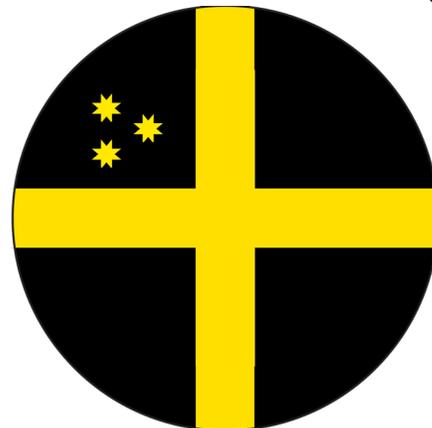


Anti-Spinward Union

Systems: 54
 Merchant JumpShips: 1,420
 Gross Domestic Product: ϕ 2,516 Billion
 Military Production per Year: 624 BME
 BattleMech Regiments: 14 (14 House, 0 Mercenary)
 WarShips: 4



Summary

The Anti-Spinward Union has emerged from the last two years as a player in the Periphery. It's successful defence against the Marian invasion, followed by a successful counterattack and another diplomatic tour de force by Dame Logan has left the ASU in a position of strength. Now stretching from the edge of the former Rim Coalition to Alphard, the ASU has become a success story for periphery unity and resourcefulness.

Politics and Interstellar Relations

The destruction of the Marian state may have soured relations with Oberon, and tensions not before present are part of its relationship with Jardine and Granera, but there are many now courting the small realm. The Steiners are still close, and Terra and Sian have made overtures in recent months aimed at building stronger relationships. Internally, the success of the Union in facing down both Alphard and the League has seen government popularity surge. Only the newly acquired Marian territories are an issue, and likely will be for many years as they are integrated into the Union.

Industry and Economy

Alphard was the major prize for the ASU in its war against the Marians, which along with the expansion of the Circinian facilities, has greatly aided in the recovery and expansion of the ASU's BattleMech forces.

Military

The Divisional structure of the Union Defence Force in 3032 rapidly changed over the last two years, as new Mech formations were raised, and again after the largesse of the victory of the Marian brought in even more material. Though each Mech unit anchors a "Division", equivalent to an Inner Sphere Brigade, the increase in Mech numbers has seen the UDF evolve a more traditional organisation as the views of MechWarriors have come to dominate the military.



Union Brigade

The Union Brigade served with distinction during the war, winning on Logan Prime, and then pinning down the best the Marians had, so other forces could drive on Alphard. The brigade's skills are second to none, and the regiments are now stationed within the Marian Territories, keeping a careful eye on the new worlds of the Union.



Lothian Lancers

Now the strategic reserve, the Lancers were instrumental in repelling the initial Marian assaults, before moving over to the offensive and driving along the Marian flank.



Thor's Guards

The Arms of Thor have expanded rapidly and renamed themselves as they have grown. Though they were driven back towards Illyria early in the war, the Guards eventually re-claimed their worlds before their audacious strike and beachhead assault on Alphard, one that opened the Marian capital to a full assault by the UDF.



McIntyre House Guards

Arriving late in the war, the Guards fought well, and were expanded post-war following solid service in the advance and eventual assault on Alphard itself. Now the provincial force of the entire Circinus Federation, the Guards working on bringing their new regiments up to the standard demanded by the 1st Regiment.



Black Warriors

The Warriors had a forming regiment disbanded during the war, due to morale, corruption and other issues. The smallest brigade in the UDF, the Black Warriors were moved to be the garrison of the new Coreward Reaches province. This has not sat well with the unit and the UDF is taking care not to antagonise the brigade further,



Union Navy

Doubling in size via the taking of two Marian destroyers as prizes, the Union Navy is in a quandary. They will need to send all four ships to Alarion for repairs, or can remain at home and hope the government's promises to build further infrastructure to support the fleet actually come to pass.

Union Defence Force (UDF)

14 Regiments
4 WarShips

Circinus Federation

3 Regiments
0 WarShips

Regiment

1st McIntyre House Guards
3rd McIntyre House Guards
2nd McIntyre House Guards

Post

Circinus
Tampico
Zorn's Keep

Experience

Elite
Elite
Green

Loyalty

Dependable
Reliable
Mutinous

Doctrine

Semi-Professional
Semi-Professional
Semi-Professional

Technology/Class

Succession Wars
Succession Wars
Succession Wars

Coreward Reaches

2 Regiments
0 WarShips

Regiment

2nd Black Warriors
1st Black Warriors

Post

Milvano
Tatopani

Experience

Elite
Veteran

Loyalty

Dependable
Dependable

Doctrine

Semi-Professional
Semi-Professional

Technology/Class

Succession Wars
Succession Wars

Illyrian Palatinate

3 Regiments
0 WarShips

Regiment	Post	Experience	Loyalty	Doctrine	Technology/Class
3rd Thor's Guards	Fulla	Elite	Unreliable	Semi-Professional	Succession Wars
1st Thor's Guards	Illyria	Veteran	Fanatical	Semi-Professional	Succession Wars
2nd Thor's Guards	Reykavis	Elite	Reliable	Semi-Professional	Succession Wars

Lothian League

3 Regiments
4 WarShips

Regiment	Post	Experience	Loyalty	Doctrine	Technology/Class
2nd Lothian Lancers	Union	Elite	Dependable	Semi-Professional	Succession Wars
ASUS Gaius Marius	Union	Wet	Fanatical	Semi-Professional	Consul DD
ASUS Fabius Maximus	Union	Regular	Trustworthy	Semi-Professional	Consul DD
ASUS Bremmer Pass	Union	Regular	Trustworthy	Semi-Professional	Mako FF
ASUS Fulda Gap	Union	Regular	Fanatical	Semi-Professional	Mako FF
3rd Lothian Lancers	Logan Prime	Veteran	Questionable	Semi-Professional	Succession Wars
1st Lothian Lancers	Lothario	Veteran	Unquestioned	Semi-Professional	Succession Wars

Marian Territories

3 Regiments
0 WarShips

Regiment	Post	Experience	Loyalty	Doctrine	Technology/Class
1st Union Brigade	Alphard	Exceptional	Fanatical	Professional	Succession Wars
2nd Union Brigade	Germanicus	Hardened	Dependable	Professional	Succession Wars
3rd Union Brigade	Gladius	Exceptional	Dependable	Professional	Succession Wars