

# TERRAN HEGEMONY ARMED FORCES

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## Legion: Strength and Honor

The Legion had become another great mystery the likes of the coming of the Clans and the Wolf's Dragoons before that. Over the centuries following the Exiled Hegemony vanishing from the collective knowledge of the Inner Sphere. During the Exiles and their Special Forces have fought numerous conflicts either openly or through proxies, all the while maintaining the secrecy and security of the home systems. Every single conflict fought by the Exiles has been to maintain the secrecy of the self-imposed exiled star systems.

Two major conflicts and a simmering cold war fill the history of the Exiles, along with several small conflicts such as the Withdraw and the Cleansing. Utilizing equipment not seen since the fall of the Star League or that of the Rim Worlds Republic.

## The Withdraw

During the chaos following the defeat of the Amaris Empire, the infighting within the council and the Exodus of the Star League Defense Forces. The Terran Hegemony had centuries before established several secret colonies, three different systems located within the Alliance Core Province. One of these systems was the headquarters of the Hegemony Research and Development Agencies', Advanced Research Department. The other two systems were the locations of advanced military and civilian industry and shipyards such as those located within the Terran System itself.

The system was protected by what was literally the last of the Terran Hegemony Armed Forces. A full Corps of Royal Divisions and Regiments supported by a Fleet of six squadrons. Each Colony was further defended by a Space Defense System on par technologically with the Terran System if not as in-depth. Topping out at a mere thirty-six Casper Drones per system supported by scores of automated defense stations and lesser drone ships and fighters each system while not impossible to overrun would take the SLDF itself to accomplish the task.

The purpose of the hidden systems was a side note to the build up initiated by Brian Cameron. His order reformed the Terran Armed Forces and subsequently removed several systems from the maps of the Inner Sphere. Known only to the sitting First Lords they would remain a secret. With the death of Simon Cameron, the secret was not passed to his son Richard due to his age. The Ryan family chose to keep the secret until he was older. When the Ryan's arrived on Terra to inform Richard Cameron of their charges, they were taken aback with the discovery of the relationship between Richard and Stephen Amaris. Choosing instead to present him with a gift, they withdrew and chose to wait and see what General Kerensky would do when he returned. They would never get the chance when only a few months later Amaris would launch the Inner Sphere into the largest bloodiest conflict in history.

Notifying the Commanding General of the existence of fresh troops and supplies the Ryan family known throughout the Hegemony as the Ryan Cartel deployed the majority of the Terran Defense Corps. Most if not all of them were killed by wars end. Along with the scores of Warships loaned to the SLDF for their drive on Terra. At the close of the civil war the Ryan family chose to instead take what they had into Exile bringing as many citizens as possible. This not only included the common citizen but also the entire Hegemony research and development agency along with several royal regiments and brigades that had survived the fighting. With the factories having continued to deliver munitions and other war materials to include BattleMechs, Tanks, and Aerospace fighters the Exiles were able to rebuild their military.

They withdrew from the support of the SLDF and were forced to turn their back on the rest of the Hegemony. Once Com Star launched Operation Silver Shield the Ryan families military forces were unable to defend the the human Home World. With several Hegemony units on Terra during the invasion masquerading as Royal troops they were defeated by General Lauren Hayes “mercenaries.” Duchess Alexandra Ryan began dispatching couriers across the Hegemony recalling those units loaned to the SLDF for Operations CHIEFTAIN and LIBERATION. Five brigades received the recall order in time to begin extraction, of those three were destroyed. Seven surviving brigades worth of troops died in the Hegemony trying to protect it from the predations of the Great Houses and what would become the Com Guard.

## The Cleansing

Operation CLEANSING began in the fall of 2793. With the Great Houses on the march to devour the crumbling Hegemony and Com Star securing the Terran System, Duchess Ryan ordered the SAS and other clandestine operatives that remained behind with many of the remaining HAF commands into action. Launching raids and infiltration missions all across the Inner Sphere the Exiles executed dozens of diplomats, system administrators and other scientific personnel who refused to disappear with Project LEGION or leave with Operation EXODUS. In one case, the battle of New Samarkand saw the largest deployment of forces. Several of the Exiles Light Horse regiments in support of a Dragoon regiment executed a raid in force on the Internal Security Collage of the Sun Zhang MechWarrior Academy.

The 2<sup>ND</sup> Dragoons supported by the 7<sup>TH</sup> and 10<sup>TH</sup> Light Horse regiments raced to the surface to deploy and strike multiple targets across the planet. The Dragoons sold themselves to protect the mission as the light horse regiments raided the various priority targets removing all trace of the exiled systems from the databases of the Internal Security Force of the Draconis Combine. Once a virus was planted in the ISF database it would propagate throughout the ISF removing the locations of six star systems, which withdrew from the Inner Sphere.

Various other operations were executed. The least violent was an appeal to First-Prince John Davion. Duchess Ryan traveled to New Avalon to meet with the Prince and make the request in person. Duchess Ryan met with the Prince having worked together in the past. She requested that her Hegemony programers be allowed into the Federated Suns databases to make several worlds disappear from the Star Charts. The Prince skeptical at first was granted several concessions by the Duchess which to this day have not been revealed, the tight relationship between the Suns and the Hegemony seems to lead many

to believe that the secret pact is still being upheld by both parties. As seen in 3057 counter attack by Hegemony forces from the abyss, moving from the shadows to hammer back the Capellan and League invasions.

All across the Inner Sphere, Special Forces Teams from the Special Armed Services, Royal Marines and other elite strike teams cleansed the exiles from the databases of the known universe.

## Com Star War

In 2837, the Free Worlds League baited Com Star into providing House Liao with intelligence of a hidden Star League cache on Carisa. When three Confederation regiments of elite troops arrived, Captain-General Charles Marik ordered the orbital bombardment of the Oriente HPG killing 132 civilians and 230 staff including Jeanette Marik the Captain-Generals sister. When Com Star ordered the Interdiction of the Free Worlds League, Duchess Tanya Ryan successor to Duchess Alexandra Ryan, ordered the HAF into action. Communications Command deployed several HPG equipped relay JumpShips along with numerous satellite-based systems in order to provide the Free Worlds League Military with critical communications services.

The Captain-General was shocked by the arrival of these services not being provided by Com Star and quickly embraced them. At the same time Exile strike teams raided HPG compounds across the League looking for intelligence to help them penetrate Com Star further. In one of the few direct military engagements the 1<sup>ST</sup> Dragoons clashed with mercenaries under contract with the Lyran Commonwealth while covering a raid on a Com Star HPG compound.

When the conflict was over and the interdiction lifted Charles Marik thanked the Duchess and then informed her that the improvised grid was going to remain as property of the Free Worlds League. The Duchess laughed and activated her communicator speaking into it she spoke two words, “kill it,” those words sent a ripple of HPG transmissions through the network activating self destruct systems or ordering JumpShip relay systems to return home. She then informed him that while she had not been completely generous. But because he had acted as he did in trying to keep her property he would never receive her help as long as he lived and the Marik’s and the Free Worlds League had lost the support of the Exiles.

During the conflict the SAS was dispatched to the Federated Suns launching a campaign of assassinations aimed at a cabal of officers who had approached Prime Marshal Peter Davion trying to convince him to overthrow his nephew Prince Michael Davion in reaction to his peace overtures. The strike teams also secured the Prime Marshal and he “voluntarily” made a public pledge of his loyalty to Prince Michael. Prince Michael authorized Duchess Ryan to deal with the traitors.

The Exiles managed to secure from the Federated Suns the plans for several warship designs and the use of one of the few remaining *Robinson II*-class transports. The ship coupled with a dedicated assault ship wing managed to deliver a raiding force to the surface of Dieron to secure several SLDF and HAF data cores along with a Hegemony research base that was so well concealed that they had remained on planet since the world was captured by the Combine living off of internal resources and what few supply runs could be smuggled in or purchased on the local economy. Once secured and all data transferred to the

cores stored aboard the cargo ships. The rest of the facility was cleared out of all prototype and limited production run items. The facility staff and their families who had dutifully remained behind boarded the Blockade Runners along with all of the equipment. The entire time HAF ground forces blunted attack after attack by local militia and elements of the Fifth Sword of Light. A massive Aerospace BARCAP – Barrier Combat Air Patrol – and the FSS *New Ivarssen* itself kept the Combine from flooding into the region.

It took two weeks to clean out the facility and begin recovering the BattleMech battalion aboard cargo shuttles. Once all the BattleMech's had been recovered minus a Company of Assault BattleMech's covering the boarding of tracked vehicles and infantry forces back aboard their DropShips. The 3<sup>RD</sup> Marine Expeditionary Brigade had begun lifting to rendezvous` with the *New Ivarssen*. The last company of machines and boarded the cargo shuttles under the protection of anti-mech trained infantry and aerospace fighter cover. Once locked down the infantry boarded their landing shuttles and lifted for the Task Forces return to the Federated Suns.

### Games of War: *Third Succession War*

During the late stages of the Third Succession War, with the Great Houses exhausted from the long and brutal fighting over the last hundred and fifty years, the Exiles stepped in to what the young Duke Michael Ryan hoped would be the push the Inner Sphere needed to end the war.

Beginning with a raid on the Free Worlds League system of Kalidasa under the colors of the Federated Suns, the Exiles secured critical war materials for the AFFS delivering them to First-Prince Ian Davion. Two Light Horse regiments the 7<sup>TH</sup> and 10<sup>TH</sup> arrive with the supplies under the guise of a Mercenary contract and are quickly deployed into the fighting along the Combine border. Assisting in the Davion victory on Harrow's Sun. In 3012, the Blackhawks – 1<sup>ST</sup> Dragoon Regiment – was also deployed although this force was sent to support Field Marshal Hanse Davion, the Prince's brother in his operations within the Capellan March. Broken up into three separate Battlegroups, each paired with a unit loyal to Duke Michael Hasek in a move to ensure that they did not hamper operations against the Confederation.

In one case the Fifth Syrtis Fusiliers in their assault on New Argon, attempted to sacrifice the Blackhawk Battlegroup assigned to them. Lieutenant Colonel Brandon Wallace realized his orders were suicide he ordered his DropShips to change their attack pattern and executed an orbital drop with his 'Mech Battalion. He quickly followed that up with landing his infantry using assault shuttles before grounding his heavy vehicle transport to deploy armor, mechanized infantry and attack VTOLs. Once a suitable perimeter was secured on the planet the Fifth grounded before moving out to engage the planets defenders. With the Fifth grounded and moving out to LTC Wallace ordered his Battlegroup off of New Argon and to return to Regimental Headquarters on Kathil.

With the death of First Prince Ian Davion on Mallory's World, the Blackhawks along with select AFFS commands returned with the new Field Marshal Hanse Davion and in 3014 participated in the attack on Halstead Station to recover the remains of a Star League University. Again Lieutenant Colonel Wallace and his Battlegroup supported – the now First Prince – Hanse Davion in his raid to secure the relics. From

this he would build the New Avalon Institute of Science two years later. Duke Ryan would make a significant contribution to the NAIS once completed of “lost” archives.

In 3018, Cranston Snord’s Irregulars launched a deep raid on the Free Worlds League to recover their museum collection. Duke Ryan ordered the SAS and the Elite 7<sup>TH</sup> Light Horse – Gary Owen – to deploy along with the Irregulars and establish a command circuit to rush the task force deep into the League. Providing supporting forces and other heavy lift assets. The raid took four months from the initial landings on Nathan where they secured a portion of the collection. From Nathan the task force moved to Holt defeating the garrison and capturing Jason Marik-Torrenson, third cousin to the Captain-General.

Afterwards the Exiles supported the Irregulars with spares and replacements taking possession of part of the collection that was recovered in trust to the Irregulars so that no one would be the wiser as to how they replaced their losses. In 3020, Cranston Snord approached the Exiles through their representatives in the Federated Suns and requested assistance in an assault on McAfee. Using Exile intelligence and elements of the 1<sup>ST</sup> Royal CAAN Marine Regiment the Irregulars put ashore behind the fortified positions and defeated the few defenders present behind the heavy gun emplacements, reclaiming another significant portion of their collection before withdrawing to Clinton.

The Exiles ended the Third Succession War by providing the Wolf’s Dragoons with a survey of the planet Outreach hinting towards the presence of hidden BattleMech production facilities.

## Revelations

In the dawn of the thirty-first century the Hegemony-in-Exile had slowly begun making their presence known to the Federated Suns then under the leadership of First-Prince Ian Davion. With his death and the assumption of the throne by his younger brother First-Prince Hanse Davion – known as the Fox to enemy and friend alike – the Exiles had already deployed two regiments of Light Horse and a Dragoon regiment in support of the Prince’s operations during the Third Succession War masquerading as the Mercenaries known as the Dark Storm Legion.

Duke Ryan further backed this deployment up at the start of the Fourth Succession War with two additional brigades. Both Mechanized Infantry Brigades established garrisons within the Crucis March in order to free up additional combat commands for use against the Capellan Confederation. All of the Legion commands were held in place until Com Star placed an interdiction on the Federated Suns, then on order from the First-Prince relocated to the Terran Corridor in order to ensure the lines of communication between the Federated Suns and the Lyran Commonwealth remained open.

Once in place the 1<sup>ST</sup> Dragoons broke up into Battlegroups joining the two Mechanized Infantry Brigades and a third Infantry Brigade which had joined Task Force Legion in the Federated Suns. The Light Horse Regiments once on the Combine border now patrolled through the Terran Corridor prepared to respond wherever an attack was launched.

With the end of the Fourth Succession War and the return of communications within the Federated Suns, Duke Ryan ordered his troops home to refit.

In 3030, the Duchy of Andurien and the Magistracy of Canopus invaded the Capellan Confederation. While the invasion was ultimately defeated it was the Hegemony-in-Exile under orders of Duke Michael Ryan which supplied the Duchy with excess war materials once used to masquerade Legion troops since the fall of the Star League. Three full regiments of BattleMechs were smuggled to the Duchy and the Magistracy to prepare their troops for the coming war. Supply dumps were established throughout the region and leaked to the two combatants as they prepared.

The Inner Sphere was becoming aware of the Exiles as rumor and tales of advanced war machines and long lost designs were appearing across the Inner Sphere fighting alongside the underdogs in almost every brush war since the end of the Third Succession War.

The Exiles had been prepared to fight defensively for centuries; it was an offensive campaign that they were unable to endure. This was when Duke Michael authorized the expansion of the active army, calling up the reserves and officially reforming the Hegemony Armed Forces as a potent fighting force. Duke Michael outlined a force with an initial operating capability of three Corps sized formations with a fourth in reserve. The active force would number twenty-three divisions with eighteen independent regiments. The reserve Corps would be formed from seven divisions and ten independent regiments.

The first test of their resolve came in the War of 3039 when High Command ordered the 13<sup>TH</sup> Jump Infantry Division forward to hammer DCMS counter attacks and hunt down Com Star supply depots where they were transferring Star League BattleMechs to the DCMS. In a campaign of rapid dominance the 3<sup>RD</sup> smashed a Com Star supply mission to the world of Nirasaki. With the fighting over and DCMS reinforcements closing in the 3<sup>RD</sup> forced to leave equipment behind unable to destroy damaged machines the DCMS and ComStar became aware of the Exile's existence if not extent.

Time was critical at this point with two hostile powers aware of the Exile's existence. Duke Michael would be forced to accelerate the Exiles reintroduction into the Inner Sphere.

## Operation Warspite

In 3055, General Tom Franks – director of Special Forces Command – ordered the elite 1<sup>ST</sup> Contingency Action Group (CAG) of the SAS to support a CIA operation on the world of Tharkad in an attempt to prevent an assassination plot against Archon and Regent of the Federated Commonwealth Melissa Steiner-Davion. Arriving on Tharkad in early May of 3055, the 1<sup>ST</sup> CAG were infiltrated into palace security by CIA operatives working within the LIC and Loki. Waiting for nearly a month 1<sup>ST</sup> CAG team leader Master Sergeant John Marcus discovered explosives hidden within the Archon's favorite flowers. The pots had been made of explosive ceramics with a liquid absorption timer. Master Sergeant Marcus removed the explosives replacing the pots with a nonlethal incapacitating gas.

On the 19<sup>th</sup> of June, the assassin known as the Dancing Joker was caught by Marcus' team attempting to make his escape from Tharkad. While the Archon failed to live through the night another bomb detonated killing the Archon, Salome Ward-Kell and maiming Morgan Kell. Master Sergeant Marcus was killed along with two members of his team while transferring the assassin to a CIA black team for

transport back to the Hegemony. The assassin code named Dancing Joker escaped only to be captured by agents loyal to the Archon-Prince and set upon Duke Ryan Steiner.

As 3056 came to a close, Joshua Marik's condition turned for the worse. Dying of leukemia, the heir to the Free Worlds League was close to death. The Archon-Prince at the recommendation of his advisors sent word to Duke Ryan requesting the assistance of Hegemony medical personnel to save the young Marik. Duke Michael agreed dispatching a medical DropShip to New Avalon to recover Joshua and return him to Nova California for treatment.

While Joshua was away, Archon-Prince Victor supplanted him with a body double in order to maintain the illusion of Joshua continuing treatment of New Avalon. Operation Gemini was a failure as agents of SAFE discovered the double and reported Joshua as dead back to Atreus. Thinking his son was dead, Captain-General Thomas Marik ordered the Free Worlds League Military to launch a punitive operation aimed at recovering the worlds lost during the Fourth Succession War. Coordinating with the Capellan Confederation the two nations launched Operation GUERRERO as it was called in the League.

In September 3057, the FWL attacked six star systems in the first wave of attacks while the Confederation hit Liao with five full Warrior House regiments on the same day as hostilities were announced followed up by an invasion of nine systems while throwing eight other systems into open revolt. At the end of the first wave the FedCom had lost sixteen worlds with Zurich falling to Confederation backed terrorists.

As the first wave came to an end Duke Michael Ryan adopted his titular title of Commanding General of the resurgent Hegemony Armed Forces. He ordered his divisions forward under the code name Operation WARSPITE. Three BattleMech Divisions supported by six Infantry Divisions launched into the teeth of both the League and Confederation. General Ryan lead operations against the Confederation while General Jeremiah Austin led II Corps against the League all supported by Admiral Mancuso's warship fleet.

Rapid deployment units already in the region pushed in to relieve the Twelfth FedCom regimental combat team and the Second Republican regiment. The 7<sup>TH</sup> and 10<sup>TH</sup> Light Horse regiments were quick to act inserting into the system with their *Scout*-class JumpShips and approaching the planet rapidly. Once on the ground the regiments deployed from their *Colossus*-class DropShips moving out to reinforce the defenders. On Marcus the Buffalo Soldiers arrived in time to prevent the twelfth's 'Mech regiment from committing a suicidal charge into the three advancing regiments. Breaking free with two surviving battalions of FedCom BattleMechs, the Buffalo Soldiers commander Colonel Mitchell Tanner assumed command after the twelfth's commander Hauptmann-General Carl Bragg died defending his RCT as they prepared to withdraw.

Colonel Tanner held out with his Light Horse and the surviving FedCom MechWarrior's they managed to get most of the RCTs conventional forces off planet a regiment of armor and two of infantry remained behind allowing for a brigade of support forces to continue the fight. Brigadier General Regina Jorgenson led her 22<sup>ND</sup> Mechanized Infantry Brigade arrived escorted by the Assault Transport THS *Iwo Jima*. Deploying her brigades BattleMech battalion via orbital drop along with a full company of *Night*

*Hawk Mk XXVI* armored infantry to secure a Drop Zone for the follow-on transport to ground and deploy the remaining ground troops. Fighting continued for another four days before League commanders ordered a withdraw from Marcus.

On Wasat the Second Republican was supported by the Gary Owen regiment, the 7<sup>TH</sup> Light Horse fought along side the Republican regiment as they tried to fight off the 13<sup>TH</sup> Marik Militia, 4<sup>TH</sup> Oriente Hussars and the 2<sup>ND</sup> Sirian Lancer regiments. Out numbered and moving deeper and deeper into the planets wilderness the two out numbered regiments were not holding out well with the 7<sup>TH</sup> losing nearly a quarter of its command and the Republican regiment down to nearly fifty-percent losses. Brigadier General Gorge Tanaka lead this 41<sup>ST</sup> Mechanized Infantry Brigade to Wasat supported by a Naval Escort Squadron of Assault DropShips ensuring the Brigade made planet-fall. Fighting flared up as the forces on planet linked up with the 41<sup>ST</sup> and began active operations against the League forces. The arrival of the destroyer THS *Achilles* stopped any hope of the League from reinforcing their troops on Wasat.

All across the crumbling Sarna March HAF forces swarmed in to blunt the losses. While the Lyrans succeeded from the Federated Commonwealth under the leadership of Katherine Steiner-Davion younger sister and regent to the Lyrans state of Archon-Prince Victor Steiner-Davion. Duke Michael's HAF and what few FedCom commands survived the invasions and insurgencies are all that remains. On Liao General Ryan dropped the entire 1<sup>ST</sup> Mechanized Infantry Division supported by the 2<sup>ND</sup> Dragoons to crush the Warrior House regiments sent in to take the system. Once secured Ryan left a Mechanized Infantry Brigade to hold the planet before moving forward to push back the Capellan advance. All across the March, HAF divisions surprised revolts and secured important infrastructure while BattleMech Divisions took the fight to the front line combatants.

By December the conflict had wound down along the front. In a move aimed at driving home to the League and the Confederation just how committed Duke Ryan was to holding territory he attacked Irian with an entire Taskforce which had remained in reserve. The 3<sup>RD</sup> BattleMech Division supported by the 7<sup>TH</sup> and 8<sup>TH</sup> Mechanized Infantry Divisions under escort of the THS *Eternal Vigilance* secured the system and its critical manufacturing centers defeating both the ground forces and forcing the FWLS *Menelaus* to withdraw from the system.

Along the Capellan front, Duke Ryan led the 1<sup>ST</sup> BattleMech Division supported by the Battleship THS *Renewed Valor* to capture Capella. All League and Confederation advances quickly halted followed by the call for a summit on the world of Zion. Both the Captain-General and Chancellor arrived to meet with Duke Michael. The Duke proposed a return to pre-war borders with the repatriations of all combatants and their equipment without conditions. Both leaders were surprised and before the Chancellor could consider his own insurgents still operating within the March, Ryan dropped a bombshell. He said that the Confederation would recall all of its agents fermenting rebellion within the region or the Legion with the help of the League would conquer the entire Confederation and hand it over to Duchess Allard-Liao and her Compact.

Thomas Marik was about to deny the claim that the League would do anything such as that for which Duke Michael agreed.



The Treaty of Zion was signed ending the Marik-Liao war with the Federated Commonwealth. Both the League and the Confederation along with the Federated Commonwealth recognized the authority of the Hegemony to govern and defend the worlds of the former Sarna March until such as a time as a referendum was passed to reform the Terran Hegemony or the two halves of the Commonwealth would be rejoined. If that would happen the Hegemony Government would step aside and allow the people to rejoin the FedCom linking the two halves and reforming the super state.

## Operation Just Cause

In 3058, the Word of Blake launched Operation Odysseus the invasion and conquest of the Terran System. Using the 21<sup>ST</sup> Centauri Lancers as cover with the abduction of their families and a threat to force them to remain in hiding on Nestor from which the Word of Blake's 1<sup>ST</sup> and 6<sup>TH</sup> Divisions had captured their families and transported them to Gibson. The mercenaries, forced to concede for fear of their dependents execution were effectively removed from the equation.

The Blakist commander Precentor Suzanne Mulvarney commander of the 1<sup>ST</sup> Division organized her command to mimic the Lancers. From there she traveled to Terra and took up station at the Com Guard base at Bowling Green and awaited the moment to strike.

Alerted to the deception by agents throughout both Com Star, the Word of Blake and the Free Worlds League. Duke Michael ordered the immediate reinforcement of Terra and the Com Star garrison. He quickly dispatched the 1<sup>ST</sup> Dragoon Regiment under the command of Colonel Bianca Mathews and the 173<sup>RD</sup> Jump Infantry Brigade under Brigadier General Michael Foster – acting as the mission commander with Mathews as the combatant commander – to deal with the Word of Blake infiltrators now labeled as the Shadow Lancers.

Fighting erupted with the arrival of the Hegemony task force. The Blackhawks deployed from orbit ahead of the retreating 201<sup>ST</sup> Com Guard Division. Interposing themselves between the Com Guard and Word of Blake. In the Hilton Head area the 173<sup>RD</sup> Dropped a reinforced regiment into the path of the Lancers armor contingent. With the arrival of the Word of Blake's invasion force the THS *Tarawa* and two divisions of assault DropShips moved along with Com Guard aerospace defenses to intercept much of the Invasion force. While unable to halt the invasion itself they did prove effective in breaking up much of the assault. Two Divisions of Word of Blake Militia died in space. The Shadow Lancers – 1<sup>ST</sup> Word of Blake Militia Division – was defeated on the plains of North America and in the swamps of the Carolinas between the 1<sup>ST</sup> Dragoons and the 173<sup>RD</sup> Jump Infantry Brigade. Rescuing the survivors of the 201<sup>ST</sup> in North America and the Primus and First Circuit at Hilton head.

Fighting waged across Terra with the 173<sup>RD</sup> Deploying to Geneva and Sandhurst to reinforce the cadets and the defenses of the Terran Capital.

On March 4<sup>TH</sup> Lieutenant General Thomas Gates arrived with the lead Battlegroup of I Corps. 1<sup>ST</sup> BattleMech Division supported by the 82<sup>ND</sup> and 101<sup>ST</sup> Jump Infantry Divisions. The Escorting 1<sup>ST</sup> Star Squadron brought in another seventeen Warships reinforcing the overstretched *Tarawa*. With low-level

Blakist activity being reported across Terra most turning out to be rumor combat operations were ceased by the 11<sup>TH</sup> of April.

Over the next two weeks additional follow-on forces from I Corps flooded into the Terran System assuming the responsibility of defending the cradle of humanity. By the end of the month two BattleMech Divisions, four Mechanized Infantry and two Jump Infantry Divisions called the Terran System home, supported by seven independent commands. The entire First Star Squadron patrols the system hunting down the survivors of the Word of Blake's invasion flotilla.

Terra with over forty BattleMech regiments deployed in the Terran System alone would become the single most protected system in all of the Inner Sphere.

# THE REGENTS SWORD

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*All that is necessary for the triumph of evil is for good men to do nothing.*

*-Edmund Burke*

## The Terran Hegemony Armed Forces

The SLDF of 2765 was the greatest fighting force of all time. It was substantial, well-equipped, well-trained, disciplined and ruthless. The last is not something commonly associated with the Star League military – rose tinted spectacles tend to result in their being regarded as knights in shining armor – but their rules of engagement were shaped by the Ares Conventions and the experiences of the Reunification War. It is easy to forget that the Conventions promoted the use of military force as a political tool and the SLDF's policy tended towards establishing an overwhelming force, or failing that overwhelming firepower; if you could not intimidate the opposition, you made sure he did not get up again after you hit him. Furthermore, while they did not use them in the peacekeeping duties during the Star League, both the Regular Army and the Star League Navy were equipped with nuclear weapons and were well-versed in their use. *(Excerpt Field Manuel SLDF)*

In that context, Duchess Alexandra Ryan chose to rebuild her Armed Forces in the image of the SLDF. With the entire Terran Armed Forces absorbed into the League at its formation it not unthinkable for the rebuilding THAF would mimic the SLDF. With her Hegemony troops devastating during the Amaris Civil War and her fleet gutted by attempting to fulfill her charge.

### COMMAND STRUCTURE: 3060

While regarded as a single entity, the THAF's combat arms – the Army and the Navy – are just two elements of an organization that number fifteen commands in total. The deployed elements of the THAF – from independent regiments to the three Corps – draw their members from a wide range of commands.

### OPERATIONAL COMMANDS

These commands form the principal fighting arm of the THAF and are the public face of the organization.

#### High Command

Based in Castle Black, a fortified complex near the Hegemony-in-Exiles capital of San Diego, the thirty-six members of the THAF's High Command serve as the ultimate leaders of the THAF, formulating policy and making operational decisions. The commanding general heads the High Command and serves as the principal liaison to the High Council and the Regent. The heads of each operational command and of the military districts – the six worlds of the Hegemony-in-Exile – and the military regions (who, in many cases, are synonymous with the commanders of the three Corps), plus the deputy commanding general, form the body of the High Command, usually supported by aides and advisors.

#### Regular Army Command

**CO:** General Thomas Gates

The Regular Army Command oversees the Terran Hegemony ground forces and comprises eight sub-commands: BattleMech, Armored, Trooper, Fighter, Artillery, Engineering, Resupply (field logistics), Planning and Strategy. When deployed, Regular Army forces have operational command of actions on a planet's surface or within the atmosphere.

#### Naval Command

**CO:** Admiral Rebecca Varney

The Naval Command (often called the Terran Navy) provides the transportation and aerospace forces of the THAF. Like the army, it comprises numerous sub-commands: WarShip, DropShip, Naval Aerospace, Transport,

Marines, and Planning and Strategy. These work closely with their army counterparts though a good-natured rivalry exists between the two combat arms.

### Special Forces Command

**CO:** General Tommy Franks

Little mentioned, the Special Forces Command oversees the disparate elite forces of the THAF. Best known are the “Blackhearts” (more correctly the Special Armed Services or SAS) whose primary focus is on counterespionage and counterterrorism operations. The Blackhearts are the only force in the THAF to have seen continuous operations since before the fall of the Star League. While the Mercenary Blackhearts were at one point a SLDF command they are not nor have they been connected to the Hegemony’s SAS. Like their SLDF counterparts the THAF maintains within the Special Forces command the “Foul Weather Fiends” (the All Weather Combat Corps), a ‘Mech battalion trained to fight in conditions from the deep ocean to the vacuum of space, and the “Flying Lions” (the Special Forces Aero Wing).

### SUPPORT COMMANDS

The Support Commands do not play a role in front-line combat but are vital to the operational efficiency of the THAF.

### Intelligence Command

**CO:** General Chandra Kuklinski

The THAF Intelligence Command (THIC) serve as the information gathering and intelligence arm of the Terran Hegemony Military, usually working closely with their civilian counterparts in the Central Intelligence Agency (CIA). The THIC has seven sections: MI1 (Intelligence Liaison), MI2 (Communications and Technology Security Group), MI3 (Research and Development), MI4 (Strategic Analysis and Planning), MI5 (Counterintelligence/Counterterrorism), MI6 (Foreign Intelligence) and MI7 (Special Forces).

### Liaison Command

**CO:** Lieutenant General Michelle Ryan

A recent addition to the High Command, this command provides the bridge between the THAF and the armed forces of the Federated Commonwealth, Com Guard, Star League Defense Forces and now the St. Ives Compact as well as with local authorities wherever the THAF is deployed. This latter role is often the most publicized, liaison officers smoothing over cultural differences and defusing political tensions between the Terran Hegemony troops and the not always welcoming population, but they also play a key role in integrating foreign troops into THAF command structures and vice versa. Liaison Command is also responsible for hiring and coordinating mercenary units as needed by the THAF.

### Reserve Command

**CO:** General Terry Cruz

Overseeing both planetary garrisons and demobilized troops and their equipment, the Reserve Command serves as a resource that can be used to bolster the active commands in times of need. Members of the reserve are expected to attend a two-week recertification exercise each year for which they are paid a stipend. Some commands (such as BattleMech and fighter forces) require bi-monthly weekend exercises. While reserve command is responsible for planetary garrisons within the Hegemony’s exiled home systems more and more systems within the occupied territory of the Sarna March and Terran Corridor of the Lyran Alliance are calling for Hegemony protection and the formation of the Hegemony Militia is being considered for those systems. Utilizing lower-tech or locally manufactured equipment as not to supply a force for which might turn on the THAF.

### JAG Command

**CO:** Lieutenant General Sidney Franklin

The Judge Advocate General Command serves as the legal and law-enforcement arm of the THAF, responsible for counseling THAF troopers and commanders and also for ensuring the THAF complies with Terran Hegemony and local law-enforcement policies. The JAG Command also police worlds placed under martial law and

provide military governors where needed (such as during the Marik-Liao invasion of 3057 and on Terra immediately following the Word of Blake invasion).

### **Administrative Command**

**CO:** Lieutenant General Feng Baxter

The bureaucracy of the THAF, the Administrative Command is responsible for managing the THAF's payroll, recruitment, training programs and records, simultaneously being the least well regarded but most important element of the THAF. Without the Administrative Command's monolithic (but surprisingly well-oiled) presence, the other commands would be buried in trivial paperwork.

### **Medical Command**

**CO:** General Candice Sisk

Considered to be at the cutting edge of medical science even by the Star League standard set forth three centuries before, the Medical Command of the THAF cares for the Soldiers of the THAF, providing battlefield medics, hospital JumpShips and numerous care facilities across the Hegemony and occupied territories.

### **LOGISTICAL COMMANDS**

Though officially part of the Support Commands during the time of the Star League, the THAF chose to separate this into its own branch. The Logistical Commands (or Operational Support Units, OSUs) form a close knit and often interdependent part of the Terran Hegemony military. As a consequence, they are treated as a third element within the THAF.

### **Transport Command**

**CO:** General Ezekiel Rothschild

The Transport Command coordinates the movement of THAF troops and supplies, maintaining a massive database of vessels, supplies and personnel in conjunction with the Quartermaster Command, the Administrative Command and the Navy. The Transport Command also works closely with the Communication Command (with whom it co-operates many communications facilities) to maintain the records and communicate them via the HPG network.

### **Communications Command**

**CO:** Vice-Admiral Inga Venel

Working closely with the Transport Command and the Administrative Command, the Communications Command is responsible for the flow of information within the THAF. They maintain the Terran Hegemony's HPG facilities (both fixed instillation and field or naval portable units) both civilian and military. They also oversee battlefield communications and the THAF's electronic-warfare capability.

### **Quartermaster Command**

**CO:** General Sergey Di Martino

The Quartermaster Command oversees the procurement and delivery of everything needed by the THAF. Whether paper and memory chips for the Administrative Command, or K-F drives for the Terran Navy, the Quartermaster Command meets those needs. Additionally, the Quartermaster Command liaise with the THIC and the CIA to monitor military contractors and ensure security protocols and quality controls are being adhered to.

### **Replacement-Deployment Command**

**CO:** Lieutenant General Paul Smith

Working hand-in-hand with the Quartermaster Command and the Administrative Command, the RepDep Command ensures all THAF field units are at full strength and have the equipment and personnel needed to function. The command maintains clearing centers and depots in each military region from which resources can be dispatched swiftly to units in need. They are also responsible for the repatriation of the THAF's war-dead to the troopers' homeworlds as well as the maintenance of the THAF's cemeteries in conjunction with the Terran Hegemony Graves Commission.

## THAF BASES AND FORTIFICATIONS

During its two-hundred-year existence the SLDF established bases across the Inner Sphere and Periphery. Every world in the Star League had an SLDF presence, though not every facility was an armed camp – some were administrative centers, handling recruitment and veteran's benefits – most worlds had some form of depot or defensible position around which a world's defenders could rally. Many were little more than fortified warehouse complexes but the largest, called Port Castles, combined fortifications with a compact spaceport, providing a secure bridgehead through which supplies and reinforcements could flow to an embattled world.

This has not changed since the fall of the Star League and the Terran Hegemony-in-Exile was officially formed under the Ryan family. While many of the SLDF installations were pillaged or destroyed following Operation EXODUS. Many of the installations in uninhabited systems remained in THAFiE control within the boundaries of the old Hegemony.

### Forts

The most common THAF bases, forts serve as the base of operations for a single division in the exile home systems. In the Sarna March or the occupied space of the FWL or Lyran Alliance they are home to a single regiment. They contain maintenance and logistics facilities as well as homes for the troopers and their dependents. In many cases only a chain-link fence separates the fort from the surrounding terrain but on border worlds or those with a fractious population substantial walls and gun emplacements are common. Many forts are built alongside civil population centers and spaceports but unlike Port Castles, do not encompass the port facilities within their defenses.

### Castles/Port Castles

More substantial than forts, castles are first and foremost built with defense in mind and thus are rarely closer than a dozen kilometers from civil population centers. Many are built in deliberately inaccessible locations – deserts, in the side of mountains or underground – and thus harder to occupy in the event of conflicts. At a minimum, each castle is surrounded by a fifteen-meter-high wall designed to resist sustained 'Mech weapons fire and has numerous anti-ground and anti-air weapons turrets, many of which operate autonomously. Such complexes are most common on the exile home systems and several are currently being built by Hegemony Engineers within the Sarna March. Each castle contains substantial material stockpiles to allow its defenders to hold out in the event of a siege. A number of castles are established with integral spaceport facilities to provide a secure bridgehead and are known as Port Castles.

### Castles Brian

The ultimate expression of the SLDF in their time. The THAFiE has built no less than five on each major home system and two on the minor worlds. This allows a force to hold out and provide a bastion for hegemony government and military personnel as well as a secure location for those civilians that can make the safety of the castles. They are massive complexes, designed to hold multiple brigades and to support them for several years if needed. Most are subterranean and immune to even direct nuclear and orbital bombardment strikes, providing a secure base of operations. Any attacker would sustain horrendous casualties and even a relatively small defensive force could hold them against all but the most determined attackers. Most Castles Brian are surrounded by a series of smaller regimental fortifications, known as Mini-Castles, designed to serve as a first line of defense and as points of resistance against hostile activity.

### Naval Bases

The vast SLDF navy employed around 520 facilities dotted across the Star League and also made extensive use of civilian spaceports. The SLDF's facilities took a wide range of forms. Some were little different than civilian space stations, designed to serve as logistical hubs or to provide recharge services. Others included vast berthing arrays and dry-docks, surrounded by free-flying automated factories and residences. The most secure were built inside asteroids, often spun to provide the inhabitants with artificial gravity while maintaining a zero-g core in which to berth vessels for maintenance. While the SLDF built many of the facilities that the THAFiE have occupied within the Hegemony and even within the borders of the successor states. The THAFiE has moved in and automated numerous facilities to act as forward support bases in the event of war with any of the successor states. Each facility is equipped with a small SDS contingent. All manned facilities have a complement of marines for defense as well as

a wing of aerospace fighters, though many have been equipped with drone fighters instead. Many also have a Warship escort – initially a pair of destroyers but with forward deployments into the rest of the Inner Sphere these have begun to be replaced by *Casper* capital drones.

### **SDS Facilities**

Occupying a unique position within the THAFiE, the Hegemony's Space Defense System comprises both mobile and fixed components. The mobile elements are the infamous Caspar drone Warships but the fixed parts are massive weapons arrays designed to engage vessels in near-orbit and in the atmosphere. These ground bases are each surrounded by substantial fortifications and weapon emplacements to prevent the neutralization of the weapons arrays by ground troops. A regiment-sized force of infantry and armor man these defenses.

### **Supply Depots and Secret bases**

Not all SLDF facilities are permanently occupied or intended for military action. Often, the best defense is to be unobtrusive and the principal of guile is commonly used to conceal supply caches. Some are dug into mountainsides or hidden under water, their entrances concealed, but others are hidden in plain sight; a warehouse in an industrial district might easily conceal the entrance to an underground cache. Such hidden facilities also serve as a base of operations for covert military actions and espionage. When the SLDF abandoned the Inner Sphere a race between Com Star and the Hegemony-in-Exile to secure as many known depots was underway. With access to the Royal Command's records and with much of the Intelligence services of the SLDF remaining with the Hegemony THAFiE and special forces units were able to secure many of those that remained in the former hegemony which had not been pilfered by Amaris and his forces while Special Forces and other intelligence personnel secured many of those in the member states removing what was of value or turning it around and basing operations out of. Such as on going intelligence operations on Luthien, Tharkad, Sian and Atreus.

At the extreme end of the spectrum, the SLDF hid bases in the dark void of space. Some are established in the outer reaches of systems, or in uninhabited systems. A few take matters even further and are constructed at gravitational null points outside of any star system, employing brown dwarfs and the like as mass references for their void jumps. The Terran Navy maintains several support facilities such as these within the borders of the Great Houses. Allowing for repairs and resupply of the fleet and ground forces should hostilities break out with one or more house. Fleet Admiral Mancuso has recently ordered the deployment of a pair of *Casper* drones to each in order to augment the drone fighters and DropShips already stationed there.

Each of the major forward staging points within one of the successor states is equipped with a shipyard able to dry-dock even the massive *McKenna* battleships. Two smaller yards and numerous automated detection and defense stations. Also maintained are automated supply bases – just massive automated floating warehouses – and habitats for support personnel if the staging areas need to be activated. Two full wings of drone fighters and a dozen drone DropShips defend the installations.

## **OPERATIONAL DEPLOYMENTS**

In 2765, the SLDF comprised over four-thousand line regiments, of which just over half were BattleMech units. These units (plus associated naval assets) were divided between the ten military districts (one per member state and territory) and further subdivided as Armies – one in the compact Hegemony, three in each of the more geographically expansive member states and one in each territorial state. While the THAF follows the organizational standards of the SLDF it is incapable of fielding an army of this magnitude, the entire Terran Regular Army would amount to a single Star League Army.

Much of modern military organization in the Inner Sphere – at least at regimental level or lower – can trace its origin to the Star League's unification protocols. This includes the reformed Terran Hegemony Armed Forces. HAF forces would be considered royal commands in the time of the Star League and are equipped as such, while the Com Guard are considered the most advanced Inner Sphere combatants they still pale in comparison to a fully equipped royal regiment or division. The Hegemony Armed Forces are three times the size of the Com Guard possess dozens more regiments worth of BattleMechs and are equipped beyond the pinnacle of the Royal Command in the age of the Star League having continued research and development following Operation EXODUS.

Above the regiments are brigades, divisions and corps formations. Above all of these are Army Command which rests with Duke Michael Ryan. In most cases operational deployments are at divisional level, with independent



regiments providing flexible and swift-acting forces to respond to low-level incidents. On only three occasions have the larger formations come into play operationally: Operation WARSPITE (where two Corps were deployed), Operation JUST CAUSE (the invasion of Terra by the Word of Blake in which I Corps deployed to reinforce the Com Guard garrison), and Operation RESTORE HOPE (where a Battlegroup of four Divisions and several supporting regiments deployed to the St. Ives Compact to blunt the Capellan Confederations attempt to conquer the small nation).

## REGIMENTS

The regiment-level combined arms structure common during the reunification war while gone during the age of the mature SLDF was re-approached during the rebirth of the THAF. Each regiment maintains a small Forward Support Element to insure they have adequate maintenance and logistical support even while separated from division. This miniaturization of logistics pushes brigade down to regiment, division to brigade, corps to division and army down to corps. Greatly improving the battlefield resiliency of Hegemony line formations.

### Line Regiments

The majority of THAF BattleMech regiments are line regiments part of the standing brigade and divisions assigned to the Regular Army corps. These regiments are 'Mech-only; they do not include organized supporting elements such as armor, infantry or aerospace fighters. Such roles are filled by other regiments in the division, or by assigned supporting units.

**Heavy Assault:** These regiments contain heavy and assault BattleMechs and are intended for offensive operations. Each battalion of a heavy assault regiment also includes a fourth company of artillery for organic fire support.

**Battle:** These formations are multi-role regiments comprised of medium and heavy BattleMechs

**Striker:** Comprising light and medium 'Mechs, striker units are employed for reconnaissance and breakthrough exploitation. They are the only line regiments to have intrinsic aerospace assets, including LAMs.

### Independent Regiments

Unlike line regiments, independent 'Mech regiments contain a fully complement of support troops (including, in many cases, armor and infantry). Most independent regiments also have integral DropShip and JumpShip assets to facilitate their redeployment. The three principal types of independent regiments are broadly analogous to the roles of the line regiments but the fourth, the CAAN units, only exist as independent regiments.

**Dragoon:** The independent equivalent of heavy assault regiments, dragoon regiments mix heavy and assault weight 'Mechs and armor. They rarely employ infantry in offensive roles instead holding them back for defensive operations. *(Current doctrine is changing with Dragoon regiments being reorganized as armored cavalry formations to provide them with a better offensive and defensive capability)*

**Hussar:** Medium to heavy in weight and multi-role, hussars are the most flexible of the independent regiments. *(Current doctrine is changing with Hussar regiments being reorganized as cavalry formations to provide them with a better offensive and defensive capability)*

**Light Horse:** Principally light and medium weight 'Mechs and armor, light horse units serve as the eyes and ears of the THAF. They also operate as quick-response troops, usually grouped in multi-regimental formations known as regimental combat teams. *(Current doctrine is changing with Light Horse regiments being reorganized as light cavalry formations to provide them with a better offensive and defensive capability)*

**CAAN:** Cavalry, armored, aerospace and naval regiments are trained in aquatic operations and are the only THAF units with integral blue-water naval assets. The CAAN regiments are unique in the Inner Sphere and have proven a most difficult formation for many enemies to counter. Only one other force in the Inner Sphere even compares to a Terran CAAN regiment, the Kraken Unleashed have been clamoring to train alongside the Terran CAAN.

## BATTLEMECH ASSETS

Like all modern militaries the BattleMech is the principal weapon of the THAF Regular Army. Because of the primacy of the Hegemony Armed Forces in the old Star League, and its continuing through the institution of the Royal Command, the BattleMechs of the Star League Defense Force and by extension the Hegemony Armed Forces



are the most advanced ever created. That was until the coming of the Clans forced the advent of Omni technology upon the Inner Sphere. With the advanced tech base of the exiled Hegemony available the HAF is quickly designing and testing their own home grown OmniMech's.

Standard SLDF doctrine and that of the HAF is to combine 'Mech types in units not smaller than a company. This simplifies both unit logistics and company training methods, and encourages MechWarriors to think of themselves as part of their parent battalions and regiments. Exceptions are sometimes made – most often in independent regiments – for graduates of the Gunslinger Program, and for 'Mech companies assigned to SAS duty. Because of the varied nature of their missions, SAS units cannot rely on brigade elements for support, and so they have mixed companies and – sometimes – mixed lances, much as the patchwork battalions and regiments of the successor states.

Standard HAF paint schemes for BattleMechs are olive-drab. Division, brigade or regimental insignia are traditionally painted on the rear torso and left arm of the BattleMech, while any applicable awards – the Gunslinger insignia or awards – are painted on the chest. Corps are marked by colored highlights: Red for I Corps, Blue for II Corps, Grey for III Corps and Gold for non-assigned and command formations such as the Dukes personal regiment.

#### ***BattleMech Organization***

| <b><i>Element</i></b> | <b><i>Component Units</i></b> | <b><i>Combat Strength</i></b> |
|-----------------------|-------------------------------|-------------------------------|
| <i>Lance</i>          | 4 BattleMechs                 | 4 BattleMechs                 |
| <i>Company</i>        | 3 Lances                      | 12 BattleMechs                |
| <i>Battalion</i>      | 3 Companies                   | 36 BattleMechs                |
| <i>Regiment</i>       | 3 Battalion                   | 108 BattleMechs               |
| <i>Brigade</i>        | 3 Regiments                   | 324 BattleMechs               |
| <i>Division</i>       | 3 Brigades                    | 972 BattleMechs               |

## **Aerospace**

Unlike most Inner Sphere powers, where dedicated aerospace formations are the exception rather than the rule, most aerospace forces of the Terran Hegemony operate as aerospace wings. The THAF organizes most of its aerospace combat forces into "Wings" – formations built around what is more commonly known as an aero regiment in the thirty-first century. Each wing includes its own maintenance and support personnel, and in most cases also include transport and other combat support functions.

**Ground Aero Wing (GAW):** Attached to divisions, the fifty-four fighters of a GAW are tasked with providing aerospace superiority and ground support capability for the units with the divisions. In some cases, a GAW will also include full regiments of conventional aircraft (primarily for close air support, but often with two or three squadrons of reconnaissance craft) and transport aircraft, as well as at least one engineer battalion and other ground crews needed to construct (or repair) and operate airfields.

**Fleet Aero Wing (FAW):** Attached to naval squadrons and divisions, a FAW's role is to protect WarShips, JumpShips and DropShips. FAWs often follow no specific organizational structure; instead they are composed of the squadrons assigned to the capital ships comprising the naval squadron, in addition to the support vessels and dedicated aerospace squadrons that might be attached for the duration of an operation. They rarely operate in a ground-support role but are often employed to bolster aerospace superiority over the battlefield.

**Independent Aero Wing (IAW):** Less specialized than the GAWs and FAWs, the independent wings are capable of operating wherever they are needed. Most operate as supplementary GAWs, organized and equipped very much in the same way, though provided with intelligence gathering and electronic warfare capabilities. A battalion or more of paratroopers are integrated with IAWs for security and rapid-response duties.

**Attached Aerospace:** Attached aerospace forces are those directly integrated with independent regiments, normally a pair of fighters per company. These units do not possess the same additional transport and engineer support as do the much-larger GAW and IAW formations, and are consequently forced to rely either upon other co-deployed units or local populations to provide those services.

THAF aerospace fighters assigned to ground aerospace wings are painted in similar olive-drab schemes as Regular Army BattleMechs and vehicles, while fleet aero wing fighters are traditionally painted white. Most wing commanders turn a blind eye to nose art, excepting during corps-level reviews, and wing and squadron insignia are painted on the port wing and port stabilizer, where applicable.

### ***Aerospace Organization***

| <b><i>Element</i></b> | <b><i>Component Units</i></b> | <b><i>Combat Strength</i></b> |
|-----------------------|-------------------------------|-------------------------------|
| <i>Flight</i>         | 2 Aerospace Fighters          | 2 Aerospace Fighters          |
| <i>Squadron</i>       | 3 Flights                     | 6 Aerospace Fighters          |
| <i>Group</i>          | 3 Squadrons                   | 18 Aerospace Fighters         |
| <i>Wing</i>           | 3 Groups                      | 54 Aerospace Fighters         |

## **ARMOR ASSETS**

Armor forces serve as a vital part of the Regular Army, employing in defensive or garrison roles, though heavy and assault units often serve alongside BattleMech forces. Most armor formations are classified by weight and motive type and usually comprised of only one or two chasses, though specialized battalions – VTOL, scout/pathfinder and heavy assault – are assigned at the division level and among the RCTs. Armor regiments not assigned to standing RCTs, divisions or corps are typically supported by a battalion of mechanized infantry and engineers.

Armor units are organized much the same way as line BattleMech regiments. There are assault, heavy, medium and light tank regiments, and each usually has just one type of tracked tank. These regiments form the bulwark of the unassigned defensive Hegemony Regular Army – several division's worth of armor regiments make up the garrisons of the lesser Hegemony-in-Exile systems as well as being moved in to garrison Sarna, Liao and now Terra at the request of Com Star – assigned to the command of the local Corps commander or the planetary garrison commander. Many heavy and assault regiments train in anti-'Mech defensive missions, using their heavy armor and hard-hitting weapons to overcome the 'Mechs' natural mobility. Even a heavy assault regiment fears a battalion of Alacorn or Burke assault tanks, and like heavy BattleMech formations, many assault armor regiments carry an extra battalion of artillery on their orders of battle.

Hovercraft and wheeled armor regiments are also common though wheeled regiments more than hover. Wheeled armor regiments are routinely assigned to urban or base defense where their wheels aren't a detriment, while the majority of the THAF's – like the SLDF's before it – hover corps is spread in battalion-size cavalry and reconnaissance packets throughout the HAF. In particular, high-speed cavalry battalions are often integrated with light horse 'Mech regiments offering the already-high-speed units even greater mobility. Most hover battalions are built around Gabriel and Beagle platforms with firepower provided by Zephyr companies. The jump-capable Kanga, never common during the Star League is used in jump infantry formations.

A number of armored regiments, in recent years are being formed into conventional regimental combat teams comprised of a wheeled armor regiment and three infantry regiments – normally motorized, though some have been fully mechanized. These RCTs have been operating as urban pacification forces since 3057 in the Sarna March and those worlds captured during the Hegemony counter attack.

Mobile artillery – primarily the missile-armed Chaparral and Padilla vehicles, for the BattleMech Divisions, with the Infantry Divisions being built around the Thor and the Marksman tracked vehicles, independent regiments having operated across the Inner Sphere have deployed Vail and Ballista systems – falls under the command of the Armored Subcommand, and its distributed at need. The majority are assigned as the organic units for frontline divisions, though large armored formations and primary defensive positions often have independent mobile artillery battalions as well.

Regular Army armor is painted olive-drab; divisional or regimental insignia are painted on the rear bumper bumper or armor facing, and on the left side of the turret cupola. Corps highlights are added as with BattleMech forces.

### ***Armor Organization***

| <b><i>Element</i></b> | <b><i>Component Units</i></b> | <b><i>Combat Strength</i></b> |
|-----------------------|-------------------------------|-------------------------------|
| <i>Platoon</i>        | 4 Vehicles                    | 4 Vehicles                    |
| <i>Company</i>        | 3 Platoons                    | 12 Vehicles                   |
| <i>Battalion</i>      | 3 Companies                   | 36 Vehicles                   |
| <i>Regiment</i>       | 3 Battalion                   | 108 Vehicles                  |
| <i>Brigade</i>        | 3 Regiments                   | 324 Vehicles                  |
| <i>Division</i>       | 3 Brigades                    | 972 Vehicles                  |

## INFANTRY ASSETS

Service in the infantry remains – proportionally – the most common occupation in the HAF. Infantryman appear on every world where the Hegemony is deployed, in detachments as small as companies (embassy guards, etc.) to massive formations culminating in the Regular Army's frontline infantry divisions. HAF troopers are routinely the first – and oftentimes, only – Soldiers of the Hegemony that citizens meet, and great pains are taken by the Trooper Subcommand to ensure those Soldiers are professional examples. Like the Star League they take their traditions and history from, the HAF Infantryman is a highly professional Soldier.

There are five types of infantry regiments: mechanized, light, jump, armored and marine. Each regiment, like other HAF regiments, is organized with three battalions of three companies each. Companies are broken up into three platoons. A mechanized infantry regiment once was the most powerful infantry formations; each platoon is supported by an infantry fighting vehicle, often the ubiquitous Goblin – though the Goblin is being looked to be replaced by Infantry Subcommand – or a comparable IFV. In addition, each battalion usually has an attached armor company usually a scouting hovercraft company or – for regiments assigned urban duty – a detachment of Demon wheeled tanks.

Light infantry regiments make up the bulk of the Trooper Subcommand's units; these are leg infantry units, designed for stationary deployments, often to urban combat zones or static defenses. Though troopers are trained in motorized operation, barely a third of the standing light infantry regiments are fully motorized. The rest rely on local transportation at need.

Marine regiments are rare; not because marines are rare, but because few naval postings call for a full regiment. The exceptions, of course, are the regiments found in CAAN formations. Most marines are naval infantry, assigned to shipboard duty as security and gunnery troops. Assigned to a fleet marine post, as shipboard duty is called, is highly sought after. Fleet marines are trained in boarding operations, zero-g combat tactics and beachhead assault duties. In recent years as part of the Hegemony's build up to return to the Inner Sphere, the fleet marines have seen increased training and equipping, notably the widespread issue of *Nighthawk Mk XXVI* powered armor across the fleet.

Jump infantry regiments are the prize of the Trooper Subcommand, highly-trained regiments that use personal jump thrusters for tactical movement. Nearly every jump infantry regiment can be considered a motorized regiment, as they almost always maintain their own organic transport elements. Many jump infantry regiments train as smi-airborne regiments, using tilt-rotor and other VTOL aircraft for strategic movement.

Specialist infantry is rarely organized at higher than battalion level. Cold-weather battalions, hostile-environment battalions, paratrooper, security battalions, military police, etc. are all attached organically to divisions at need. Many paratroop battalions serve with independent aero wings for instance.

Artillery not mounted on self-propelled carriages falls under the aegis of the Trooper Subcommand, and is usually organized into artillery regiments attached to divisions. There is occasionally an artillery battalion attached to an individual 'Mech or armored regiment, and infantryman man the field artillery pieces intrinsic to heavy assault regiments. Airmobile artillery batteries maintain their own special air transportation, and often serve with jump infantry divisions.

With Duke Ryan's assumption of the regency, the Infantry branch has gotten a major shot in the arm. With the marines receiving the EVA variant of the *Nighthawk* powered armor they have increased in lethality and capability allowing them more flexibility. Several successful infiltration and raid missions have netted the Hegemony several examples of Battle Armor technology. Battle Armor is being produced in limited quantities by Hegemony manufacturers, however while the type is still classified. A variant of standard Inner Sphere armor is the most likely choice.

### *Infantry Organization*

| <b>Element</b>   | <b>Component Units</b> | <b>Combat Strength</b>    |
|------------------|------------------------|---------------------------|
| <i>Squad</i>     | 7 Infantrymen          | 7 Infantrymen             |
| <i>Platoon</i>   | 4 Squads (3 Squads)    | 28 (21) Infantrymen       |
| <i>Company</i>   | 3 Platoons             | 84 (63) Infantrymen       |
| <i>Battalion</i> | 3 Companies            | 252 (189) Infantrymen     |
| <i>Regiment</i>  | 3 Battalions           | 756 (567) Infantrymen     |
| <i>Brigade</i>   | 3 Regiments            | 2,268 (1,701) Infantrymen |
| <i>Division</i>  | 3 Brigades             | 6,804 (5,103) Infantrymen |

### **Battle Armor Organization**

|                  |               |                   |
|------------------|---------------|-------------------|
| <i>Squad</i>     | 4 Infantrymen | 4 Infantrymen     |
| <i>Platoon</i>   | 4 Squads      | 16 Infantrymen    |
| <i>Company</i>   | 4 Platoons    | 64 Infantrymen    |
| <i>Battalion</i> | 4 Companies   | 256 Infantrymen   |
| <i>Regiment</i>  | 3 Battalions  | 768 Infantrymen   |
| <i>Brigade</i>   | 3 Regiments   | 2,304 Infantrymen |

## **NAVY**

The Naval Command controls all of the extra-atmospheric craft of the Terran Hegemony, from the smallest ground-to-orbit runabouts to the massive multi-megaton battleships of the Terran Navy. Although day-to-day control rests in the units most of the fighters, DropShips, JumpShips and Warships are attached to the admiral of the Naval Command “owns” them all.

Early in the SLDF’s history almost all of the Star League’s WarShips were attached to divisions and corps, acting as escorts for the lumbering Regular Army transport. The reforms of Commanding Admiral David Peterson freed many of the capital vessels for independent operations. Following the destruction of most of the Hegemony fleet during Operations CHIEFTAN and LIBERATION, Duchess Alexandra Ryan and Admiral Constance McKenna chose to rebuild the navy in the image of Admiral Peterson’s reforms as well as giving the fleet more flexibility. Each of the navy’s three active squadrons are organized around six *Davion IIA*-class destroyers upgraded with the best technology available to the Hegemony.

Three to five squadrons are grouped into numbered fleets; currently the Navy operates just three squadrons to keep parity with the army organizations of three corps, though the squadrons do not operate in conjunction with the corresponding corps.

While SLDF doctrine relies on division, squadron and fleet-level engagements the Terran Navy is not equipped for combat at that scale and all threat naval assets do not as yet require commitments of that magnitude. The Terran Navy focuses on single ship or flotilla deployments and mixed with an assault escort division of DropShips provide an effective combatant capability for combat within the Inner Sphere. Navy combatants depend on supporting elements for different roles; battleships and battlecruisers for heavy firepower at the core of a Battlegroup, with supporting cruisers and destroyers to exploit any breaches created by the aerospace fighter groups launched from carriers and DropShips.

Common fleet organization is as follows, all are organized in division strength and described here:

**Division of the Line:** A line division represents the principal offensive arm of the Navy, assembled around a battleship and a carrier with cruisers and destroyers as escorts. Line divisions are both resilient and pack a fearsome punch.

**Escort Division:** Built around six destroyers, their assigned DropShips, aerospace fighters and small craft, the principal role of escort divisions is guarding other formations, be it conventional transports or other Warships.

**Assault Transport Divisions:** Operating in conjunction with ground forces, assault transport divisions are unique to the Hegemony as the SLDF did not employ assets in this way. Organized around a pair of troop cruisers, supported by two assault transports and a pair of heavy cruisers. Able to deliver a planetary assault force in an opposed landing scenario with a combined assault force deployed from a staggering fifty-eight DropShips and defended by the batteries of six warships, eight assault DropShips and fourteen squadrons of aerospace fighters.

While the Terran Navy still plans on employing mutually supportive squadrons in multiple fleets as the Star League and the Terran Hegemony before it once done, the current situation only allows for three active composite squadrons each organized from one each of a line, escort and assault transport divisions. The Hegemony also maintains four additional squadrons of capital ships, one a reserve squadron with ready reserve assets – the ready reserve maintains the next level of replacements requiring only weeks at the earliest and a month or two at maximum to activate – and three SDS squadrons equipped with advanced M-5 *Casper* drone warships. The SDS ships are only ever activated in the event of a major threat to the security of the Home Systems or when the fleet is deployed away from any of the home systems.

Taking a cue from the Federated Suns for which the Hegemony-in-Exile has assisted over the centuries the Terran Navy has organized its assault DropShips into divisions and squadrons to operate independently in situations when a Warship would not be required. Able to deploy quickly alongside independent regiments a division of assault

DropShips have proven to be crucial to the success of the ground combatants mission in the past. Each light horse, hussar and dragoon regiment is assigned a division of assault DropShips to provide escort at all times.

Assault DropShip Divisions are made up of four assault DropShips – commonly *Longstreet's* although *Pentagon*, *Achilles* and *Elephant* assault ships are included – along with a *Lee* CV-class aerospace carrier and a *Lee BR*-class blockade runner. With each division capable of deploying aboard a single *Star Lord*-class JumpShip a full squadron could be deployed with only three JumpShips saving on assets needed to move other formations.

Vessels are painted in a patter of light and dark grey and a third color unique to the vessels assigned squadron. In addition, each vessel bears a personalized heraldic shield design.

#### **Naval Organization**

| Element  | Component Units | Combat Strength |
|----------|-----------------|-----------------|
| Flotilla | 2 Vessels       | 2 Vessels       |
| Division | 3 Flotillas     | 6 Vessels       |
| Squadron | 3 Divisions     | 18 Vessels      |

## **DIVISIONS AND BRIGADES**

The standard operation unit of the HAF, a division, comprises three brigades of three regiments plus an additional armor brigade, a Ground Air Wing and both combat (e.g. artillery, engineering) and logistical (e.g. transport, signals and medical detachments) support units. Brigades usually comprise troops from the same service branch – BattleMechs, armor, infantry and so forth – and are almost never deployed as an operational force. In contrast divisions comprise forces from several service branches. The most populous branch (or in some cases specialization) name the divisional type, of which there are four, as outlined by Shandra Noruff before the Reunification War and adopted by the Hegemony-in-Exile.

**BattleMech:** Two brigades (six regiments) of 'Mechs and one brigade (three regiments) of mechanized infantry. These are the principal offensive arm of the HAF like the SLDF before it.

**Mechanized Infantry:** Reversing the structure of the 'Mech divisions, Mechanized Infantry formations comprise two brigades of mechanized infantry and one of BattleMechs. Doctrinally they were once "offensive support" units used to In the general fighting where BattleMech division would then exploit any holes in the enemy line. Currently Command is looking at converting all BattleMech divisions into mechanized infantry divisions, this would add another fourteen divisions with the loss of seven BattleMech divisions.

**Infantry:** Two brigades of non-mechanized infantry and one brigade of light BattleMechs; infantry divisions are principally defensive formations but a number – those serving in the active army and not the reserves – are adept at fighting in specialized terrain such as mountains, snow, jungles and urban areas.

**Jump Infantry:** Intended as shock troops, jump infantry divisions comprise two brigades of jump infantry and one brigade of jump jet equipped BattleMechs as well as a second aero wing. Their role is akin to paratroopers in earlier centuries – to move quickly and seize objectives, which heavier forces could then secure. Currently jump infantry division are being considered for conversion into armored infantry formations with their jump infantry regiments being replaced by *Nighthawk Mk XXIII* powered armor or even by newer battle armor as it becomes available. The decision is being debated within the High Command between converting the entire jump infantry division or replacing the BattleMech divisions mechanized infantry brigade.

## **CORPS**

While regiments and divisions are responsible for individual worlds (or parts of them), Corps are charged with the guarding of broad segments of space. The exact area of responsibility varies considerably but usually comprises between thirty and one hundred worlds (*this was doctrine during the time of the Star League, while this is expected to remain the same in the future, currently corps have varied missions with one reinforcing the SLDF in Operation BULLDOG, one split between the Sarna March and the St. Ives Compact and another entirely deployed to the Terran System –MR*). The composition of corps is equally diverse with the largest containing nine divisions and the smallest comprising only four (*HAF corps currently only maintain a nominal seven divisions each with a number of independent regiments between four and seven*). The average is six or seven divisions, often with up to the equivalent of another division in independent regiments. Each corps maintains its own transport assets and assault DropShips, as well as supplies and non-combat facilities.

## Ad-hoc Units

In addition to its permanent formations, the HAF – like the SLDF before it understood the need for flexibility – employ a number of ad-hoc groupings to ease operation organization. The best known are the regimental combat teams (RCTs), groupings of independent regiments that function as a single operational unit. Most commonly formed of light horse regiments, there are fast moving and incisive, abler to quickly respond to threats than more ponderous divisions.

Occasionally, the HAF organizes multi-division (but sub-corps) formations known as Battlegroups (occasionally such units are called Operational Combat Units or OCUs). In most cases these are assembled to codify the command and logistical structure without requiring the presence of corps commanders.

Examples of this is the ad-hoc RCT used to reinforce Terra and the Battlegroup deployed to the St. Ives Compact.

## MILITARY EDUCATION

A significant factor in the success of the HAF is its policies towards recruitment and training of personnel. During the formation of the Star League the entire HAF was absorbed into the defense forces, this left Project LEGION in a challenging predicament. How to recruit from across the Hegemony without the Star League becoming aware and concerned. This was accomplished by using the Royal Command as a smoke screen and establishing a separate training program from that of the SLDF and the Hegemony militia's.

### Recruitment

All prospective members of the HAF undergo a rigorous selection procedure. The first stage is a half-day test of the candidates' knowledge and reasoning abilities, including personality profiling and an assessment of their moral character. Following this is a series of exercises designed to judge the candidates' physical fitness and ability to work in a team. Only if both tests are passed do candidates advance to the next stage though there are numerous exceptions dependent on aptitudes and intended service branches. For example, the fitness requirements for the Quartermaster Corps are lower than for the infantry (though all troopers are expected to complete basic training irrespective of their intended service branch), and many naval posts are open to those who suffer mobility impairments.

Those intending to join the BattleMech or aerospace branches are further tested on their aptitude to use a neurohelmet. This "skull-cap test" concludes the initial selection tests; it requires the candidate to don a helmet and attempt to move a 1/72 scale BattleMech. Any movement by the 'Mech qualifies the candidate for further training.

### Training

Those who pass the selection courses are assigned to one of the HAF's boot camps. The basic training of HAF troopers takes six months and qualifies those who pass as recruits (or spacers in the naval academies). Those who join the HAF before the age of (generally referred to as junior soldiers or junior spacers) also undergo standard schooling during this period, and are usually advanced to their branch training after an additional six months. Those who pass "basic" are awarded the E1 rank and regarded as full members of the HAF, though operational deployment after just boot camp is unheard of.

In most cases, troops spend the next eighteen months in "trade training" focusing more on the specific branch of service the recruit is being prepared for. This includes combat tactics, first aid, military history and politics, put to practical use in a constant series of field exercises and an annual series of war game maneuvers. More traditional education is also provided, including languages, sciences and (to a limited extent) the arts; by the time this trade training period is over, even the lowliest HAF infantryman – like the SLDF and original THAF troopers and education systems – holds the equivalent of a bachelor's. Those who complete this second stage of training are promoted to the pay grade of E3. Most infantry and armor crews are deployed after this trade training, though the most promising might be sent for advance training.

The advanced training period (between six and thirty-six months) focuses on technical skills applicable to their service branch – engineering, accountancy, BattleMech piloting, zero-g combat, aerospace operations and so forth. Some specialist undergo additional training even after their advanced training. Furthermore, the HAF does not expressly recruit officers (*Duke Michael Ryan began his career as a Sergeant in the special forces before being selected for advanced BattleMech training*), but rather observes recruits for the necessary skills, streaming them to additional leadership courses and advanced studies as appropriate and concluding with a six-month officer training course.



With such extensive training – up to four and half years, and sometimes closer to eight – HAF troopers are without a question some of the best-trained soldiers in the Inner Sphere. Graduates of the full academy course are routinely sergeants or lieutenants, giving them an immediate advantage over their peers in other Inner Sphere militaries.

## Academies

The HAF operates nine academies – in addition to a dozen of boot camps – across the Hegemony, most are “comprehensive” (i.e. offering training for all branches rather than just for infantry and armor) or offer advanced training for specific branch (such as the Annapolis Naval Academy or the Pensacola Flight Academy). Most of these comprehensive academies are located on one of the three primary worlds, though one – the Pensacola Flight Academy – is constructed in the primary asteroid belt of the Manticore star system aboard a large asteroid. The HAF academies operate to the same standards as those of the old SLDF.

The best known and most prestigious is the triad of the Citadel, the Presidio and the Fleet School of Annapolis, but Administrative Command ensures that the quality of training in even the most remote of schools produces qualified soldiers.

**Citadel:** The pinnacle of the HAF academies, the former American institute had opened a branch on Nova California at the request of First Lord Simon Cameron and most of the senior faculty was off Terra and at the remote campus when the usurper launched his attack. The Citadel is an all-service facility, training army bureaucrats as well as infantry, MechWarriors and naval cadets. The attached hospital-school produces many of the HAF’s finest medical officers, while the engineering annex at San Juan produces consummate engineers and technicians. Meant to rival the Sandhurst Royal Military Collage of Terra, the Citadel maintains the standards of its former rival since the fall of the first Star League.

**Presidio:** The Presidio serves not only as a training facility for cadets, but also as a headquarters for the HAF. Facilities on the campus have been devoted to the HAF command namely Castle Black an exact duplicate of the SLDF’s Citadel before it was destroyed on Terra. Also located here is the Planning and Strategy Subcommand of the Regular Army. Graduating from the Presidio usually guarantees an officer plenty of action and responsibility.

**Fleet School of Annapolis:** Next to the original Annapolis on Terra and the Kure Naval Academies, the Fleet School of Annapolis is the largest training facility for naval personnel since the fall of the Star League. Maintaining its own Warships and JumpShips to train crews, and it is not uncommon for the ships of the First Star Squadron to exercise with the Annapolis cadets. Located along the Bristol coast line this academy ensures that the cadets remember their origins as a blue water navy.

**Nova Californian Military Institute:** Although the NCMI’s OCS component is the smallest in the Hegemony, the facility is also home to the HAF’s war college, where colonels are trained in the strategic arts necessary to make good flag officers. NCMI is considered the foremost academy, often compared to the Frunze Military Academy of the SLDF.

**Combat Collage of Manticore:** Built in 2693, the Combat Collage was the first military academy built for Project LEGION. The collage prides itself on being equal to any academy on old Terra. To prove their worth, the graduating warrior and pilot class of 2700 challenged the Sandhurst graduates to a military contest. The contest was won by the Combat College cadets, who had remained anonymous and masquerading as the Combat College of New Earth’s junior training command. In addition, the Regular Army Command’s headquarters is sunk in the bedrock near the Combat College making it a popular school for the sons and daughters of senior HAF officers.

**Abrams Military Academy:** The Abrams Military Academy is the HAF’s premier armored school; the Armor Subcommand’s headquarters is here, where the planners regularly observe and sometimes improve on training. The academy’s simulators are tied into the global network, allowing them to exercise in real time against any other academy on Nova California.

**Pensacola Flight Academy:** The Flight Academy is the only school in the Hegemony devoted to teaching fighter pilots. It is also one of the few orbiting space academies. More than three-hundred pilots graduate from the academy every year making it one of the higher turnovers, with the capability to increase to six-hundred cadets should the need arise. The Pensacola trains primarily those pilots assigned to Naval Command and to the aerospace defense forces for each of the Hegemony home systems.

**Legionary Combat Institute:** Built in the highlands of the Cassini jungle and surrounded by almost every conceivable natural terrain. While the jungles are the prominent feature and enable the school to keep its mysticism. The Legionary Combat Institute serves as the major training center for the HAF’s Gunslinger Program. The academy

is also the main campus for the Hegemony's special warfare school and home to the Planning and Strategy Subcommand of the Navy is headquartered in the LCI compound.

**Fort Hunter-Legit:** Fort Hunter-Legit, located along the coast of the Yukon continent on New Canada, hosts the HAF's command and general staff college, the so-called "finishing school" for field-grade officers. Regular Army captains promoted to major often serve a stint at Fort Hunter-Legit, learning the staff and command functions for military units larger than a company. Fort Hunter-Legit maintains the level of excellence of Fort Forlough on Terra. The staff prides itself on maintaining the honor and traditions of Hegemony Armed Forces of the past and the SLDF before the fall.

## THE GUNSLINGER PROGRAM

The Gunslinger Program began with the unwieldy and unromantic name Advanced Combat Maneuvering Skills Project. ACMS began during the First Hidden War in the time of the Star League, when Kuritan samurai were beating SLDF MechWarriors in duels. First Lord Michael Cameron and Commanding Admiral David Peterson directed the Regular Army Command to build a project designed to bring select SLDF MechWarriors to parity with the Kuritan duelists – parity, and then victory.

When Duchess Alexandra Ryan ordered the reformation of the HAF she also called on the few Gunslingers within the colonies to reform the program and from the few that passed the program was split into two separate schools. Taking on the name of the original Advanced Combat Maneuvering Skills Project this was the school which determined if a MechWarrior was to remain in active duty or assigned to the reserves. Each ACMS MechWarrior can be compared to those having completed the Clan training programs. The Gunslinger Program accounts for an average of one-third of all active MechWarriors serving in the pre-Guerrero HAF are graduates of the Gunslinger Program. Graduates of the Program are permitted to wear the Gunslinger insignia on their 'Mechs – a crossed pair of ancient six-shooter revolvers – and are granted exemption, upon request, from being reassigned different BattleMechs when posted to new stations.

Still based at Legionary Combat Institute, the Gunslingers represent the elite of the HAF 'Mech corps. They are – by definition – the equal of any other MechWarrior, anywhere and the program operates advanced courses in training and small-unit tactics. For many MechWarrior lieutenants and Senior Non-commissioned Officers, the Gunslinger Program is the final finishing school before they begin their career progression in earnest. While it is not required, a graduate of the Gunslinger Program is certain to be on an accelerated promotion track.

Gunslinger-cadets spend more than ninety percent of their time on Glenmora in their 'Mechs, using powered-down training weapons to spar daily with their classmates and instructors. Each cadet is allowed to choose his or her own class of 'Mech, and the Regular Army makes every effort to provide whatever is desired. Most applicants (and, more importantly, nearly all of the instructors) believe that the MechWarrior, not the 'Mech, is the most powerful weapon.

A trained Gunslinger is a deadly opponent. They seem, for all intents and purposes, joined to their 'Mechs. Response times and fine motor control are faster than the norm, and they are the finest gunners in the regiments. Gunslinger training emphasizes spatial awareness and an almost Zen-like state of focus; where regular MechWarriors might take chancy shots hoping they'll hit, a Gunslinger rarely fires a weapon without connecting. This is an institutional memory from the early days of the program, when the duels against the Kuritans and the SLDF were publicized and a stray shot could injure onlookers.

Gunslingers are highly-sought after throughout the HAF. The largest concentration is found in the Regents personal regiment, where completion of the Gunslinger Program is mandatory, but many more are spread throughout the HAF's divisions and regiments. Given the Gunslingers' high level of control over their own postings, more and more of them are moving towards I and III Corps where as the II Corps contingents are coming to realize they will not be facing the clans anytime soon. A Gunslinger knows when to fight and when not to fight, but is a fight starts, few MechWarriors can bring a fight to conclusion faster and with less collateral damage.

Only career HAF MechWarriors are selected for the Gunslinger Program. Both the current commanding general, Duke Michael Ryan, and his aid General James Corbin, are graduates, as are the heads of the Regular Army Command, the Special Forces command, and all three Corps, sixteen of twenty-three division and seventeen independent regimental commanders.



## RANKS

The Hegemony Armed Forces follows fairly closely the standards set by the Star League – and the original Terran Hegemony before it – in its rank structure. This system is familiar across the Inner Sphere and the Clans (*this leads some to believe that the HAF has sculpted its image to be more familiar with not only the Inner Sphere but also the Clan's. The reasoning for this is unclear, however we are continuing to investigate – VP*) allowing for integration into either organization. All rank insignia is worn on the collar.

Naval-equivalent officers of rear-admiral or higher rank have insignia that is the same as that of their Regular Army counterparts, but with a black disk replacing the gold disk backing the star. At the rank of commodore and below, naval rank insignia is identical to the equivalent Regular Army rank, reflecting the tight integration of the two services at the lower levels.

### Recruit

Recruits are those personnel who have newly enlisted in the HAF. There is no rank insignia for recruit.

### Private

Once a recruit has completed the minimal necessary basic training, they progress to the rank of private. The rank insignia is a Single chevron.

### Private, First Class

Privates who have served at least one year in the field and demonstrate excellent ability and service receive an automatic promotion to private, first class. The rank insignia is a chevron with one rocker.

### Corporal

Enlisted personnel with experience and who have exhibited command potential are promoted to corporal and given additional responsibilities. The rank insignia is a two chevrons.

### Sergeant

The sergeants of the HAF are the glue that hold it together and function as a bridge between the officer corps and the main body of enlisted soldiers. Graduates from a military academy who have not undertaken OCS training enter service at the rank of sergeant. The rank insignia for sergeant is a three chevrons.

The special rank of staff sergeant is used for the senior Non-commissioned Officer in charge of a platoon. The insignia for this rank adds a rocker.

### Master Sergeant

A master sergeant usually commands a company's best platoon. Experienced master sergeants sometimes command lances in BattleMech companies. Career master sergeants, those uninterested in a commission, carry massive seniority

among enlisted personnel and are slated for the Sergeants Major academy. Their rank insignia is three chevrons and two rockers.

### Sergeant Major

The senior NCO in a battalion receives the rank of Sergeant Major. The rank insignia is three chevrons and three rockers with a four pointed star in the center. The senior NCO in a regiment, brigade and division are referred to as Command Sergeant Major and the rank insignia is three chevrons and three rockers with a golden four-pointed star set atop a golden ring in the below the chevrons and above the rockers.

### Lieutenant

When a master sergeant shows tactical skills on a battlefield and seems able to inspire soldiers, he or she is offered a chance to go to officer's candidate school. Graduates receive commissions in the HAF, beginning their commissioned careers as lieutenants. Sergeants who had that rank as graduates of a military academy receive their commissions directly upon distinguishing themselves. Lieutenants most often serve as platoon and lance commanders. Some lieutenants also serve as executive officers to company commanders. The rank insignia is a silver capsule.

### Captain

In the Regular Army captains serve as company commanders. They are the most senior commissioned officers to see regular frontline combat, and the rank is commonly cited as an officer's favorite posting. In independent regiments captains sometimes do double-duty in battalion staff functions.

In the Navy, captains command DropShips. Captains are expected to show considerable initiative in combat instead of depending on orders from above.

Captains wear a four-pointed gold star set against a silver capsule.

### **Major**

Majors are battalion commanders in the Regular Army. Though doctrine claims HAF majors are expected to be in the front lines with their troops, the reality is that a battalion commander has no place in the line of battle. They command from the cockpit, to move with their battalions, but the line captains exercise tactical command. Majors also commonly serve as regimental staff officers, or junior brigade staffers.

In the Terran Navy, majors command destroyers or cargo and troop JumpShips. The insignia worn by majors is a four-pointed gold star set against silver capsule with a gold border.

### **Colonel (Commodore)**

Colonels are regimental commanders in the Regular Army. Reaching this rank means that the officer has spent at least ten years in the military and has exhibited great skill. Colonels – especially those commanding independent regiments – are allowed considerable autonomy in the field. A colonel is also commonly the senior staff officer in divisional and brigade staffs.

In the Navy, the equivalent rank of commodore commands flotillas, major Warships or jump stations. Colonels and commodores wear a four-pointed gold star with a silver ring set against a silver capsule with a gold border

### **Brigadier General (Rear Admiral)**

Brigadier Generals in the Regular Army command brigades and regimental combat teams. Occasionally, an extremely skilled brigadier general might command a division. As a commander of several units, a brigadier general needs strategic and administrative skills. Many brigadier generals serve as chief of staff for corps-level staffs.

The equivalent naval rank of rear admiral usually commands a division or shipyard. A brigadier general wears a single four-pointed gold star with a gold ring set against a silver disk with a red border.

### **Major General (Vice Admiral)**

A Major General usually commands a division. Reaching the rank of major general is often

the capstone of an officer's career, for there are few slots open above this ranks.

In the Terran Navy, the rank of vice admiral is given to an officer in charge of a naval squadron. The insignia of major generals is two four-pointed gold stars with gold rings, set against silver disks with red borders.

### **Lieutenant General (Admiral)**

A Lieutenant General commands a Corps in the Regular Army and under ideal conditions a major administrative commands – although numerous full Generals remain on staff do to Duke Ryan's concern in a shift in leadership during major operations. Most will retire over the next three to five years – within the HAF bureaucracy.

In the Navy, admirals command the numbered fleets. Lieutenant Generals wear three four-pointed gold stars with gold rings, set against silver disks with red borders.

### **General (Fleet Admiral)**

Generals command the army or administrative commands within the HAF. A political warrior as he is a martial one, adept at dealing with the bureaucracies of the Hegemony and the HAF as well as working with allied nations. Few Generals are not members of the peerage.

In the Navy, Fleet Admirals command the Navy. Once an unofficial rank it is now required for the operation of the military. Generals wear four four-pointed gold stars with gold rings, set against silver disks with red borders.

### **Commanding General (Commanding Admiral)**

The overall commander of the THAF, the commanding general is the direct superior of every HAF trooper. He or she represents the HAF to the Senate and the Regents' cabinet and is personally responsible for carrying out the mandates of the Regent. Only four individuals who were not also the Regent have held this rank.

The HAF commanding General wears four four-pointed gold stars with gold rings, set against silver disks with gold borders and a red pip in the center of each star's ring.

## UNIFORMS OF THE THAF

Soldiers in the Terran Hegemony Armed Forces wear uniforms that plainly identify branch of service, rank and unit. The uniforms also foster an *esprit de corps* and have great symbolic importance.

### REGULAR ARMY UNIFORMS

The Regular Army recognizes three classes of uniforms: dress uniform, for formal occasions; duty uniform, which is simply an olive drab set of fatigues with black boots with a collar rank tab, the Hegemony flag on the right shoulder and unit insignia on the left, and nametape on the right breast; and combat uniforms, which are equipment-specific.

#### Dress Uniform

The dress uniform of the regular army consists of a high-collared double-breasted dark blue jacket with gold-colored buttons, a black undershirt, and black trousers. The seams on the left breast, right shoulder and back are picked out with red stitching. Rank insignia is displayed on the right collar. Decorations are displayed on the left breast; name plate is worn on the right along with foreign awards. Headgear is a beret with a flash of red with gold stars and the regimental crest displayed in the middle for enlisted and officers wear rank. For officers and NCO's a gold strip is worn down the outer sides of the trousers.

Marines wear a black jacket, white undershirt and a red strip down blue trousers.

#### MechWarriors

The combat uniform worn by a MechWarrior of the Regular Army is a marvel of electronic sophistication.

MechWarriors wear tan long-sleeved shirts and shorts made of a synthetic, heat-resistant cloth woven around a network of tubes of varying diameters. Hookups at the cuffs allow the warrior to connect his gloves to the shirt and cool his hands. Covering the shirt and shorts is a cooling jumpsuit in camouflage colors. The cooling system uses a synthetic coolant that is three times more efficient than water in removing heat from a person's body. Though the cooling system plugged into the 'Mech's cooling system, a warrior of the Regular Army also has a pump and heat exchanger on his belt for emergency use.

A Hegemony warrior's neurohelmet is smaller, lighter and more versatile than those used by the rest of the Inner Sphere. Comparable to those of the Clans however they are more compact and efficient. It requires a less-cumbersome contact system with increased proficiency, and has a number of built-in communication and range finding systems,

similar to a combat infantryman's helmet, that can operate even after the MechWarrior has ejected.

When properly worn, the uniform is airtight and has its own air supply. This gives the warrior much greater confidence when fighting on a world that has no atmosphere or one that was poisonous. Rank patches appear near the throat on the helmet pad. A MechWarrior keeps only small personal weapons what is called their "persuader," a palm-sized laser pistol.

For out of cockpit operations MechWarriors wear either a simple jumpsuit or the field uniform.

#### Armor Crews

Crews of military combat vehicles wear similar protection to that of MechWarriors. A crewmember wears an olive-drab cooling suit similar, though not as extensive, to that of a 'Mech pilot. Crewmembers of tanks, hovercraft, armored personnel vehicles and self-propelled artillery wear standard field jackets over their suits. Some armored crews, particularly those that operate in rough terrain, wear shoulder pads that protect both the shoulders and neck.

Vehicle helmets are nearly as powerful as MechWarrior neurohelmets; they tie directly into the combat vehicle's systems, projecting many of the crewmember's duty displays directly into the helmet faceplate. The helmet and the vehicle controls are synced so that wherever the helmet displays are active the console displays shift to a secondary function to keep from confusing the wearer. Aiming, communications, engine status, drive routes, and tactical displays are all viewable options, and the helmets tie into the vehicle's intercoms for intra-vehicle communications.

Rank patches and unit insignia are worn on the left shoulder. Half-gloves, standard issue boots, a holster for a sidearm and a pouch to carry ammunition complete the uniform.

### **Infantry Uniform**

Troopers wear fatigues of varying camouflage patterns depending on the operation; most widely used is a light woodland scheme, though desert pattern fatigues are also common. The troopers armor is three-layer weave and Ferro-Fibrous plates and includes an armored vest, a combat helmet, shoulder pauldrons, thigh armor and in some cases shin guards.

On the waist is a utility belt used for storing equipment. Troopers commonly wear different types of backpacks, including radios, utility webbing and a compact battery pack for powering the soldiers laser weapon.

The most powerful asset to the THAF infantry trooper is his combat helmet. The CH252 combat helmet is an improvement on the SLDF full-head helmet. The CH252 offers the full capabilities of the older system with EM detection sensors, thermal and night vision viewing modes and a map display which ties into squad and platoon tactical dispositions. Built in encrypted radios are also

standard and a link to the trooper's rifle allows for the weapons point of aim to be displayed on the faceplate as well. The helmet like the rest of the trooper's protection is a three-layer weave under a Ferro-Fibrous shell.

The the fatigues used by the HAF are a marvel in and of itself of technology. Pioneered by the Star League each member of the HAF when wearing a field uniform is protected from both small caliber ballistic and needler attack.

### **Technical and Support Personnel**

The uniforms worn by technicians, those who maintain and repair military hardware, and support personnel, those responsible for logistics and bureaucracy, are very similar to those worn by the infantry. Rear-echelon soldiers wear a simple cloth cap instead of a helmet. Technicians' uniforms are embedded with strands of lead to help protect them from radiation, which is a common hazard near vehicles. Their jackets have a number of hooks for tools.

## **TERRAN NAVY UNIFORMS**

The Terran Navy maintains three standard classes of duty uniforms; dress, for formal occasions; duty uniforms, for ordinary non-combat duty; and combat duty uniforms, which are lightweight pressure suits. Only Navy engineers routinely wear the spacesuits as their duty uniform, as their duties often call for them to enter death pressure. The rest of the crew is required required to keep their spacesuit nearby for quick donning during an emergency; most carry their suits in a small pouch at the small of their back, attached to a belt hook, and trust one of the many common-sized helmets racked at common points throughout the ship.

### **Dress Uniform**

The dress uniform of the navy consists of a high-collared double-breasted white jacket with gold-colored buttons, a white undershirt, and white trousers. The seems on the left breast, right shoulder and back are picked out with red stitching. Rank insignia is displayed on the epaulets and the cuffs of the sleeves. Decorations are displayed on the left breast; name plate is worn on the right along with foreign awards. Headgear for officers is a peaked service cap in a male and female variant and officers of major and above have gold scrambled egg pattern leafs on the brim. The trousers are white and shoes are black.

For enlisted personnel the trousers are black and rank is worn on the sleeves. Headgear is a black service cap.

### **Duty Uniform (Officers)**

There are two versions of the officers duty uniform. The first for non-combat assignments such as planetside duty and command details wears a long-sleeved tunic and matching trousers in gray. The wearer's surname is displayed on the right breast and ribbons are worn on the left. Rank insignia is displayed on each shoulder board, as well as on either side of the collar and on the cuffs. Headgear is a peaked cap in both a male and female variant.

The second version is the front-line duty uniform making extensive use of new technologies this uniform acts as both a duty uniform, survival suit and small arms defensive system. This version blends practical considerations with more ostentatious elements in having an integrated body armor vest and if required shoulder pauldrons for additional protection, while displaying decorations and prominent rank insignia. The uniform consists of a short tunic and trousers, both primarily colored gray; the insides of the trousers and sleeves as well as the

midsection of the tunic under the armor vest are dark gray. The back of the vest has additional armor plating to protect the spine and is packed with additional electronics to provide medical aid and monitoring of the wearer. Able to put the wear into a medical coma to protect the mind and reinforce the outer layers of skin with numerous medical stimulants to harden the skin the wear can survive in semi-vacuum for up to four hours until retrieval by damage control teams and placed into medical suspended animation and treatment begun. Rank insignia is displayed on the collar, the shoulder pauldrons and cuffs. The uniform has a built in name plate. Utility pouches are often attached to the belt. Headgear is not worn with this uniform however a black knit cap can be worn at the ship commander's discretion. A collapsible survival helmet is in the design and testing phase but most personnel have already stated that they will continue to wear the common fit helmets throughout the ship which fasten directly to the armored duty uniform.

An officer's communications device offers all the same functions as a common sailor's, but with a suite of command and information-gathering software added that allows them to learn near-instantaneously the status of their divisions and crews.

#### **Dress Uniform (Enlisted)**

The enlisted uniform design consists of a single-breasted black tunic and matching trousers, with the Terran Navy emblem displayed prominently on the left breast. A sleeveless white top bearing the letters "THAF" in m black knit cap with rank patch sown onto the front.

A sailor wears a communication device, called a CD, on the left wrists. The CD allows the wearer to communicate with sailors in different sections of the ship and serves as a small audio computer that allows the wearer to load programs offering step-by-step instructions for complex tasks. The CD also collects medical information, gathered by sensors woven into the sailor's suit, that can be transferred into a medic's computer in an emergency.

#### **Aerospace Pilots**

THAF fighter wear a flight suit that is far superior to the normal issue of great house pilots. Sewn into the coolant suit, which doubles as a G-suit to prevent pilots from blacking out during high-speed maneuvers, is a unique semi-exoskeleton. Made of a plastic-steel alloy, the exoskeleton protects the pilot's chest, back, arms, and legs by acting as a shock frame without inhibiting the pilot's movement. In addition, pilots can use small motors in the exoskeleton to act as a power assist when the pilot needs extra strength during high-speed maneuvering.

The fighter pilot's neurohelmet is large and cumbersome, but its capabilities are amazing. When in combat, the pilot lowers the steel visor of his helmet and goes into CTNA – complete tactical neuro presentation. Pilots say CTNA makes its wearer feel as though he were flying through space without a fighter. This is accomplished with sophisticated sensors embedded in the fuselage of Hegemony fighters. The sensors feed their information to the CTNA, giving the pilot a convincing depiction of space around them in a variety of modes – infrared, ultraviolet, and simple visual light.

Pilots are punctiliously unconcerned about rank in the cockpit, ready room or anywhere outside the rare occasions they're forced into formal dress. When a pilot wears the rank patch at all, it is affixed to the exoskeleton near the left shoulder.

#### **Engineer's Uniform (Navy)**

Engineers aboard Warships, DropShips and JumpShips wear a uniform that doubles as a spacesuit for occasions when the engineer has to leave the ship or enter a damaged section. The white suit is made of several layers of insulating fabrics and tubes that carry fluid to keep the engineer warm (in darkness) or cooling fluid (when in direct sunlight). Despite the suit's complexity, it is only a few kilograms heavier than other uniforms. The high collar hides the helmet ring, which connects a large helmet that mounts lights and a camera. On the belt is a portable air supply and hookup points for a larger air supply called a maneuver unit, which gives the wearer more mobility.

# DEPLOYMENT OF THE REGULAR ARMY

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## THE REGULAR ARMY

To the Terran Hegemony-in-Exile Armed Forces, the reestablishment of the Terran Hegemony has begun with the occupation of the Terran System and while they would follow through on orders to withdraw it would become a major blow to morale should such an order be given. The Regular Army is made up of three front-line Corps numbering seven BattleMech divisions and sixteen infantry divisions of various types, eighteen independent regiments support the Corps. An independent division along with several independent formations from the designated Corps protect the Ryan family and other high value individuals.

With the deployment of the entire I Corps to the Terran System it has left a large gap in troops available for deployment. II Corps is only now beginning to redeploy from the Draconis Combine and is designated to deploy to the Sarna March relieving pressure on III Corps which is deployed along the March border with both the Confederation and the League while a large Battlegroup is deployed to the St. Ives Compact to counter Capellan moves to conquer their supposed ally in the Star League.

Redeployments of major combatant commands are obviously staggered – the entire THAF doesn't move in one rotation. The ships and stations of the Navy's Transport Subcommand are in constant motion, carrying Soldiers and equipment from world to world. This movement requires the closest possible cooperation between the Regular Army Command and the Navy, but for the most part this effort is successful.

Throughout this document each major command is organized along standard THAF organizational and command structures unless otherwise noted.

## THE FLEET AND THE ARMY

Because of this necessary coordination – and the close coordination necessary during combat operations – learning to work in joint-service situations is critical, and is a pass-fail component of Command and General Staff college in both service arms.

There are three front line Corps and three numbered – a grouping of a Warship squadron, two assault escort squadrons and several transport squadrons – fleets, but the needs of the service and the reforms of SLDF Commanding Admiral David Peterson severed that pairing. Today the fleets operate more independently, although each is still tasked with supporting its "local" Corps during any deployment. During times of crisis, senior corps commanders are sometime given limited strategic control of Navy elements, but never tactical control.

Just as the standing Regular Army is bolstered by the THAF Reserves, the Navy maintains two semi-reserve fleets from which the frontline numbered fleets draw support and replacement vessels: the Aerospace Defense Command and the Reserve Fleet.

## AEROSPACE DEFENSE COMMAND

Many THAF facilities are assigned permanent naval protection in the form of a division of *M-3* drones, sometimes bolstered by a *M-5 Casper*. These vessels operate outside the fleet command structure and are instead included in the Aerospace Defense Command.

The most prominent feature of the ADC is the ubiquitous *M-5 Casper* Capital Drones. Each system is defended by a squadron of *M-5's* and a division of *M-5C* command drones. Backed up by squadrons of *M-3* assault drones, *M-10* drone carriers, *Mk 39 Voidseekers* and supported by *M-7* and *M-8* automated stations. Each major world and jump point is protected by *M-9 Pavise* SDS Battle Stations supported by its complement of drones all in a stand by state.

A normal Space Defense System fleet consists of a Squadron of twelve *M-5* and six *M-5C Casper* Capital Drones, two mobile drone patrol squadrons with twelve *M-3* drone DropShips and six *M-10* drone carriers supported by two full wings of *Mk. 39 Voidseeker series* drone fighters each. When deployed in a full system defense role the fleet would reorganize into Battlegroups consisting of a *M-5C*, two *M-5's*, six *M-3's*, three *M-10's* and a wing of fifty-four *Mk. 39 Voidseeker* drone fighters each. Six such Battlegroups patrol each system.

A manned element is present in each SDS fleet consisting of an assault escort squadron made up of three divisions each with four assault DropShips of either the *Longstreet*, *Achilles* or *Pentagon* classes, a *Model 96 Elephant* and a *Lee CV*-class carrier with a full fighter complement.

A new innovation has begun being introduced into the ADC. A mobile SDS group. A modified *Potemkin*-class warship serves as the mother ship for a squadron of eighteen drone DropShips supported by tankers and cargo ships. Able to jump into a system and emplace itself in either a mobile system defense or in orbit around a planet the *Potemkin* can control the ships from anywhere in the system with the use of HPG communications. Currently there are only two such refitted ships assigned to the ADC and funding to begin conversion of one of the few *Potemkin*'s in the reserve fleet has not been cleared by the Regent.

## RESERVE FLEET

While the THAF's active fleet comprises some fifty-nine vessels, this represents only seventy percent of its total strength. The remaining vessels, around eighteen combat JumpShips supported by another twelve support ships are held in the Reserve to save on operating costs or else undergoing periodic refits. In time of conflict these vessels are reactivated and used to bolster the Terran Navy. The Reserve has only caretaker crews on-board or nearby on fleet anchorage stations. The Reserve is located in the Manticore system and is defended by six *M-9* Battle Stations with full drone complements and is patrolled by a division of *Casper*'s.

Not only are Warships of the reserve moored here but so are older JumpShips and DropShips of the fleet. Rebuilding the fleet's tactical edge to compete against new Inner Sphere and Clan Warships the Hegemony Navy revealed one of the hidden agreements with the Federated Suns. The Hegemony-in-Exile has been building *Avalon*-class Guided Missile Cruisers for the fleet and placing them into the reserve as soon as builder's trials are completed. The lead ship of the class the *FCS Avalon* is also moored here awaiting delivery to the AFFC.

Several other classes of Warships are also moored here with no intention of being operated by the Terran Navy. Intended as gifts to the leaders of the Great Houses when the Star League was reformed or after the Succession Wars had ended. Dozens of Warships are moored in the mothballed anchorage.

# I Corps: *EYE CORPS*

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I Corps is solely responsible for the defense of the Terran System, it is being called more and more by the population of Terra as the Terran Corps due to its deployment on humanities home world. The first Hegemony-in-Exile corps built by Alexandra Ryan, the elite troopers of I Corps that, under the command of Lieutenant General Jacob Corbin, defends the people of the Terran System and the surrounding worlds of the Epsilon Eridani, Lyons and Denebola PDZs of the Federated Commonwealth and both General Corbin and Duke Ryan do not recognize the authority of Archon Katherine Steiner-Davion which has led to tensions from LAAF units in the region.

Originating from Nova California I Corps, General Gates and his command was selected to secure the Terran System leaving behind a slowly activating reserve force on Nova California while the crème of the HAF's armed forces moved in and secured Terra. Assignment to I Corps is often the capstone of an officer's career, and the enlisted Soldiers of the corps are among the most professional and loyal.

## COMMAND

Lieutenant General Jacob Corbin commands I Corps from the Tacoma, Washington Castle Brian. A favorite of the Ryan family General Corbin and Duke Ryan served together throughout their careers and Corbin is married to one of the Regents Cousins. General Corbin assumed command of the Corps following General Gates' promotion to command of the Regular Army.

Despite his connections, Jacob Corbin is a talented corps commander and fully capable of doing his duty. He has been championing a wider deployment of I Corps away from just the Terran System but as of now the Duke has only allowed the Corps to maintain a Quick Reaction Force posture rotating divisions and regiments through readiness cycles. Red Cycle is the alert force and is embarked aboard troop ships holding position at a non-standard jump point awaiting deployment orders; Amber Cycle is training cycle and consists of the earmarked troops

preparation for deployment and Red Cycle; Green Cycle is refit cycle and consists of being the primary garrison of the Terran System allowing the troops to become familiar with the surrounding territory.

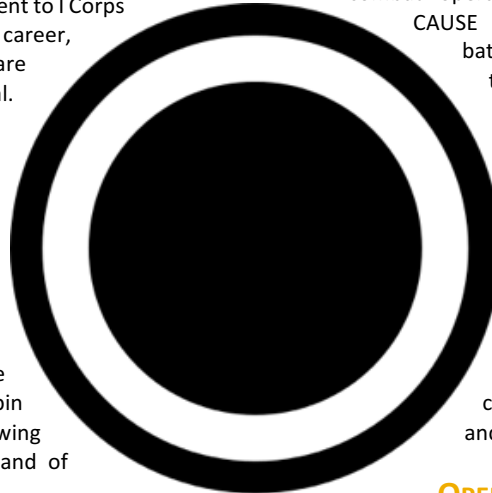
## STRATEGIC OVERVIEW

Aside from the odd pirate raid, there hasn't been a serious threat to the Terran corridor since Operations GEURRERO and ODYSSEUS. Deployed to the Terran System the Corps is centrally located. Able to respond to threats in the Sarna March's Terran region. General Corbin is poised to support the Epsilon Eridani, Nanking, Liao and Addicks PDZs within the Federated Commonwealth as well as the Denebola, Gacrux and Lyons PDZs within the break away Lyran Alliance. The Corps only participated in limited combat operations within during Operation JUST CAUSE (*Operation GEURRERO*). The largest battle corps elements experienced was by the 1<sup>ST</sup> Dragoon Regiment and the independent 173<sup>RD</sup> Jump Infantry Brigade during Operation GOLDEN SHROUD (*Operation ODYSSEUS*). General Corbin since taking over has had his Operations cell working up redeployment orders to shift heavy forces out of the Terran System and into the surrounding systems to create defense in depth.

I Corps currently enjoys a close relationship with 3<sup>RD</sup> Star Squadron and the rest of 3<sup>RD</sup> Fleet.

## OPERATIONS

The I Corps' operational tempo is one of near-constant training. General Gates insisted on the highest state of readiness, and his division commanders firmly agree. Although little actual combat has occurred since Operations GUERRERO and ODYSSEUS has occurred, it's not uncommon for I Corps divisions and regiments to leave the system to assist AFFC forces in other operational areas.







## 1<sup>ST</sup> BATTLEMECH DIVISION: *OLD IRONSIDES*

The elite of the elite form the Old Ironsides division. When Duchess Alexandra Ryan ordered the reformation and self imposed exile of the Terran Hegemony Armed Force she did not include a full BattleMech division in the requirements. It wasn't until 2805 that the Duchess made the order to reform the BattleMech Divisions. Originally planned to be nothing more than administrative reserve commands while the Infantry Divisions would only number four to five battalions of BattleMechs. The 1<sup>ST</sup> Royal BattleMech Division as it was initially conceived would only consist of three BattleMech brigades and was purely an administrative entity. Following Duke Michael's appointment to the regency by his father he ordered the 1<sup>ST</sup> to be equipped with all of the nominal divisional support elements to include an armored brigade, artillery regiment and ground aero wing. When hostilities broke out, and Duke Ryan ordered the HAF into the war Old Ironsides deployed across the Sarna March in regimental and brigade packages supported by several reserve infantry and armor regiments each. Since Operation GOLDEN SHROUD, Old Ironsides is stationed on Terra and has been reorganized as a Star League Royal BattleMech Division.

The Divisional Patch is a multi-colored triangle with; blue, gold and red to symbolize the combined arms nature of the division with a lightning bolt for speed an ancient cannon for power and tank tracks. The motto – Old Ironsides – come from the ancient American Army like the entire rebranding of the Hegemony-in-Exile armed forces to follow those of the North American power.

### COMMAND

Major General Marion Diggs commands 1<sup>ST</sup> BattleMech and was instrumental in reforming the command into an offensive force. Many think he simply did it to give himself one last divisional command. This is besides the point as Duke Ryan was already planning for such a contingency. Diggs has grown the division into a professional and capable force able to reconfigure into brigade size packages for operations on multiple planets.

A graduate of the Citadel General Diggs spent a career redefining the duties of the Hegemony MechWarrior and prides himself on his troops comradery and coordination with not just other MechWarriors but the total combat force able to fight as combined arms formations to include naval support assets.



**11<sup>TH</sup> BattleMech Brigade**  
**3 Regiments /Regular / Reliable**  
**CO:** BG Thomas Zain  
 111<sup>TH</sup> Heavy Assault RGT

112<sup>TH</sup> Heavy Assault RGT  
 113<sup>TH</sup> Striker RGT

The 11<sup>TH</sup> BattleMech brigade is the divisions assault force. Deployed in regimental sized packages around North America the brigade is positioned to repel any invasion force as they can close ranks and support the 201<sup>ST</sup> Com Guard Division. Each of the brigade's regiments has been paired with a battalion of infantry and armor.



**12<sup>TH</sup> BattleMech Brigade**  
**3 Regiments / Regular / Reliable**  
**CO:** BG Martina Santos  
 121<sup>ST</sup> Battle RGT

122<sup>ND</sup> Battle RGT  
 123<sup>RD</sup> Battle RGT

The 12<sup>TH</sup> BattleMech brigade like the 11<sup>TH</sup> is deployed in regimental packages although the brigade is deployed to garrison and check all of the Castle's Brian in the western hemisphere. Rotating every three months General Diggs is about to push the deployments to every six months.



**13<sup>TH</sup> Mechanized Infantry Brigade**  
**3 Regiments / Veteran / Reliable**  
**CO:** BG Andrew Redburn-Ryan

13<sup>TH</sup> Battle BN  
 131<sup>ST</sup> Mech INF RGT  
 132<sup>ND</sup> Mech INF RGT  
 133<sup>RD</sup> Mech INF RGT

The 13<sup>TH</sup> Mechanized Infantry Brigade was transferred from the 1<sup>ST</sup> Mechanized Infantry Division when Duke Ryan instituted his reforms moving the army from a defense and reserve force into a mobile combat force in the image of the star league. The 132<sup>ND</sup> and 133<sup>RD</sup> mechanized infantry regiments are deployed

along with the 11<sup>TH</sup> and 12<sup>TH</sup> BattleMech brigades while the 131<sup>ST</sup> and the 13<sup>TH</sup> BattleMech battalion are deployed in defense of the Corps headquarters within the Tacoma Castle Brian.



**14<sup>TH</sup> Armored Brigade**  
**3 Regiments/ Regular / Reliable**  
**CO:** BG Courtney Miller

141<sup>ST</sup> Heavy Tank RGT  
 142<sup>ND</sup> Wheeled Armor RGT  
 143<sup>RD</sup> Air Defense RGT

The 14<sup>TH</sup> is deployed alongside TerraSec forces on the North American continent in regimental packages combining a battalion from each regiment supported by two TerraSec Level III formations.



**15<sup>TH</sup> Field Artillery Regiment**  
**Regiment / Veteran / Fanatical**  
**CO:** COL Jane Harper

The 15<sup>TH</sup> field artillery regiment while not having faced combat in centuries has trained themselves to such a fine point that only combat conditions will push them into elite status. 1<sup>ST</sup> and 2<sup>ND</sup> Battalions are both self propelled gun battalions while 3<sup>RD</sup> Battalion is an Arrow IV equipped Battalion.



**101<sup>ST</sup> Ground Aero Wing**  
**3 Wings / Regular / Reliable**  
**CO:** COM Mike Dubois

1011<sup>TH</sup> Aerospace Fighter WNG  
 1012<sup>TH</sup> Air WNG  
 1013<sup>TH</sup> Aero WNG

The 101<sup>ST</sup> GAW covers North America supporting Com Star aero forces for the time being. Specializing in atmospheric and orbital intercept the eleventh aerospace fighters are constantly drilling. The 1012<sup>TH</sup>'s conventional fighters are training heavily in ground support operations and the 1013<sup>TH</sup> is training in moving supplies and personnel forward as the division advances in order to maintain the offensive.



### 3<sup>RD</sup> BATTLEMECH DIVISION: *SPEARHEAD*

Third BattleMech Division like all BattleMech divisions within the Hegemony-in-Exile Armed Forces was once a reserve division but has been activated and assigned to I Corps. Assigned the 33<sup>RD</sup> Mechanized Infantry Brigade in exchange for the 33<sup>RD</sup> BattleMech Brigade the division is now organized patterned after a Star League division. Is preparing to rotate in to become the primary defensive force of North America. Plans to assume responsibility and move into the continents Castles Brian. The ancient base at Fort Knox is being renovated to become the divisions headquarters. Currently the division is aboard ships holding as the Corps rapid deployment force which is about to be taken

over by 1<sup>ST</sup> BattleMech Division.

During Operation JUST CAUSE, the division hit Liao countering the Warrior House invasion of the world. Fighting was fierce but the veteran Warrior House troops could not withstand the full *Spearhead* division landing on top of them supported by the 101<sup>ST</sup> Jump Infantry Division. Fighting was fierce and the divisions technological superiority, training and numbers helped to level the field between the two forces.

### COMMAND

Major General Cathy Reynolds, commands the *Spearhead* division. Once the commander of the Duke's personal guard regiment she requested a transfer to lend her experience to the train up of the 3<sup>RD</sup> BattleMech division to be ready for combat operations when she learned of the Dukes plans to appear to the Inner Sphere.



**31<sup>ST</sup> BattleMech Brigade**  
**3 Regiments / Veteran / Reliable**  
**CO:** BG Yoshida Tetsuhara

311<sup>TH</sup> Heavy Assault RGT  
 312<sup>TH</sup> Heavy Assault RGT  
 313<sup>TH</sup> Striker RGT

The Brigade took the brunt of the fighting against the Warrior houses with two Heavy Assault Regiments as the anchor. The Brigade is back to full complement of material.



**32<sup>ND</sup> BattleMech Brigade**  
**2 Regiments / Veteran / Reliable**  
**CO:** COL Billy Mitchell

321<sup>ST</sup> Battle RGT  
 322<sup>ND</sup> Battle RGT  
 323<sup>RD</sup> Battle RGT

The 32<sup>ND</sup> BattleMech brigade sustained heavy losses reducing each regiment to two battalions. The Brigade is down a total of three battalions of BattleMechs. Logistics Command is working on replacements but it is unknown when they will be incoming. During the fighting the Brigade Command was killed in the fighting with Warrior House Hiritsu leaving Colonel Mitchell in command.



**33<sup>RD</sup> Mechanized Infantry Brigade**  
**3 Regiments / Elite / Fanatical**  
**CO:** BG Cameron Halsey

33<sup>RD</sup> Battle BN  
 331<sup>ST</sup> Mech INF RGT  
 332<sup>ND</sup> Mech INF RGT  
 333<sup>RD</sup> Mech INF RGT

The 33<sup>RD</sup> Mechanized Infantry Brigade transferred in from 3<sup>RD</sup> Mechanized Infantry Division to make good the ROAD (*Reorganization of Army Divisions*) plan to more align with SLDF doctrine. The 331<sup>ST</sup> Mechanized Infantry has completed the transition to armored infantry equipped with the *Nighthawk Mk XXIV* powered armor (light) suits.



**34<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular / Reliable**  
**CO:** BG Hannah Stanley

341<sup>ST</sup> Heavy Tank RGT  
 342<sup>ND</sup> Heavy Tank RGT  
 343<sup>RD</sup> Field Artillery RGT  
 344<sup>TH</sup> Air Defense RGT

The 34<sup>TH</sup> Armored Brigade is the model of the Army. Doing away with the independent artillery regiment, the 34<sup>TH</sup> combines two heavy tank regiments, a field artillery regiment and an air defense regiment into a single brigade with one unified chain of command. 14<sup>TH</sup> Armored Brigade will soon be reorganized to match.



**103<sup>RD</sup> Ground Aero Wing**  
**3 Wings / Regular / Reliable**  
**CO:** COM Chuck Henning  
 1031<sup>ST</sup> Aerospace Wing

1032<sup>ND</sup> Air Wing  
 1033<sup>RD</sup> Aero Wing

The 103<sup>RD</sup> Ground Aero Wing like the 101<sup>ST</sup> is organized with full aerospace, conventional and transport wings.



## 3<sup>RD</sup> MECHANIZED INFANTRY DIVISION: *ROCK OF THE MARNE*

The Third Mechanized Infantry Division is one of the most storied units of ancient Terra. Its lineage was revived by the Hegemony-in-Exile in order to give the army traditions to strive to emulate. During Operation JUST CAUSE the Marne division hit the worlds of Tsinghai, Old Kentucky and Chamdo, reinforcing the Twelfth Vegan Rangers on all three worlds while outnumbered by BattleMechs three to two the Rangers and the Marne Division brought with them three times the numbers of conventional troops while also establishing aerospace superiority.

The Marne division is currently responsible for the defense of Geneva and the surrounding districts alongside Terra Sec forces from the European continent.

### COMMAND

Major General Anthony Cucolo commands the 3<sup>RD</sup> Mechanized Infantry Division and is due to retire soon. After his brilliant multi planetary campaign during Operation JUST CAUSE coordinating everything through real-time HPG links with his various brigade commanders, he is looking to move up to Corps command however there are only three such commands in the entire army and none are open at the moment.



**31<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Veteran / Reliable**  
**CO:** BG Hunter Adams

31<sup>ST</sup> Battle BN  
311<sup>TH</sup> Mech INF RGT  
312<sup>TH</sup> Mech INF RGT  
313<sup>TH</sup> Mech INF RGT

During Operation JUST CAUSE 31<sup>ST</sup> Mechanized Infantry Brigade became Task Force Headquarters for the relief of Tsinghai and the 12<sup>TH</sup> Vegan Rangers Beta Regiment.



**32<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Veteran / Reliable**  
**CO:** BG Thomas Green

32<sup>ND</sup> Battle BN  
321<sup>ST</sup> Mech INF RGT  
322<sup>ND</sup> Mech INF RGT  
323<sup>RD</sup> Mech INF RGT

Like the 31<sup>ST</sup> the 32<sup>ND</sup> Mechanized Infantry Brigade was Task Force Headquarters for operations on Chamdo where they saved Delta Regiment of the 12<sup>TH</sup> Vegan Rangers.



**33<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular / Reliable**  
**CO:** BG Frank Stapleton

331<sup>ST</sup> Battle RGT  
332<sup>ND</sup> Battle RGT  
333<sup>RD</sup> Striker RGT



**3<sup>RD</sup> Armored Brigade**  
**4 Regiments / Veteran / Fanatical**

**CO:** BG Carl Long  
31<sup>ST</sup> Armored RGT  
32<sup>ND</sup> Armored RGT  
33<sup>RD</sup> Field Artillery RGT  
34<sup>TH</sup> Air Defense RGT

The 3<sup>RD</sup> Armored Brigade broke into three Brigade Task Forces to support operations across the Elnath PDZ relieving the Twelfth Vegan Rangers as the Confederation's invasion bore down on them.



**3<sup>RD</sup> Ground Aero Wing**  
**3 Wings / Elite / Fanatical**  
**CO:** COM Simon Burke

31<sup>ST</sup> Aerospace Wing  
32<sup>ND</sup> Air Wing  
33<sup>RD</sup> Transport Wing

The 3<sup>RD</sup> GAW is responsible for operations throughout the Elnath PDZ and the defense and support of ground troops throughout the region.



## 4<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *IVY DIVISION*

The history of the Fourth Division dates back to the founding of the colonies. Like the third, fourth mechanized infantry division deployed in brigade task forces in order to reinforce FedCom commands under siege. Deploying to the worlds of Raballa, Lesalles and Campertown, the Ivy Division hammered back at the Capellans blunting their invasions and dragging out operations until the ceasefire.

The Fourth is currently deployed on the African continent where it is working with local Terra Sec forces and the survivors of the 201<sup>ST</sup> Com Guard Division who had been trapped within their bases. Together Joint Command Africana is reactivating the infrastructure on the continent in the event that I Corps takes permanent residence on Terra.

### COMMAND

Major General Charles Hayden commands the Ivy Division with a light hand. He attributes his success to the Officers and Noncommissioned Officers. While his command style is in the spirit of the army for which the Fourth was named, Hayden is the current holder of the THAFiE Martial Olympiad having defeated four other division commanders in the CPX.



#### 41<sup>ST</sup> Mechanized Infantry Brigade

**3 Regiments / Elite / Reliable**

**CO:** BG Tara Campbell

41<sup>ST</sup> Battle BN

411<sup>TH</sup> Mech INF RGT

412<sup>TH</sup> Mech INF RGT

413<sup>TH</sup> Mech INF RGT

The forty-first brigade deployed as a Task Force to Campertown where with the Twelfth Vegan Rangers Alpha Regiment was locked in combat with the Fourth Tau Ceti Rangers. The arrival of a fresh BattleMech regiment supported by three regiments of infantry, armor and artillery broke the Mercenaries drive on the Vegan Rangers.



#### 42<sup>ND</sup> Mechanized Infantry Brigade

**3 Regiments / Regular / Reliable**

**CO:** BG Tamron Swearingen

42<sup>ND</sup> Battle BN

421<sup>ST</sup> Mech INF RGT

422<sup>ND</sup> Mech INF RGT

423<sup>RD</sup> Mech INF RGT

Forty-second mechanized infantry brigade was the Task Force headquarters for the troops assigned to Lesalles and the besieged Fourth Federated Commonwealth RCT.



#### 43<sup>RD</sup> BattleMech Brigade

**3 Regiments / Regular / Reliable**

**CO:** BG Thomas Scales

431<sup>ST</sup> Battle RGT

432<sup>ND</sup> Battle RGT

433<sup>RD</sup> Striker RGT



#### 44<sup>TH</sup> Armored Brigade

**4 Regiments / Green / Reliable**

**CO:** BG Nathaniel Clark

441<sup>ST</sup> Armored RGT

442<sup>ND</sup> Armored RGT

443<sup>RD</sup> Field Artillery RGT

444<sup>TH</sup> Air Defense RGT

The 44<sup>TH</sup> Armored Brigade was cobbled together from the Reserve Command in order to make good losses from when the brigades JumpShip was destroyed by Word of Blake insurgents.



#### 4<sup>TH</sup> Ground Aero Wing

**3 Wings / Veteran / Fanatical**

**CO:** COM Mark Erickson

41<sup>ST</sup> Fighter Wing

42<sup>ND</sup> Air Wing

43<sup>RD</sup> Transport Wing

The wing was active in all systems during JUST CAUSE that the division was employed in. Currently based in Kenya, South Africa and Morocco the 4<sup>TH</sup> GAW covers Africa supporting the 444<sup>TH</sup> Air Defense Regiment along with Terra Sec and Com Guard aerospace defense units.



## 7<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *BAYONETS*

The Bayonets secured the Wei on their own reinforcing the Wei SMM and blunting the 1<sup>ST</sup> McCarron's Armored Cavalry as they tried to rip the world from the FedCom. The two forces spared never really making contact until the cease fire was called. It was then discovered that General McMullen had no intention of fighting with the 1<sup>ST</sup> MAC.

With the Bayonets deployed to the two Castles Brian at Glen Valley and Christchurch. While a third brigade combat team is deployed to Darwin where it is stationed at the ancient Star League Fort based there.

### COMMAND

Major General Thomas James commands the Bayonets, many within the division thought he was timid in his dealing with the Nightriders on Wei. Although he was acting on orders of Duke Ryan he has not revealed this and has instead moved towards harnessing that anger and using it to increase the divisions readiness.



**71<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Green / Questionable**  
**CO: BG Harlow Stevens**

71<sup>ST</sup> Battle BN  
711<sup>TH</sup> Mech INF RGT  
712<sup>TH</sup> Mech INF RGT  
713<sup>TH</sup> Mech INF RGT

The seventy-first brigade is under investigation by counter intelligence to see if the questionable loyalty rating imposed on it by General James is from outside influence or just the troopers discontent with not seeing combat.



**72<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Green / Reliable**  
**CO: BG Alec Coles**

72<sup>ND</sup> Battle BN  
721<sup>ST</sup> Mech INF RGT  
722<sup>ND</sup> Mech INF RGT  
723<sup>RD</sup> Mech INF RGT

Seventy-second mechanized infantry brigade operated alongside the Wei Sarna March Militia, mainly as a check on the militia's switching sides.



**73<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular / Reliable**  
**CO: BG Kathryn Stewart**  
731<sup>ST</sup> Battle RGT

732<sup>ND</sup> Battle RGT  
733<sup>RD</sup> Striker RGT

The seventy-third brigade was the only element besides the divisional cavalry squadron and aero wing to see combat as they blunted the initial attack. From there they established blocking positions with the seventy-first brigade in order to contain the Nightriders.



**74<sup>TH</sup> Armored Brigade**  
**4 Regiments / Green / Questionable**  
**CO: BG Terry Colbert**

741<sup>ST</sup> Armored RGT  
742<sup>ND</sup> Armored RGT  
743<sup>RD</sup> Field Artillery RGT  
744<sup>TH</sup> Air Defense RGT

The 74<sup>TH</sup> like the 71<sup>ST</sup> found itself sidelined and guarding the rear and the divisions DropShips and supply trains. It is no wonder why the brigade is questionable in its raiting. General James has broken the brigade up deploying them with each of the other three brigade headquarters for support.



**7<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran / Fanatical**  
**CO: COM Jane Harper**

71<sup>ST</sup> Fighter Wing  
72<sup>ND</sup> Attack Wing  
73<sup>RD</sup> Transport Wing

The seventh is the only formation in the division besides the divisional cavalry squadron that saw continuous combat on Wei. It wasn't until its redeployment to Australasia that it has been able to recoup its losses.



## 8<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *PATHFINDERS*

The Pathfinders reinforced Second Try, Styk and Elnath fighting alongside the Eighth FedCom RCT, 3<sup>RD</sup> Donegal Guards and the 15<sup>TH</sup> Arcturan Guards. Fighting on these worlds was harsh but eventually saw the stalemate needed to last until the ceasefire was announced. General Mountbatten led his troops into the teeth of the fighting on Styk facing Warrior House Imarra encircling the Imarra troops and then holding in place until the ceasefire.

The Pathfinders are deployed to Asia and like the other divisions are working closely with the Terra Sec and Com Guard troops in the region in order to rebuild stability and trust in the defenders of Terra.

### COMMANDER

Major General Simon Mountbatten commands the Pathfinders from his base at the Castle Brian of T'ienchen. With his troops deployed in Battalion packages across the continent with the exception of 82<sup>ND</sup> Brigade Combat Team located at T'ienchen. He fully supports his unit commanders and trust in their training and morals to accomplish the mission at hand without overstepping their bounds.



**81<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Veteran / Reliable**  
**CO:** BG Malcom O'Conner

81<sup>ST</sup> Battle BN  
811<sup>TH</sup> Mech INF RGT  
812<sup>TH</sup> Mech INF RGT  
813<sup>TH</sup> Mech INF RGT

The eighty-first brigade headquarters led the taskforce to Second Try finding the Eight FedCom RCT under assault. While the Steiner-Davion RCT was holding its own it was in the process of organizing a withdraw from the world. The BCT grounded and went to work reinforcing the line.



**82<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular / Reliable**  
**CO:** BG Tanya Ivanova

82<sup>ND</sup> Battle BN  
821<sup>ST</sup> Mech INF RGT  
822<sup>ND</sup> Mech INF RGT  
823<sup>RD</sup> Mech INF RGT

The eight-second brigade combat team hit Styk and reinforced the Third Donegal Guards facing the Warrior House Imarra. Landing in the Third's rear they allowed the Donegal Guards to fall back into a defended perimeter which House Imarra was unable to breach. Together they pushed the Warrior House off of the planet.



**83<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular / Fanatical**  
**CO:** BG Edmund Halas  
831<sup>ST</sup> Battle RGT

832<sup>ND</sup> Battle RGT

833<sup>RD</sup> Striker RGT

The eighty-third BattleMech brigade was the operational headquarters for the regiments assigned to Elnath and the relief of the fifteenth Arcturan Guards. Already preparing to withdraw under Archon Katherine Steiner-Davion's return home order the Capellan Home Guard forces sent in were no match for the eighty-third and were not expecting any FedCom forces to remain on the planet.



**84<sup>TH</sup> Armored Brigade**  
**4 Regiments / Veteran / Reliable**  
**CO:** BG Richard Pants

841<sup>ST</sup> Armored RGT  
842<sup>ND</sup> Armored RGT  
843<sup>RD</sup> Field Artillery RGT  
844<sup>TH</sup> Air Defense RGT

The eighty-fourth armored brigade was broken up to provide the Divisions designated Brigade Combat Teams with robust armor, artillery and air defense support.



**8<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Green / Reliable**  
**CO:** COM Nathan Vickers

81<sup>ST</sup> Fighter Wing  
82<sup>ND</sup> Attack Wing  
83<sup>RD</sup> Transport Wing

The 8<sup>TH</sup> GAW saw very little fighting in its operations as Capellan aerospace support was at a minimum.



## 82<sup>ND</sup> JUMP INFANTRY DIVISION: *ALL AMERICAN*

The 82<sup>ND</sup> Jump Infantry Division acted as the Corps Reserve lending one of its Brigades to the operation on Sarna and another to Liao. Taking its heritage from the famed North American division of the same name the All American division prides itself on its ability to rapidly deploy to trouble spots and hold out until heavier reinforcements arrive. Currently the Division is looking into upgrading the jump infantry regiments into armored infantry regiments utilizing *Nighthawk Mk XXIV* suits.

### COMMAND

Major General Jeremy Blix commands the 82<sup>ND</sup> Jump Infantry Division. It is his mission to reorganize the Division utilizing light powered armor, he would love to have a division of the Clan designed Elemental Battle Armor suits.



**821<sup>ST</sup> Jump Infantry Brigade**  
**3 Regiments / Regular / Questionable**  
CO: BG James Hogan

821<sup>ST</sup> LAM BN  
8211<sup>TH</sup> Jump Infantry RGT  
8212<sup>TH</sup> Jump Infantry RGT  
8213<sup>TH</sup> Jump Infantry RGT

The 821<sup>ST</sup> Jump Infantry Brigade holds the record of the only brigade not involved in the Operation JUST CAUSE.



**822<sup>ND</sup> Jump Infantry Brigade**  
**3 Regiments / Veteran / Fanatical**  
CO: BG William Edens

822<sup>ND</sup> LAM BN  
8221<sup>ST</sup> Jump Infantry RGT  
8222<sup>ND</sup> Jump Infantry RGT  
8223<sup>RD</sup> Jump Infantry RGT

The 821<sup>ST</sup> Jump Infantry Brigade deployed to support operations on Liao.



**823<sup>RD</sup> BattleMech Brigade (Airborne)**  
**3 Regiments / Veteran / Reliable**  
CO: BG Clarke Griffin

8231<sup>ST</sup> Battle RGT  
8232<sup>ND</sup> Striker RGT  
8233<sup>RD</sup> Striker RGT

The 823<sup>RD</sup> BattleMech Brigade (Airborne) supported the counter invasion of Sarna fighting alongside Grim Determination and Sarna Martial Academy Training Battalion against Stapleton's Grenadiers crushing the regiment.



**824<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular / Reliable**  
CO: BG Raymond Keys

8241<sup>ST</sup> ATTK HELI RGT  
8242<sup>ND</sup> ATTK HELI RGT  
8243<sup>RD</sup> Air Mobile Artillery RGT  
8244<sup>TH</sup> Air Defense RGT

The 824<sup>TH</sup> Armored Brigade is a contradiction in terms. Employing air mobile artillery, two regiments of attack helicopters almost entirely Vector gunships. The only armored force is the regiment of Pollux air defense vehicles.



**825<sup>TH</sup> Ground Aero Wing**  
**2 Wings / Regular / Reliable**  
CO: COM Katlyn McKnight

8251<sup>ST</sup> Fighter Wing  
8252<sup>ND</sup> Transport Wing

The 825<sup>TH</sup> consists of only two wings. With each Jump Infantry Division consisting of two Ground Aero Wings the need for full aero detachments was unneeded. The normal conventional fighter wing was eliminated.



**826<sup>TH</sup> Ground Aero Wing**  
**2 Wings / Green / Reliable**  
CO: COM Sonya Ramirez

8261<sup>ST</sup> Fighter Wing  
8262<sup>ND</sup> Transport Wing

Like the 825<sup>TH</sup> the 826<sup>TH</sup> employs two wings a fighter and a transport wing to support the divisions mobile mission.





## 101<sup>ST</sup> JUMP INFANTRY DIVISION: *SCREAMING EAGLES*

The pride of the Hegemony's regular army, the Screaming Eagles Division is the pinnacle of technology and training. Fully equipped with the *Nighthawk Mk XXIV* light powered armor and the first generation of Inner Sphere OmniMechs. With the Hegemony Advanced Research and Development agency working on developing its own designs the Screaming Eagles will be the first division fully equipped with them.

Fighting on Capella in the Hegemony's counterattack saw the division capturing the world and holding it until the ceasefire and the divisions withdraw.

As the Dukes escort to New Avalon, the Screaming Eagles have conducted numerous wargames with the defenders of New Avalon in order to show the Regent that her people are willing to hold out. A detachment from both military intelligence and the Central Intelligence Agency in order to seek out Katherine's instigators.

### COMMAND

Major General Edgar Winters commands the Screaming Eagles. It was his suggestion to command that they strike at Capella in order to unsettle the Confederation leadership. With Sarna holding, Liao retaken and now Capella in the Hegemony's hands, Chancellor Sun-Tzu Liao now had no symbolic territory of the original Capellan Confederation left. With a major loss of face he order the ceasefire demanding a return of Capella first.



**1011<sup>TH</sup> Jump Infantry Brigade**  
**3 Regiments / Elite / Fanatical**  
**CO: BG Megan Harper**

1011<sup>TH</sup> OmniMech BN  
 326<sup>TH</sup> Jump Infantry RGT  
 327<sup>TH</sup> Jump Infantry RGT  
 401<sup>ST</sup> Jump Infantry RGT

The 1011<sup>TH</sup> Jump Infantry Brigade prides itself on history and is why the division has re-designated the regiments to follow the ancient divisions regimental formations.



**1012<sup>TH</sup> Jump Infantry Brigade**  
**3 Regiments / Elite / Fanatical**  
**CO: BG Mark Sanderson**

1012<sup>TH</sup> OmniMech BN  
 501<sup>ST</sup> Jump Infantry RGT  
 502<sup>ND</sup> Jump Infantry RGT  
 506<sup>TH</sup> Jump Infantry RGT

The 1012<sup>TH</sup> Jump Infantry Brigade prides itself on the history they have inherited and have trained to ensure they faithfully live up to the exploits of their forbearers. The Brigade recently scored a major victory against the New Avalon CrMM when organized as a BCT managed to capture the RCTs headquarters and gut its logistical support group before executing an air mobile withdraw.



**1013<sup>TH</sup> BattleMech Brigade (Airborne)**  
**3 Regiments / Elite / Fanatical**  
**CO: BG John Terrance**

1011<sup>TH</sup> Battle RGT  
 1012<sup>TH</sup> Battle RGT  
 1013<sup>TH</sup> Striker RGT

The 1013<sup>TH</sup> BattleMech Brigade prides itself on being one of the first formations in the Inner Sphere to convert to OmniMech's. Able to deploy to rapidly developing situations each of the regiments in the brigade are not what they appear to be in according to nomenclature. *Raptor's, Owen's, Strider's, Black*

*Hawk-KU, Avatar's and Sunder's* make up the bulk of the brigade with a smattering of *Blackjack* and *Firestarter's*.



**1014<sup>TH</sup> Armored Brigade (Air Mobile)**  
**4 Regiments / Veteran / Reliable**

**CO: BG Harlan Mulcahey**  
 1011<sup>TH</sup> ATTK HELI RGT  
 1012<sup>TH</sup> ATTK HELI RGT  
 1013<sup>TH</sup> Air Mobile Artillery RGT  
 1014<sup>TH</sup> Air Defense RGT

The 1014<sup>TH</sup> Air Mobile Armored Brigade is a jack of all trades force. Able to support the Division in any situation allowing for the quickest response across the battle field. Almost completely air mobile the force is able to drop onto a planet deploy and shift across the rapidly shifting battle space with lightening speed. The brigade was instrumental in the defeat of the 1<sup>ST</sup> Davion Guards on New Avalon in recent weeks.



**101<sup>ST</sup> Ground Aero Wing**  
**3 Wings / Elite / Fanatical**  
**CO: COM Jane Austin**

1011<sup>TH</sup> Fighter Wing  
 1012<sup>TH</sup> Fighter Wing  
 1013<sup>TH</sup> Transport Wing

The 101<sup>ST</sup> GAW prides itself on being the first into a fight for the Division. Equipped with two complete fighter wings supported by a tactical transport wing the 101<sup>ST</sup> can deploy anywhere the division needs the force.



**159<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran / Fanatical**  
**CO: COM. Hunter Williams**

1591<sup>ST</sup> Fighter Wing  
 1592<sup>ND</sup> Ground Attack Wing  
 1593<sup>RD</sup> Transport Wing

The 159<sup>TH</sup> GAW, known as the Dragonlords is a conventional GAW with an aerospace wing, ground attack conventional fighter wing and a transport wing.





## 1<sup>ST</sup> CAAN MARINE REGIMENT: *BLUE DIAMOND*

The Royal CAAN Marine Regiments were the pride of the Hegemony and later the Star League Marine Corps. The Blue Diamond regiment is the primer CAAN regiment in the THAFiE. Held in reserve during Operation JUST CAUSE the regiment was kept out of the fighting. It wasn't until the reinforcement of Terra that the regiment was brought in. Initially deployed across the entire planet hunting down remote Word of Blake survivors.

Currently stationed on North Americas western coastline the regiment spends much of its time deployed across the globe patrolling the oceans and hunting for any sign of a Word of Blake presence.

The mission of the Cavalry Armored and Naval Regiments is to provide a multi-tiered amphibious response force capable of fighting from ship to shore on water rich worlds. Duke Ryan has mentioned that they wish to secure Carver V in order to return Quantico to the CAAN regiments and begin training a force for the future.

A detachment from the Blue Diamonds escorted the Duke to New Avalon and is working alongside AFFC units cross training with capabilities they have not seen since the fall of the Star League.

### COMMAND

Colonel Chester McCoy commands the 1<sup>ST</sup> CAAN. A graduate of the Citadel he grew up in the Marine Corps and has been a driving force behind the continuance of the CAAN regiments.



#### 1/1<sup>ST</sup> CAAN Marine Regiment Battalion / Elite

CO: MAJ. Cindy Grover

First battalion, First CAAN Marine Regiment deploys two companies of medium to heavy BattleMechs with a third company of heavy armor.



#### 2/1<sup>ST</sup> CAAN Marine Regiment Battalion / Elite

CO: MAJ. Tom McNally

Second battalion, First CAAN Marine regiment like the first deploys two companies of BattleMechs one light company supporting a company of assault 'Mechs, with a third company of light armor.



#### 3/1<sup>ST</sup> CAAN Marine Regiment Reinforced Battalion / Elite

CO: MAJ. Chuck Taylor

Third battalion, First CAAN Marine regiment employs a full battalion of *Nighthawk Mk XXIV* powered armor. Utilized in both a jump infantry and mechanized infantry role they are deployed from hover craft. A platoon of underwater trained special forces is included with third battalion.



#### 4/1<sup>ST</sup> CAAN Marine Regiment Battalion / Veteran

CO: MAJ. Tanya Tucker

Fourth battalion, First CAAN Marine regiment deploys four companies of Vectors helicopters, two standard model companies and two mixed attack and electronic warfare companies.



#### 5/1<sup>ST</sup> CAAN Marine Regiment Battalion / Regular

CO: MAJ. Eric Sandoval

Fifth battalion, First CAAN Marine regiment is one of two blue water naval battalions assigned to the Blue Diamonds. Employing two companies of *Manta* Fast Attack Submarines and a third of *Moray* Heavy Attack Submarines.



#### 6/1<sup>ST</sup> CAAN Marine Regiment Battalion / Regular

CO: MAJ. Paul Jones

Sixth battalion, First CAAN Marine regiment hosts the surface warfare assets for the regiment. First company is host to six upgraded *Rapier*-class patrol destroyers supporting a two companies of hover tanks.



#### 1<sup>ST</sup> Marine Fighter Group Group / Elite

CO: MAJ. Jonathan Ramirez

The First Marine Fighter Group is a part of the First Marine Air Wing are permanently assigned the First CAAN. One squadron of heavy fighters and two of light aerospace fighters form the First Marine Fighter Group.



## 10<sup>TH</sup> LIGHT HORSE REGIMENT: *BUFFALO SOLDIERS*

The Buffalo Soldiers regiment forms an integral part of the First Regimental Combat Team. Serving as RCT 1's reconnaissance force the regiment deployed to Truth to reinforce the Twentieth Avalon Hussars RCT. When the world was considered stabilized the Buffalo Soldiers returned to Corps Headquarters over Sarna until the order to move to Terra was put in. The first troops on the ground following the initial expeditionary force, the Buffalo Soldiers have rotated to Mars along with the rest of RCT1 in order to provide the red planet with a credible defense force.

The Buffalo Soldiers are slated to move to Venus to become the planets sole defenders as Hegemony engineers move in to begin restoring the planets eco-system to Star League bringing back the department of Mega-Engineering the project will be a join Hegemony and Com Star project.

### COMMAND

Colonel Rebecca Flanders has commanded the Buffalo Soldiers for the last five years. She is looking forward to her regiments deployment to Venus and has begun training her Troopers in hostile environments preparing for Venus.



#### 1/10<sup>TH</sup> Light Horse Regiment Battalion / Veteran

CO: COL Rebecca Flanders

First Squadron is the regiments BattleMech battalion. Deploying light to medium BattleMechs the battalion deploys in company packets depending on the mission.



#### 10<sup>TH</sup> Light Horse Regiment Regiment / Veteran

CO: MAJ. Emilio Stevenson

With the balance of the regiment armored vehicles the deploys two reinforced five company armor battalions with three fast cavalry companies, a tank company and a hover tank company each. The third battalion is an air mobile artillery battalion with two platoons of *Pollux ADA Tanks*.



#### 5/10<sup>TH</sup> Light Horse Regiment Battalion / Regular

CO: MAJ. Margaret Alexander

Fifth Squadron deploys two companies of mechanized infantry, a third of airborne rangers and is supported by both a special forces and a combat engineering platoons.



#### 6<sup>TH</sup> Regimental Air Squadron Reinforced Group / Veteran

CO: MAJ. Frank Green

A full aerospace fighter group is supported by one each of attack helicopter and utility VTOL companies.



## 4<sup>TH</sup> HUSSAR REGIMENT: *PALE RIDERS*

The Pale Riders take their name from the ancient Fourth Cavalry Regiment of the American Army. The regiment is organized as a Hussar regiment with expanded capabilities. More in common with a brigade the Pale Riders reinforced Bora and the Fifth Syrtis Fusiliers RCT. When orders to redeploy to Terra came in the Regiment raced in and secured the Cairo Castle Brain and the Com Star ROM headquarters. While the regiment is now on Mars with the rest of RCT 1, Second Squadron remains in Cairo operating as ROM's security element until the rest of the Com Guard and ROM can be vetted.

With tensions rising in the St. Ives Compact the Pale Riders are being looked at to move back up to the border to relieve the pressure on III Corps from defending the entire Sarna March.

## COMMAND

Colonel John Meredith Commands the Pale Riders and is not expected to be relieved any time soon. He is pushing to reorganize the regiment into a Combat Group such as the 1<sup>ST</sup> Dragoons have done in order to provide more tactical flexibility.



**4<sup>TH</sup> Hussar Regiment**  
**Regiment / Regular / Reliable**  
**CO:** COL. John Meredith

The Pale Riders operate medium to heavy BattleMechs with lances of light machines for scouting and fast assaults for support.



**4<sup>TH</sup>/4<sup>TH</sup> Hussar Regiment**  
**Battalion / Regular / Reliable**  
**CO:** MAJ. Fidel Hernandez

Fourth Battalion fields the regiments armor, three medium to heavy tank companies, a company of fast cavalry vehicles and one platoon each of combat engineers, air defense artillery and anti-armor vehicles. A battery of self-propelled artillery completes the battalion.



**5<sup>TH</sup>/4<sup>TH</sup> Hussar Regiment**  
**Battalion / Regular / Reliable**  
**CO:** MAJ. Tad Smith

Fifth Battalion is a full Mechanized Infantry Battalion with a platoon of airborne rangers assigned for special mission use. Two VTOL companies – one of Attack and EW aircraft and one of standard transports.



**4<sup>TH</sup> Tactical Fighter Group**  
**Group / Veteran / Fanatical**  
**CO:** MAJ. Marco Patterson

The Fourth TFG Specialize in close air support but is capable air to air combat and trains to escort the regiment to the surface of any contested world.



## 1<sup>ST</sup> DRAGOON REGIMENT: *BLACKHAWKS*

The single most combat experienced regiment in the entire THAFiE. The Blackhawks have seen combat in every decade since the fall of the Star League. It was this decision which General Gates chose to place the Blackhawks in such close proximity to Terra along with the 173RD Jump Infantry Brigade. The Blackhawks are the Hegemony's showcase unit, equipped with the best and brightest of the active duty Soldiers in the Armed Forces.

During Operation JUST CAUSE and the defense of the Sarna March the regiment secured Sirius ejecting the mad Com Star Precentor Alisendar Gyrn and blocking the Free Worlds League when the call came in for the Operation GOLDEN SHROUD – the rapid reinforcement of the Terran

System and the liberation of the 21ST Centauri Lancers and their dependents. The Regiment jumped in to the system and quickly set about its task. Two Squadrons dropped to reinforce the survivors of the 201ST Com Guard Division fighting in North America while the third squadron supported the landings of a regimental team to relieve Com Stars headquarters at Hilton Head.

The Blackhawks have currently joined with the 10TH Light Horse, 4TH Hussar and the 34TH Striker regiments to form the first Regimental Combat Team since the Eridani Light Horse and the Exodus. The regiment is currently training up and is slated for a possible deployment with the rest of the RCT to the Capellan border.

The 1ST Dragoon's insignia is a black hawk set against an eight-pointed star in dragoon orange surrounded by black belt fastened with a gold dragoons buckle with the words Animo Et Fide meaning "Courageous and Faithful."

## COMMAND

As the showcase command of the Hegemony-in-Exile Armed Forces selection to command of the Blackhawks is the most prestigious regimental command. Colonel Bianca Mathews has commanded the regiment for the last four years and was selected to move on to her next assignment when Operation JUST CAUSE kicked off. Now commander of the Blackhawks and the RCT she is training her entire command prior to being relieved by her hand picked successor Major Todd Myers.



**1<sup>ST</sup> Dragoon Regiment**  
**Regiment / Elite / Fanatical**  
**CO:** COL. Bianca Mathews

The First suffered heavily in its destruction of the Shadow Lancers and the following ground battles with the Word of Blake. The regiments equipment losses have been made good, however Colonel Mathews has put a hold on incoming MechWarriors hoping to get her pick of the HAF in order to rebuild her command.



**4<sup>TH</sup>/1<sup>ST</sup> Dragoon Regiment**  
**Battalion / Elite / Fanatical**  
**CO:** MAJ. Victor Rashid

Fourth Battalion is home to the regiments armor battalion three heavy armor companies supported by a fast cavalry company. The regiments attack helicopter company is assigned to Fourth Battalion. A platoon each of combat engineers, air defense and anti-armor vehicles round out the battalion.



**5<sup>TH</sup>/1<sup>ST</sup> Dragoon Regiment**  
**Battalion / Elite / Fanatical**  
**CO:** MAJ. Erin Rodriguez

Fifth Battalion is the regiments mechanized infantry battalion with three infantry companies supported by a transport VTOL company and an airborne trained jump infantry platoon.



**1<sup>ST</sup> Tactical Fighter Group**  
**Group / Elite / Fanatical**  
**CO:** MAJ. Angus MacBride

The "Black Sky" fly mostly light and medium fighters, and are among the best dogfighters in the HAF, as shown in their fight against the Word of Blake's invasion flotilla supporting the THS Tarawa shooting down thirty-one fighters without a single lose of their own. Later they scored another nine fighters in the skies over Terra.



## 34<sup>TH</sup> STRIKER REGIMENT: *CENTURIONS*

As the odd ball regiment in RCT 1, the Centurions are a true striker regiment not just in name but also in body. During Operation JUST CAUSE the regiment reinforced the Second Robinson Rangers on Phact before moving to Terra to help secure Europe. In Europe the regiment worked with Terra Sec battalions in tracking down Word of Blake troops which made landfall before the world was declared secure and the Centurions moved to Mars along with the rest of RCT 1.

The Centurions are being requested to travel to Tukayyid in order to train alongside ComStar forces in theater in striker regimental tactics and the employment of Land-Air-Mechs.

### COMMAND

Colonel Tucker Lockhart commands the Centurions. Having rising up through the ranks as one of the few LAM pilots to make regimental command he leads from his experience and uses the LAMs to their full potential.



#### 34<sup>TH</sup> Striker Regiment

**Reinforced Regiment / Veteran / Fanatical**

**CO:** COL. Tucker Lockhart

The Centurions employ three battalions each with one medium and two light BattleMech companies supported by a Land-

Air-Mech company. Each Battalion has its own command lance and a medium company commands the regiment. Three aerospace fighter squadrons complete the regiment spread throughout the battalions.



## 149<sup>TH</sup> BATTLE REGIMENT: *MEN AND STEEL*

The 149<sup>TH</sup> Battle Regiment prides itself on being the I Corps security element. Nominally Tasked with the protection of Corps Headquarters and Lieutenant General Corbin himself. The Regiment has been relieved of this duty as of late and instead guards the North American western coast line along with the 1<sup>ST</sup> CAAN based in Northern California the regiment continuously trains with local forces and is preparing for when it may be called to move off world in order to support operations within the Sarna March or anywhere else that the Hegemony may call.

During Operation JUST CAUSE the regiment landed on Sarna ahead of the Corps Headquarters when fighting broke out and was true to its mission protecting the Corps headquarters from numerous probing attacks and two dedicated assaults on what the Capellans thought were First Armored logistics bases.

### COMMAND

Colonel Timothy McMillian commands the regiment. He is an unpopular commander not only with his men but also with I Corps commander, General Corbin. Currently Major Alexis Gray is being groomed for command by Major General Rinehart the Corps chief of staff.



#### 149<sup>TH</sup> Battle Regiment

**Regiment / Regular / Questionable**

**CO:** Colonel Timothy McMillian

With a two medium and one heavy company in each battalion supported by a command lance of heavy machines at each battalion and regimental level. The 149<sup>TH</sup>

is being looked at to rotate back into a division or to be converted into a Hussar regiment as it is too difficult to support the regiment without numerous additional enablers assigned in order to keep the regiment alive during combat operations with modern Inner Sphere and Clan combatants.



## 77<sup>TH</sup> INDEPENDENT AERO WING: *FORCE FROM ABOVE*

The Seventy-Seventh Independent Aero Wing is a true force multiplier. During operations this wing combined with the 101<sup>ST</sup> Jump Infantry Division to storm Capella bringing three full Aero Wings plus the Fleet Aero Wings into play.

When operations shifted to the Terran System for I Corps, the seventy-seventh was initially employed in defending Mars but has since shifted into the asteroid belt in order to provide the beltters with some additional security and to hunt down Word of Blake forces that are known to be hiding in the region. The 771<sup>ST</sup> Fighter group along with a group of Belter patrol craft recently capture the WoBS *Chosen* – an *Overlord*-class DropShip – capturing the ship and most of its crew after a two-hour pursuit through the rocks until lucky hits from the 771<sup>ST</sup> and one of the Belter assault craft forced the *Chosen* to maneuver erratically and impact an asteroid disabling the ship. When a detachment of Hegemony Marines boarded the ship they discovered the complete *The Hunters* III-Kappa and Demi-Precentor Jessica Dowling.

With the knowledge gleaned from Demi-Precentor Dowling's interrogation the Seventy-Seventh was able to find two additional DropShips carrying the rest of *The Hunters* and the Fourth Word of Blake Militia's ROM detachment. They were all quickly removed to the system back to Nova California where they have not been heard from since.

### COMMANDER

Commodore David Hogan commands the Seventy-Seventh Independent Aero Wing having assumed command just prior to Operation JUST CAUSE and is advocating to keep the Wing's attached assault ship group and marine regiment following the end of the current mission in the belt.



**77<sup>TH</sup> Independent Aero Wing**  
**Wing / Veteran / Fanatical**  
**CO: COM David Hogan**

The 77<sup>TH</sup> IAW deploys a group each of light, medium and heavy aerospace fighters. All craft are Royal quality spec and are awaiting upgrades to the latest generation of battle management systems.



**774<sup>TH</sup> Assault Ship Group**  
**Group / Veteran / Reliable**  
**CO: MAJ John Keegan**

The 774<sup>TH</sup> ASG was formed from the various squadrons pulled from across the navy into the 77<sup>TH</sup> IAW. Currently fielding

two squadrons of *Ares Mk X* attack craft and a squadron of assault shuttles the 774<sup>TH</sup> is being considered to remain a permanent fixture to the wing and upgrade to a more streamlined organization with more modern craft should the concept prove fruitful.



**5<sup>TH</sup> Marine Regiment**  
**Regiment / Veteran / Fanatical**  
**CO: COL Peter Malsowski**

The "Fighting Fifth" was assigned to the 77<sup>TH</sup> in order to provide the Wing with board, search and seizure capability. The regiment is being outfitted with the *Nighthawk Mk XXVII* space combat variant of the powered armor. The regiment enjoys their assignment and works closely with the 774<sup>TH</sup> and the wings DropShips in order to conduct boarding exercises



# II Corps: *MANTICORE'S OWN*

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Formed during the build up by Duchess Alexandra Ryan. II Corps was responsible for the world of Manticore, forming the core of the system defenses and eventually expanded to defend two other systems. One that had joined with the hidden colonies of Project LEGION and another which had been colonized after the fall of the Star League in order to provide more depth to the Hegemony's defenses and spread the populations out some. Providing a better standard of living, along with increased resource availability.

Activated in the wake of Operations JUST CAUSE and GOLDEN SHROUD, II Corps was assigned to the Star League Defense Force under the command of First-Prince Victor Steiner-Davion and Precentor-Martial Anastasius Focht. At nearly comparable size to the contributions of all of the Great Houses combined, II Corps was held in reserve in the event that the House armies would be thrown back or that one of the other Clans would choose to resume their invasions.

The only significant action for the entire Corps took place on Kanowit as the Corps assumed responsibility for garrison of worlds home to Clan Nova Cat. Kanowit was the target of a raid by Clan Ghost Bear's Fourteenth Battle Cluster. Arriving in system the Bears were granted *Safecon* by Major General Mitchell – Commander of the Eleventh Jump Infantry Division – after studying clan customs. He deployed his entire Division to their landing site in a show of force while Clan Nova Cat's contingent remained in their enclaves.

## COMMAND

Lieutenant General Jeremiah Austin commands II Corps, known as Manticore's Own for their origin on the world of Manticore. While he is another childhood friend of the Regent, General Austin was chosen for II Corps by the High Command and was not the subject of Royal Privilege. Austin works closely with his counterpart in First Fleet, Vice Admiral Raymond Spruance to ensure his Corps is properly supported not only with warship support but also transport and supplies needed to maintain tactical flexibility and support.

Brigadier General Eloise Martinez is the logistical brains of the operation. Able to keep the Corps fully supported even while so far from the factories where everything is produced. This feat alone has kept the intelligence agencies of the great houses concerned as the Corps has not drawn a single ration or round of autocannon ammunition from SLDF supplies.

## STRATEGIC OVERVIEW

With Operations BULLDOG and SERPENT declared successes the Corps is in the process of redeployment away from the former Smoke Jaguar worlds and back into the Hegemony. Duke Ryan has promised the Troopers of II Corps a return home before possible redeployment into the Sarna March in order to maintain the peace between the Federated Commonwealth on one side and the Capellan Confederation and Free Worlds League on the other-side.

With tensions rising between the FedCom and its breakaway state of the Lyran Alliance a heavy military buffer might be needed in order to established peacekeeping operations between the two halves of the Federated Commonwealth.

II Corps is being considered for deployment to the Free Worlds League border or to take over the mission of containing the Confederation allowing for the much larger III Corps to redeploy along the Free Worlds border.

## OPERATIONS

II Corps operations consist of high risk garrison along the new Clan Ghost Bear border with the Draconis Combine and in along the Free Rasalhague Republic border with the Ghost Bears and Clan Wolf. While the Bears are not considered a threat for offensive operations at this time they are still powerful and dangerous opponents to be respected. Clan Wolf however should be considered hostile and as they are not bound by the Great Refusal would be foolish to launch a full scale invasion. Fifth BattleMech Division has reported numerous raids on their positions designed to probe Hegemony troops for weak points and to generally let us known they are watching.





## 2<sup>ND</sup> BATTLEMECH DIVISION: *HELL ON WHEELS*

The Second BattleMech Division – known as Hell of Wheels for their ancient North American heritage – like the First BattleMech Division is a truly awesome collection of firepower. Deployed to the Free Rasalhague Republic in order to reinforce that nation's tiny armed forces and the Com Guard divisions stationed within the Division was supported by the Twenty-Fifth Infantry Division in its mission to secure the Republic against Clans Ghost Bear and Wolf.

Only a single regimental team saw combat during the division's entire deployment. The 213<sup>TH</sup> Striker Regiment and attached troops fought the Ninth Wolf Guard Striker Cluster on Ueda when the Cluster jumped across the border in hopes of bleeding new recruits only to find an entire BattleMech Division along with the ComGuard 403<sup>RD</sup> Division and the Republic's Third Drakøns. The Wolves quickly declared a batchall for which the Second accepted deploying a special company of BattleMechs fully staffed with Gunslingers to face a Trinary of Wolves. The fight was brutal with only five Hegemony MechWarriors surviving, however none of the Wolves were able to remain in the fight and victory went to the stunned Gunslinger company.

The *Hell on Wheels* Division won a star of Elementals and OmniMechs which were quickly rushed away to the home worlds for study. General Macy Wright retained two points to augment her divisional security team as she fully understood the Clan code after years of study for the possible confrontation between the THAFiE and the Clans.

### COMMAND

Major General Macy Wright is a remarkable woman. One of the few Infantrymen in command of a division, and the only one in command of a BattleMech division. She has a knack for getting into the heads of her opponents and tearing apart their battle plans. She has jokingly been referred to as Clan Wright for her keeping the Elemental warriors of the Wolves Ninth Wolf Guard Strike Cluster and sending only a point of warriors and three points of battle armor back to the home worlds for study. She has turned the other four points into an augmentation of her security detachment. With two points of armored elementals and two unarmored she is trying to teach the Elementals how to operate the latest's generation of *Nighthawk* powered armor until some more of the suits could be obtained.



**21<sup>ST</sup> BattleMech Brigade**  
**3 Regiments / Veteran / Reliable**  
**CO:** BG Martin Salinas

211<sup>TH</sup> Heavy Assault RGT  
 212<sup>TH</sup> Heavy Assault RGT  
 213<sup>TH</sup> Striker RGT

The 213<sup>TH</sup> Striker regiment has quickly made good its losses of material from the Wolves failed batchall, however the loss of so many Gunslingers will hurt the division as it did not have all that many to begin with.



**22<sup>ND</sup> BattleMech Brigade**  
**3 Regiments / Green / Reliable**  
**CO:** BG Devon McLeod

221<sup>ST</sup> Battle RGT  
 222<sup>ND</sup> Battle RGT  
 223<sup>RD</sup> Battle RGT

While the brigade is considered Green in experience it is only because it has not seen combat. This rating could rapidly change from Green to Veteran in the matter of a single battle.



**23<sup>RD</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular / Reliable**  
**CO:** BG Jesse Owens

23<sup>RD</sup> Battle BN  
 231<sup>ST</sup> Mech INF RGT  
 232<sup>ND</sup> Mech INF RGT  
 233<sup>RD</sup> Mech INF RGT

The twenty-third mechanized infantry brigade is adjusting from its transfer in and has grown to accept the division

priding itself on being chosen to support the BattleMechs on the Clan front. Pleased with being selected as one of the last units to move off of the border before returning to the Hegemony.



**124<sup>TH</sup> Armored Brigade**  
**4 Regiments / Green / Reliable**

**CO:** BG Rick Miller  
 1241<sup>ST</sup> Armored RGT  
 1242<sup>ND</sup> Armored RGT  
 1243<sup>RD</sup> Field Artillery RGT  
 1244<sup>TH</sup> Air Defense RGT

The 124<sup>TH</sup> Armored Brigade provides armored support to the Second BattleMech Division. Its armored regiments are mixed bags each with a light wheeled armor battalion, heavy and assault tracked battalions. The Field Artillery Regiment is composed of two battalions of *Ballista* self-propelled guns and a battalion of *Vali* Arrow IV equipped missile artillery vehicles.



**102<sup>ND</sup> Ground Aero Wing**  
**3 Wings / Regular / Reliable**  
**CO:** COM Mark Detrick

1021<sup>ST</sup> Fighter Wing  
 1022<sup>ND</sup> Strike Fighter Wing  
 1023<sup>RD</sup> Transport Wing

The 102<sup>ND</sup> GAW supports the division's combat operations. A mixed bag with a full aerospace fighter wing, a strike fighter wing of two heavy conventional fighter groups and a battalion of *Vector* attack VTOLs. The 1023<sup>RD</sup> Transport wing maintains two groups of conventional transports such as the *Planet Lifter* and *Cobra* and a battalion of standard *Vector* VTOLs.



## 5<sup>TH</sup> BATTLEMECH DIVISION: *VICTORY*

The Fifth BattleMech Division spent Operation BULLDOG assigned to the world of Wolcott as a reserve force to pounce on anything that the SLDF could not handle directly or as a counter attack force. The Victory Division was one of the few completely reserve divisions that was called up by the Regent in order to prepare the THAFiE for the Hegemony's reveal to the Inner Sphere. Even though the division is full of reservist it does have a solid core of regular HAF personnel which were transferred in to bolster the division before possible combat operations.

With the end of II Corps commitment to the SLDF the Victory Division was the first to relocate back into the Hegemony where it is already rotating out reservist who have chosen to return to civilian life with those new recruits who have chosen to serve a more expanded military.

### COMMAND

Major General Michael Fernandez is ready for retirement. Choosing to serve during Operations JUST CAUSE and BULLDOG. While he is ready for retirement he does not regret his decision to remain with the division and take pride at serving alongside the SLDF.



**51<sup>ST</sup> BattleMech Brigade**  
**3 Regiments / Green**  
**CO: BG Allen Millett**

511<sup>TH</sup> Heavy Assault RGT  
 512<sup>TH</sup> Heavy Assault RGT  
 513<sup>TH</sup> Striker RGT

The Fifty-First BattleMech Brigade fields some of the oldest equipment in the Hegemony. Dating back to stockpiles of Royal and Non-Royal equipment stored after the fall of the Star League. While this is still on par with most current Inner Sphere equipment it would have required the divisions numbers to overcome anything the clans threw at them.



**52<sup>ND</sup> BattleMech Brigade**  
**3 Regiments / Green**  
**CO: BG Stephen Ambrose**

521<sup>ST</sup> Battle RGT  
 522<sup>ND</sup> Battle RGT  
 523<sup>RD</sup> Striker RGT

The Fifty-Second BattleMech brigade like the first fields dated equipment and if the division is going to continue to serve in the active army will need to be refitted with fresh technology from the factories in the home worlds.



**53<sup>RD</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO: BG Joseph Galloway**

53<sup>RD</sup> Battle BN  
 531<sup>ST</sup> Mech INF RGT

532<sup>ND</sup> Mech INF RGT  
 533<sup>RD</sup> Mech INF RGT

Transferred in from Fifth Mechanized Infantry Division the fifty-third brigade fields the divisions best equipment and best trained personnel. The only non-reserve formation in the division. General Fernandez has been using the MechWarriors of the Fifty-Third Battle battalion in as a training cadre to ready the rest of the division.



**154<sup>TH</sup> Armored Brigade**  
**4 Regiments / Green**  
**CO: BG George Wilson**

1541<sup>ST</sup> Tank RGT  
 1542<sup>ND</sup> Tank RGT  
 1543<sup>RD</sup> Field Artillery RGT  
 1544<sup>TH</sup> Air Defense RGT

The brigade utilizes the oldest versions of the *Ballista* and *Vali* artillery vehicles along with the *Merkava Mk VIII* which form the entire 1541<sup>ST</sup> and 1542<sup>ND</sup> Tank Regiments. The only modern equipment is the 1544<sup>TH</sup>'s three battalions of *Pollux ADA Tanks*.



**105<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**  
**CO: COM Michael Doubler**

1051<sup>ST</sup> Fighter Wing  
 1052<sup>ND</sup> Attack Wing  
 1053<sup>RD</sup> Transport Wing

The 105<sup>TH</sup> GAW was just upgraded prior to Operation JUST CAUSE and fields royal variants of common Star League fighters.



## 25<sup>TH</sup> INFANTRY DIVISION: *TROPIC LIGHTNING*

The *Tropic Lightning* division prides itself on being jungle warriors and deployed in support of the Free Rasalhague Republic along the Clan Wolf border. Able to fight in both urban and jungle environments just as effectively the division is used in any situation for which it may be required. During operations in the Republic the division worked alongside the various KungsArmé units training, training with and alongside to better the relationship that both militaries have in one another.

The *Tropic Lightning* has been invited to remain in the Republic following the withdraw of II Corps from the SLDF and the Regent is considered the move to better relations with the Inner Sphere nation. Many seem to think it is a way for the Republic to become less reliant on Com Star for protection and think

that the Republic sees our occupation of the Terran system as a direct threat to Com Star and is willing to support the effort.

### COMMAND

Major General Carlo D'Este commands the *Tropic Lightning* and the Regent has left the decision up to him for the Division to remain in the Republic. He is currently touring the worlds of the Republic looking for a suitable location. However, he is also putting feelers out to the ComGuard in order to determine what they might think as a threat in the form of the Hegemony stepping into the tiny nation as another protector. At this time D'Este has not made a decision but is recommending that the Corps independent regiments remain behind to act as liaisons with the Republic until a more mobile force capable of confronting the clans without incurring heavy infantry losses be deployed.



**251<sup>ST</sup> Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Michael Durant

251<sup>ST</sup> Heavy Assault BN

2511<sup>TH</sup> Infantry RGT

2512<sup>TH</sup> Infantry RGT

2513<sup>TH</sup> Infantry RGT

The 251<sup>ST</sup> Infantry Brigade is the divisions urban combat experts able to turn a city into a deathtrap from which there is little hope of escape. The 251<sup>ST</sup> Heavy Assault Battalion employs some of the heaviest BattleMechs in the Hegemony.



**252<sup>ND</sup> Infantry Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Charles Heller

252<sup>ND</sup> Heavy Assault BN

2521<sup>ST</sup> Infantry RGT

2522<sup>ND</sup> Infantry RGT

2523<sup>RD</sup> Infantry RGT

The 252<sup>ND</sup> Infantry Brigade are the reason why the division chose to absorb the *Tropic Lightning's* heritage. The excel in jungle and heavily forested environments.



**253<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular**  
**CO:** BG William Stofft

2531<sup>ST</sup> Battle RGT

2532<sup>ND</sup> Striker RGT

2532<sup>ND</sup> Striker RGT

The 253<sup>RD</sup> BattleMech brigade is considered a light brigade for its two striker regiments and the battle regiment to give it moderate support firepower. The brigade trains extensively with the two Heavy Assault Battalions from the infantry brigades in order to allow for better coordination in the division.



**254<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**  
**CO:** BG Brian McAllister

2541<sup>ST</sup> Wheeled Armor RGT

2542<sup>ND</sup> Wheeled Armor RGT

2543<sup>RD</sup> Field Artillery RGT

2544<sup>TH</sup> Air Defense RGT

The 254<sup>TH</sup> Armored Brigade deploys a full regiment of *Chevalier* light tanks and a full regiment of *Demon* medium tanks. Artillery is provided by *Ballista* and *Vali* mobile artillery units and the air defense is *Pollux*.



**25<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran**  
**CO:** COM Edward Coffman

251<sup>ST</sup> Fighter Wing

252<sup>ND</sup> Ground Support Wing

253<sup>RD</sup> Transport Wing

The 252<sup>ND</sup> Ground Support Wing is actually a regiment of *Vector* VTOLs. Deploying two battalions of standard *Vector's* and a battalion of attack, electronic warfare and reconnaissance variants the wing provides tactical mobility and support to the division.



## 5<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *RED DEVILS*

The *Red Devils* spent Operation BULLDOG deployed on the worlds of Jeanette, Chupadero and Sawyer as SLDF garrisons for the worlds to keep an eye on Clan Nova Cat forces on world. In two of the three cases the worlds were secured by the SLDF invasion forces and were turned over to the *Red Devils*. On Chupadero the defending Fifteenth Provisional Garrison Cluster of Clan Nova Cat chose not to follow the way of their Khans and instead fought the SLDF. When the commander of the Forty-Second Galedon Regulars was killed the Cluster went to ground and the Fifty-Second Brigade Combat Team was called in to help secure the world. Fighting was brief and the Fifteenth surrendered wholesale to the Fifty-Seconds commander.

On Sawyer the Fifty-Third Brigade Combat Team relieved the Third Night Stalkers and quickly established a close rapport with the Nova Cats Twelfth Garrison Cluster and while fighting was being waged on nearby world the two units skirmished in training. On Jeanette the Fifty-First Brigade Combat Team arrived to garrison the world following the departure of the Star League task force leaving only the Fifty-First and the Nova Cat Lancers to defend the world. General Atkinson has requested the deployment of a CAAN Regiment to the world due to its ideal terrain as a water rich world with numerous small islands which make up the majority of its landmass.

### COMMAND

Major General Rick Atkinson commands the *Red Devils*. He has become enamored with Clan Nova Cat and is petitioning to conduct joint training now that the Great Refusal is over. Until then he has an understrength garrison cluster attached to his division until such a time as the Regent and the new Nova Cat Khans can work out the disposition of the Fifteenth Provisional Garrison Cluster.



**51<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO: BG Charles MacDonald**

51<sup>ST</sup> Battle BN  
 511<sup>TH</sup> Mech INF RGT  
 512<sup>TH</sup> Mech INF RGT  
 513<sup>TH</sup> Mech INF RGT

The Fifty-First Brigade was the brigade headquarters for the task force assigned to Jeanette. The brigade currently maintains a garrison alongside the Nova Cats Lancers until DCMS forces can move in a relieve them.



**52<sup>ND</sup> Mechanized Infantry Brigade**  
**4 Regiments / Veteran**  
**CO: BG Roy Appleman**

52<sup>ND</sup> Battle BN  
 521<sup>ST</sup> Mech INF RGT  
 522<sup>ND</sup> Mech INF RGT  
 523<sup>RD</sup> Mech INF RGT  
 15<sup>TH</sup> PGC

The Fifty-Second succeeded in capturing the Fifteenth Provisional Garrison Cluster while at seventy-percent strength the Cluster's equipment has been repaired and the Clan warriors are being treated in accord with their customs.



**53<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular**  
**CO: BG Christopher Kolenda**

531<sup>ST</sup> Battle RGT  
 532<sup>ND</sup> Battle RGT  
 533<sup>RD</sup> Striker RGT

The Fifty-Third BattleMech brigade was the task force headquarters for Sawyer where they have a good relationship with the Twelfth Garrison Cluster.



**54<sup>TH</sup> Armored Brigade**  
**4 Regiments / Veteran**  
**CO: BG Peter Kindsvatter**

541<sup>ST</sup> Armored RGT  
 542<sup>ND</sup> Armored RGT  
 543<sup>RD</sup> Field Artillery RGT  
 544<sup>TH</sup> Air Defense RGT

The Fifty-Fourth Brigade is currently deployed in detachments for each brigade combat team. The brigade has trained to operate in this organization to support the divisions BattleMech and Mechanized Infantry regiments.



**5<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**  
**CO: COM Andrea Smith**

51<sup>ST</sup> Fighter Wing  
 52<sup>ND</sup> Attack Wing  
 53<sup>RD</sup> Transport Wing

The Fifth GAW currently deploys three composite wings mixing a group from each of the component wings in order to give the brigade combat teams a full spectrum of capabilities in their garrison role.



## 6<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *RED STAR*

The *Red Star* division spent Operation BULLDOG deployed to Teniente, Juazeiro and Irece. On Teniente the Sixty-First brigade combat team was assigned the unenviable task of watching over Clan Nova Cat's Sixth Garrison Cluster and the deadly 489<sup>TH</sup> Assault Cluster. The Sixty-Second Brigade Combat Team moved onto Juazeiro after *Sho-sho* Shin Yodama secured the world in a simulated battle. Paired up with the Sixth Nova Cat Regulars the Sixty-Second BCT stood watch on Juazeiro until relieved in 3061. On Irece the Sixty-Third BCT was sent in to relieve the Second An Ting Legion and garrison the world alongside the Nova Cats Fifth Garrison Cluster. The *Red Star* division spent the war in relative quiet only on two occasions did tensions become strained between the Nova Cats and

Hegemony troops during the divisions occupation of Nova Cat worlds.

### COMMAND

Major General Roger Nye commands the *Red Star* division. Having been a veteran of numerous Special Forces raids prior to the Hegemony stepping in during Operations JUST CAUSE and GOLDEN SHROUD, General Nye is very experienced with the Inner Sphere and how the people think. They do not think as the people in the home worlds do and that is disturbing to General Nye.



**61<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO: BG Bruce Berkowitz**

61<sup>ST</sup> Battle BN  
 611<sup>TH</sup> Mech INF RGT  
 612<sup>TH</sup> Mech INF RGT  
 613<sup>TH</sup> Mech INF RGT

The 61<sup>ST</sup> has only just received its redeployment orders ahead of the arrival of turning the world over to Clan Nova Cat.



**62<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO: BG Rohan Gunaratna**

62<sup>ND</sup> Battle BN  
 621<sup>ST</sup> Mech INF RGT  
 622<sup>ND</sup> Mech INF RGT  
 623<sup>RD</sup> Mech INF RGT

The 62<sup>ND</sup> has already shipped out its excess equipment and conventional air assets. All that remains is the rapid deployment troops assigned to its BCT.



**63<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular**  
**CO: BG James McPherson**  
 631<sup>ST</sup> Battle RGT

632<sup>ND</sup> Striker RGT  
 633<sup>RD</sup> Striker RGT

The 63<sup>RD</sup> is awaiting the finale transfer of Nova Cat personnel before it takes ship and returns to the Hegemony.



**64<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**  
**CO: BG Martin Van Creveld**

641<sup>ST</sup> Armored RGT  
 642<sup>ND</sup> Armored RGT  
 643<sup>RD</sup> Field Artillery RGT  
 644<sup>TH</sup> Air Defense RGT

the 64<sup>TH</sup> is spread between the three combat brigades in order to give each brigade the appropriate support for their mission assignments.



**6<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran**  
**CO: COM Mark Stoler**

61<sup>ST</sup> Fighter Wing  
 62<sup>ND</sup> Tactical Wing  
 63<sup>RD</sup> Transport Wing

The Sixth GAW operates in three composite wings in order to provide each BCT with capable air support.



## 28<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *KEYSTONE*

The *Keystone* division deployed to the worlds of Avon, Cyrenaica and Caripare. The 281<sup>ST</sup> Brigade Combat Team deployed to Avon where they sat alongside the Nova Cat Guards, First and Third Garrison Clusters. A tense situation for the Hegemony Soldiers as the Clansmen were equal in numbers until SLDF command ordered the Nova Cat garrison clusters off of Avon.

The 282<sup>ND</sup> Brigade Combat Team deployed to Cyrenaica the BCT would form a bond with the Fourth Nova Cat Regulars and defend the world until the return of the First Shin Legion in mid 3061 when tensions exploded between the two commands forcing the 282<sup>ND</sup> to step in and stop the fighting before being recalled to the Hegemony.

The 283<sup>RD</sup> Brigade Combat Team deployed to Caripare where they along with the Second An Ting Legion garrisoned the world with the Clan Nova Cat First Nova Cat Guards and the Fifth Nova Cat Regulars. The 283<sup>RD</sup> was moved to Cyrenaica in order to assist in the worlds stability and counter the First Shin Legion's explosive tempers with the Clansmen.

### COMMAND

Major General Michael Gordon commands the *Keystone* division and finds himself more and more as a negotiator between Clan Nova Cat forces and those of the SLDF. He filed a formal complaint to the Precentor-Martial for the actions of the First Shin Legion on Cyrenaica, he hopes to have the situation resolved soon.



**281<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Warren Bennis

281<sup>ST</sup> Battle BN  
2811<sup>TH</sup> Mech INF RGT  
2812<sup>TH</sup> Mech INF RGT  
2813<sup>TH</sup> Mech INF RGT

The 281<sup>ST</sup> is preparing to undergo a change of responsibility with Clan Nova Cat's Xi Galaxy as the brigade prepares to return to the Hegemony.



**282<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Michael Howard

282<sup>ND</sup> Battle BN  
2821<sup>ST</sup> Mech INF RGT  
2822<sup>ND</sup> Mech INF RGT  
2823<sup>RD</sup> Mech INF RGT

The 282<sup>ND</sup> is recovering from its fight with the First Shin Legion and the Fourth Nova Cat Regulars. While not lasting long the two forces would not back down until the brigade pushed in engaging everything that would not stand down.



**283<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Regular**  
**CO:** BG Suzanne Handel

2831<sup>ST</sup> Battle RGT  
2832<sup>ND</sup> Striker RGT  
2833<sup>RD</sup> Striker RGT

The 283<sup>RD</sup> is only just preparing to depart Caripare as Xi Galaxy settles back in and awaits orders from the Khan.



**284<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**  
**CO:** BG Samuel Huntington

2841<sup>ST</sup> Armored RGT  
2842<sup>ND</sup> Armored RGT  
2843<sup>RD</sup> Field Artillery RGT  
2844<sup>TH</sup> Air Defense RGT

The 284<sup>TH</sup> Armored Brigade over the last two years has established a close working relationship with the rest of the division allowing for pre-designated deployment packages to enable any of the brigades to deploy as a combat team.



**28<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran**  
**CO:** COM Gayle Watkins

281<sup>ST</sup> Fighter Wing  
282<sup>ND</sup> Attack Wing  
283<sup>RD</sup> Transport Wing

The 28<sup>TH</sup> GAW like the 284<sup>TH</sup> Armored Brigade can reorganize into three composite wings for rapid deployment with any of the divisions brigades. This force allows for a precise mix of aerospace fighters, conventional ground support aircraft, long range and tactical transports.





## 11<sup>TH</sup> JUMP INFANTRY DIVISION: *ANGELS*

The *Angels* divisions embodies the principles of the Jump Infantryman. Always striving to be the best troopers they can be. The division deployed to the worlds of Kanowitt and Mualang. With the majority of the division deployed to Kanowitt where they supported the First Proserpina Hussars in their fight against the Ninth Nova Cat Regulars securing the planet and providing quick reaction capabilities.

On Mualang following the defeat of the Nova Cats 119<sup>TH</sup> Striker Cluster at the hands of the First Proserpina Hussars and the First Kestrel Grenadiers the 111<sup>TH</sup> Brigade Combat Team arrived to assume garrison of the world. The brigade remained on planet with the remainder of the 119<sup>TH</sup> Striker Cluster training and working together to prepare for a possible Smoke Jaguar counter attack.

### COMMAND

Major General Don Snider commands the *Angels*. Serving in the division as a private twenty-years before General Snider finds comfort in commanding the very division he was raised in.



**111<sup>TH</sup> Jump Infantry Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Richard Neustadt

111<sup>TH</sup> LAM BN  
1111<sup>TH</sup> Jump Infantry RGT  
1112<sup>TH</sup> Jump Infantry RGT  
1113<sup>TH</sup> Jump Infantry RGT

The 111<sup>TH</sup> was the headquarters element for task for Mualang forming a close relationship with the Nova Cats 119<sup>TH</sup> Striker Cluster.



**112<sup>TH</sup> Jump Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Alvin Berstein

112<sup>TH</sup> LAM BN  
1121<sup>ST</sup> Jump Infantry RGT  
1122<sup>ND</sup> Jump Infantry RGT  
1123<sup>RD</sup> Jump Infantry RGT

The 112<sup>TH</sup> along with the 113<sup>TH</sup> remained for the most part organic brigades as they deployed to Kanowitt helping to subdue the Ninth Nova Cat Regulars. Tensions between the two forces were high due to all of the combat happening within the region the two commanders chose to separate their forces further to avoid any unnecessary combat.



**113<sup>TH</sup> BattleMech Brigade (Airborne)**  
**3 Regiments / Regular**  
**CO:** BG Donald Kagan

1131<sup>ST</sup> Battle RGT  
1132<sup>ND</sup> Striker RGT  
1133<sup>RD</sup> Striker RGT

The 113<sup>TH</sup> like the 112<sup>TH</sup> deployed to Kanowitt to face the Ninth Nova Cat Regulars Cluster. Fighting was fierce but quick

and the Cluster and the world fell to the joint DCMS and HAF operation.



**114<sup>TH</sup> Armored Brigade (Air Mobile)**  
**4 Regiments / Regular**  
**CO:** BG MacGregor Knox

1141<sup>ST</sup> ATTK HELI RGT  
1142<sup>ND</sup> ATTK HELI RGT  
1143<sup>RD</sup> Air Mobile Artillery RGT  
1144<sup>TH</sup> Air Defense RGT

The 114<sup>TH</sup> prides itself on mobility able to shift artillery around the battlefield rapidly to provide fire support and close combat attack capabilities.



**11<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**  
**CO:** COM James Locher

111<sup>TH</sup> Fighter Wing  
112<sup>TH</sup> Attack Wing  
113<sup>TH</sup> Transport Wing

The 11<sup>TH</sup> GAW deployed completely with task force 111 to Mualang supporting the brigades efforts there.



**111<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**  
**CO:** COM David Mets

1111<sup>TH</sup> Fighter Wing  
1112<sup>TH</sup> Attack Wing  
1113<sup>TH</sup> Transport Wing

Assigned to the Kanowitt operation the wing remained out of the fighting having been granted *Safecon* and then bid away in the initial bidding process.



## 6<sup>TH</sup> LIGHT HORSE REGIMENT: *FIGHTING SIXTH*

The *Fighting Sixth* is the main reconnaissance force for II Corps. They pride themselves on their rapid deployment capabilities as well as their abilities to extract themselves from combat. Currently deployed to the world of Tarnby alongside the Clan Nova Cat's 153<sup>RD</sup> Garrison Cluster. While the cluster is only three Trinaries strong at the moment the Sixth is not in a defensible position as the Nova Cats are and this is unsettling to the regiment.

Plans are being drawn up to begin digging in up in the mountains in order to allow the regiment to remain both mobile and defensible. Currently these are just operational plans but heavy patrols are the norm until something is done. The Fear from SLDF liaison officers is that the patrols will ignite a

fight with the 153<sup>RD</sup>.

### COMMAND

Colonel Harold Winton has commanded the regiment for the past five years. He is pushing for the regiment to be outfitted with OmniMechs. He is also worried of a possible confrontation with the Clansmen while he outnumbers the 153<sup>RD</sup> he is not on defensible ground. Command is reviewing the situation but II Corps hands are tied as this is an SLDF assignment and they unwilling to budge on their orders.



#### 1<sup>ST</sup>/6<sup>TH</sup> Light Horse Regiment

**Battalion / Regular**

**CO:** COL Harold Winton

The regiments BattleMechs rarely remain in battalion strength normally organizing into one of three combined arms squadrons.



#### 6<sup>TH</sup> Light Horse Regiment

**Regiment / Regular**

**CO:** MAJ Charles Renee

The majority of the regiment is combat vehicles for mobility. Organized into two squadrons with three cavalry companies each and a third squadron with two armor companies and two hover armor companies supported by a short company of air defense vehicles. A fourth battalion of air mobile artillery also employed.



#### 6<sup>TH</sup>/6<sup>TH</sup> Light Horse Regiment

**Battalion / Regular**

**CO:** MAJ Cole Alexander

The Sixth battalion is the regiments infantry battalion with two companies of mechanized infantry, a third of airborne ranger qualified jump infantrymen and both special forces and combat engineer platoons. The battalion is currently deployed conducted recon and security patrols around the Sixths laager while the rest of the regiment rotates through REDCON levels.



#### 93<sup>RD</sup> Tactical Fighter Group

**Group / Green**

**CO:** MAJ David Mets

The 93<sup>RD</sup> TFG is the regiments sole aerospace asset and remains in orbit over the rest of the regiment in order to operate from the regiments carriers.



## 5<sup>TH</sup> HUSSAR REGIMENT: *BLACK KNIGHTS*

The *Black Knights* have a proud history one of the few Royal Command units to join the Hegemony-in-exile following the exodus. They remained in hiding with the rest of the HAF rebuilding and licking their gouged out wounds from the Star League civil war. The regiment is currently posted to Bjarred and Clan Nova Cat's 189<sup>TH</sup> Striker Cluster. While more than capable of engaging the Clan unit, Colonel Macgregor knows the more experienced Clan unit would gut his command.

The *Black Knights* have already challenged the 189<sup>TH</sup> to a series of wargames. The next step would be joint patrols of the world until such as a time as the *Black Knights* would be relieved.

### COMMAND

Colonel Douglas Macgregor commands the *Black Knights* and has done so for the last ten years. He has been tapped for brigade command numerous times. He has been warned by the Regent himself that if he turns down his next promotion then he will be retired from the active army.



#### 5<sup>TH</sup> Hussar Regiment Regiment / Veteran

CO: COL Douglas Macgregor

The *Black Knights* operate medium to heavy machines across the board giving the regiment both mobility and firepower. Fielding two full companies of the latest model *Black Knights* help the regiment to maintain its image and help with moral.



#### 4<sup>TH</sup>/5<sup>TH</sup> Hussar Regiment Battalion / Veteran

CO: MAJ Hannah Coleman

Fourth Battalion fields the regiments armor, three medium to heavy tank companies, a company of fast cavalry vehicles and one platoon each of combat engineers, air defense artillery and anti-armor vehicles. A battery of self-propelled artillery completes the battalion.



#### 5<sup>TH</sup>/5<sup>TH</sup> Hussar Regiment Battalion / Regular

CO: MAJ Eric Bloom

Three companies of mechanized infantry supported by a platoon each of rangers and special forces complete the battalion.



#### 6<sup>TH</sup>/5<sup>TH</sup> Fires Squadron Battalion / Regular

CO: MAJ Jeb Gilles

Two batteries of self-propelled guns and one of Arrow-IV vehicles supported by a company each of standard transport and attack VTOLs complete the battalions.



#### 5<sup>TH</sup> Tactical Fighter Group Group / Veteran

CO: MAJ Kayla Martin

The Fifth TFG provides close air support and escort for the *Black Knights*. The fighter group operates some of the heaviest fighters in the Hegemony.



## 11<sup>TH</sup> HUSSAR REGIMENT: *BLACK HORSE*

The famed *Black Horse* regiment of old is no exception. Trained to be the pride of the Hussars the *Black Horse* are no exception. Deployed to Courchevel following the Ryuken-roku's defeat of the Forty-Sixth Nova Cat Cavaliers in a gunnery contest. The *Black Horse* established a firebase from which to operate from and began a to develop a close relationship with the Cavaliers. The *Black Horse* defeated a raid by the Third Bear Regulars defeating the raid and pushing the Ghost Bear Cluster off world all without violating clan customs.

Star Colonel Mill Watson has approved numerous cultural exchanges with the Hegemony troops.

One such exchange was a company of BattleMechs and infantry for a binary of OmniMechs and Elementals for two months of cross training living and fighting beside each other in order to better understand each others ways.

### COMMAND

Colonel Chelsey Miller commands the *Black Horse* and has prided herself on maintaining the regiments elite rating has come at the pain of her marriage. She does not see this as a loss as her ex was cheating the entire time they had known each other and she had just not gone through with the divorce.



#### 11<sup>TH</sup> Hussar Regiment Regiment / Elite

CO: COL Chelsey Miller

The *Black Knights* operate medium to heavy machines across the board giving the regiment both mobility and firepower. Fielding two full companies of the latest model *Black Knights* help the regiment to maintain its image and help with moral.



#### 4<sup>TH</sup>/11<sup>TH</sup> Hussar Regiment Battalion / Elite

CO: MAJ Marcus Powell

Fourth Battalion fields the regiments armor, three medium to heavy tank companies, a company of fast cavalry vehicles and one platoon each of combat engineers, air defense artillery and anti-armor vehicles. A battery of self-propelled artillery completes the battalion.



#### 5<sup>TH</sup>/11<sup>TH</sup> Hussar Regiment Battalion / Elite

CO: MAJ Bethany Chandler

Three companies of mechanized infantry supported by a platoon each of rangers and special forces complete the battalion.



#### 6<sup>TH</sup>/11<sup>TH</sup> Fires Squadron Battalion / Elite

CO: MAJ Toney Scott

Two batteries of self-propelled guns and one of Arrow-IV vehicles supported by a company each of standard transport and attack VTOLs complete the battalions.



#### 11<sup>TH</sup> Tactical Fighter Group Group / Elite

CO: MAJ Grace Scales

The Fifth TFG provides close air support and escort for the *Black Knights*. The fighter group operates medium aerospace fighters.



### 3<sup>RD</sup> DRAGOON REGIMENT: *BRAVE RIFLES*

The *Brave Rifles* have a long and proud history with the ancient North American military from which they receive their lineage from. The current incarnation of the *Brave Rifles* sees one of the most powerful ground combat forces in the Inner Sphere. A full regiment of heavy and assault BattleMechs supported by an assault armor battalion and a battalion of *Nighthawk Mk XXIV* equipped mechanized infantry. Assigned to Itabaiana and the the Nova Cat's Forty-Forth Nova Cat Cavaliers following the victory of the Fifth Sun Zhang Cadre over the Nova Cats in a race.

The *Brave Rifles* are scheduled to redeploy in early 3062 to refit and begin operations in the Sarna March. One of the things Colonel Henry wants to do is reorganize his battalions into reinforced squadrons to provide flexible force packages. With these abilities he will be able to deploy troops in comparable groupings to those of Clan Clusters.

## COMMAND

Colonel David Henry commands the *Brave Rifle* regiment. Having served as the regimental commander for the past nine years and is slated to transition out of command and into Corps staff.



**3<sup>RD</sup> Dragoon Regiment**  
**Regiment / Veteran / Fanatical**  
**CO:** COL David Henry

The *Brave Rifles* pride themselves on traditions. This has enamored them with the Nova Cats. Fielding heavy and assault BattleMechs with reconnaissance covered by the regiments VTOL companies and ground cavalry company.



**5<sup>TH</sup>/3<sup>RD</sup> Dragoon Regiment**  
**Battalion / Veteran / Fanatical**  
**CO:** MAJ Silvia Johansen

Fifth Battalion is the regiments mechanized infantry battalion with three infantry companies supported by a transport VTOL company and an airborne trained jump infantry platoon.



**4<sup>TH</sup>/3<sup>RD</sup> Dragoon Regiment**  
**Battalion / Veteran / Fanatical**  
**CO:** MAJ Constance Reynolds

Fourth Battalion is home to the regiments armor battalion three heavy armor companies supported by a fast cavalry company. The regiments attack helicopter company is assigned to Fourth Battalion. A platoon each of combat engineers, air defense and anti-armor vehicles round out the battalion.



**3<sup>RD</sup> Tactical Fighter Group**  
**Group / Veteran / Fanatical**  
**CO:** MAJ Connor Callahan

The Third TFG employs mainly light aerospace fighters with a squadron of heavies to provide punch when needed. The Third TFG has been one of the only elements of the regiment to see combat recently. Joining up with Nova Cat aerospace fighters the wing drove off a pirate raid uncovering a pair of Smoke Jaguar DropShips hiding in the asteroid belt waiting for pickup from a JumpShip that won't be coming.

# III Corps: *PHANTOM CORPS*

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The *Phantom Corps* is the most powerful deployable command in known space. Forty-seven BattleMech regiments gave III Corps the power and flexibility to defend the whole of the Sarna March. Now deployed in the same pattern as the Armed Forces of the Federated Commonwealth once dominated the region with support from those Federated Commonwealth Corps RCTs and the Republican Guard regiments that remained behind. Some within the AFFC and LAAF think it is out of loyalty to the Hegemony. The true answer is simply, the Hegemony stepped in to save them and the region when no one else would or could.

Fighting between HAF and AFFC forces on one side and the Capellan backed *Zhanzeng de Guang* terrorist cells throughout the region. Special Forces units and CIA counter terror teams have been brought in to help ferret out the terrorist and end their threat.

With the Free Worlds League border stabilized for now most of the Corps attention is nose to nose with the Capellan Confederation particularly watching closely the events unfolding within the St. Ives Compact. General Mendez has ordered his staff to begin planning for the possible intervention of the Corps into the region in order to relieve the Compact. However with Troops committed to the SLDF's Operation BULLDOG at the time he does not know what his current Rules of Engagement entail.

## COMMAND

Command of III Corps lays at the feet of Lieutenant General Franklin Mendez. Having assumed command following the transfer of Lieutenant General James Corbin to command of I Corps. Mendez truly believes in the mission at hand and has built four ad-hock Battlegroups out of his *Phantom Corps* in order to allow for decentralized operations and a faster decision making cycle.

This has allowed for the Corps to better administer the region. Where once an entire SLDF Army would be responsible for a sector of space this large a single Corps is more than capable compared to the armies that the Great Houses field today.

## STRATEGIC OVERVIEW

Currently Battlegroup Alpha and Bravo consisting of the Fourth BattleMech, Sixth BattleMech, Twenty-Ninth Mechanized, and Thirty-Third Mechanized Infantry Divisions are responsible for the Palos Operations Area

While Charlie is responsible for the Terra Firma Operations Area supported by numerous AFFC regiments that chose to remain behind. Consisting of the Seventh BattleMech and Thirty-Fourth Mechanized Infantry Divisions.

Battlegroup Delta is the Corps fast response force consisting of the 10<sup>TH</sup> Infantry and 13<sup>TH</sup> Jump Infantry Divisions and is based on Liao. The Corps independent regiments are deployed throughout the March shoring up understrength or questionable AFFC commands.

This allows for the Corps to better respond to threats or to cover down when FedCom units rotate out. Only recently has the Regent turned down the petition at the request of the Archon-Prince to accept the Tikonov Republican Guard wholesale into the HAF. With only four regiments left after the Fourth was destroyed by the Second Dragoons during Operation JUST CAUSE while trying to reinforce the system and bring the Fourth Republican back into the fold. The Fifth was saved by elements the 10<sup>TH</sup> Infantry Division when that regiment was being devastated by the factions fighting for control of Elgin.

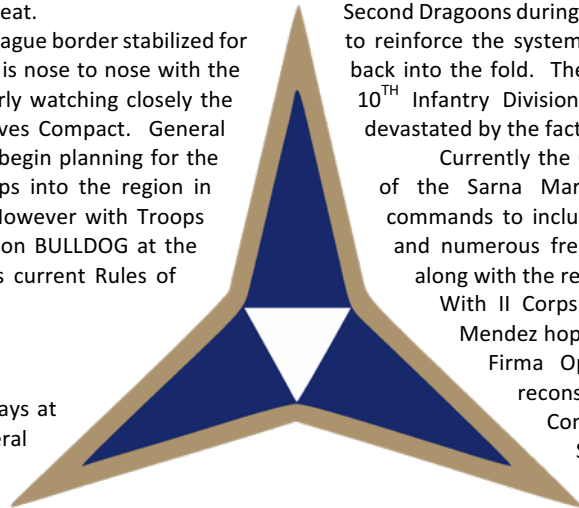
Currently the Corps is responsible for the whole of the Sarna March supported by various AFFC commands to include the entire Sarna March Militia and numerous free brigades of armor and infantry along with the regions assigned naval forces.

With II Corps returning to the region General Mendez hopes that it will deploy into the Terra Firma Operations Area allowing him to reconsolidate his Corps to face the Confederation and better support the St. Ives Compact as the tensions continue to rise.

## OPERATIONS

With the tensions rising between the St. Ives Compact and the Capellan Confederation, General Mendez has placed numerous independent regiments and his rapid reaction force on alert. Working together with Third Fleet, III Corps is prepared to move into the Compact or strike into the Confederation should the order come.

General Mendez has alerted the Hegemony Diplomatic Corps in order to approach the Compact informing them of his orders to support the Compact should the Capellans violate the St. Ives Compact's sovereignty.





## 4<sup>TH</sup> BATTLEMECH DIVISION: *BREAKTHROUGH*

The *Breakthrough* Division like most of III Corps faced the Free Worlds League Military during Operation JUST CAUSE (GUERRERO). Ordered to Wasat the Division dropped into a hornet's nest. The Second Republican faced the combined Thirteenth Marik Militia, Second Sirian Lancers and the Fourth Oriente Hussars. The *Breakthrough* division reacting to intel provided by the CIA jumped into the system a week after League troops mad planet fall. The Second Republican fought a delaying action withdrawing in the face of three regiments *The Scrappers* held out until the Fourth BattleMech Division fought their way through FWLM aerospace forces and began dropping pathfinder battalions from orbit to secure landing

zones for the rest of the division.

Once on the ground the division's reconnaissance squadron deployed a screen line for which the Republican regiment passed through into the relative safety of the Hegemony assembly area. Six full BattleMech regiments deployed out of the landing zones supported by infantry and armor brigades. General Beckinsale attached the divisional security battalion to the command of Kommandat Foster being the senior surviving officer of the Second Republican. The 411<sup>TH</sup> Heavy Assault Regiment combined with the 423<sup>RD</sup> Battle Regiment to face the Second Sirian Lancers pushing them back. The Fourth Oriente Hussars pushed in to reinforce the Lancers but were met by the divisional cavalry squadron and the 422<sup>ND</sup> Battle Regiment.

The decisive battle of the Tamer river saw the Thirteenth Marik Militia hammered by the combined Second Republican, 412<sup>TH</sup> Heavy Assault Regiment and the 421<sup>ST</sup> Battle Regiment. The 413<sup>TH</sup> Striker Regiment raced in to the FWLM rear securing the Marik command post and forcing the surrender of FWLM forces on planet.

## COMMAND

Major General Katlyn Beckinsale commands the *Breakthrough* division. Having led the assault on Wasat she is now responsible for the the majority of the Corey Command.



### 41<sup>ST</sup> BattleMech Brigade 3 Regiments / Veteran

CO: BG Marcus Rinehart

411<sup>TH</sup> Heavy Assault RGT

412<sup>TH</sup> Heavy Assault RGT

413<sup>TH</sup> Striker RGT

The 41<sup>ST</sup> Brigade saw significant action on Wasat with each of its regiments gaining valuable combat experience.



### 42<sup>ND</sup> BattleMech Brigade 3 Regiments / Veteran

CO: BG Thomas Rhett

421<sup>ST</sup> Battle RGT

422<sup>ND</sup> Battle RGT

423<sup>RD</sup> Battle RGT

The 42<sup>ND</sup> Brigade is the divisions workhorse. Its three Battle regiments able to rapidly deploy while the 41<sup>ST</sup> brings the hammer and quick reaction force.



### 43<sup>RD</sup> Mechanized Infantry Brigade 3 Regiments / Veteran

CO: BG Candice Stewart

43<sup>RD</sup> Battle BN

431<sup>ST</sup> Mech INF RGT

432<sup>ND</sup> Mech INF RGT

433<sup>RD</sup> Mech INF RGT

The 43<sup>RD</sup> fought its own battle for the capital. Paired up with the divisions armor regiments and a battalion each of air defense and artillery, the brigade fought door to door in the city

pushing out the League infantry which tried to take the capital only to face FedCom militia and infantry. With the 43<sup>RD</sup> BattleMech BN to support the brigade operations went smoothly the League infantry and armor battalions were outclassed by the FedCom and Hegemony troops they faced. The battle hardened FedCom troops and the hyper-advanced Hegemony units secured the city in three days of bitter fighting.



### 44<sup>TH</sup> Armored Brigade 4 Regiments / Veteran

CO: BG Ty Richardson

441<sup>ST</sup> Heavy Tank RGT

442<sup>ND</sup> Heavy Tank RGT

443<sup>RD</sup> Field Artillery RGT

444<sup>TH</sup> Air Defense RGT

The 44<sup>TH</sup> Armored Brigade deployed both tank regiments alongside the 43<sup>RD</sup> Mechanized Infantry Brigade supported by a mixed artillery battalion and a battalion of *Pollux ADA Tanks*.



### 104<sup>TH</sup> Ground Aero Wing 3 Wings / Veteran

CO: COM Gage Panion

1041<sup>ST</sup> Fighter Wing

1042<sup>ND</sup> Air Wing

1043<sup>RD</sup> Transport Wing

The 104<sup>TH</sup> GAW flew CAP for the fourth while the division deployed the conventional 1042<sup>ND</sup> Air Wing's ground attack fighters and the 1043<sup>RD</sup> Transport Wing.





## 6<sup>TH</sup> BATTLEMECH DIVISION: *SUPER SIXTH*

The *Super Sixth* hit the world of Marcus reinforcing the Twelfth FedCom Regimental Combat Team. The Free Worlds League dispatched the Seventh Free Worlds Legionnaires, Twelfth Atrean Dragoons and the Fifth Marik Militia. The *Super Sixth* arrived just before Hauptmann General Gregg ordered his 'Mech regiment to make a suicidal charge. General Gregg shifted his whole formation onto the defensive after breaking contact with the Free Worlds regiments. Establishing a defensive perimeter, the Twelfth closed ranks and awaited the inbound Sixth.

General Kramer ordered the Sixth to ground in the Twelfths perimeter while the 611<sup>TH</sup> and 612<sup>TH</sup> Heavy Assault Regiments executed an orbital drop to reinforce the Twelfth FedCom. The combined Twelfth FedCom, 611<sup>TH</sup> and 612<sup>TH</sup> Heavy Assault regiments met the Legionnaires, Dragoons and Militia regiments head on as the rest of the Sixth deployed from their transports. Holding the League invaders back for several hours they bought enough time for the Sixth to deploy away from the landing zone. The 62<sup>ND</sup> BattleMech, 63<sup>RD</sup> Mechanized Infantry and 64<sup>TH</sup> Armored Brigades swept in from the east with the divisional cavalry squadron and the 613<sup>TH</sup> Striker regiment leading the division in its charge into the flank.

Fighting was heavy but when General Langsdorf order his regiments to stand down. The Sixth is now garrisoned in the Kaifeng Command.

## COMMAND

Major General Anthony Kramer commands the Sixth having assumed command after leaving II Corps staff prior to Operation JUST CAUSE.



**61<sup>ST</sup> BattleMech Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Samantha Carter

611<sup>TH</sup> Heavy Assault RGT  
 612<sup>TH</sup> Heavy Assault RGT  
 613<sup>TH</sup> Striker RGT

The 61<sup>ST</sup> has earned the comradery of the Twelfth FedCom when the 611<sup>TH</sup> and 612<sup>TH</sup> Heavy Assault Regiments dropped into a steel wall between them and the advancing FWLM regiments. Holding the line until the rest of the Sixth rolled up the line.



**62<sup>ND</sup> BattleMech Brigade**  
**3 Regiments / Veteran**  
**CO:** BG John Jackson

621<sup>ST</sup> Battle RGT  
 622<sup>ND</sup> Battle RGT  
 623<sup>RD</sup> Battle RGT

The 62<sup>ND</sup> was responsible for encircling the Free Worlds League troops while the 63<sup>RD</sup> and 64<sup>TH</sup> brigades swept up the line capturing or destroying whole battalions.



**63<sup>RD</sup> Mechanized Infantry Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Joan Miller

63<sup>RD</sup> Battle BN  
 631<sup>ST</sup> Mech INF RGT  
 632<sup>ND</sup> Mech INF RGT

633<sup>RD</sup> Mech INF RGT

The 63<sup>RD</sup>'s infantry regiments along with the 64<sup>TH</sup>'s two heavy tank regiments proved devastating to the FWLM in the wake of the 63<sup>RD</sup> Battle battalions drive up the middle.



**64<sup>TH</sup> Armored Brigade**  
**4 Regiments / Veteran**  
**CO:** BG Egar Erikson

641<sup>ST</sup> Heavy Tank RGT  
 642<sup>ND</sup> Heavy Tank RGT  
 643<sup>RD</sup> Field Artillery RGT  
 644<sup>TH</sup> Air Defense RGT

The 64<sup>TH</sup> Armored Brigade's heavy tank regiments supporting the 63<sup>RD</sup> Battle battalion gave more than it received against three 'Mech regiments while the 62<sup>ND</sup> brigade kept them contained.



**106<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran**  
**CO:** COM Mark Jessup

1061<sup>ST</sup> Fighter Wing  
 1062<sup>ND</sup> Air Wing  
 1063<sup>RD</sup> Transport Wing

The 106<sup>TH</sup> GAW fought a massive air battle against the FWLM fighter wings. The invaders brought in three air wings. When matched against the 1061<sup>ST</sup> Aerospace Fighter Wing and the Twelfth FedCom's aerospace brigade they were out matched.



## 7<sup>TH</sup> BATTLEMECH DIVISION: *LUCKY SEVENTH*

The *Lucky Seventh* started the war off with a bang. Originally assigned as a reserve force for the Denebola front when intelligence reported a third regiment arriving on Callison. With this information Corps ordered the Seventh to Callison to reinforce the 11<sup>TH</sup> Lyrans Guards. When they arrived they discovered that the Lyrans Guards had withdrawn in the face of the arrival of three Free Worlds regiments, the Fourth Free Worlds Legionnaires, First Free Worlds Guards and the Silver Hawk Irregulars Falcon regiment.

The Seventh hit the system hard when it was discovered that only Planetary Militia was left to hold out. The 713<sup>TH</sup> Striker Regiment executed an orbital insertion. Its mission pin down the Falcons long enough to let the rest of the 71<sup>ST</sup> brigade to drop and relieve the Callison Militia. The Militia was holding the western bank of the Shannon River. The 721<sup>ST</sup> and 722<sup>ND</sup> Battle Regiments dropped on the western bank moving quickly forward from their drop zones to reinforce the riverside defenses. The 73<sup>RD</sup> and 74<sup>TH</sup> Brigades landed deploying their infantry and armor regiments in order to shore up the line. While on the eastern side of the river several kilometers back dropping in an arc by battalions the 711<sup>TH</sup> and 712<sup>TH</sup> Heavy Assault Regiments along with the 723<sup>RD</sup> Battle Regiment closed in on the League regiments.

### COMMAND

Major General Omari Newton has recently assumed command of the Seventh and has instituted several drills involving rapid reassembly of the division. With the division spread out within its area of operation the regiments do not have much infantry support at the moment. The AFFC has promised infantry regiments to help with garrison but at the time being the Hegemony troops are doing well and General Newton is prepared to abandon his garrisons to planetary militia and move forward to commence offensive operations should the call go out.



**71<sup>ST</sup> BattleMech Brigade**  
**3 Regiments / Regular**  
**CO: BG Kindra Johnson**

711<sup>TH</sup> Heavy Assault RGT  
 712<sup>TH</sup> Heavy Assault RGT  
 713<sup>TH</sup> Striker RGT

Loosing nearly a battalion in MechWarrior casualties the 713<sup>TH</sup> lost nearly two-thirds material losses however these have been replaced from war stocks and the regiment is training up the newest batch of reservist to be called up.



**72<sup>ND</sup> BattleMech Brigade**  
**3 Regiments / Regular**  
**CO: BG Corey Walter**

721<sup>ST</sup> Battle RGT  
 722<sup>ND</sup> Battle RGT  
 723<sup>RD</sup> Battle RGT

The Seventy-Second BattleMech brigade conducted an orbital drop alongside the Seventy-First in the largest orbital drop since the fall of the Star League.



**73<sup>RD</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO: COL Nori West**

73<sup>RD</sup> Battle BN  
 731<sup>ST</sup> Mech INF RGT  
 732<sup>ND</sup> Mech INF RGT  
 733<sup>RD</sup> Mech INF RGT

The Seventy-Third mechanized infantry brigade grounded in the militia's rear and deployed forward to reinforce the Callison militia in their effort to hold the League troops on the eastern bank of the river. Using their IFVs and man portable support weapons they were able to establish support by fire positions while the dismounted infantry stopped several river

crossing attempts by the Fourth Free Worlds Legionnaires. The Seventy-Third is currently divided between five star systems reinforcing the divisions BattleMech regiments.



**74<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**  
**CO: BG Matthew Kellogg**

741<sup>ST</sup> Heavy Tank RGT  
 742<sup>ND</sup> Heavy Tank RGT  
 743<sup>RD</sup> Field Artillery RGT  
 744<sup>TH</sup> Air Defense RGT

The Seventy-Four armored brigade deployed into the fight for Callison with the 741<sup>ST</sup> Heavy Tank regiments two battalions of *Burke* heavy tanks supporting a battalion of *Rhino* fire-support tanks. This wall of firepower helped cement the divisions line with the Callison Militia along the western bank of the Shannon. The 742<sup>ND</sup>'s two battalions of *Puma*'s along with a battalion of *Fury* support tanks proved too much for the League regiments across the river to try and force a crossing.



**107<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**  
**CO: COL Nathan West**

5<sup>TH</sup> Marine Air Wing  
 1071<sup>ST</sup> Air Wing  
 1072<sup>ND</sup> Transport Wing

In an oddity the 107<sup>TH</sup> GAW does not have a regular aerospace fighter wing but instead has the Fifth Marine Air Wing instead. The 1071<sup>ST</sup> Fighter Wing was forced to remain behind when it was discovered that Commodore Charles Stevenson lied about his units readiness and was attempting to cover up a murder of one of his Group Commanders. The Fifth was assigned by Admiral Mancuso in order to make the wing operational and General Newton does not want to give them up.



## 10<sup>TH</sup> INFANTRY DIVISION: *CLIMB TO GLORY*

The Tenth Infantry Division also known as the Tenth Mountain Division prides itself on its specialty of mountain warfare. Deploying to Caph in order to better face the Leagues loaned mercenaries to the CCAF and Sun-Tzu's *Zhanzeng de Guang* terrorists in stabilizing the planetary government. The divisions two brigades of light infantry reinforced the Denebola Skye March Militia which was on planet training with the Gustafson's Grenadiers a small mercenary force.

The Stealthy Tigers supporting the Always Faithful mercenary regiments landed on Caph, the Tenth responding to intelligence indicating that Caph would be targeted in the Leagues second wave arrived into the system and descended upon the world. The Division numbered nearly four regiments of

BattleMechs along with six infantry and two armor regiments.

The fighting saw a combined five BattleMech regiments face off against the League's mercenary troops. Fighting for the world was quick with the mercenaries offered the chance to withdraw when the situation turned against them.

The Tenth a part of Battlegroup Delta is stationed on Liao in order to support the Federated Commonwealth Government. The Liao Sarna March Militia while fully capable of defending Liao the Tenth was a check on them and is planning on splitting the Militia RCT up and deploying alongside them in three Brigade Combat Teams one for each militia combat command.

### COMMAND

Major General Alexander MacVicar commands the Tenth from the AFFC Command post on Liao. The division is set to deploy alongside the Liao SMM in order to cover more territory and begin working through their questionable loyalties.



**101<sup>ST</sup> Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Victor Webster

101<sup>ST</sup> Heavy Assault BN

1011<sup>TH</sup> Infantry RGT

1012<sup>TH</sup> Infantry RGT

1013<sup>TH</sup> Infantry RGT

The 101<sup>ST</sup> Infantry Brigade has become specialists in urban defense in addition to its mountain warfare certification.



**102<sup>ND</sup> Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Carlos Fonnegra

102<sup>ND</sup> Heavy Assault BN

1021<sup>ST</sup> Infantry RGT

1022<sup>ND</sup> Infantry RGT

1023<sup>RD</sup> Infantry RGT

The 102<sup>ND</sup> Infantry Brigade are specialists in urban assault along with its mountain warfare certification. This allows the 102<sup>ND</sup> to take a city and the 101<sup>ST</sup> to transition into the defense.



**103<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Rachel Nichols

1031<sup>ST</sup> Battle RGT

1032<sup>ND</sup> Striker RGT

1033<sup>RD</sup> Striker RGT



**104<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**  
**CO:** BG Erik Knudsen

1041<sup>ST</sup> Wheeled Armor RGT

1042<sup>ND</sup> Wheeled Armor RGT

1043<sup>RD</sup> Field Artillery RGT

1044<sup>TH</sup> Air Defense RGT

The 104<sup>TH</sup> Armored Brigade fields two full regiments of *Chevalier* and *Demon* wheeled tanks. The artillery is completely based off of both the *Vali* and *Ballista* platforms and the 1044<sup>TH</sup> Air Defense regiment is reorganization around three battalions of *Pollux ADA Tanks*.



**10<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Veteran**  
**CO:** COM Alec Sadler

101<sup>ST</sup> Fighter Wing

102<sup>ND</sup> Air Wing

103<sup>RD</sup> Transport Wing

The 10<sup>TH</sup> GAW's 102<sup>ND</sup> Air Wing is an Attack Helicopter Regiment in all but name. two battalions of *Vector* Gunships supported by a mixed battalion of recon and electronic warfare variants provide the Division with a potent close air support option.



## 29<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *BLUE AND GREY*

As part of Battlegroup Alpha the *Blue and Grey* Division is deployed to the Corey Command where it is responsible for much of the region and acts as a mobile reserve to the 4<sup>TH</sup> BattleMech Division. During Operation GUERRERO the division reinforced Van Diemen IV and the Third Republican. Together with nearly five regiments worth of BattleMechs held the world against the Third Oriente Hussars and the Tenth and Twenty-Third Marik Militias. The Free World's League dispatched the 1<sup>ST</sup> Sirian Lancers in order to reinforce the operation but the lancers were recalled when Hegemony units began raiding behind the lines in League space.

Headquartered on Elnath the Division is spread between Elnath, Wazan and Second Try.

The Divisions cavalry Squadron acts as a rapid response force able to quickly reinforce any planet within 30 light-years quickly.

### COMMAND

Major General Sonya Valentine has commanded the Division for the last four years working her troops hard for the possibility of deploying across the Inner Sphere. Now that her work has paid off Corps is looking to move her up to Staff in order to give new leaders a chance to shine.



**291<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Lexa Doig

291<sup>ST</sup> Battle BN  
2911<sup>TH</sup> Mech INF RGT  
2912<sup>TH</sup> Mech INF RGT  
2913<sup>TH</sup> Mech INF RGT

The 291<sup>ST</sup> Brigade Combat Team currently resides on Elnath along with Division Command and the 29<sup>TH</sup> DIV CAV. Working closely with the CIA and MIO in order to route out possible Capellan Maskivoka or terrorist operations within the system.



**292<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Roger Cross

292<sup>ND</sup> Battle BN  
2921<sup>ST</sup> Mech INF RGT  
2922<sup>ND</sup> Mech INF RGT  
2923<sup>RD</sup> Mech INF RGT

The 292<sup>ND</sup> BCT stationed on Wazan has seen several raids by unidentifiable forces operating Capellan equipment. With its full might centered around the capital General Cross is concerned that he is leaving much of the planet open for the Capellans to infiltrate.



**293<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Travis Verta

2931<sup>ST</sup> Battle RGT  
2932<sup>ND</sup> Striker RGT  
2933<sup>RD</sup> Striker RGT

The 293<sup>RD</sup> BCT Holds down Second Try with two of its BattleMech regiments supporting the other BCTs and receiving two Mechanized Infantry Regiments in return this BCT mirrors the rest of the Divisions deployed troops.



**294<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**

**CO:** BG Luvia Peterson  
2941<sup>ST</sup> Armored RGT

2942<sup>ND</sup> Armored RGT  
2943<sup>RD</sup> Field Artillery RGT  
2944<sup>TH</sup> Air Defense RGT

The 294<sup>TH</sup> Armored Brigade operates dispersed within the Divisions BCTs. The only exception is a Battery of mobile guns and an air defense battalion designated to support the Divisional Cavalry and Headquarters respectively.



**29<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**

**CO:** COM Jasmine Garza  
291<sup>ST</sup> Fighter Wing  
292<sup>ND</sup> Air Wing  
293<sup>RD</sup> Transport Wing

The 29<sup>TH</sup> GAW operates in three detached packages of three Groups from each of the component air wings. Commodore Garza expects her troops to hold out until reinforcements arrive.



## 33<sup>RD</sup> MECHANIZED INFANTRY DIVISION: *GOLDEN CROSS DIVISION*

The *Golden Cross* Division deployed to Oliver during Operation JUST CAUSE (GUERRERO) reinforcing the 3<sup>RD</sup> NAIS Cadre and facing the Twentieth Marik Militia and the First Orloff Grenadiers. The fighting was over quickly allowing a BCT to support the Corps efforts on Pollux. With the division split between Pollux and Oliver the two systems were deemed secured by the end of the conflict and the *Golden Cross* redeployed to the Wei Command deploying to worlds of Shensi and Styk while the 332<sup>ND</sup> Brigade Combat Team deployed to Sarmaxa in the Kaifeng Command in order to support the rest of Battlegroup Bravo. There the *Golden Cross* defends against the odd pirate – most have been found to be Capellan Armed Forces – raid and working

with local and Commonwealth authorities to route out the remaining Maskivoka and Terrorist cells in the region.

Major General Titus Clay has proposed breaking up the division into Battalion Task Forces in order to support CIA, MIO and DMI operations in the region better. This plan is being looked at for adoption but not for the *Golden Cross* but for the Tenth Infantry and Thirteenth Jump Infantry Divisions.

### COMMAND

Major General Titus Clay is being looked at take over either RCT 1 or another division being assembled in the home worlds. While he has coveted command of RCT 1 he knows that it is essentially a step down in his career path. The opportunity to assemble a new division intrigues him especially with the composition that is he has been briefed on.



**331<sup>ST</sup> Mechanized Infantry Brigade**  
**3 Regiments / Green**  
**CO:** BG Eliza Taylor

331<sup>ST</sup> Battle BN  
3311<sup>TH</sup> Mech INF RGT  
3312<sup>TH</sup> Mech INF RGT  
3313<sup>TH</sup> Mech INF RGT

The 331<sup>ST</sup> Mechanized Infantry Brigade remained out of most of the fighting used to secure outlining cities and refugee camps during the fighting on Oliver. Now stationed on Shensi the brigade combat team as it has been reorganized has become consumed with making a name for itself. Training in close assault and urban combat tactics the BCT is preparing for its next show down with the Free Worlds League.



**332<sup>ND</sup> Mechanized Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Ricky Whittle

332<sup>ND</sup> Battle BN  
3321<sup>ST</sup> Mech INF RGT  
3322<sup>ND</sup> Mech INF RGT  
3323<sup>RD</sup> Mech INF RGT

The 332<sup>ND</sup> Brigade Combat Team deployed to Pollux where it faced the 34<sup>TH</sup> Marik Militia capturing the green unit and interning its Soldiers until the ceasefire.



**333<sup>RD</sup> BattleMech Brigade**  
**3 Regiments / Veteran**  
**CO:** BG Dichen Lachman  
3331<sup>ST</sup> Battle RGT

3332<sup>ND</sup> Striker RGT  
3333<sup>RD</sup> Striker RGT

The 333<sup>RD</sup> BattleMech Brigde bore the brunt of fighting on Oliver before giving up the 3332<sup>ND</sup> Striker regiment to form the 332<sup>ND</sup> BCT for operations on Pollux.



**334<sup>TH</sup> Armored Brigade**  
**4 Regiments / Regular**  
**CO:** BG Octavia Blake

3341<sup>ST</sup> Armored RGT  
3342<sup>ND</sup> Armored RGT  
3343<sup>RD</sup> Field Artillery RGT  
3344<sup>TH</sup> Air Defense RGT

The 334<sup>TH</sup> Armored Brigade was crucial in both operations on Oliver and Pollux and is now split across the division in BCTs.



**33<sup>RD</sup> Ground Aero Wing**  
**3 Wings / Veteran**  
**CO:** COM Thomas McDonell

331<sup>ST</sup> Fighter Wing  
332<sup>ND</sup> Air Wing  
333<sup>RD</sup> Transport Wing

The 33<sup>RD</sup> GAW held its own during the landings on Oliver and again over Pollux earning it the reputation and veterancy that is rightfully earned



## 34<sup>TH</sup> MECHANIZED INFANTRY DIVISION: *RED BULL*

The *Red Bull* Division was held in reserve during Operation JUST CAUSE until orders came to move forward as part of Battlegroup Charlie and deploying into the Terra Firma Operations Area. Deployed into Brigade Combat Teams the division is responsible to three worlds with the Division headquartered on Wasat and three BCTs on Wasat, Van Damien IV and Talitha.

### COMMAND

Major General Rick Hutchinson commands the *Red Bull* Division. Known as an innovative thinker he is one of many such commanders identified to establish one of the new divisional organizations.



#### 341<sup>ST</sup> Mechanized Infantry Brigade 3 Regiments / Regular CO: BG Jordan Mountbatten

341<sup>ST</sup> Battle BN  
3411<sup>TH</sup> Mech INF RGT  
3412<sup>TH</sup> Mech INF RGT  
3413<sup>TH</sup> Mech INF RGT

The 341<sup>ST</sup> Brigade has only recently been tapped to reorganize as a Combat Team. Having already operated with only two of its three MTO&E'd infantry regiments the 3412<sup>TH</sup> Mechanized Infantry Regiment deployed to Wasat along with the 3423<sup>RD</sup>. The 3432<sup>ND</sup> Striker Regiment is slated to become the BCTs 'Mech force.



#### 342<sup>ND</sup> Mechanized Infantry Brigade 3 Regiments / Green CO: BG Lacey Rinehart

342<sup>ND</sup> Battle BN  
3421<sup>ST</sup> Mech INF RGT  
3422<sup>ND</sup> Mech INF RGT  
3423<sup>RD</sup> Mech INF RGT

Like the 341<sup>ST</sup>, the 342<sup>ND</sup> has only recently been assigned the 3433<sup>RD</sup> Striker Regiment to provide an expanded BattleMech capability over the Brigades single Battalion previously assigned.



#### 343<sup>RD</sup> BattleMech Brigade 3 Regiments / Green CO: BG Thomas Green 3431<sup>ST</sup> Battle RGT

3432<sup>ND</sup> Striker RGT  
3433<sup>RD</sup> Striker RG



#### 344<sup>TH</sup> Armored Brigade 4 Regiments / Veteran CO: BG Chance Turner

3441<sup>ST</sup> Armored RGT  
3442<sup>ND</sup> Armored RGT  
3443<sup>RD</sup> Field Artillery RGT  
3444<sup>TH</sup> Air Defense RGT

The 344<sup>TH</sup> Armored Brigade is the only formation to have seen combat during Operations WARSPITE and JUSTCAUSE from the division. They were assigned to the 13<sup>TH</sup> Jump Infantry Division in an armored support role and were key to the Divisions successes during the campaign.



#### 34<sup>TH</sup> Ground Aero Wing 3 Wings / Regular CO: COM Sandy McMasters

341<sup>ST</sup> Fighter Wing  
342<sup>ND</sup> Air Wing  
343<sup>RD</sup> Transport Wing

The 34<sup>TH</sup> GAW has only had passing encounters with pirates and Free Worlds League reconnaissance efforts. Having not engaged in actual combat they combine their efforts with the Divisions Escort Squadron in order to keep the systems clear of intruders.



## 13<sup>TH</sup> JUMP INFANTRY DIVISION: *PEGASUS*

Deployed enmass to Liao, this allows for the Division to be rapidly deployed at the Corps Commanders order. The *Pegasus* Division prides itself on its record during its recent wargames with the AFFC and the Liao Sarna March Militia when it held its own against the equivalent of four AFFC Regimental Combat Teams. Their mobility keeping them alive long enough to devastate two of the BattleMech regiments and cripple the logistics for the entire AFFC Task Force.

Should combat operations kick off in the St. Ives Compact it will most likely be the *Pegasus* Division which is called upon first to respond.

### COMMAND

Major General Gervarious Reynolds is slated to retire following his time in command of the *Pegasus* Division as he has served in the armed forces for the last thirty-five years the last ten as a general officer and wants to spend more time with family having been a Jump Infantryman all of his career.

His time in the division has been marked as the formation has not seen any combat with the exception of pirate hunting and small scale counter insurgency operations.



**131<sup>ST</sup> Jump Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Eric Romney

131<sup>ST</sup> LAM BN  
 1311<sup>TH</sup> Jump Infantry RGT  
 1312<sup>TH</sup> Jump Infantry RGT  
 1313<sup>TH</sup> Jump Infantry RGT

The 131<sup>ST</sup> Brigade is the current ready Task Force deployed aboard the THS *Kearsarge* and her TaskForce in the Liao system. The Brigade is assigned the 1332<sup>ND</sup> Striker Regiment as its BattleMech component losing the 1312<sup>TH</sup> Jump Infantry to the 133<sup>RD</sup> Brigade.



**132<sup>ND</sup> Jump Infantry Brigade**  
**3 Regiments / Regular**  
**CO:** BG Bella Grant

132<sup>ND</sup> LAM BN  
 1321<sup>ST</sup> Jump Infantry RGT  
 1322<sup>ND</sup> Jump Infantry RGT  
 1323<sup>RD</sup> Jump Infantry RGT

The 132<sup>ND</sup> Brigade is transforming into the 132<sup>ND</sup> Jump Infantry Brigade Combat Team incorporating the 1333<sup>RD</sup> Striker Regiment into its Order of Battle. It is currently training on the surface of Liao along with the Liao Sarna March Militia.



**133<sup>RD</sup> BattleMech Brigade (Airborne)**  
**3 Regiments / Regular**  
**CO:** BG Dakota Smith  
 1331<sup>ST</sup> Battle RGT

1332<sup>ND</sup> Striker RGT  
 1333<sup>RD</sup> Striker RGT

The 133<sup>RD</sup> Brigade is also located on the surface of Liao where it is converting to the 133<sup>RD</sup> BCT keeping the 1331<sup>ST</sup> Battle Regiment and adding the 1312<sup>TH</sup> and 1323<sup>RD</sup> Jump Infantry Regiments to its organization.



**134<sup>TH</sup> Armored Brigade (Air Mobile)**  
**4 Regiments / Elite**  
**CO:** BG Sandy Hook

1341<sup>ST</sup> ATTK HELI RGT  
 1342<sup>ND</sup> ATTK HELI RGT

1343<sup>RD</sup> Air Mobile Artillery RGT  
 1344<sup>TH</sup> Air Defense RGT

The 134<sup>TH</sup> has remained together following the Operation WARSPITE and is currently poised for brigade support and deploys battalions as needed to support the line Brigades. Plans to form a support brigade from the 134<sup>TH</sup> for logistical supply of the division are underway and at the time the brigades regiments will be parceled out to the divisions' brigade combat teams.



**13<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Elite**  
**CO:** COM Fletcher Williams

131<sup>ST</sup> Fighter Wing  
 132<sup>ND</sup> Air Wing  
 133<sup>RD</sup> Transport Wing

The 13<sup>TH</sup> GAW is training hard with the local militia units in order to bring them up to par with the HAF and the AFFC.



**135<sup>TH</sup> Ground Aero Wing**  
**3 Wings / Regular**  
**CO:** COM Wanda Sykes

1351<sup>ST</sup> Fighter Wing  
 1352<sup>ND</sup> Air Wing  
 1353<sup>RD</sup> Transport Wing

The 135<sup>TH</sup> provides the *Pegasus* Division with the mobility to conduct full brigade airmobile operations.





## 2 ROYAL CAAN MARINE REGIMENT: *SILENT SECOND*

The 2<sup>ND</sup> CAAN is deployed entirely to the planet of Carver V where it is hard at work rebuilding the ancient Star League bases at Quantico where the headquarters and training center of the CAAN regiments were located. Hard at work supporting the Hegemony Army Corps of Engineers in rebuilding the Star League facilities. The Regiment is being reinforced by a blue water naval group of three Squadrons of surface and subsurface combatants.

The 2<sup>ND</sup> is key to the Carver V garrison as the various factions do not have the mobility of the Hegemony command and with the regiments aerospace and naval assets allows the regiment complete freedom of maneuver on planet.

### COMMAND

Colonel James Hartwell commands the *Silent Second*. Having recently been appointed commander replacing Colonel Johnson who was killed by Capellan insurgents while visiting the capital. Hartwell has already impressed himself with his Marines after announcing that the Second will reform the CAAN training program on Carver V and begin forming a 3<sup>RD</sup> CAAN Regiment.



#### 1/2<sup>ND</sup> CAAN Marine Regiment

##### Battalion / Elite

CO: MAJ. Frank Best

First battalion, Second CAAN Marine Regiment deploys two companies of medium to heavy BattleMechs with a third company of heavy armor.



#### 2/2<sup>ND</sup> CAAN Marine Regiment

##### Battalion / Elite

CO: MAJ. Tanya George

Second battalion, Second CAAN Marine regiment like the first deploys two companies of BattleMechs one light company supporting a company of assault 'Mechs, with a third company of light armor.



#### 3/2<sup>ND</sup> CAAN Marine Regiment

##### Reinforced Battalion / Elite

CO: MAJ. Taylor Williams

Third battalion, Second CAAN Marine regiment employs a full battalion of *Nighthawk Mk XXIV* powered armor. Utilized in both a jump infantry and mechanized infantry role they are deployed from hover craft. A platoon of underwater trained special forces is included with third battalion.



#### 4/2<sup>ND</sup> CAAN Marine Regiment

##### Battalion / Veteran

CO: MAJ. Jane Fonda

Fourth battalion, Second CAAN Marine regiment deploys four companies of Vectors helicopters, two standard model companies and two mixed attack and electronic warfare companies.



#### 5/2<sup>ND</sup> CAAN Marine Regiment

##### Battalion / Regular

CO: MAJ. Steve Ericson

Fifth battalion, Second CAAN Marine regiment is one of two blue water naval battalions assigned to the Blue Diamonds. Employing two companies of *Manta* Fast Attack Submarines and a third of *Moray* Heavy Attack Submarines.



#### 6/2<sup>ND</sup> CAAN Marine Regiment

##### Battalion / Regular

CO: MAJ. John Raymond

Sixth battalion, Second CAAN Marine regiment hosts the surface warfare assets for the regiment. First company is host to six upgraded *Rapier*-class patrol destroyers supporting a two companies of hover tanks.



#### 2<sup>ND</sup> Marine Fighter Group

##### Group / Elite

CO: MAJ. Tobias Alexander

The Second Marine Fighter Group is a part of the First Marine Air Wing are permanently assigned the Second CAAN. One squadron of heavy fighters and two of light aerospace fighters form the First Marine Fighter Group.



## 8<sup>TH</sup> ROYAL LIGHT HORSE REGIMENT: *HONOR AND COURAGE*

The 8<sup>TH</sup> Horse is the first regiment in III Corps which has been slated to transition to the new independent regimental organization. Currently only those regiments assigned to I Corps are fully transitioned while III Corps is leading with the 8<sup>TH</sup> Horse. With official redesignation to the 8<sup>TH</sup> Light Cavalry Regiment mere months away when the regiment reaches initial operating capability we have continued to call the regiment by its ancient designation the 8<sup>TH</sup> Royal Light Horse Regiment for this publication.

Colonel Hayes has taken his responsibility as a rapid reaction force seriously and is already drawing up plans for a mission into the St. Ives Compact or to begin raiding along the Capellan Border in support of the Federated Commonwealths closest allies. With the addition of so many BattleMech troops to the Regiments order of battle the 8<sup>TH</sup> Horse's overall rating as dropped to regular until they prove themselves in combat.

The 8<sup>TH</sup> has secured the use of the THS *Kearsarge* a *Robinson* IIA-class Assault Transport in addition to its already impressive Naval Support Squadron. This is to assist the regiment in a possible forced entry to the Compact or even into the Confederation. Until then the ship is being used to deploy the Alert Squadron to defend against Pirate and Capellan Raids, many of which are the same entity.

## COMMAND

Colonel Ronald Hayes has commanded the 8<sup>TH</sup> Horse for the past three years and was selected by Lieutenant General Mendez to begin the reorganization process for the Independent Regiments in his Corps. The regiment is transitioning from the 8<sup>TH</sup> Royal Light Horse into the 8<sup>TH</sup> Light Cavalry. With this organizational transition comes new assets such as two additional battalion's worth of BattleMechs and numerous supporting companies of armor and infantry. Losing a battalion's worth of armor is the biggest blow to the regiment.



### 8<sup>TH</sup> Light Cavalry Regiment 2 Regiments / Regular

CO: COL Ronald Hayes

The 8<sup>TH</sup> Light Cavalry fields most of its forces into three combined arms squadrons comparable to short regiments. Each squadron fields three BattleMech, two armor and two infantry companies supported by a battery of artillery. Fourth Squadron is the Regimental Aviation Squadron comprised of the regiments VTOLs and Fifth Squadron is the Regimental Support Squadron and is responsible for the units logistical and engineering assets.



### 8<sup>TH</sup> Tactical Fighter Group Group / Veteran

CO: MAJ April Benavidez

The 8<sup>TH</sup> TFG is the regiments aerospace support. While it can and has been used in the reconnaissance role it is the regiments VTOLs and lighter ground units which are normally employed in this role.



## 2<sup>ND</sup> ROYAL DRAGOON REGIMENT: *SECOND DRAGOONS*

The *Second Dragoons*, pride themselves on their unbroken history dating back to 1863 America and the American Civil War. Like the French Regiments of the Hegemony and later the SLDF the *Dragoons* continued into the service as a full regiment until the formation of the Star League and then “disappeared” into the forming SLDF. Instead the *Second Dragoons* became one of the first commands assigned to Project Legion and masqueraded as the 2<sup>ND</sup> Legion for nearly a hundred years.

The Second is slated as the next formation in III Corps to transition to the new Cavalry organizations becoming the 2<sup>ND</sup> Armored Cavalry. Deployed to Sheratan the Regiment is in position to respond anywhere within the Sarna, Draconis or into the Lyran State’s Skye March.

### COMMAND

Colonel Patrick Ellis commands the 2<sup>ND</sup> Royal Dragoons. Training his troops hard and awaiting the expected reinforcements from REPDEP Command to complete the transition to the 2<sup>ND</sup> Armored Cavalry.



#### 2<sup>ND</sup> Armored Cavalry Regiment Regiment / Elite

CO: COL Patrick Ellis

The 2<sup>ND</sup> ACR employs three battalions of three companies and a command lance each. The transition will soon see the regiment expanded to nearly two with the additional armor and infantry battalions transforming the BattleMech Battalions into combined arms Squadrons.



#### 4<sup>TH</sup>/2<sup>ND</sup> Armored Battalion Battalion / Elite

CO: MAJ Tom Darcy

4/2 ACR employs some of the heaviest tanks in the Hegemony’s inventory.



#### 5<sup>TH</sup>/2<sup>ND</sup> Armored Infantry Battalion Battalion / Elite

CO: MAJ Cassandra Mitchell

The Armored Infantry Battalion is fully mechanized and has been equipped with *Nighthawk Mk XXIV* powered armor.



#### 2<sup>ND</sup> Tactical Fighter Group Group / Elite

CO: MAJ Ted Hall

The 2<sup>ND</sup> TFG is expected to be expanded to a full fighter wing when the transition begins. Until then the 2<sup>ND</sup> TFG is one of the most elite fighter groups in the HAF.



## 68<sup>TH</sup> ROYAL STRIKER REGIMENT: *SILVER LIONS*

The *Silver Lions* are one of the few independent line regiments in the THAFiE. Deployed to the world of Pleione the regiment is paired with a AFFC free brigade of armor and infantry. An independent aero wing from the AFFC also supports the regiment. The *Silver Lions* are gaining valuable experience in combined arms operations prior to their transformation into an independent brigade.

The regiment is not slated to move into the Compact should hostilities breakout. It is however expected to move back into the Terran Corridor to relieve other units positions should the alert go out.

### COMMAND

Colonel Harley Ericson commands the *Silver Lions*. He has fully embraced the transition to reinforce the independent regiments bringing them up to brigade strength.



#### 68<sup>TH</sup> Striker Regiment Regiment / Regular

CO: COL Harley Ericson

The *Silver Lions* are a textbook SLDF Striker Regiment right down to the companies of Land-Air-Mech's sprinkled throughout the regiment. It is unclear right now whether the LAM's will remain following the reorganization.



## 69<sup>TH</sup> ROYAL STRIKER REGIMENT: *PANTHERS*

The *Panthers* have a long history within the Terran Hegemony-in-Exile Armed Forces having been in almost continuous service since its inception. The *Panthers* are one of the only commands within III Corps which experienced combat during its movement into the Sarna March. On Lesalles a detachment of Death Commandos were identified on planet along with another mysterious force numbering around a battalion of BattleMech's and another of elite infantry. The *Panthers* quickly called in a battalion of Marines from the escorting ships to assist in securing the planet before follow on AFFC troops could begin to arrive. The fight between the Death Commandos was quick with the Commandos being granted safe conduct off of Lesalles. The other mysterious force refused to surrender and accept unmolested withdraw.

The *Panthers* spent the next three weeks encircling them and with the assistance of the Marines the site where the mystery force made its stand is now a secured area and CIA teams are now running the facility with an SAS battalion on ground to provide security. The *Panthers* have stood off and is deployed around the planet deep in the Jungles in former SLDF bases being renovated. The AFFC has deployed a brigade of conventional troops tailored for the deep jungles of the planet. Infantry and VTOLs form the bulk of the troops supporting the *Panthers*.

### COMMANDER

Colonel Paul Stevenson commands the *Panthers*. He has been sequestered in the CIA camp for the time being as he is being debriefed over the events following the *Panthers* landings. The regimental executive Major Jill Sullivan is filling in as the regimental commander until Colonel Stevenson returns from his debriefing.



69<sup>TH</sup> Striker Regiment  
Regiment / Veteran  
CO: COL Paul Stevenson

Having sustained damage during the operation to secure Lesalles the regiment is short a whole company of Land-Air-Mech's and two companies of BattleMechs due to combat damage.

Many of the BattleMechs will be returned to duty soon with only eight machines unrecoverable. The LAM's were all destroyed while in flight mode and crashed. The regiment is light in nature as are all Striker Regiments and fields a mix of BattleMechs to support operations.



## 66<sup>TH</sup> ROYAL HEAVY ASSAULT REGIMENT: *IRON KNIGHTS*

The *Iron Knights* are deployed to Campertown to support operations there and on Lesalles. A Battalion is expected to move in to secure the Classified instillation discovered there. Otherwise the Regiment is preparing for its transition into a combined arms brigade combat team. The *Iron Knights* remain on Campertown and are slated to move into the Compact should the alert go out.

Employing its battalions as miniature taskforces across the planet with a platoon of artillery assigned to each company as they establish fire bases until the AFFC can surge more troops into the region to stabilize the planet. The *Iron Knights* have already smashed a light raiding force which mistook the regiments size for it being slow. The *Iron Knights* fired FASCAM mines to cut the raiders off while a full company of assault machines arrived before they had cleared the minefield destroying the enemy BattleMechs.

### COMMAND

Colonel Wilhelm Steiner commands the regiment a Light 'Mech pilot by trade which is uncommon of the Steiner family. He currently pilots an *Imp* but his favorite BattleMech is the *Falcon*.



66<sup>TH</sup> Royal Heavy Assault Regiment  
Regiment / Regular  
CO: COL Wilhelm Stiner

The *Iron Knights* employ standard Heavy Assault Regimental organization. Three Battalions of three BattleMech companies and a battery of mobile artillery led by a command lance.



## 77<sup>TH</sup> ROYAL HEAVY ASSAULT REGIMENT: *STEEL TIGERS*

The *Steel Tigers* are deployed to New Home where it is supported by a regiment each of AFFC regular army infantry and armor along with a half dozen assorted reserve and militia regiments called up to serve during the conflict. AFFC forces are scheduled to relieve the *Steel Tigers* but many on the planet have been calling for the Terran Hegemony-in-Exile remain in control of the planet. Many have gone so far as raising the old Hegemony flag over several regional capitals. Even with these old Hegemony loyalties or the fact that most of the old Hegemony systems are just sick of being fought over.

The *Steel Tigers* have put in a request to have a conventional transport group and possibly an conventional fighter group as well. Wolf's Dragoons have already agreed to deploy a battlegroup from their Combat Support Subcommand to the assistance of the *Steel Tigers*. This may or may not be partially in gratitude for the promised delivery of Warships to the Mercenaries who just recently returned with a squadron of Clan Warships at their disposal.

Duke Ryan is looking to begin upgrade of the Seventy-Seventh as soon as conventional assets are freed up to make the transition.

## COMMAND

Colonel Nathan Armstrong commands the *Steel Tigers* and is not happy with being notified he will not displace from New Home if or when the THAFIE move into the Compact. He is committed to showing the people of New Home that he intends to protect them and that they are valued whether they are current or former members of the Hegemony.



**77<sup>TH</sup> Royal Heavy Assault Regiment**  
**Regiment / Green**

**CO:** COL Nathan Armstrong

The *Steel Tigers* are currently deployed across the primary continent of Spina Planetia in company sized task forces

each with a company of BattleMechs and a platoon of Artillery in fire bases to better respond to pirate raids. With the coming reorganization Hegemony Engineers are renovating an old Star League Fort to make room for the entire Command to reconsolidate.



# TERRAN NAVY: *SI VIS PACEM, PARA BELLUM*

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The Terran Navy is in the midst of a reorganization as more and more reserve ships are activated and ships are brought out of mothballs. The current active fleet consists of Fifty-Nine Warships of Terran and Federated Suns origin. Vessels such as the powerful *McKenna*-class Battleship serve alongside the *New Syrtis* carrier and *Lola III* Destroyers alongside the *Davion II*. Over thirty upgraded Block III *Davion*-class Destroyers are either active or mothballed within the Navy. The fleet is anchored by a core of Destroyers and Cruisers.

With the coming of the clans and new warship designs and upgrades within their invading forces. It was this and the Federated Commonwealth's building of the *Fox*-class corvette which prompted the Hegemony to approach Archon-Prince Victor Steiner-Davion to suggest the collaboration on the design of a new cruiser. It was from this partnership that the *Avalon* was built. The lead ship was built in a Hegemony *New Grange* Yard Ship within the Suns State.

When ComStar halted shipment of the interplanetary drive systems for the first six *Fox* corvettes it was the Hegemony which stepped in and built the factories and trained the crews to make the Galax Shipyards capable of full self sufficiency. The first *Avalon* built the FCS *Avalon* was completed in 3054 but was held in place within the Hegemony as the Prototype was adjusted and tested to ensure the ship was capable and all systems operated within designed Parameters. It was this time which allowed the ship to evolve into a missile cruiser and the completion of the upgraded yards at Kathil to build the Cruiser.

Fleet Admiral Mancuso ordered the full production of Hegemony *Avalon*'s within the fleets *New Grange* Yard Ships. The first two were completed by 3056 and the next four by 3058. All together the Hegemony has built fifteen *Avalon*'s with one – the FCS *Avalon* – being used as a training ship until the Federated Commonwealth is ready to receive her. In contrast the fleet had been upgrading its fleet of Block II *Davion*-class destroyers to a new Block III standard with improved armor redesigned weapons layout and expanded cargo and small craft capabilities. The Block III *Davion*-class has seen twelve ships at a time rotate through for the eighteen-month refit cycle in Hegemony Shipyards. The last twelve ships are currently six-months away from completing their refits and will be replacing the *Lola III*-class destroyer as the standard fleet destroyer.

Once the Block III *Davion* project is completed the Terran Navy is looking at two further projects to run simultaneously but at a much slower rate than the destroyer upgrade program. One is the possible upgrade of the Block II *Riga* destroyer escort into a full blown medium carrier most likely an Inner Sphere clone of the *York*-class fielded by the Clans. The other project is a new ship design either a Corvette or new Battlecruiser. The next couple of years may dictate to the Terran Navy what to build.

Fleet Admiral Mancuso and Duke Ryan both agree that the Terran Navy needs to operate on a two navy policy. The Terran Navy needs to be able to fight any two Navies at once while maintaining a defensive front. By the end of the Navy's reactivation program alone there will be over a hundred warships deployed with the three front line fleets and a fourth reserve and garrison fleet will add another twenty-four older Star League era ships awaiting refit.

Weapons, armor, propulsion and systems upgrades are all scheduled to be completed in order to make the fleet survivable against the new generation of Inner Sphere and Clan Warships. The first ships to undergo refitting will be the cruisers while the Battleships rotate through one at a time. The last will be the *Riga II*'s for their conversion to carriers as they will be the longest conversions.

The fleet is in great shape and is expected to last the coming storms. Already rumors of the Free World's League's warship program being much larger than its public relations department is saying is proving to be true as ancient ships from the Amaris Coup and Age of War are being recovered by the League and Word of Blake at an accelerated pace now that the Hegemony has unleashed itself upon the Inner Sphere and disrupted the fanatics invasion of Terra. While the Word of Blake was defeated at Terra they still have the resources of the Free World's League and the profits of the Network of Hyper-pulse generators within their borders and now the Confederation's to rebuild and expand its force and possible its warship fleet.

But at the moment the greatest threat to the Hegemony-in-Exile is the Clans followed by ComStar and the Free World's League. Thus plans are still in place to defend Homeworlds while at the same time projecting power beyond the borders of not just the Terran Hegemony-in-Exile, but also the Federated Commonwealth's Sarna March. Terra is a major focal point for the Hegemony's defenses in the Inner Sphere. I Corps, along with the entire Second Fleet are located within the system making that star system the single most defended location in the universe.

## ORGANIZATION

Below is the fleet as it will be once fully activated and deployed in 3062. First Fleet is returning from the Smoke Jaguar Annihilation to the Homeworlds to refit and deactivate its older units while adding reactivated and new build ships to its squadrons.

## FIRST FLEET:

After its deployment to the Draconis Combine the fleet has returned to the Homeworlds to refit and reorganize. The Fleet's older warships are being transferred to the Fourth Reserve Fleet while receiving replacement *Avalon* and Block III *Davion* warships. The THS *Kitty Hawk* is being transferred as well this loss of a fleet carrier is being offset with the addition of four Block II *Riga*-class Destroyer Escorts is the 11<sup>TH</sup> Battle Squadron two reactivated *Luxor*-class Heavy Cruisers have also been added to 11<sup>TH</sup> giving the fleet a powerful quick response force. The 12<sup>TH</sup> Escort Squadron will be reorganized into a Heavy Escort Squadron replacing the *Grey Wolf* and *Timber Wolf* with the *Avalon* cruisers *Bunker Hill* and *Mobile Bay*.

## COMMAND

Admiral William Halsey commands the First Fleet from the deck of the THS *Renewed Valor* as Commander of Hegemony-in-Exile naval forces attached to the Star League Defense Forces Admiral Halsey saw very little combat as ComStar and the Draconis Combine naval forces saw the most action. With the fleet broken up to provide security for staging areas and escorting convoys the ships of the Fleet were only engaged in isolated encounters with Smoke Jaguar conventional forces.

## DEPLOYMENT

First fleet recently returned from the Clan front and is completing its refit and reorganization cycle. Once completed the fleet will take up station in the Terran System relieving Second Fleet and allowing it to defend the Terra Firma Operations Area. Basing from mobile fleet support assets which will be moved into the system such as a modular space station and other mobile assets.

## HOMEPORT

First Fleet once called Nova California home. Splitting its time between defending the capital system and the minor systems nearby. With the return to the Inner Sphere, negotiations are being worked out to base the fleet at the new base being established in orbit of Titan. An M-9 *Pavise* battle station along with other habitats and several repair docks are being either moved or built at the moment and will have initial operational capability within the next six months.

### 11<sup>TH</sup> BATTLE SQUADRON

CO: VADM Susan Ivanovna

The 11<sup>TH</sup> Battle Squadron is the punch of the First Fleet led by the THS *Renewed Valor* a *McKenna*-class Battleship provides the heavy firepower of the squadron. Supported by the *Luxor*-class Heavy Cruisers *Courageous* and *Glorious* and the Block II *Riga*-class Destroyers *Hornet*, *Wasp*, *Bogue* and *Card*.

### 12<sup>TH</sup> HEAVY ESCORT SQUADRON

CO: VADM Chance Harper

The 12<sup>TH</sup> Heavy Escort Squadron replaced the *Lola III* destroyers *Timber Wolf* and *Grey Wolf* with the *Avalon*-class Missile Cruisers *Bunker Hill* and *Mobile Bay*. The Block III *Davion*-class Destroyers *Achilles*, *Cerberus*, *Alexander* and *Heracles* remain to

ground the groups escort missile while the upgraded *Black Lion*-class Battlecruiser THS *Hood* was added to give the squadron a flagship.

### 13<sup>TH</sup> TRANSPORT SQUADRON

CO: VADM Martin Holt

The 13<sup>TH</sup> Transport Squadron was reorganized with the removal of its *Lola III* escorts and the addition of two upgraded *Aegis*-class Heavy Cruisers. The *Aegis*-class Heavy Cruisers *Iron Duke* and *Audacious* provide escort and orbital fire support for ground troops. The *Potemkin*-class Troop Cruisers *San Diego* and *Montgomery* provide the heavy lift while the *Robinson IIA*-class Assault Transports *Tarawa* and *Iwo Jima* provide the squadron with quick assault capabilities.

## SECOND FLEET:

With First Fleet off fighting the Clans it fell to Second Fleet to protect the Terran System and the possibility of the Free World's League Navy supporting a Word of Blake assault. The other not mentioned reason the entire fleet is located in the system is the off chance that the Com Guards will mobilize their fleet to evict the Hegemony-in-exile from Terra. Rebuilding the SLDF Titan Fleet Base, located in the vicinity of the ComStar run Titan Shipyards. Admiral Mancuso ordered the rebuilding of the base to be done on the opposite side of the yards to avoid any misunderstandings with the Com Guard defenders.

Second Fleet is looking forward to its change of mission and has completed its reorganization. Expected to assume station in the Terra Firma Operations Area and to relieve Third Fleet assets there the Squadrons will patrol the Terran Corridor of the Commonwealth for the foreseeable future.

## COMMAND

Admiral Victoria Bennet Commands Second Fleet from her flagship THS *Eternal Vigilance*. Victoria is slated to take over the Navy's shipbuilding bureau to design the future of the fleet. Her track record has been exemplary to this date while her command still has yet to see any combat it is poised and the best trained formation in the Navy.

Admiral Bennet has been driving home the quick reaction doctrine. Able to use its lithium fusion battery systems Admiral Bennet trains her fleet to jump to nearby systems along with the ready regiment from RCT 1 to provide reinforcement to AFFC conventional forces which remain in the region.

## DEPLOYMENT

Second Fleet is deployed wholly in the Terran System. With the addition of the Aerospace Defense Command modified *Potemkin*'s to the system allow for Second fleet to concentrate their firepower more around Terra, Mars and Titan. Venus and both standard Jump Points are protected by a ADC *Potemkin* each. With the *Bismarck* deploying to St. Ives the three remaining ships are the *Tirpitz*, *Scharnhorst* and *Gneisenau* deployed to Venus and *nadir* and *zenith* jump points respectively.

The 21<sup>ST</sup> Battle Squadron holds the Terran orbitals and patrols all of the calculable pirate points within three days of Terra. The 22<sup>ND</sup> Heavy Escort splits its time between Mars and defending the under construction Titan base. 23<sup>RD</sup> Transport Squadron is split between providing support for Titan base and Terra.

## HOMEPORT

Second Fleet once called Manticore its homeport. Now it is preparing to move to Terra Firma once relieved by First Fleet. While deployed to Terra the fleet has been making use of both the Titan and O'Neil Shipyards to basic repairs and resupply.

### 21<sup>ST</sup> BATTLE SQUADRON

CO: VADM Michelle Ramirez

The 21<sup>ST</sup> like the 11<sup>TH</sup> is the Fleet's powerhouse. As the Navy expands Fleet Admiral Mancuso plans to expand the 21<sup>ST</sup> adding two additional battleships or battlecruisers bringing it in line with a SLDF Line Squadron. The Squadron is anchored by the THS *Eternal Vigilance* a *McKenna*-class Battleship backed up by the *Luxor*-class Heavy Cruisers *Daring* and *Dauntless*. Supporting the heavy combatants are the Block II *Riga*-class Destroyer Escorts *Block Island*, *Hamlin*, *Nassau* and *St. George*.

M-9 *Pavise* battle station *Fort Gibraltar* recently arrived and is being readied for active service. Until fleet command is aboard the *Potemkin*-class Troop Cruiser THS *Houston* which holds station at Titan along with the *Aegis*-class Heavy Cruiser THS *Centurion* and the Block IIa *Robinson*-class Assault Transport THS *Saipan*. Assigned to the battlegroup over Terra are the *Potemkin*-class Troop Cruiser THS *Olympia*, *Aegis*-class Heavy Cruiser THS *Warspite* and the Block IIa *Robinson*-class Assault Transport THS *Guadalcanal*.

### 22<sup>ND</sup> HEAVY ESCORT SQUADRON

CO: VADM Rand Koto

The 22<sup>ND</sup> is deployed at both Mars and Titan Base occasionally patrolling the transit lanes between both Mars and Titan and the standard Jump Points. The THS *Furious* a *Black Lion*-class Battlecruiser heads this force along with the *Avalon*-class Missile Cruisers *Lexington* and *Valley Forge*. Supporting the cruisers are the Block III *Davion*-class Destroyers *Delphi*, *Furies*, *Juno* and *Vesta*.

### 23<sup>RD</sup> TRANSPORT SQUADRON

CO: VADM Daniel Quade

The 23<sup>RD</sup> Transport Squadron is split between reinforcing the ground forces on Terra and assisting with the deployment of the modular station and other mobile stations. The

## THIRD FLEET:

Deployed across the entire Sarna March and is slowly deploying into striking distance of the St. Ives Compact. Third Fleet has been patrolling the borders of both the Capellan Confederation and the Free Worlds League. While the greatest threat would come from the League the Confederation is more hostile. Fleet Admiral Mancuso has assigned temporary the Hegemony Command Group to Third Fleet in order to provide more hulls and expand patrols. Thus Third Fleet's flag is temporarily assigned to THS *Terran Resolve* and remains in orbit of Sarna with the rest of the group while the squadrons patrol.

Third Fleet has already slipped several lighter units into the region to include a full assault escort squadron. The THS *Bismarck* one of the six modified *Potemkin* cruisers is deployed one jump from St. Ives. The fleet has fought ninety-six separate engagements since taking station. Assault Escort Divisions have faced the brunt of these but many around a third have run afoul of the fleet's warships. A Capellan raid jumped into a pirate point in Yunnah. The Capellans expected to jump in to a clear sector fifteen hours from the system primary. What they found was the THS *Prince* running a training mission with a local squadron of system defense craft. The Destroyer Escort deployed its ready squadrons and detached a pair of *Longstreet's* to maneuver on the Capellan raiders consisting of a *Union* and two of the new *Lung Wang's*. The DropShips deployed their fighters and attempted to burn for Yunnah. The *Prince* destroyed the *Union* and the fighters and DropShips forced the *Lung Wang's* to cut acceleration and be boarded by Marines which took control of them and ended the engagement. Marines from the *Prince* took the *Invader*-class jump ship supporting them.

## COMMAND

Admiral Samantha Carter commands Third Fleet from the deck of the THS *Terran Resolve*. Admiral Carter has recently taken over Third Fleet and is hoping for the chance to concentrate her fleet to evaluate the Third's capabilities. As individual ships so far they are proving capable and even at the flotilla level. However, when it comes to division and higher she is unconvinced that they can hold their own.

## DEPLOYMENT

Third fleet is spread across the entire Sarna March with responsibility for the League Border belonging to the 31<sup>ST</sup> Battle and its heavy aerospace capabilities allow for this force to hop along the border to respond to any possible League incursion. The 32<sup>ND</sup> Heavy Escort is responsible for the Capellan border deployed in three ship patrols. The fleet's Transport Squadron is in constant use moving supplies and troops throughout the March and helping move AFFC forces back into the region.

## HOMEPORT

The Fleet is settling into its new anchorage at Palos the Commands headquarters. The *New Grange*-class Yard ship *Norfolk* holds station here to provide support for the fleet while the *Volga*-class *Vladivostok* is moving supplies around the March.

### HEGEMONY COMMAND GROUP

CO: FLTADM Candice Mancuso

The Fleet Command Group is responsible for command of the Hegemony Navy in the field and the movement and protection of the Duke. From the decks of the *McKenna*-class Battleship THS *Terra* Duke Ryan or Fleet Admiral Mancuso can be seen moving throughout the March. Supporting the *Terra* are the *Congress*-class Frigates *Regents' Promise* and *Terran Resolve*. The Third Fleet Flagship is currently the *Terran Resolve*.

### 31<sup>ST</sup> BATTLE SQUADRON

CO: VADM Wolfgang Rinehart

The 31<sup>ST</sup> lives a boring life waiting for the invasion of FWLN ships that most likely won't come. The THS *Clarion's Call* a *McKenna*-class Battleship commands the squadron and normally the fleet. The *Luxor*-class Heavy Cruisers *Fearless* and *Formidable* provide the heavy punch and the Block II *Riga*-class Destroyer Escorts *St. Andrews*, *St. Joseph*, *St. Simon* and *Vermillion* are the squadrons main patrol ships.

### 32<sup>ND</sup> HEAVY ESCORT SQUADRON

CO: VADM James Donovan

The 32<sup>ND</sup> deploys along the Confederation border in two three ship Divisions and the Squadron flagship the *Black Lion*-class THS *Princess Royal* commands the squadron and holds station at Sarna while the *Avalon*-class *Ticonderoga* leads her battlegroup consisting of the Block III *Davion*-class Destroyers *Agamemnon* and *Hydra* from Tsingtao. The *Avalon*-class Missile Cruiser *Yorktown* supported by the Destroyers *Apollo* and *Nemesis* deploy from Sarna.

### 33<sup>RD</sup> TRANSPORT SQUADRON

CO: RADM Steven Franklin

The 33<sup>RD</sup> recently lost their commander to sabotage at Liao while visiting the capital. Rear Admiral Franklin has taken over for the time being. The squadron deploys the *Potemkin*-class Troop Cruisers *Tacoma* and *Vancouver* supported by the *Aegis*-class Heavy Cruisers *Erin* and *Agincourt*. The Block IIa *Robinson*-class Assault Transports *Bataan* and *Kearsarge* provide mobility support to ground forces of III Corps.

## FOURTH RESERVE FLEET:

Fourth Fleet is sort of a catchall, responsible for the reinforcement of the front line Fleets while now protecting the Home Systems. The largest of the fleets within the Navy the Fourth consists of a short Line Squadron responsible for the defense of the Homeworlds supported by the constituting 42<sup>ND</sup> Escort Squadron. Five other Squadrons have been established from new build Warships undergoing trials and remain in the Reserve Anchorage when not underway. A Cruiser Squadron of eight *Avalon*-class Missile Cruisers and four Destroyer Squadrons with either newly built or refit Block III *Davion*-class Destroyers. All of these ships are undergoing training and final builder's trials before being deployed in the Inner Sphere. Until then the Navy is maintaining squadrons of six to seven ships in order to maintain capabilities but are unwilling to deploy ships individually and unprepared to the Fleet. Until then the three frontline Fleets are operating understrength.

Pouring into the Fourth Fleet is a swarm of *Lola III* destroyers and four *Aegis* cruisers while the destroyers are assigned to independent patrols around the Homeworlds the cruisers are assigned to the 41<sup>ST</sup> Line Squadron replacing the *Riga II*'s transferred to the active fleet. While not responsible for the mothballed ships there are not many more usable ships in mothballs they have begun surveying them for activation.

## COMMAND

Admiral Mohammad Al-Bakar commands the Reserve Fleet. Having transferred from Second Fleet to command the Fourth he is focused on preparing his crews for transfer to the front line fleets. With this focus he has not slacked on ensuring the defenses of the Home Systems. Increased deployment of Aerospace Defense Command assets to include a Squadron of M-5 *Casper* drone warships in each system.

## DEPLOYMENT

Broken into two Battlegroups the 41<sup>ST</sup> Line Squadron patrols the Manticore and Nova California star systems while the 42<sup>ND</sup> Escort Squadron patrols the remaining four systems operating in four ship flotillas. The main force of new build warships are conducting shakedown cruises in the Manticore and Nova California systems.

## HOMEPORT

The Fourth Reserve Fleet calls the Scorpion Fleet Yards its homeport capable of docking two dozen ships at any given time to conduct maintenance and resupply with another dozen pressurized docks capable of holding up to 2.5 million tons of warship in four of the docks with the rest able to hold up to 1.5 million tons.

### 41<sup>ST</sup> LINE SQUADRON

CO: VADM Linda Lockwood

The 41<sup>ST</sup> is the punch of the Reserve Fleet. Made up of the *Texas*-class Battleships *Texas* and *California* along with the *Cameron*-class Battlecruisers *Simon Cameron* and *Alexander Kerensky*. Supporting these heavy combatants are the upgraded *Aegis*-class Heavy Cruisers *Resolution*, *Implacable*, *Victorious* and *Steadfast*.

### 42<sup>ND</sup> ESCORT SQUADRON

CO: RADM Victor Popov

The 42<sup>ND</sup> is an over strength Squadron with Sixteen Warships most of which are awaiting time in the yards for refit and either deactivation or reassignment. The four *New Syrtis*-class Carriers *Kitty Hawk*, *Independence*, *Intrepid* and *Coral Sea* each lead a battlegroup in one of four star systems. Supported by the *Lola III*-class Destroyers *Defiant*, *Reliant*, *Valiant*, *Roger Young*, *John Paul Jones*, *Mitchell*, *Giap*, *Hale*, *Greg Jein*, *Cromwell*, *Geronimo* and *Fairfield*.

### 43<sup>RD</sup> HEAVY TRANSPORT SQUADRON

CO: VADM Peter Scott

The 43<sup>RD</sup> is a massive organization fielding eighteen heavy transports. There is so much lift capability in this one squadron it would make the rumored Diamond Sharks envy. The

six *Potemkin*-class Troop Cruisers *Miami*, *London*, *Moscow*, *Johannesburg*, *Paris* and *Berlin* provide a hundred and fifty docking collars and 2.2 million tons of cargo. The twelve *Volga*-class Transports *Amazon*, *Nile*, *Yangtze*, *Amur*, *Mekong*, *Euphrates*, *Yukon*, *Rio Grande*, *Danube*, *Ganges*, *Elbe*, and *Rhine* provide an additional four collars each along with 2.4 million tons of shipping. What concerns many in the Inner Sphere and possibly the clans these are not refitted or salvaged ships but newly built ships.

### 44<sup>TH</sup> CRUISER SQUADRON

CO: RADM Paul Blake

The 44<sup>TH</sup> is a holding squadron for all newly built *Avalon*-class Missile Cruisers as they undergo workups for deployment to the fleet. The cruisers *Port Royal*, *Antietam*, *Leyte Gulf*, *Normandy*, *Gettysburg*, *Shiloh*, *Anzio* and *Vincennes* complete the squadron.

### 45<sup>TH</sup> DESTROYER SQUADRON

CO: COM Alfred Peterson

The 45<sup>TH</sup> like the 44<sup>TH</sup> Cruiser Squadron is home to twelve Block III *Davion*-class Destroyers while they conduct workups for deployment to the Inner Sphere. The destroyers *Acheron*, *Argus*, *Agrippa*, *Anubis*, *Cadmus*, *Charon*, *Damocles*, *Excalibur*, *Griffin*, *Hermes*, *Medusa*, and *Nimrod* are all in various stages of their builder's trials.

## **46<sup>TH</sup> DESTROYER SQUADRON**

**CO:** COM Sandra Reynolds

The 46<sup>TH</sup> like its sister squadron the 45<sup>TH</sup> is home to twelve Block III *Davion*-class Destroyers while they conducted workups and complete fitting out prior to deployment to the Inner Sphere. The destroyers *Olympic*, *Orion*, *Persephone*, *Phoenix*, *Pollux*, *Pournelle*, *Prometheus*, *Roanoke*, *Talos*, *Theseus*, *Triton*, and *Zeus*.

## **FLEET SERVICE SUPPORT SQUADRON**

**CO:** VADM Alfredo Yaakov

The Fleet Service Support Squadron provides the fleet with a unique capability. Forward staging of repair assets with the deployment of six *Newgrange*-class Yardships anchoring the center of this squadron and supported by two full divisions of *Monolith*-class JumpShips and numerous DropShips complete this Squadron. Logistics Command is looking to expand this force with the addition of another six Yardships. As none are in mothballs this will require the construction of new ships. If this plan is approved it could see the six serving *Newgrange* ships retired and replaced with newer ships. The six active Yardships are the *Norfolk*, *Southampton*, *Portsmouth*, *Puget Sound*, *Mare Island* and *Charleston*.