Governor: unknown
Planetary Legate: unknown

Elnath
Population: unknown
Governor: unknown
Planetary Legate: unknown

Hall
Population: unknown
Governor: unknown
Planetary Legate: unknown

Hsien
Population: unknown
Governor: unknown
Planetary Legate: unknown

Ibstock
Population: unknown
Governor: unknown
Planetary Legate: unknown

Kyrkbacken
Population: unknown
Governor: unknown
Planetary Legate: unknown

Menkalinan
Population: unknown
Governor: unknown
Planetary Legate: unknown

Nanking
Population: unknown
Governor: unknown
Planetary Legate: unknown

New Canton
Population: unknown
Governor: unknown
Planetary Legate: unknown

Ohrensen
Population: unknown
Governor: unknown
Planetary Legate: unknown

Park Place
Population: unknown
Governor: unknown
Planetary Legate: unknown

Saiph
Population: unknown
Governor: unknown
Planetary Legate: unknown

Second Try
Population: unknown
Governor: unknown
Planetary Legate: unknown

Suzano
Population: unknown
Governor: unknown
Planetary Legate: unknown

Tall Trees
Population: unknown
Governor: unknown
Planetary Legate: unknown

Wasat
Population: unknown
Governor: unknown
Planetary Legate: unknown

Yunnah
Population: unknown
Governor: unknown
Planetary Legate: unknown

Zion
Population: unknown
Governor: unknown
Planetary Legate: unknown
Zurich

Population: unknown
Governor: unknown
Planetary Legate: unknown
Prefecture VII

Lord Governor: unknown
Prefect: unknown
Capitol: Irian

Overview not available at this time.

Worlds

Abadan
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Acubens
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Adhafera
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Alkes
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Alphard
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Augustine
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Avellaneda
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Bordon
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Castor
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Connaught
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Devil's Rock
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Dieudonne
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Hamilton
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Holt
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Irian
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Kalidasa
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Miaplacidus
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Nathan
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

New Hope
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Pollix
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Remulac
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown

Savannah
- Population: unknown
- Governor: unknown
- Planetary Legate: unknown
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<td>Van Diemen IV</td>
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## Prefecture VIII

**Lord Governor:** unknown  
**Prefect:** unknown  
**Capitol:** Denebola

Overview not available at this time.

### Worlds

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<th>Governor</th>
<th>Planetary Legate</th>
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<td>Darnelle Helchi</td>
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<td>Alcor</td>
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<td>5,467,000</td>
<td>Urvane Quinneton</td>
<td>Nabila Callah</td>
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<td>Allison Stewart</td>
<td>Nehemiah Leif</td>
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<td>Emery Carolus</td>
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<td>Nadia Liberavatore</td>
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<td>2,056,000,000</td>
<td>Aeneas Pollock</td>
<td>Sakae Vallinova</td>
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<td>Felecia Carmaine</td>
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<td>5,678,000,000</td>
<td>Genna Endo</td>
<td>Aran Yashruti</td>
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Oliver
  Population: 4,001,000,000
  Governor: Frederic Chesterson
  Planetary Legate: Prudence Arlington

Phecda
  Population: 2,015,000,000
  Governor: Aubrey Gerhardine
  Planetary Legate: Vladislav Durko

Rochelle
  Population: 1,710,000,000
  Governor: Preston Petrokovich
  Planetary Legate: Piotr Illiarveski

Shiloh
  Population: 3,067,000
  Governor: Yvgenny Kubayshev
  Planetary Legate: Martin Walter

Summer
  Population: 894,000,000
  Governor: Minerva Hayne
  Planetary Legate: Carlos Adler

Syrma
  Population: 4,015,000,000
  Governor: Vincentia DePaik
  Planetary Legate: Yusif Hedley

Vindemiatrix
  Population: 3,470,000,000
  Governor: Kiska Maruska
  Planetary Legate: Lindsi Vianna

Wing
  Population: 4,331,000,000
  Governor: Sakeri Torquil
  Planetary Legate: Olaf Gaute

Zaniah
  Population: 2,867,000,000
  Governor: Blair Latisha
  Planetary Legate: Kacancu Jemehyl

Zavijava
  Population: 1,890,000,000
  Governor: Vijay Weifel
  Planetary Legate: Oralee Martin

Zollikofen
  Population: 4,178,000,000
  Governor: Paolo Yngvesson
  Planetary Legate: Thanh Gaston

Zosma
  Population: 404,000,000
  Governor: Chavah Areef
  Planetary Legate: Hadassah Sadira
Prefecture IX

Lord Governor: Gregory Kelswa-Steiner
Prefect: Della Brown
Capitol: Skye

Overview not available at this time.

Worlds

Alkalurops
Population: 318,000,000
Governor: Kristen LeSat
Planetary Legate: Oshira Damascelopus

Alphecca
Population: 1,347,000,000
Governor: Thodore DeSalle
Planetary Legate: Garrold Rogers

Atria
Population: 1,398,000,000
Governor: Yakov Jocasta
Planetary Legate: Jeremy Nguyen

Baxter
Population: 24,209,000
Governor: Ricardo Zopatas
Planetary Legate: Ulgar Lassenerra

Carnwath
Population: 963,000,000
Governor: Victor Xianglo
Planetary Legate: Justin O’Mallory

Corridan IV
Population: 3,145,000,000
Governor: Hirihito Jalabama
Planetary Legate: Andrei Sergeinov

Gladius
Population: 848,000,000
Governor: Norman Lutheridge
Planetary Legate: Wilhelm Norscht

Glengarry
Population: 1,067,000,000
Governor: Sean Weslean
Planetary Legate: Nicolette Iniku

Izar
Population: 710,000,000
Governor: Marcus Rowanda
Planetary Legate: Talia Svensson

Kimball II
Population: 2,510,000,000
Governor: Ubanda Tomakali
Planetary Legate: Felix Endarr

Ko
Population: 2,518,000,000
Governor: Arlene Kagemuchi
Planetary Legate: Dante Kiergov

Kochab
Population: 779,000,000
Governor: Willimina Novasekki
Planetary Legate: Mercer Ganesh

Komephoros
Population: 794,000,000
Governor: Pavel Encilados
Planetary Legate: Hermann Escholtz

La Blon
Population: 1,530,000,000
Governor: Gregor Beatrice
Planetary Legate: Cy Winstead

Lyons
Population: 957,000,000
Governor: Nancy Carter
Planetary Legate: Ulga Jarmann

Marfik
Population: 561,000,000
Governor: Zaneta Latasha
Planetary Legate: Gibor Gersholm

Nusakan
Population: 1,670,000
Governor: Salazar Paulo
Planetary Legate: Carson Lorenzo

Ryde
Population: 679,000,000
Governor: Kionne Traaen
Planetary Legate: Oleg Rahasapaylesch

Seginus
Population: 1,089,000,000
Governor: Yago Kirkley
Planetary Legate: Gasha Hateya

Skondia
Population: 2,671,000,000
Governor: Hasan Saadiq
Planetary Legate: Yegor Welvel

Skye
Population: 3,012,000,000
Governor: Falco Seazar
Planetary Legate: Cossetta Geanna

Unukalhai
Population: 4,145,000,000
Governor: Falco Seazar
Planetary Legate: Cossetta Geanna
Yed Posterior
Population: 3,687,000,000
Governor: Wahid al-Qadim
Planetary Legate: Ofira Xylona

Zebebelgenubi
Population: 302,671,000
Governor: Raul Zapamos
Planetary Legate: Nigel Jacques-Marinot

Zebeneschamali
Population: 2,916,000,000
Governor: Wesisa Kisa
Planetary Legate: Iakobos Lysander
# Prefecture X

**Lord Governor:** unknown  
**Prefect:** unknown  
**Capitol:** Terra  
Overview not available at this time...

## Worlds

### Altair
**Population:** 396,475,000  
**Governor:** Oscar Martinez  
**Planetary Legate:** Tyrone Cooke

### Alula Australis
**Population:** 1,547,000,000  
**Governor:** Merril d’Astigne  
**Planetary Legate:** Anna-Maurie Meggan

### Asta
**Population:** 1,619,000,000  
**Governor:** Illyana Petchenko  
**Planetary Legate:** Anfernee van Lark

### Bryant
**Population:** 52,000  
**Governor:** Becca Jareque  
**Planetary Legate:** Trent Hawsel-Grange

### Caph
**Population:** 62,085,000  
**Governor:** Kalvin Gustafson  
**Planetary Legate:** Pavel Lyndon

### Capolla
**Population:** 1,764,820,000  
**Governor:** Erin Hwang  
**Planetary Legate:** Ryan Dimaggio

### Dieron
**Population:** 1,630,000,000  
**Governor:** Chiun Matawa  
**Planetary Legate:** Hohiro Newberry

### Epsilon Eridani
**Population:** 2,453,000,000  
**Governor:** Kaleed al-Dallarah  
**Planetary Legate:** Lorelei Benton

### Epsilon
**Population:** 95,430,000  
**Governor:** Pedro Robinson  
**Planetary Legate:** Cecil Abraham

### Fomalhaut
**Population:** 956,000,000  
**Governor:** Kieron Farther  
**Planetary Legate:** Rianna Lo-Weng

### Graham IV
**Population:** 1,060,000  
**Governor:** Edwin Iliner  
**Planetary Legate:** Davide Kowlin

### Keid
**Population:** 3,294,000,000  
**Governor:** Daria Skoglund  
**Planetary Legate:** Jonathon Hunsen-Lane

### Liberty
**Population:** 95,000,000  
**Governor:** Michelle Grayson-Smith  
**Planetary Legate:** Ingrid Doles

### Muphrid
**Population:** 1,137,000,000  
**Governor:** Gerhardt O’Malloy  
**Planetary Legate:** Raymond Fritz

### New Earth
**Population:** 302,000,000  
**Governor:** Umberto Cabot  
**Planetary Legate:** Lonni Johanna

### New Home
**Population:** 1,065,000,000  
**Governor:** Ramier Burr  
**Planetary Legate:** Clarence Whitman

### Outreach
**Population:** 1,160,000  
**Governor:** Brianna Wolf  
**Planetary Legate:** Emanuel Holings

### Procyon
**Population:** 1,980,061,000  
**Governor:** Michael Carrington  
**Planetary Legate:** Kai Joensuu

### Rigil Kentaurus
**Population:** 315,000,000  
**Governor:** Kamala DeLaurel  
**Planetary Legate:** Adrianna Polaski

### Sirius
**Population:** 9,109,000  
**Governor:** Beverly Liktenstein  
**Planetary Legate:** Richard Leybel

### Terra Firma
**Population:** 834,134,000  
**Governor:** Peter Chandler  
**Planetary Legate:** Lydia Daschelde

### Terra
**Population:** 4,678,000,000  
**Governor:** Helen Richter  
**Planetary Legate:** Richard Gulianni
Thorin
- Population: 160,000,000
- Governor: Theodore Igota
- Planetary Legate: Alfredo Sakuma

Yorii
- Population: 1,538,000,000
- Governor: Ophelia Rossem
- Planetary Legate: Darius Leveraux
Time Line of the Inner Sphere and The Republic

2108
The Terran Alliance Ship (TAS) Pathfinder uses the Kearny-Fuchida drive system to make the first hyper-spatial jump. For the first time, humans are able to travel almost instantaneously from the Sol System to the Tau Ceti System, 3.46-parsecs away. Massive interstellar space colonization begins.

2271
The Treaty of Marik is signed, signaling the formation of the Free Worlds League and declaring its independence from Terra. The League is the first of the Great Houses, each of which will ultimately control hundreds of worlds. Within a century, four other powerful planetary alliances will also declare independence from Terra and the Terran Hegemony government. These states will become the star empires known as the Draconis Combine, Federated Suns, Capellan Confederation and Lyran Commonwealth.

2298
The Age of War begins when a territorial dispute between the Capellan Confederation and the Free Worlds League erupts into a shooting war, touching off bloody conflicts across the Inner Sphere. Attempting to contain the escalating violence, the House leaders create the Ares Conventions, which legislate the conduct of warfare and turn it from mass destruction into a strategic and controlled exchange of stylized feints and counterfeints. Ironically, this controlled and surgical approach to conflict allows war to become a means of resolving even minor disputes.

2439
The Terran Hegemony unveils the BattleMech, irrevocably changing the face of war. Derived from mining IndustrialMechs, BattleMechs demonstrate exceptional mobility and adaptability to diverse environments as compared to conventional armored vehicles. Their ability to mount a full array of conventional and energy weapons along with the latest defensive armaments further enhances their battlefield capabilities. Within thirty years, the rest of the Houses have stolen Hegemony schematics to build their own. The BattleMech becomes the undisputed king of the Battlefield.

2571-2751
Ian Cameron, ruler of the Terran Hegemony, culminates decades of tireless efforts—including brilliant diplomacy and carrot-and-stick tactics—with the creation of the Star League, a political and military alliance between all of the Great Houses and the Hegemony. Star League armed forces immediately begin the twenty-two-year era of hostilities known as the Reunification War, bringing the recalcitrant Periphery realms into the Star League fold by force.

For the next two centuries, humanity experiences a golden age, an era of unprecedented peace and prosperity, where technology—both civilian and military—flourishes. It also saw the creation of the greatest military army that humanity had ever seen. The League eventually falls to internal strife, with nearly every subsequent war being fought in an effort to re-establish the Star League.

2766-2785
In 2766, Stefan Amaris of the Rim Worlds Republic launches a coup, declaring himself First Lord of the Star League after murdering the entire Cameron family. General Aleksandr Kerensky, commander of the Star League Defense Forces, starts a thirteen-year war to unseat the usurper. Kerensky succeeds, but the rulers of the Great Houses cannot agree on a new leader. The Star League High Council is dissolved in 2781.

Rather than watch the Star League for which he fought so hard crumble, Kerensky departs known space with eighty percent of the SLDF in 2784. The event is later known as the Exodus—an apparent attempt to salvage the heart and spirit of the Star League. Within the year, the Great Houses savagely attack one another in the first of the Succession Wars. These conflicts will last for over 200 years.

3028
The marriage of First Prince Hanse Davion of the Federated Suns to Archon-Designate Melissa Steiner of the Lyran Commonwealth unifies the two largest states in the Inner Sphere. The newborn Federated Commonwealth immediately launches the Fourth Succession War, conquering more worlds in two years than in all the wars of the previous two centuries.

3050
A mysterious invading force strikes the coreward region of the Inner Sphere, attacking the Federated Commonwealth, Free Rasalhague Republic and Draconis Combine. The invaders, called the Clans, are the descendants of Kerensky's SLDF troops, forged into a warrior society dedicated to becoming the greatest fighting force in history; their goal is to capture Terra and re-establish the Star League. With vastly superior technology and warriors, the Clans conquer world after world until troops belonging to ComStar—the quasi-religious organization that controls all communication within the Inner Sphere—halts their advance in the pivotal Battle of Tukayyid. The truce signed after that conflict stops the Clan advance for fifteen years.

3059
To better fight the Clans, the leaders of the Inner Sphere create a new Star League. Apparently united once again after centuries of warfare, the members of this fragile union attempt to end the Clan threat once and for all. The new Star League Defense Force targets the most aggressive Clan-Smoke Jaguar—for destruction, pushing them out of their Inner Sphere occupation zone and following them to their Clan homeworld, where they are utterly destroyed. Having proven their martial prowess to the Clans, the SLDF troops meet the Clans on their own capitol world of Strana Mechty and challenge them to a Trial of Refusal (a Clan
ritual that uses a military engagement to repeal and/or abrogate a previous decision or action) against their very invasion of the Inner Sphere. The Clans lose.

3063 With the threat of the Clans diminished, the Houses of the Inner Sphere once again look to one another as ancient enmities flare anew. The Capellan Confederation conquers its errant Commonality, the St. Ives Compact, while allying with the two largest Periphery realms—the Magistracy of Canopus and Taurian Concordat, a turn of events that lead to the Confederation becoming notably strong for the first time in centuries. An errant Combine unit attacks Clan Ghost Bear, igniting a war between the Bears and the Dracois Combine. At the same time, the fabulously powerful Federated Commonwealth (FedCom) shatters under the weight of greed and aggression; a full-fledged civil war begins between the Lyran Alliance and Federated Suns across more than eight hundred worlds and a thousand light years.

3067 At the end of the FedCom Civil War, the various leaders of the Inner Sphere realize and admit that their new Star League was simply a political maneuver to be used against the Clans. They dissolve the League. Almost immediately the Word of Blake zealots—a reactionary splinter group from ComStar—unleash a jihad against the entire Inner Sphere.

3071-3081 Devlin Stone escapes from a Word of Blake Re-education Camp and slowly builds an army to push back against the Word of Blake. The battles are fierce, and Stone’s forces win victory after victory. With each new success more warriors flock to his banner, speeding victory and final triumph. The honor and respect accorded Stone among the general populace across the Inner Sphere is unprecedented.

With a new vision of how the Inner Sphere can rebuild itself—and a huge following of military and civilian personnel from every faction in the universe—Devlin Stone asks for and receives control over all worlds within a 120 light-year radius of Terra, whether by treaty or by force. Splinter groups within the Capellan Confederation reject the ceding of worlds to the Republic, and for several years engage in skirmishes aimed at retrieving ancestral planets. Peace otherwise begins its reign.

3081-3129 Under the guidance of Devlin Stone, the Republic of The Sphere is born. The hatreds and contentions of centuries are subsumed into the greater good, as key elements of populations on a number of worlds are resettled in an attempt to end the factionalism of the past. Decades pass, and a new generation is indoctrinated into this new philosophy—a whole generation that knows only peace and is insulated from the rest of the Inner Sphere.

One of the prime tenets of the new society is the decommissioning of the majority of BattleMechs and a retooling of the wartime economy. People are motivated to turn in their BattleMechs and other machines of war through programs including financial and federal incentives including the receipt of Republic citizenship. As the Republic’s prosperity booms, the rest of the Great Houses follow suit until BattleMechs have become exceptionally rare except among the military or the propertied nobility. Given the limited demand, the ability to build their specialized fusion engines becomes limited as well.

3130 Devlin Stone announces his withdrawal from public life. He swears that he will return if ever the Republic, or the rest of the Inner Sphere, needs him—then he vanishes.

3132 Hyperpulse Generator Alpha Stations around the Republic and throughout the Inner Sphere suffer attack from without and sabotage from within, effectively ending interstellar communications for 80% of all populated worlds. No group takes responsibility; no clues point to a single perpetrator. Tensions heighten between political and social factions, each suspecting the others of responsibility for the communications breakdown. Fighting breaks out where social pressures reach critical mass. To compensate for the rarity of military-grade BattleMechs, many groups and governments mount IndustrialMechs with weaponry and use these machines in combat. A new battle for control begins, threatening the very existence of the Republic of the Sphere.

3134 On November 26, Paladin Victor Steiner-Davion is murdered. This event sets in motion an investigation that leads to the discovery of a plan by nearly half of all Republic senators to identify and groom young warriors in an effort to improve their chances of being chosen as knights of the Sphere, thus setting them on the path toward paladinship and eligibility to be elected as exarch. The ultimate goal of this far-sighted plan: for the Senate to control the Republic of the Sphere by controlling the exarch.

3135 In April, Exarch Jonah Levin addresses The Republic, officially dissolving the Senate in the face of that body’s refusal to submit to an external review of its members’ actions.

Former knight and newly elected Senator Conner Rhys-Monroe leads Senate-backed forces against Republic troops on Terra. In the first critical battle, the Senate coalition forces are defeated by Republic troops working with units pledged by the Federated Suns, prompting a majority of senators to flee Terra and regroup elsewhere. Many knights are forced to choose between their duty to The Republic and their loyalty to their home worlds.

1 October: Exarch Jonah Levin addresses the Inner Sphere to announce Fortress Republic, a drastic plan to preserve what can be saved of The Republic of the Sphere in the face of the chaos created by the Senate rebellion and the recent incursions of Houses Liao and Kurita into Republic space. The borders of Prefecture X are redrawn to include additional planets, and a warning
is issued: no communication, transport or travel will be possible past that line-into or out of Prefecture X. Levin promises that The Republic of the Sphere will continue to survive, and will return to restore peace to the Inner Sphere.
Devlin Stone

Founder of the Republic

by Mace O’Ronnell, Stellar Associated

Best estimates and extant Word of Blake files captured near the end of the Jihad put Devlin Stone’s birth year in late 3042 or early 3043, and a more exact date is unlikely to ever be known.

For Devlin Stone, life began in a Word of Blake reeducation camp (RBMU 105) on Kittery in 3070. This was one of the Jihad’s darkest years, with the shattering of the Free Worlds League and the passing of Combine Coordinator Theodore Kurita. Why Stone was assigned to the camp, how he lost his memory, and what the Word of Blake’s plans were for him remain a mystery. Even his name is likely not his own, to better disassociate him from his previous life and connections.

Whatever the Word of Blake’s plans were for Stone, they would never come to pass. In 3071, Devlin Stone escaped from the camp in the company of Professor David Lear, the son of famous warrior Kai Allard-Liao and later known as Stone’s Architect. Stone and Lear organized a local resistance, and later that same year managed to destroy the Word of Blake organization on Kittery. By 3072, Stone led a widespread organization that liberated a number of nearby worlds from the grip of the Jihad. These worlds eventually formed into the Kittery Prefecture, and became a model for the government reforms Stone would one day implement as he created the Republic.

Late in 3073, David Lear introduced Devlin Stone to a number of Inner Sphere statesmen and generals who continued to oppose the Word of Blake. Among these were Victor Steiner-Davion, Precentor-Martial of ComStar and brother to the rulers of the Lyran Alliance and Federated Suns. Taken with Stone’s grand ideas of reform, Steiner-Davion made further introductions, championing Stone’s proposals as a solid means to end the perpetual cycle of war that had for so long plagued the Inner Sphere. As more great leaders rallied to the call, the Word of Blake was thrown back until finally defeated in the Terra system in 3081.

With the Jihad finally brought to an end, Devlin Stone immediately called for the creation of the Republic of the Sphere, a new interstellar nation with control over all worlds within one hundred twenty light years of Terra. With the backing of such men as Victor Steiner-Davion, Hohiro Kurita and Anastasias Focht, and riding the groundswell of support within the military and civilian populations on nearly every world within the Inner Sphere, the Republic was created in December of 3081. Most worlds joined voluntarily. Various leaders ceded others to Stone, and some few had to be removed from the grips of petty warlords who looked on Stone’s efforts as a means to divest them personally of power. The Capellan Confederation was the largest holdout, with internal factions resisting Stone by military force until then-Chancellor Sun-Tzu Liao was brought to the negotiating table and encouraged to sign the Tikonov Treaty of 3085.

By this time Devlin Stone had already begun the two social programs that would become historically linked to his name. First was the Resettlement Act of 3082 (his first official decree as Exarch of the new Republic). This program began to mix the variety of cultures that existed within the Republic’s claimed space, erasing old hatreds and biases by resettling key elements of specific populations from one world throughout the towns and cities of several others. This program took decades, but was the end of the factionalism so often thought responsible for outbreaks of war within the Inner Sphere.

The second program was the Military Materiel Redemption Program, which grew out of the Citizenship Priority Decree of 3083. This plan worked to decommission BattleMechs and other tools of warfare, downsizing armies and removing any such materiel from the hands of private individuals, in exchange for the rights of citizenship and other socio-economic incentives. The economic prosperity that resulted from the program was so great that different flavors of the MMRP spread to the rest of the Great Houses and were encouraged even within the Clan-occupied territories.

The building of the Republic took years, not all of them peaceful but most of them calm. Exarch Devlin Stone called the first Senate meeting to order on Terra in 3085 and officially formed the Knights of the Sphere in 3088. By 3091 the hierarchy of government was firmly in place with Prefecture borders settled and most world governments towing the line to create an enviable state among the Inner Sphere nations. The calm lasted until 3104, when an internal struggle within the Capellan Confederation spilled over the border and Exarch Stone was eventually forced to send Republic troops into the Capellan territories. These sporadic conflicts plagued Stone for nearly a decade, until the peace efforts of 3113 finally stabilized the region.

This began the Golden Era, or the “Generation of Peace” as Stone himself called it, an entire generation of citizens and residents who has not known warfare except in history lessons. Exarch Stone considered this his crowning accomplishment and, in 3130, finally announced his retirement and withdrawal from public life. After many speeches and parades, and the personal endorsement which saw Damien Redburn elevated as the first term-limited Exarch, on 10 August 3130 Devlin Stone made his final promise to return if he was truly needed.

And then he vanished.
Damien Redburn was born on Northwind, 3 February 3085. His parents, Theodore and Corrine, were valued members of the Republic. Theodore Redburn worked with ‘Stone’s architect’ David Lear, helping to build the Republic’s infrastructure, and Corrine Redburn served two terms as aide to Northwind’s Governor Lucas O’Reilly. More telling, however, may be Damien Redburn’s blood ties to the famous Federated Suns general Andrew Redburn, his great-grandfather, and Misha Auburn, his great-grandmother and daughter of famed Lyran historian Thelos Auburn. In fact, the family’s citizenship grant can be traced directly back to General Andrew Redburn’s participation in Devlin Stone’s reformation.

By all reports a dedicated student and gifted athlete, Damien Redburn also grew up with an obvious desire to follow in his great-grandfather’s footsteps. During his secondary school years, he spent weekends loading DropShips at Northwind’s Jaffray Interplanetary Spaceport and his summers as part of a logging team. In short, he did anything that allowed him to drive a ‘Mech. Graduating with honors, Damien Redburn applied to and was accepted at the Republic MechWarrior Academy, Northwind, in 3102.

His time at the RMA honed Damien Redburn into an able MechWarrior and budding officer. He graduated in 3106 as Cadet Commander of his class and was awarded one year’s equivalent military duty upon entering the Republic military.

Damien Redburn was immediately posted to Prefecture V, fighting in the Capellan Territories as House Liao continued their nine-year campaign to ‘liberate’ ancestral worlds from the Republic. In 3108 he was field-promoted to the rank of captain after the Tau Ceti Lancers slaughtered his company’s commanding officer and nearly overran Redburn’s position. It was Redburn’s immediate action that stemmed a complete route, also earning him the Republic’s bronze cluster for courage in the face of the enemy.

Colonel Jerome Edwards (CO, Stone’s Liberators) requested Damien Redburn in 3109, and Damien made major in 3111 while fighting in one of the Republic’s oldest and most famous commands. During the heavy fighting of 3112, the big push of Daoshen Liao’s ‘Warrior House Offensive,’ Damien Redburn received the silver cluster for auspicious heroism and promotions to lieutenant colonel and then full colonel of Stone’s Liberators when Jerome Edwards fell in battle. When peace came in 3113, Devlin Stone detached Redburn from the unit and brought him to Terra where he was made a Paladin of the Sphere.

Sir Damien Redburn was twenty-eight years old.

One of the youngest warriors ever knighted and the youngest Paladin to date, Sir Damien was never content to rest on his laurels. He remained very active even in peacetime, traveling among the Republic worlds to promote Devlin Stone’s programs and to assist wherever and however he might. In 3115 he spent half a year in a ConstructionMech, helping repair the damage on Sheratan caused by the April Fool’s Earthquake. In 3118 he tracked down Olson’s Pirates to an abandoned system near Kervil, and led the operation that finally smashed the raiders and brought Despot Terrance Olson to trial.

In 3121, Damien Redburn returned to Prefecture V, to the world of Genoa. Devastating floods had ruined the Golden Plains farming community, and Redburn quickly pitched in with a ForestryMech. It was here that he met Sasha Korkova and found what eight years of ambitious matchmakers had failed to provide for him—a loving partner. Sasha was then twenty-one and had had one child, Maggie, out of wedlock. Still she had undertaken a five-year term of Republic service to earn her citizenship, patriotism that appealed to Damien.

They married in 3122. Damien Redburn adopted Maggie Korkova, and the couple produced three more children over the next seven years: Ben, Rapael, and Veronica.

Family life did finally slow Damien Redburn’s questing nature but did not stop it. He spent more time in the company of Devlin Stone in these later years, dividing his attentions fairly equally between a family on Northwind and the government on Terra. Sir Damien also visited the homeworld of every Republic Senator in turn, laying the foundation for a potential political career. In 3129 he acted on behalf of Senator Russell Fahnstahk to recover the Senator’s kidnapped son and bring the kidnappers to justice, and it was just four months later that Exarch Devlin Stone announced his retirement and withdrawal from the Republic of the Sphere. He championed Damien Redburn as his successor, a choice that the Senate approved by acclamation.

As Exarch, Damien Redburn has generally spent the last two years patching over holes that have formed with Devlin Stone’s departure. His support in the Senate has fallen off, forcing him to reaffirm many political alliances though never at the cost of the Republic’s integrity. He remains a popular leader, and while not elevated onto the same pedestal enjoyed by Devlin Stone, he has already established his own record as a fair, strong, and just ruler.
Aaron Sandoval

**Duke; Lord Governor, Prefecture IV**

As has been Sandoval tradition since prior to the founding of the Republic, in 3099 Senator Mark Sandoval and the Lady Pamela Sandoval traveled back to the Federated Suns’ world of Robinson to give birth to their son, Aaron. This bestowed on Aaron Sandoval dual citizenship between the Republic of the Sphere and Federated Suns, a necessary condition for noble title in both realms, as all Sandoval families hold a Lordship and small estates within the Federated Suns’ Draconis March.

Pamela Sandoval died due to complications during childbirth. Aaron’s return to the Republic was held up by almost a year before his father brought him back to their homeworld estates on Addicks. Lord Mark Sandoval had already withdrawn from his Senate seat, content with Addicks’ local politics, and in 3103 accepted a position as a local magistrate and then Assistant Governor in 3107.

It was also during this year that Mark Sandoval brought his mother to live with his family. Countess Edwina Sandoval remembered the formation of the Republic, and had long been a champion of stronger world rights inside the Republic before her own husband’s death in 3101. Now she became a strong fixture in Aaron’s life. Lord Mark often credited her arrival and help with Aaron for his return to higher-level politics.

Aaron Sandoval attended the best private academies the Republic had to offer, favoring the lessons in political science, which were initially suggested by his grandmother. In 3115 he chose one year of foreign education within the Federated Suns, attending Brighton Preparatory on Marlette with his cousin, Harrison Davion, a scion of the Federated Suns’ ruling House. Such high connections (and the resultant high expectations) pushed Aaron Sandoval to excel, leading his classes through school and during his attendance at Terra’s Sandhurst MechWarrior Academy (3117-3120). He attended an additional two years at League University, majoring in political science and law before serving his two years of mandatory military service.

Although Aaron Sandoval tested highly through his academy days and was acknowledged as a fine MechWarrior, his duties more often involved the military bureaucracy. Aaron Sandoval served two six-month terms as an aide to Legate Orwin Fahns and his successor, Legate Therese Olson. He was then pulled into a task force sent out to hunt border-crossing smugglers, a duty which ended prematurely and landed him in the staff of then-Prefect (IV) Amanda Cross for the balance of his service. He was recommended for promotion and offered additional incentives to remain in military service, which he refused citing personal reasons.

Aaron’s father, now the Count Addicks, had been eyeing another term in the Republic Senate when a stroke took him in 3123. His death cemented Aaron’s decision to enter Republic politics after his honorable discharge in 3124.

In his eight years of public service since that time, Aaron Sandoval has proven himself an able administrator with an eye toward the future. After one year as an aide to Prefecture IV’s Lord Governor William Sung and two years in the Addicks world senate, Count Aaron Sandoval was elected Governor of Addicks in 3127. He spread around what influence his family name carried to establish a firm political base, becoming known as a champion for projects that would benefit the Republic’s non-citizen resident workers. Political pressure brought to bear by the Immigrant Coalition Committee favoring Aaron Sandoval for such work, led to his election by acclamation when the local Governors elected him as Lord Governor of Prefecture IV in 3128 and invested him on Tikonov.

Four years into his term, Lord Governor Aaron Sandoval has accrued a great deal of interest among the Republic’s power brokers as well as his share of animosity. He has floated the idea of running for a Senate seat more than once; supporters have suggested that a Republic Knighthood could lead to a candidacy for Exarch. CEO and financial powerhouse Jacob Bannson remains one of Aaron Sandoval’s more outspoken critics, a rivalry that likely stems from Aaron Sandoval’s backing of the Senate anti-trust plan to limit Bannson’s ability to expand his business empire.

Lord Governor Sandoval appears no less likely to fight for his beliefs and benefit than he did as Governor of Addicks. If anything, in recent years he has shown a stronger predisposition to swing his considerable power behind political measures that many others consider politically risky. This willingness to take risks has gained him the admiration of old guard nobles who fondly remember their own glory days, as well as the nouveau rich with their pet political projects. With such a foundation supporting him, Aaron Sandoval is a politician to watch.
Anastasia Kerensky

Galaxy Commander; Leader of the Steel Wolves

She's only been among us for barely two years, but Galaxy Commander Anastasia Kerensky has been at the center of a storm of events since the collapse of the hyperpulse generator network and the rise of the Steel Wolves. While some may love her, and some may hate her, everyone wants to know who this fiery new leader of the Steel Wolves really is. In tonight's special profile, we'll show you the woman that some claim to be perhaps the Republic's most dangerous opponent.

INN records have shown that the woman known as Anastasia Kerensky was born in late 3105 on Arc-Royal, homeworld of the Wolf Clan (in-Exile) within the Lyran Commonwealth. Though she clearly hails from the Kerensky bloodline, her exact lineage remains a well-kept secret among the Wolves. Her record, however, suggests a great deal more about this fiery MechWarrior.

Anastasia won her initial Trial of Position with four kills to her credit, an accomplishment rarely seen in any warrior Trial and only once achieved in the history of the Kerensky bloodline. The last warrior to do so was none other than the infamous Natasha Kerensky, the legendary "Black Widow" who terrorized the Inner Sphere as a member of the Wolf's Dragoons more than a century ago. This, coupled with similar features, including the Widow's trademark dark red hair, has led many to believe Anastasia to be her direct descendant.

While an excellent warrior, however, many within the Exiled Wolves doubted her ability to command, especially given her reactionary, pro-Crusader views, advocating the conquest of the Inner Sphere in a sect of the Wolves largely known for its pro-Inner Sphere Warden politics. In fact, a cursory analysis by one of her superiors, Galaxy Commander Baldric Kell, described her as "impulsive and impatient". Anastasia was passed over for a front-line command, and records show she was defeated in at least one Trial of Grievance fought over the matter.

Despite this setback, Anastasia, then 24, leapt at the first opportunity to win her Bloodname, after the death of Star Colonel Sidonia Kerensky during a Jade Falcon raid in 3129. As her lack of combat action to date proved her abilities or gifts as a Cluster commander, she lacked a sponsor for this Trial, and was forced to win her opportunity first through the Grand Melee. With the same amazing skills she demonstrated in earning the rank of Star Colonel fresh from the sibko, Anastasia not only prevailed over the combatants of the Melee, but over every challenger afterward, until she finally won the coveted Kerensky Bloodname in the final round of the Bloodright Trial.

Though Bloodnamed and commissioned, Kerensky's personality continued to clash with the traditions and politics of her Clan, leading to several more Trials of Grievance and Refusal, but never a demotion. Both in bidding before a Trial, and during the battle itself, Kerensky proved her skills time and again as a Wolf Clan warrior, often to the dismay of her critics.

And then, in August of 3132, just after the Inner Sphere-wide collapse of the HPG network, Anastasia Kerensky disappeared from the Wolf Clan territories, along with her Ryoken II BattleMech. Though no evidence has confirmed it, records of the fighting in The Republic's Prefecture III later that year, particularly on Dieron and Achernar show that a woman matching Kerensky's description and piloting a Ryoken II with amazing skill did in fact assist pro-Republic forces, engaging in a firefight to assist the Exarch personally on Dieron, and helping to turn back a Steel Wolf incursion on Achernar. Was this woman, known as Tassa Kay, Anastasia Kerensky? Surely, there are many similarities, but if so, the how she ended up in the Steel Wolves' presence is still open to speculation.

What is know is that, not long after the battle for Achernar, Kerensky once more resurfaced, this time on Tigress, bastion of the Steel Wolf faction and headquarters for the late Galaxy Commander and Steel Wolf leader Kal Radick. Having bested another Steel Wolf Star Colonel in a Trial of Position with the newborn faction, Kerensky was accepted as an equal—almost. The Exiled Wolf expatriate apparently found no less trust among her new comrades in arms than she had enjoyed on Arc-Royal, as several more Steel Wolf campaigns were fought in the month after her acceptance without her participation.

In May of 3133, Kerensky defeated and killed Kal Radick in hand-to-hand combat. The prize for her victory: Radick's rank and command of the Steel Wolves. What prompted the rash decision may never be fully explained, but soon afterward, following a rash of Steel Wolf attacks on various minor worlds throughout Prefectures III and IV, Kerensky led her Steel Wolves to their first major objective: Northwind. Though ultimately defeated by the combined forces of Countess Tara Campbell's Highlanders and Paladin Ezekiel Crow, the leadership and strategic skill displayed on Northwind has given the people of The Republic a wake up call regarding the new Steel Wolves. No longer content to challenge minor garrisons and claim small victories, the Wolves’ actions under Kerensky now appear directed toward the pillars of Republican support. With Kerensky at the helm, the Steel Wolves are once again a power to be feared.
**Jacob Bannson**  
*CEO, Bannson Universal Unlimited*

Physical records of Jacob Bannson’s birth were lost in a courthouse fire. He claims to be thirty-five years of age, born in 3097 to non-citizen residents on St. Andre, an inauspicious start for the man who would end up holding the financial future of several worlds in his hand.

His parents, Paulos and Hannah Bannson, owned a local mercantile, and young Jacob attended fine primary and secondary schools. He dropped out in 3112, however, and went to work in the family business, saving it from a bankruptcy nearly forced on his parents by outside corporations. Continuing his studies through correspondence courses and majoring in business administration, Jacob managed his first hostile takeover in 3114. His target appeared to be a shell corporation owned by one of the men who nearly ruined his parents. Jacob pierced the corporate veil and doubled the size of his commercial empire in a single play. Jacob Bannson was seventeen.

Bannson parlayed this early success into a string of take-overs and buyouts that eventually made Bannson Universal the largest conglomerate on St. Andre, with branch corporations appearing on many nearby worlds. Over time, he stood accused of a variety of charges, from unfair business practices to outright extortion; once he was actually charged with violating St. Andre trade laws but was acquitted due to a lack of credible witnesses. Then, in 3120, Bannson delivered three years of undercover work to the federal courts on behalf of the Republic’s Securities Trade Commission, sinking the careers and companies of several highly placed businessmen on racketeering charges.

Counter-accusations were made against Bannson but these failed to stick, given the STC’s support. Bannson walked away with his multi-billion conglomerate intact, and later purchased the remaining assets of each of the companies he had helped to ruin. For his service to the Republic, St. Andre’s governor Adet Montarle credited Jacob Bannson with ‘astounding public service’ and granted him the citizenship his family had never gained.

In 3123, the ever-expanding Bannson Universal Unlimited became the largest corporation on the worlds of New Aragon and then Slocum, with deep tendrils already reaching into Prefecture IV as well. With the hostile takeover of Archer Enterprises on Tybalt in 3127, Bannson’s empire became the largest corporate force within all of Prefectures IV and V and second-largest within the entire Republic.

The corporate headquarters of Bannson Universal were officially moved to Tybalt in 3128 even as Bannson began a large push into Prefecture III. Cautious of such a large and expanding financial empire, however, the Republic Senate stepped in late in 3129. Citing anti-trust laws, they limited Bannson’s ownership in further businesses to less than five percent and all but forbid further investments outside of Prefectures IV and V.

With the potential for further expansion so restricted, in the last few years Jacob Bannson has instead taken a more direct interest in the safety and security of his existing interstellar conglomerate. In 3130 he acquired very limited garrison rights to important facilities, sponsoring a new Tybalt Militia and even going so far as to train himself as a MechWarrior. Donning a neurohelmet and sweating in the cockpit of an antiquated war machine seems at odds with his usual high lifestyle, but Bannson apparently sees it as a bold new adventure full of future possibilities.
Bannson in the News

From “Republic Lights” magazine, 12 June 3130

Magnate Jacob Bannson continues to celebrate his birth during any month that pleases him, and several times has held his birthday gala event twice in the same year. Last week, Bannson held a smashing event on Tybalt, showing up at his latest gala celebration at the controls of a new Firestarter BattleMech, trimmed in gold leaf and carrying an elephant-sized piñata, which he broke open for his guests’ children....

From “Profiles in Finance: Jacob Bannson,” Marchand Productions, Tybalt, 3128

Our investigation into Jacob Bannson continues with new information regarding the near bankruptcy of Bannson Mercantile in 3112. The bankruptcy was likely caused when a businessman scammed Bannson’s parents out of their life savings, claiming he could get the family citizenship through a legal loophole.

Although Bannson maintains that this is a story invented by one of his many enemies, the name of this supposed con man is the same as the CEO who was the target of Bannson’s first hostile takeover in 3114....

From “Tymbalt Times,” 28 August 3131

Accusations of criminal activity have continued to hound Jacob Bannson, most recently with his move to expand Bannson Universal Unlimited’s financial services division. Charges of fraud have been leveled, claiming that investment counselors were pushing stocks for non-existent companies. Still, no investigation has ever again succeeded in bringing formal charges against Bannson since the Securities Trade Commission publicly acknowledged him as their undercover source in the Sting Operations of 3120. Some claim that Bannson will fall into this safety net once again....

From “Republic Lights” magazine, 13 June 3132

Yesterday, Bannson Universal Unlimited CEO Jacob Bannson was seen escorting Tri-Vid actress Dawn Huntington to the invitation-only screening of Burning Sky, the latest entry in the classic line of “Immortal Warrior” Tri-Vids. The Kohlman-directed episode starred the lovely Huntington as the usual damsel-in-distress who falls for the warrior-lead and learns quickly the working end of a high-powered laser rifle.

Gossip-vids have repeatedly named Bannson and Huntington a couple, though both deny any rumor except for friendship and the occasional business venture. Huntington launched a small, independent film company last year on Bannson’s dime...
Kal Radick

Galaxy Commander; Prefect of Prefecture IV

Kal Radick was decanted on the world of Fletcher in 3107, a child of the iron womb technology that Clan supporters of Devlin Stone brought into the Republic when they emigrated. His genetic material can be traced back to Darla Radick, a prestigious Clan Wolf warrior who proved herself during the jihad, and the spawn of Rowlan Tseng, won in a Trial of Possession from Clan Ghost Bear only five years prior to Kal’s birth.

Kal (of the Radick Bloodname House) was raised in full Clan tradition as part of a sibko. His sibling company lived and trained together, each striving for one goal: to become a warrior and potential leader in the Republic’s Clan subculture. Rivalry was fierce; the sibko was a mixed batch of Radick and Ward Bloodrights. From thirty potential candidates, thirteen actually took a Trial of Position and nine tested out as warriors.

With the fierceness of a true Wolf, Kal shredded two of his Trial opponents before another cadet in the Trial turned on him. In an effort to claim Kal as his own third kill, Garrin, also of the Radick Bloodright, shot a salvo that tore through the back of Kal’s ’Mech but did not bring it down. Kal returned fire, opening up Garrin’s cockpit. Refracted laser fire blinded Garrin’s left eye but left him otherwise unhurt.

Kal Radick was eighteen years of age, and now a Star Captain (eq: Captain) in the Republic’s Bright Fang Cluster militia.

Even before winning a Bloodname, Radick began to demonstrate his potential as a student of history and future Republic politician. In 3127, as Radick claimed the Bright Fang’s post of Star Colonel, several Knights out of Prefecture IV questioned his maturity and preparation for the position given his youth and Clan upbringing. Seeing Kal’s rapid rise to power, they also voiced concerns about his dual loyalties to Clan and Republic. A few of Radick’s peers took the opportunity to question his qualifications, hoping to discredit his accomplishments and improve their own lot.

In his historic address to Exarch Stone, Kal explained how such loyalties blended together for one of Clan upbringing. He went on to say that, for its time, the Republic of the Sphere had been the best possible solution for the continual warfare that had plagued the Inner Sphere; he compared it to the old Terran Hegemony, which eventually founded the Star League. He had very little to say about his disgruntled subordinates, except that he had already proven his superiority over them; their complaints were quite literally beneath him.

Despite Radick’s publicly-stated misgivings about Devlin Stone’s unsettling lack of pedigree (a common concern among Clan-raised warriors), Exarch Stone confirmed Kal Radick’s posting as Star Colonel.

Given this boost in public awareness, Kal became a favored candidate for the Radick Bloodname when it came open for Trial in 3129. Coincidentally, Garrin was also considered a favorite, along with one of the junior officers who had spoken out against Kal two years before. The Trial battles were among the bloodiest seen in the Republic in two decades. The junior officer chose augmented combat and died when his fusion reactor exploded. Garrin opted for unaugmented combat, and twice came close to blinding Kal with fingertip jabs at the eyes. The two men eventually came to grips in a severe tangle; Kal broke the other man’s neck with one final, violent snap. At the age of twenty-two, Kal Radick claimed his Bloodname.

In the same year, vaulting off the success of his Trial, Kal challenged for and won the position of Galaxy Commander, in charge of the various Clan clusters within Prefecture IV. This put him into consideration for the post of Prefect in the following year. The Paladins put forward both Kal Radick and General Michael Sampson as potential candidates. Sampson later withdrew at the request of Lord Governor Aaron Sandoval, who asked Sampson to remain Prefecture IV’s training Commandant.

Since he assumed the position of Prefect, Kal Radick has become more critical of the Republic’s treatment of Clan-descended citizens and residents. Some attribute this to difficulties with Exarch Redburn. Others point out that the five-year term limit imposed on a Prefect has made Kal Radick anxious to affect as much change for his constituency as possible. Radick’s opposition is quick to note that a military post does not come with an electorate to please.

Radick himself points out that, in the Republic’s Clan subculture, this is precisely the case.
Katana Tormark

Duchess; Prefect of Prefecture III

Prior to the formation of The Republic, Akira Tormark, the man who would become Katana Tormark’s father, was Planetary Chairman of the Draconis Combine’s Al Na’ir Military District. Heir to ancient samurai traditions, Akira fought the massive military and social reforms brought by then-Coordinator Theodore Kurita. When Theodore’s son Hohiro took the throne after the Word of Blake jihad, promising to continue his father’s plans, Akira forswore his loyalty to House Kurita and instead found a new lord and master in Devlin Stone and a new cause in the formation of the Republic of the Sphere.

On the world of Ancha, the new Governor Akira met and married Moira Tessat, a citizen of The Republic. After the birth of two sons, irreconcilable differences led to the dissolution of that marriage in 3086. In 3099 Akira Tormark met Rachel Jefferson, great-granddaughter of Fuhito Tetsuhara and a resident artist of African descent who fascinated him with her studies and portrayals of feudal Japan. They married in 3100 and Katana Tormark was born two years later.

Born late in Akira Tormark’s life, Katana was left mainly in the care of her mother, whom she accompanied on several research trips into the Draconis Combine. During these expeditions, she learned a great deal about House Kurita’s bushido culture. Fascinated, she sought out and found relatives with whom her father had severed ties, who taught her more about her family’s long history and heritage. In 3112, only ten years old, Katana began volunteering time at a local counseling center, helping immigrant children and young teens out of the Combine who were having trouble adapting to The Republic. This work earned Katana her citizenship in 3116, a year shorter than the usual required service period, a special accomplishment given her youth and dedication, although she kept up her counseling duties for several more years.

After Rachel Tormark’s premature death in 3117, Katana more strongly embraced the samurai traditions that she felt her father had abandoned. Her relationship with Akira Tormark soured as she visited the Combine for longer periods of time, excelling in the Ways of the Warrior. By her sixteenth birthday she had gained a special dispensation on Ancha, allowing her to carry the traditional twin swords accorded to the samurai.

Her devotion to the militant aspects of bushido gained The Republic’s attention in 3119 when Sir Reginald Eriksson was nearly killed by criminal elements on Ancha while taking part in an anti-smuggling operation. Sir Reginald was chased into a local gym where Katana was just exiting the lockers with her samurai swords tucked into her belt. The resulting fight was brief and bloody, with the Republic Knight forced to shoot two men and Katana incapacitating the third by striking off his gun hand.

Sir Reginald stayed two months longer on Ancha to interview Katana. Because she was a citizen, Katana was offered a service career in the Republic military, which she accepted. She graduated from Northwind’s academy in 3122, a year early, and then stayed on in a training position. Her Dragon’s Fury cadet corps took academy honors three years running (3122-3124) before she was promoted and transferred into fully active service. It remains one of the cadet standards for the academy even today.

In a military career filled more with marching parades and smuggling investigations than actual front-line combat, Katana excelled as an officer who could turn around even the most backward militia command. She inspired loyalty among her troops and instilled in them a sense of self-worth often found lacking in untested warriors. She was disciplined once, in 3126, for using ‘non-standard training techniques,’ but this was the only note made about the incident in Ozawa base records, and no mark was made in her personal file.

In 3127, now a major with the Black Lancers Brigade, Katana Tormark was stationed on David when pirates struck from a base within the Federated Suns. By the time a trio of Knights arrived, the pirates had been dealt a strong blow and Katana was preparing to chase after and finish them. The Knights accompanied her, safeguarding the mission should House Davion later complain about territory infringement, and helped her bring in the pirates. Katana was awarded the bronze cluster for her efforts on behalf of The Republic and promoted to lieutenant colonel.

She also attracted the attention of the Paladins when, in 3128, they met to select a new Prefect for Prefecture III. Katana was invited to Terra and interviewed along with Colonel Tara Campbell of the Republic’s Northwind Highlanders. Having known Katana from her academy days and serving together in Prefecture III’s military, Colonel Campbell graciously led the acclamation when the Paladins officially offered Katana the position. Katana Tormark accepted, and has since thrown a great deal of energy into the position of Prefect, limiting herself to a single annual pilgrimage back into Draconis Combine space, and that at the permission of the Exarch.
Kev Rosse

Senator; Leader of the Spirit Cats

Born on the Nova Cat holdfast of Shitara in 3094, Kev Rosse was the free child of Nova Cat trueborn Derek Rosse and Republic Forces Major Amanda Wilton.

Despite his lack of truebirth through the Clan genetics program and iron womb technology, Kev was accepted into a sibko and raised as a Nova Cat warrior based on two arguments. First, his pedigree was excellent, born to two accomplished and even celebrated warriors. Second, and possibly more important in the end, was a spiritual vision reported on the day of Kev Rosse’s birth. Nova Cat Oathtyro Juno Devalis foresaw “a true Nova Cat freeborn into our heritage, an island of order amidst a sea of chaos, who will know our place in the vastness of future possibilities.” The Bloodname of Rosse, from the old Gaelic tongue, means island, and Kev was the only free birth to a trueborn Nova Cat warrior on that day. For a Clan that puts great stock in their spiritual sight, it was more than enough.

Kev Rosse’s early years saw the last stages of fighting in the Republic. The Reformation’s final battle ended on his seventh birthday. Even so, his early education revolved around the lessons learned from those battles and his earliest teachers were veterans of the recent Reformation struggles. This gave Kev a solid military background despite his coming of age during a time when warriors were widely thought of as anachronisms, and all signs indicated that war had finally been settled to an eternal rest.

Many sibko cadets throw themselves into training with a ferocity of spirit, others with desperation. Kev’s early records all show his attitude as one of stoic acceptance of his place. His first vision quest came in 3110, at the age of sixteen, which he refused to share with anyone but the Nova Cat Oathtyro (the leader of Nova Cats who live within the borders of the Republic). His second vision was at eighteen, on the eve before his Trial of Position. Part of it was a continuation of his previous, secret vision. The second half reportedly told him that his future as a warrior hung on a thread’s difference at several different points in his life, the first of which was the following day.

Kev Rosse’s Trial of Position paired him with Cadet Thermopyle, also of the Rosse Bloodright. Thermopyle approached this Trial with the Pryde Assault strategy, throwing the entire match into chaos when he fired on one of Kev’s opponents and instigated a full melee. Then a stray PPC caught Thermopyle’s BattleMech right across the canopy, burning through to incinerate the rash warrior and leaving Kev facing six live opponents. Although his own ‘Mech was rocked by severe fire, Kev Rosse held his ground for several long moments as he fought to take one enemy machine with him. With shutdown alarms threatening, he managed one last salvo which penetrated a flaw in his opponent’s armor and ruined enough reactor shielding to put that ‘Mech into shutdown as well. Kev graduated as a Warrior of Clan Nova Cat and was posted to a line unit in Prefecture III.

Kev Rosse’s military career proceeded at a sedate pace marked by infrequent but harrowing moments. His visions came more frequently and often became public knowledge; they reportedly showed the wider role ‘Mechs would play as their destructive capabilities were set aside and they worked as a force for good. Such messages were very much in line with Devlin Stone’s original swords-to-plowshares philosophy, except that Kev’s visions also reminded him that plowshares could always be beaten back into swords.

Determined to fight against that possibility, Kev Rosse began to court political friends in Prefecture III even as he climbed through the ranks of regular service. He attained the position of Star Colonel in 3120 and won his Bloodname in 3121. At the age of thirty, he challenged for the position of Galaxy Commander and won the combat by a narrow margin. By Clan right, Kev Rosse now represented the local Nova Cat population. His award of a Senatorial seat came automatically, a position that he has now held for eight years with no end in sight.
Tara Campbell  
*Countess; Legate Northwind*

Tara Campbell’s birth was slightly unusual. She is a Northwind Highlander born off-world—a circumstance known within the tightly knit Scot-descended clans to rate alongside blue moons and the appearance of their legendary fey folk. Tara Campbell, however, does claim a birthworld to which the Northwind Highlanders have a strong connection: Terra itself.

Born in December, 3104 to Colonel Jon Campbell of the Highlander regiments and Republic Senator Moelene Jaffries-Campbell, Tara did not set foot on her actual homeland of Northwind until she was nearly a year old, and then only for a six month visit. She returned several times over the next four years, often in the company of one parent or the other, until Senator Jaffries-Campbell gave birth to a second child and stepped down from the Senate in 3109 to devote more attention to her growing family. Jon Campbell also returned home, and the family retired to their hereditary estates and titles as Count and Countess of Northwind.

The Campbell Clan often credited Tara’s early interest in off-world affairs to her formative years on Terra. At six, she was the youngest child ever to be accepted into the Republic’s Diplomatic Youth Corps, drawing posters and assisting in fundraisers after any natural disasters. During the Capellan Campaign, in the same year she lost an uncle at Burton’s Last Stand, Tara was one of a hundred volunteers to record several messages that were played over the Armed Forces Radio Band. Always considered a mascot by the older youths, Tara was put forward as the DYC poster child in 3113—a smiling pixie of a girl with wavy reddish-blond locks and blue eyes wearing her paramilitary uniform, encouraging others to volunteer their time and earn their citizenship.

These early, precocious years ended when Tara’s mother died in 3115 and her father returned to active duty. Tara and her younger sister became “army brats,” as Tara herself is fond of saying, “in every sense of the word.”

This time spent with her father no doubt colored her pre-teen years. As an heir to the Campbell tradition it was always expected that Tara would enter Republic service. Many predicted she would follow her mother’s example as a legislator, though when she opted for one of Northwind’s military prep schools for her secondary education, and in 3121 for the MechWarrior Academy of Northwind, it raised very few eyebrows. The Highlanders nodded and assumed that Tara would excel in whatever endeavor she set her mind toward.

She did not disappoint. Only a few years behind the well-known Katana Tormark, Tara Campbell worked toward any cadet record Tormark ever set and broke nearly half of them, including small-arms marksman and, more unusual for her petite size, best finish in the entire history of the Academy’s martial arts competition. In 3124, she led the Highlander Cavalry cadet corps, which barely missed stealing away honors from Tormark’s Dragon’s Fury corps for the Pass In Review ceremony at the end of the year. Tara Campbell graduated a year early, as had Tormark, but declined to stay on as an instructor. She was instead posted to the First Kearny line unit under the legendary command of Colonel Emil Wallace.

Tara Campbell did not languish under Wallace’s command, but neither did she flourish at first. Until 3127, her military career was noted as merely competent. That year, however, Colonel Wallace suffered a BattleMech malfunction in the middle of hot combat with Black Dragon pirates, and Tara stepped up into command of the operation. Her timely intervention saved Colonel Wallace’s life, and a masterful strategy not only threw the Black Dragons off Sadalbari but crushed an entire company of the pirates and captured one of their DropShips.

The “Angel of Sadalbari” made the cover of Republic Today as well as a number of glamour magazines. Suddenly the press had discovered Tara Campbell, both newsworthy and classically beautiful, a perfect combination for selling copies. Rarely a month went by over the next two years without an article covering her current post and tastes in fashion.

Her acceptance of the post as Legate to Northwind in 3129 came as a surprise to some, though many assumed it was an attempt to get out from under the eye of the press. If anything, they covered her all the more as she assumed her titles of Countess and Legate. Several Republic fashion trends in the last few years are directly attributed to the young Countess, including the sudden burst of Tartan sashes used as belts and the resurgence of amber jewelry. Some detractors claim that Tara Campbell has had her moment in the sun and such frippery is all that is left to her, but Campbell’s supporters continue to expect great things, and her approval rating from the Northwind Highlanders has never been higher.