

FIELD REPORT 2765: AFFS



TO: Aleksandr Kerensky
FROM: Aaron DeChavilier
Date: 12 April 2765

Alex,

Having bracketed them with the first two reports, it's high time you got a look at the state of the Federated Suns. While Richie and Johnny boy may have erected a diplomatic firewall to the League, their MIIO boys are still not up to scratch to compete against IntelCom. After the Combine, the Suns is our biggest threat if they ever decide to wander fully off the reservation. Fortunately, if they do go wandering, it will likely be to go dragon hunting, Cappie or Drac take your pick.

—Aaron

TO: All RAF Brigade Commands
FROM: Brigadier General Evan Falange
Date: 23 October 3090

As part of our continuing follow-up to the SLDF readiness reports forwarded to all general officers, we will also be providing this series of historical military intelligence overviews prepared for SLDFCOM shortly afterward. Once again, the goals of these reports are to provide historical perspective for the earlier SLDF report, and to refresh our commanders in the origins of the military forces they may face in the coming years. Armies, like nations, develop their own cultures and values; understanding where an enemy “comes from” can mean the difference between survival and total destruction.

For the AFFS, the most important lesson is to look beyond paper strength to the power behind those numbers. Despite a powerful army, deep reserves and amassed resources, the Suns nearly fell in the First Succession War. Armies are only as good as the men and leaders in them.

—Brigadier General Evan Falange, for the RAFHQ

HOW TO USE THIS BOOK

Field Report 2765: AFFS is a *BattleTech* supplement designed to provide players with information about the state of the Armed Forces of the Federated Suns (AFFS) just prior to the fall of the Star League. This supplement is designed in conjunction with *Field Manual: Star League Defense Force* and other volumes of the *Field Report 2765* series to follow in order to provide a snapshot of the militaries of the Inner Sphere just prior to the Amaris Coup.

This first section of this book—the *Federation Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the AFFS's historical condition and perceived objectives, while *Goals of the State* presents the political and suspected military aims the Suns were believed to be pursuing.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Confederation, while *Infrastructural Integrity* will present an overview of the state of AFFS military industry in 2765.

The final chapter, *Military Readiness*, will present a brief overview on the status, officers, and notable events that shaped the various brigades of the AFFS. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

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Special Thanks: Joel would like to thank Herb Beas, for letting him play around with his favorite state in the whole world—and not just because Herb is actually writing this special thanks for him *at all*.

Developer's Thanks: A very huge thanks to Joel Bancroft-Connors from helping me get this series done!

Developer's Note: For more information about the Armed Forces of the Federated Suns, or the state of warfare before and during the *Star League* see *Historical: Reunification War, Era Report 2750, Field Manual: SLDF*, and *Historical: Liberation of Terra Vol I and Vol II*.

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FEDERATION OVERVIEW

Outside of the Terran Hegemony, the Federated Suns is one of the most homogeneous states in the Star League. Though made up of a highly diverse demographic of cultures, ranging from the well-known Anglo-French of the ruling family to the obscure descendants of Amazonian societies found on Zacatecoluca, the people of the Suns are united behind common principles of individual freedoms, protected under the strong leadership of a structured monarchy. The Federated Suns primarily joined the Star League to enjoy the League's economic benefits, rather than the military security that primarily drove Lyran and Capellan nations. Alexander Davion believed in the dream of the Star League, and that belief passed down to his descendants relatively unmarred to this day.

But if that belief in the Star League dream has finally faded, there may be little to keep the Suns from striking out on their own path.

STRATEGIC UPDATE

On paper, the Federated Suns is the strongest of the Star League Member States. This perception of this strength has lent the AFFS the aura of being second only to the SLDF in might and power. Yet, a careful review of the realm's military performance by SLDF Liaison Command has revealed a reality much different from what propaganda—and perhaps even the AFFS' own commanders—realize.

Somehow, the sum of the AFFS' parts does *not* add up to the whole.

Well before the 2752 repeal of Council Edict 2650, the Federated Suns launched a state-wide campaign of military fortification. Through the Preparedness Act of 2735, First Prince Richard Davion created a militia program, designed to bolster his realm's defenses against incursions like those seen from House Kurita during the Davion succession crisis. Working around the Edict's strictures, Davion created a system of compulsory reserves and local defense forces backed by enhanced training and stockpiled equipment. By the time 2650 was repealed, the Suns had created a healthy supply of trained personnel and had two decades of stockpiled war material. Not only did this allow the AFFS to expand, it also allowed for the strengthening of the state's planetary militias, some of which now rival front-line formations in raw combat power. In rare cases, even the skills of these local troops measure up to front-line standards, as seen in the case of the New Avalon Defense Brigade's draw against the Fourteenth Avalon Hussars during war games last year.

The AFFS regular army has seen no less improvement in its raw power. While only seeing a fifty percent increase in the number of BattleMech regiments, several of its premiere commands have been reinforced with an additional battalion of 'Mechs. The Davion defenses have also been further bolstered by the creation of the March Militia units, which draw from the best planetary militias in each regional March, and augment them with superior equipment and mobile assets that enable them to back up the line troops in protecting their assigned March. While not fully on par with the front line regiments, these March Militias are an analog to the Capellan Home Guard—albeit one with better equipment and a broader mandate than its CCAF counterpart.

But the creation of so many new 'Mech commands, in such a brief time, was only possible by drawing on existing local forces—in some cases completely stripping 'Mech and heavy assets from some worlds—so even though quality appears to have gone up across the board, the reality is more “top-heavy” than it might appear. It is thus understandable that Davion and non-Davion observers alike perceive the Suns to be a sleeping bear, rather than the paper tiger it is.

FRACTURES REVEALED

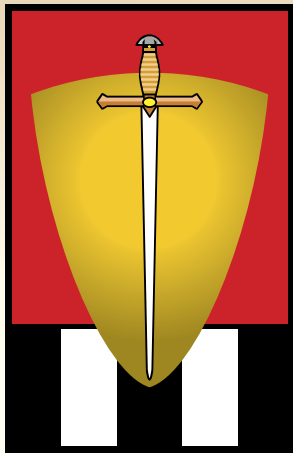
I was inspired to write this book during my tour in the Star League Defense Force Office of Liaison Command. During this time, I had the opportunity to witness firsthand as the Federated Suns and the Capellan Confederation brought themselves to the brink of all-out war. The border war of 2760 to 2762 ranged over sixty light years of frontier and involved close to a dozen worlds before cooler heads prevailed. What inspired me to write this book was to challenge the “common thinking” that the League wants us all to believe.

“Common thinking” says that the Federated Suns was the military winner, and Barbara Liao the *diplomatic* winner of the conflict. After all, had not the Federated Suns decisively taken control of Redfield? Was not the Confederation's “occupation” of Chesterton hotly contested not only by the Syrtis Fusiliers, but by the very populace of the world? Did not the AFFS greatly outmass the Confederation in every service branch? Surely, no one could deny that the New Avalon was the clear victor in this negotiated peace? And everyone knows that Barbara Liao's “birthday truce” was obviously the desperate move of a state that realized it was being overrun by a vastly superior force.

Yet I found that the reality of these claims to be far different. I spent two years in the SLDF, documenting disturbing realities of the conflict, combined with the last two years spent pouring through every piece of publicly available information on the Federated Suns. What I have found is not a realm of mighty power, but instead a state barely standing upright upon a rotting foundation. I will reveal this rot and expose a truth about the League's supposedly “best and brightest” Member State.

—*Is the Sun Setting on the Sword?* Thurston K. Payne, Oxford University Press, 2765

IntCom: Former Captain Payne's book is highly sensational and allegedly violates several secrecy acts (charges are pending). With that said, his analysis and the facts he reveals are very telling. This book is recommended reading for any SLDF senior commanders serving throughout the Federated Suns Military Region.



AVALON HUSSARS

The Avalon Hussars are oldest “national” force in the Federated Suns. Formed around the Terran Alliance marine brigade stranded on New Avalon in the Alliance withdrawal, they would become the core of New Avalon’s defense force and the various incarnations of the Federated Suns military that succeeded them. When the Star League formed the SLDF, there were fourteen active Hussars regiments on the books. With their Terran marine roots, it was natural that many would be tapped to serve in the new defense force, as was the case of the Fifth, Sixth, Seventh, Tenth, Fifteenth and Eighteenth Hussars. Because these forces were not destroyed (the brigade headquarters describes them as being “on detached duty” even now), the Hussars chose to form replacement regiments with their own colors, to avoid disrespecting the transferees.

With the repeal of the Edict of 2650, the Avalon Hussars were the first AFFS brigade to see major expansion. In addition to reactivating eleven regiments, John Davion authorized the formation of the Fifty-sixth Hussars, rounding out the Brigade to twenty-six commands. Second only to the Davion Guards for procurement, the Hussars have access to the best ‘Mechs and aerospace the Federated Suns can field. Because the Hussars assign conventional support on an as needed basis, the quality of their supporting forces can vary wildly.

CONDITION

The Hussars’ make-up stresses mobility and flexibility. Every command is expected to be ready to load and deploy within eight hours of a DropShip’s availability, though in practice few commands can boast this level of efficiency. Furthermore, short of a small group assigned mainly to serve as the unit’s MPs, Hussars regiments normally lack permanently assigned conventional assets, and must instead rely on planetary forces or conventional combat commands assigned to work with them on an ad hoc basis. Each Hussars regiment is supported by an aerospace wing, but this is primarily for ground support, so these troops rely heavily on the navy to protect their ships in transit.

The First Avalon Hussars (The Sword of the Prince) hold prestige on par with the First Davion Guards. Only the finest soldiers and best equipment make their way to the First. Even so, the First operates under the shadow of failure since their poor showing in the War of Davion Succession, and their failure to protect their First Prince. As a result, this regiment now maintains an exhaustive training program filled with constant drills and exercises that have led to a high turnover in personnel, but produces a better trained outfit than the one that faced the DCMS in 2725.

The Second (The Barracks Boys) began as the First’s training brigade, but quickly came into its own as New Avalon’s need for trained defenders rose. The Second took part in counter-raiding during the War of Davion Succession, but has seen little action since, and relies on a heavy training regime to maintain its peak combat readiness.

The Fourth (The Thundering Herd) and Eight (The Anvil Droppers) Hussars lean towards heavier equipment than usual, a holdover from when the Fourth through Eighth were the assault backups to the original brigade. Both of these regiments also maintain a permanent mobile artillery battery, despite normal Hussars doctrine.

The first Hussars command to be commissioned after the destruction of another, the Ninth (The Hounds of Cerberus) was created to replace the loss of the Third Hussars in the 2360s. The few survivors of the old Cerberus Fury regiment would go on to create a powerful history as the Ninth. True to their name, the Ninth is highly adept at combat in hellish conditions, including raging infernos. They regularly deploy to help fight the forest fires that frequently erupt in the dry seasons on Cohay’s heavily wooded northern continent.

The Eleventh (The Galloping Eleventh) and Twelfth (December’s Fury) Hussars are more accurately light horse regiments, with no BattleMechs over fifty-five tons in weight. Each regiment has an additional squadron of large, fixed-wing conventional aircraft to aid in forward reconnaissance missions. Because AFFS tradition holds that there is always a Hussars regiment stationed on New Avalon, the Twelfth is currently beginning its five-year rotation on the Davion capital, a post it will maintain until it trades places with the Thirteenth in 2770.

The Thirteenth (The Luck Makers) has the unusual specialization of underwater combat. Many of its ‘Mechs have been field-modified to mount more energy weapons as a result, and the command group maintains an additional company of torpedo-equipped *Archers*.

The Fourteenth (St. George’s Men) is chronically understrength, often by as much as a full battalion. Given its high place in procurement priority, intelligence suspects that this indicates the Fourteenth is actually being used to resupply Davion-backed “bandits” elsewhere.

Specialists in orbital insertions, the Sixteenth (The Drop Bears) excels in rapid strikes with massed firepower. They also train heavily with their DropShip crews, which enables them to perform loading in as little as a third of the realm-wide average.

When the Capellan border heated up in 2760, the Seventeenth (Dragon’s Bane) was transferred from Robinson to the Royalton thumb. Its assignment was to act as a cadre, to train up the newly reactivated brigades and make them better able to act against the Capellan Confederation and rising pirate activity. When the AFFS launched the invasion of Redfield, the Seventeenth was tapped to lead the way, its experienced soldiers bearing the brunt of the fighting. Though its materials have been replenished, the regiment still lacks trained men to return it to its previous combat readiness.