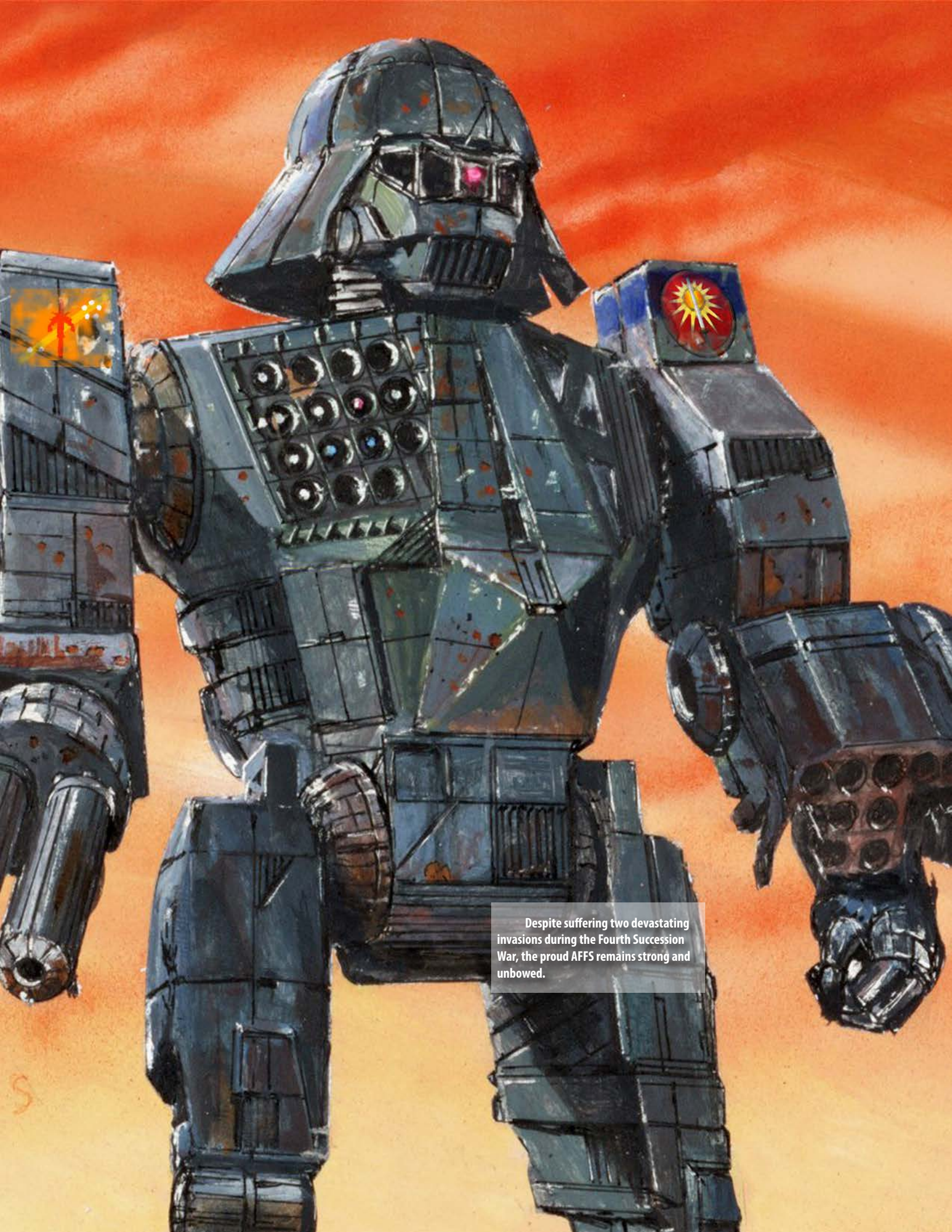


FIELD REPORT: AFFS





Despite suffering two devastating invasions during the Fourth Succession War, the proud AFFS remains strong and unbowed.

FIELD REPORT: AFFS



TO: HAF High Command

FROM: Hegemony Intelligence Directorate

With the possible exception of the Free Worlds League, the Federated Suns suffered the worst damage during the ill-fated Fourth Succession War. Hammered by the Draconis Combine and Capellan Confederation, the Armed Forces of the Federated Suns was stretched to the breaking point on a number of occasions. However, the valiant defenders of House Davion maintained their legendary resolve and held fast. Even when the reformed Hegemony cut the Federated Suns from its stalwart ally, the Lyran Commonwealth, the AFFS continued to hold. In the aftermath of the war, the tenacity of the AFFS military and Hanse Davion's singular drive to rebuild the Federated Suns has proven that despite the losses, the FedSuns will not be cowed.

Of particular note is the AFFS' continued emphasis on the Regimental Combat Team (RCT). Roughly analogous to our line brigades in terms of strength, despite fielding a single regiment of 'Mechs, the RCT is nevertheless a potent combination of BattleMech, conventional and infantry forces. It was the AFFS' use of the RCT during the war that lent the Suns a powerful defensive and offensive tool. If the HAF ever faces the FedSuns in combat again, it will be Davion's RCTs leading the charge.

HOW TO USE THIS BOOK

Field Report: AFFS is a Kapteyn Universe fiction supplement designed to offer information on the state of the Armed Forces of the Federated Suns (AFFS) following the Fourth Succession War and prior to the coming of the Clans of Kerenksy.

The first section of the report—*Federated Suns Overview*—provides a short look into the current state of the AFFS' present condition and efforts, broken into three parts. The *Strategic Update* details the military's current objectives, while *Future Plans* provides some potential insight into the future of the Federated Suns and the *Federated Suns' Navy* discusses how the AFFS is rebuilding its warship forces.

The second section, *Industries and Support*, presents an overview of the Federated Suns' military industries, production and fleet after the end of the Fourth Succession War.

Line Units presents a short update on the history, current status and notable facts for each brigade of the AFFS.

Finally, *Ranks and Rags* covers both the recent rank and uniform changes ordered by Hanse Davion in the wake of the AFFS' reorganization.

CREDITS

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Developer's Note:

Find more information about the Federated Suns and the AFFS during the Fourth Succession War, see *Year in Review 3023*, *Year in Review 3024*, *The Other Option: Book 1*, *The Other Option: Book 2* or *Faction Map 3026*.

Special Thanks:

Michael Brown: There's a lot of people I can say that the Kapteyn Universe wouldn't be the same without, but without Matt there wouldn't be a game at all and we'd all be waiting around for Interstellar Ops. Thanks Matt, for the setting, the game and for trimmings like this one. Thanks are also due to Josh and to the other players who have gone above and beyond not just to play the game but to improve it.

Mathew Alexander: Thanks to Mike (drakensis), who is one of the original players in the Kapteyn Universe and has led the Federated Suns through a hard set of circumstances with the guile of The Fox himself. One of the highlights of my time as GM was watching the war of minds between Mike and the Capellan player. As a GM, you take great satisfaction when players take such detailed and skilled control of a faction and watching Mike guide the Federated Suns through such tribulations has been an enjoyable experience.. Thanks as always must also go to Josh, who continues to raise the Kapteyn Universe bar with his excellent work.

FIELD REPORT: AFFS





FEDERATED SUNS OVERVIEW

The Federated Suns survived the Fourth Succession War with a largely intact economy despite the loss of dozens of worlds to the Capellan Confederation and the Terran Hegemony (the negotiated settlement with the Combine restored most of the worlds lost on that front). The price for this survival was the savaging of the Armed Forces of the Federated Suns. More than thirty separate commands were shattered, disbanded or forced to surrender during nineteen months of combat operations.

Even before the fighting had ended—in fact, even before the height of the fighting—new commands were raised and in some cases did not survive the war. The AFFS logistics were under strain for the entire Fourth Succession War and this strain has hardly diminished in the years since. Factories evacuated from in front of the Combine continue to pour resources into replacing the losses and after five years the AFFS is now back to something approaching its pre-war strength—although the loss of numerous mercenary units, many of them long-time contractors, that were let go in a perhaps short-sighted cost-cutting exercise may take longer to recover from.

In 3027 Hanse Davion ordered a further realignment of the March boundaries (only four years after creating the Periphery March), cutting the newest March in two and creating a new Terran March to face the Hegemony. While this reduces the likelihood of supply and command chains being severed by one daring attack on a command world, it has also drastically reduced the influence of the March Lords, an act that has sent shockwaves through the nobility of the Suns. The March Militias were re-organized to match the new boundaries, with the recently raised Hanse's World and Malagrotta Periphery March Militias brought to full strength and five additional March Militias raised to fill gaps in the roster caused by both battlefield losses (personnel casualties in both the Draconis and Capellan March Militias exceeded 50% with five entire commands lost entirely) and the formation of new Polymorphous Defence Zones.

STRATEGIC UPDATE

Few states saw as much action as the AFFS during the Fourth Succession War, and many veterans count the war as starting from the escalating clashes with the Capellan Confederation in 3024. Expecting converging thrusts upon the Terran corridor, the AFFS was re-positioning to strike into the Benjamin and Galedon districts, only to find itself facing waves of attacks into the centre of each of the border marches. A key defeat in this phase of the war was the Wolf Dragoon's strike at Robinson in January 3025, leaving the entire Draconis March almost entirely without replacement equipment for six months as the stockpiles were looted. Hardly less shattering were the appearance of Capellan warships over Alcyone and Valexa (an unprecedented threat at the time and a complete surprise even to MIIO).

While thrown mostly onto the defensive, the AFFS resorted to deep strikes into the Confederation and the Combine to hinder operations, while desperately trading space for time. Even the Periphery March was under threat with uprisings believed to be sponsored by the Taurian Concordat taking place on some worlds. In the end, the Capellan March lost three regional capitals and dozens of other worlds in exchange for some very minor gains near Terra that would soon be imperilled by later threats. The capture of CCS *Katara* (now FSS *Avalon*) and the successful defence of Marduk's factories, long enough to evacuate them into the interior of the Suns, were enough to stiffen morale, as were the dazzling strikes at command centres and industrial worlds, but no strategic gains were made until the Capellan Confederation broke

Rebuilding an Army

Many of the regular regiments raised during the war had been badly understrength to begin with and battlefield losses had gutted every brigade. By the middle of 3028 most serving regiments were back at full strength on paper but there remained gaps in the roster and many formations were regiments when once they were RCTs. This did not prevent the High Command from shuffling regiments to create several new Armored Divisions or from beginning to systematically add new regiments and RCTs to the AFFS rosters over the next five years.

For most of the late 3020s the reactivation of lost units and rebuilding RCTs around 'Mech regiments took priority but in 3029 it was announced that an entirely new brigade, the Kentares Light Dragoons, would be raised to support the Terran March and by 3031 they stood five regiments strong. At this point, almost all units lost in the Fourth Succession War were replaced and in many cases brigades were now even stronger (at least in numbers) than they were pre-war.

Unfortunately the AFFS hasn't yet rebuilt the experience of the veteran soldiers lost to war and beginning in 3030 the First Prince ordered a series of major training exercises under the codename Operation GALAHAD. Beginning in 3030 with the Davion Guards, these exercises are intended to 'remove any trace of rust from our veterans and educate a new generation of soldiers of what it means to serve the Federated Suns on the battlefield'. It does not seem likely that Prince Davion will elect to also build Lyran-style CMTCs, although AFFS officers have observed their methods.

FIELD REPORT: AFFS



ranks with its Kapteyn allies and Chancellor Liao sought a ceasefire in October 3025.

Freed of opposition in the Capellan March (and with the diplomatic situation regarding Taurus having improved greatly), Hanse Davion was able to order a series of aggressive strikes that drove deeply into Dieron District, ironically just as the resurgent Terran Hegemony laid claim to its own historic worlds in that region. Under pressure from three directions the Combine pulled back, ceding a narrow corridor between the Suns and the Commonwealth, and leaving the Federated Suns in what was now becoming a familiar situation: a defensive war against a locally superior foe. This situation then exploded to the also-familiar war on two fronts when the Combine reneged on the April 3026 truce and launched decapitation strikes on the Draconis March, leaving the AFFS crippled for weeks and forcing Prince Davion to concede almost all of the Hegemony's territorial claims in order to focus on fighting the Dragon.

In the years since then, the Federated Suns has had to balance the demands of rebuilding its weary regiments against the construction almost from scratch of a warship fleet. With a sprawling territory to defend, the Federated Suns is also faced on three fronts by powerful and potentially hostile states. While retaking lost worlds is a popular goal, the focus for years has been to rebuild the military and the economy to face these new challenges. The scheming Hanse Davion balances ambitions to enrich his empire against the internal tensions caused by his ruthless centralisation of the Suns' industrial might and the increasing criticism of his alliance with the now distant Lyran Commonwealth. The 3028 reforms of the AFFS rank structure (unchanged since 2953) are one of several contentious changes that the First Prince has embraced in his drive to make the Federated Suns the unquestioned first among nations.

FUTURE PLANS

Given the realities of their neighbors, there seems no likelihood that the Suns will really give up their Lyran alliance. The Terran Hegemony stands athwart the straightest route between New Avalon and Tharkad but their formidable navy makes challenging them with a war of aggression far more risk than the wily Fox is likely to court. Spinward is the aggressive Draconis Combine, currently second only to the Hegemony as a military powerhouse. If the Federated Suns find themselves at war with either or both of these states then Lyran support will be vital.

Anti-spinward lies the Capellan Confederation: ancient enemy and recent invader but also a necessary counter-balance to the Hegemony's might. Moving rimwards brings the Federated Suns up against the Taurian Concordat, a largely unknown quantity but an ally of sorts.

Expanding into old colonies of the periphery, creating a bridge to Hanse's World and the other former pirate strongholds is so obvious a move that there has been some surprise that the Suns has not already moved strongly in this direction, if only to keep Taurian colonists from outflanking them.

For now the Federated Suns seems willing to remain on diplomatic terms with others, building military strength and alliances. New shipyards and factories have been set up every year since the end of the Fourth Succession War and there seems no limit to how long the growth of the FSN will be sustained.

Operation SIGURD

With the DCMS divided and mot of their reserves focused on reclaiming Rasalhague for the Combine, Hanse Davion ordered a limited strike to draw forces away from fighting his allies in the Oberon Confederation and blood his soldiers. The lead was given to the Robinson Rangers, supported by armored divisions, mercenaries and three warships.

Escorted by *FSS Le Grande Conde*, the 1st Robinson Rangers and several conventional regiments invaded Arlington in April of 3032, breaking the badly outnumbered 18th Galedon Armored Division before reinforcements—the elite MechWarriors of the 8th Galedon Regulars and the 8th Sword of Light—could link up with them. When *DCS Pesht* forced their warship support away, the Rangers elected to withdraw with the *Conde*.

Matters went less well on *Gandy's Luck* where the fanatical 81st Galedon Armored Division waged a mobile defense, constantly slipping away from the 3rd Robinson Rangers. The Rangers gave better than they got but were recalled rather than engage against heavy reinforcements in the form of two corvettes and twice their number of Galedon Regular regiments.

The 2nd Robinson Rangers RCT engaged the 22nd Galedon Armored Division on Marlowe's Rift, destroying more than a third of the unit. The 2nd An Ting Legion arrived in May, but took losses even before they hit the surface when *FSS Jean d'Arc* intercepted several dropships. Although the defenders made no headway, the Rangers withdrew as with Arlington and *Gandy's Luck* no longer contested, DCMS reinforcements would soon be available.

Although Operation SIGURD did not succeed in taking any of the targeted worlds, it had drawn in significant DCMS forces into the area, seriously disrupting Galedon District. Furthermore, the AFFS had generally performed well, with the 135th Federation Armored Division in particular giving stalwart service against the Sword of Light.



FEDERATED SUNS NAVY

The Federated Suns Navy has technically never been in abeyance, merely without warships, but continuing to operate the AFFS' Jumpships and Dropships. What has needed to be reborn—almost from nothing—is its role as a fighting service. While the Federated Suns was behind the other Successor States in building warships, this has given it a chance to learn from others' mistakes and to build according to a long term plan rather than on an emergency wartime basis.

One decision made relatively early was that the proliferation of corvettes, while valuable in rapid build up, was only a stop-gap. The shocking appearance of heavy warships in Terran service confirmed this decision: 'pocket-sized' corvettes could not compete. (Illustratively, *FSS Robert Davion*, an imported *Stiletto*-class Corvette was destroyed in action less than a year after it was commissioned). The *Cochrane*-class corvette never left the drawing boards and in January 3026 the first components were assembled for what would become the benchmark of the new FSN: *FSS Victory*, a revision of the Star League-era *Davion*-class destroyers. It is believed that two new classes are under development: a redesigned *Robinson*-class transport and a larger battlecruiser but as yet there is no yard space for them.

Condition and Units

The core of the FSN is built around the bloc-III *Davion*-class destroyer, with more than a dozen ships in service and at least as many again envisaged.

WarShips are grouped in Naval Divisions of two vessels, supplemented by onboard aerospace wings and those of their escorting DropShips—wherever possible each destroyer is supported by a full aerospace regiment. Naval Divisions are administratively grouped into fleets based on geography.

The Crucis Fleet is responsible for defending New Avalon and the Delavan shipyards (and in theory also the shipyards at Andalusia although in practise no warships are posted there). First Naval Division, comprising the destroyers *FSS Fragrach* and *FSS El Drako*, is stationed at New Avalon. Sixth Naval Division is responsible for naval HQ and the shipyards at Delavan, made up of the destroyers *FSS Robin Hood* and *FSS Jean d'Arc*. Ninth Naval Division is assigned to the security of Andalusia and is currently made up of the destroyer *FSS Gloriana* and the corvette *FSS Avalon*. A handful of *Robinson*-class transports, built under contract in the Terran Hegemony, are also part of the Crucis Fleet, providing the Davion Brigade of Guards with immediate access to warship escorts if they must be deployed.

The Taurian Fleet covers the shipyards at Panpour and New Syrtis. Duke Hasek-Davion prefers to keep Fourth Naval Division (*FSS Wolfe* and *FSS Nelson*) deployed forward to the Capellan border but Second Naval Division tends to remain over Panpour in case of system failures aboard the ancient *FSS Pleiades* or the prototype *FSS Victory*.

The Terran Fleet is based at Kathil, with Third Naval Division posted there. *FSS La Maupin* and *FSS Scaramouche* have the important job of protecting the key naval base there. Although notionally assigned to the Terran March capital, Fifth Naval Division (*FSS Fianna* and *FSS Iron Duke*) roams the borders on an irregular schedule to discourage adventurism. *FSS Ching Shih* and *FSS Lancelot du Lac* are posted to Goshen and Ninth Naval Division are using the posting to assist in the naval officers' programme being set up at the military academy there.

The Draconis Fleet, responsible primarily for the frontier with the Draconis Combine, posts Seventh Naval Division (*FSS Napoleon* and *FSS Cyrano de Bergerac*) at the traditional capital of Robinson. *FSS Le Roi-Soleil* and *FSS Le Grande Conde* cover the current capital although they are often despatched closer to the border ostensibly to show the flag but just as importantly to keep Eighth Naval Division clear of the poisonous politics of Mayetta.

There are currently five more destroyers (*Cochrane*, *Lionheart*, *Pitcairn*, *Mughal* and *McAlpin*) under construction with completion dates between March and September of 3033.



INDUSTRIES AND SUPPORT

The Federated Suns managed to preserve its factories almost unscathed by the Fourth Succession War, relocating most of the threatened factories rather than see them captured by their foes. Thousands of workers and hundreds of shiploads of machinery were moved into the Crucis March for security and newer construction has been mostly located in the hopefully secure interior.

Prominent in the new construction are five separate shipyards to build the FSN's new *Davion III* destroyers. To support this (and replace the loss of Axton's factories) House Davion has invested in several new sources of aerospace fighters. Most prominently, LIA Flight Systems' establishment in 3025 more than doubled production of light aerospace fighters in the Federated Suns.

The AFFS' trademark Regimental Combat Teams are built around combined-arms tactics so it comes as no surprise that a wide range of BattleMechs and Combat Vehicles are produced all across the realm. Having felt the strain of transporting these huge formations in recent years, the AFFS has now taken the view that it should increase the proportion of independent BattleMech regiments. They are hardly abandoning combined arms however: few BattleMech regiments lack a recon company of hover-tanks, a battalion of

mechanized infantry or other supporting arms. However the two newest brigades (the Kentares Light Dragoons and Federated Suns Light Cavalry) have not adopted the RCT organization, easing their logistics.

The Federated Suns builds considerable numbers of BattleMechs each year and elected not to add many new designs until recent technical advances could be integrated. The addition of the Lyran's *Wolfhound* bolstered their light 'Mech units, which previously relied on *Valkyries* for their heavy punch, but medium designs ranging from the slow but well armed *Enforcer* to the more agile *Phoenix Hawk* remain their backbone. Heavy 'Mech designs have benefited most from advanced technology, with the *Caesar* and *Cestus* now beginning to appear along side *Marauders* in Davion heavy cavalry regiments; and the revival of the ancient *Hammerhand* has provided a back-up to assault lances that previously depended on the *Victor* and the *Atlas*.

If BattleMech production has been conservative, vehicle production has not been: light vehicle production was significantly improved before the Fourth Succession War, allowing most AFFS infantry units to be mechanized, and during the war the addition of the Hartford fire support tank and Meerkat tank destroyer significantly bolstered production of medium units. Heavier units remain in relatively short supply, yet another priority for the AFFS to wrestle with.





FEDERATED SUNS INDUSTRY

Despite only light losses by the armament industry during the Fourth Succession War, the AFFS needed every possible item of military equipment in order to rebuild. Over the last six years, production has risen more than 15% - with ship-building increasing 30%.

Below is a complete list of military industries in the Federated Suns as of 1 January, 3033. All industry is listed by March, planet, manufacturer and product.

CAPELLAN MARCH

HAAPPAJARVI

Haappajarvi was chosen as GM's new tank site, due to its ready access to the required materials, despite its position on the border.

GENERAL MOTORS

Behemoth Assault Tank (80 per Year)

KATHIL

Kathil has seen GM begin an expansion of their APC facilities, producing a plethora of variants, machines that are always welcome in the combined arms minded AFFS. Additionally, Kathil was chosen as the site for the FSN's Capellan March fleet HQ.

Kathil was one of the first beneficiaries of Star League technology in the Federated Suns, with the Cestus put into production in late 3031.

GENERAL MOTORS

Cestus Heavy 'Mech (24 per Year)

Marauder Heavy 'Mech (48 per Year)

GENERAL MOTORS OF KATHIL

Darter Light Scout Car (120 per Year)

APC Light Vehicle (200 per Year)

MCKENNA SHIPYARDS, KATHIL SHIPWORKS

Mule class DropShip (6 per Year)

Seeker class DropShip (6 per Year)

Mammoth class DropShip (6 per Year)

Invader class JumpShip (3 per Year)

Davion III class Destroyer (1 Slip)

CAPELLAN MARCH FLEET HQ

Warship Repair Bays (2)

NEW SYRTIS

Achernar opened a new *Valkyrie* plant in 3031, in order to better supply the needs of the AFFS in the region. Johnson Industries opened a facility for the *Caesar* in 3032, a design reportedly based on captured Capellan plans.

ACHERNAR BATTLEMECHS

Valkyrie Light 'Mech (24 per Year)

JOHNSTON INDUSTRIES

Goblin Medium Tank (80 per Year)

Caesar Heavy 'Mech (24 per Year)

NEW SYRTIS SHIPYARDS

Gazelle class DropShip (6 per Year)

Monarch class DropShip (6 per Year)

Mammoth class DropShip (6 per Year)

Davion III class Destroyer (WarShip Yard Alpha)

TALON

Kallon have used strong sales to mercenary forces to gather the funds required for an expansion of the *JagerMech* lines. This expansion has mainly been used to bolster Capellan March formations who, like many in the AFFS, appreciated the *JagerMechs* abilities.

KALLON INDUSTRIES

Hornet Light 'Mech (24 per Year)

Enforcer Medium 'Mech (24 per Year)

Wolverine Medium 'Mech (24 per Year)

Rifleman Heavy 'Mech (24 per Year)

JagerMech Heavy 'Mech (48 per Year)

Union class DropShip (18 per Year)

CRUCIS MARCH

ANDALUSIA

Andalusia was selected as the third location for the rapidly expanding Davion WarShip program, with its slips beginning to tool up for construction in early 3028. Very recently a consortium (membership overlapping heavily with technical instructors at Greenock Flight Academy) has secured funding to begin producing the Vulcan ASF on Andalusia.

FEDERAL SLIPWAYS

Davion III class Destroyer (Construction Slip Baker)

GREENOCK AEROSPACE

Vulcan Assault Aerospace Fighter (12 per Year)

BELLADONNA

As the Federated Suns government threw cash around after the 4th Succession War, Cal-Boeing was able to secure funds to begin producing Aerospace fighters in 3031.

CAL-BOEING OF DORWINION

Ferret VTOL (80 per Year)

Wild Weasel VTOL (120 per Year)

Marten VTOL (120 per Year)

Eagle Heavy Aerospace Fighter (12 per Year)

DELVAN

The facilities above Delevan were in a poor state of repair and able to produce only limited numbers of ships. The last decade has seen the yards completely restored and back to full production. Delevan was

FIELD REPORT: AFFS



chosen as the primary fleet base for the FSN over other contenders, due to its proximity to New Avalon and existing expertise in JumpShip manufacturing.

UNIVERSAL AIR

Invader class JumpShip (3 per Year)
Star Lord class JumpShip (3 per Year)

DYNAMICO LTD.

Avenger class DropShip (6 per Year)
Buccaneer class DropShip (12 per Year)

FEDERAL SLIPWAYS

Davion III class Destroyers (Construction Slip Able)

CRUCIS MARCH FLEET HQ

Warship Repair Bay (1)

GALAX

Surprisingly enough the Federated Suns did not invest in expanding the ancient Federated-Boeing yards to produce WarShips.

FEDERATED-BOEING INTERSTELLAR, POINT SIMON YARDS

Gazelle class DropShip (12 per Year)
Leopard class DropShip (12 per Year)
Leopard CV class DropShip (6 per Year)
Union class DropShip (12 per Year)
Overlord class DropShip (18 per Year)
Mule class DropShip (12 per Year)
Seeker class DropShip (12 per Year)
Mammoth class DropShip (6 per Year)

GULKANA

QUICKSCCELL COMPANY

LRM Carrier Heavy Vehicle (20 per Year)
SRM Carrier Heavy Vehicle (20 per Year)
Scorpion Light Tank (20 per Year)
Hartford Fire Support Medium Tank (100 per Year)

KESTREL

A secret project, started in 3011 and completed in 3021, originally saw the severely damaged facilities on Ozawa brought back into use. The Star League era 'Mechs produced, although using current technology, are a great boon for AFFS forces in the Draconis March.

As such, and with growing concern over the potential actions of the Kapteyn Alliance, Hanse Davion ordered at risk factories of the Federated Suns moved to the interior. The facilities on Ozawa were chosen as they were the newest and also, one of the smaller complexes close to the border. The movement started early in 3025, with each section of the plant undergoing a two month journey, arriving on Kestrel in March of 3025. Once on Kestrel, the facilities were rebuilt and restarted production for delivery of materials in January 3026.

MALTEX CORPORATION

Wyvern Medium 'Mech (24 per Year)
Thug Assault 'Mech (24 per Year)

KIRKLIN

The ancient LTV-4 Hover tank was placed into production in 3030, as a cheap means of assisting in the rebuilding of the AFFS.

KALLON WEAPONS INDUSTRIES

Partisan Assault Tank (40 per Year)

LUCAS TECHNOLOGIES

LTV-4 Medium Hover Tank (40 per Year)

NUMENOR

Independence Weaponry were moved to Numenor as part of the recovery of facilities from the Draconis March border over 3025/26. Independence has been able to slightly increase production over the last five years without any government assistance. Future growth will, however, need such assistance as the coffers of the company are nearly dry.

INDEPENDENCE WEAPONRY

JagerMech Heavy 'Mech (24 per Year)
Marauder Heavy 'Mech (24 per Year)
Victor Assault 'Mech (24 per Year)
Atlas Assault 'Mech (24 per Year)

NEW AVALON

Both Achernar and Corean have been using government funds to increase production of their Medium 'Mech models, as these are the most versatile and prized products for the AFFS from these facilities.

ACHERNAR BATTLEMECHS

Locust Light 'Mech (24 per Year)
Wasp Light 'Mech (24 per Year)
Phoenix Hawk Medium 'Mech (24 per Year)
Enforcer Medium 'Mech (24 per Year)
Dervish Medium 'Mech (24 per Year)

COREAN ENTERPRISES

Valkyrie Light 'Mech (36 per Year)
Centurion Medium 'Mech (36 per Year)

LYCOMB-DAVION INTRATECH

Stuka Assault Aerospace Fighter (12 per Year)
Lightning Heavy Aerospace Fighter (12 per Year)
Hellcat Medium Aerospace Fighter (12 per Year)

POINT BARROW

As part of the ongoing exchange between the Commonwealth and the Federated Suns, Lockheed CBM and Jalstar led the way in starting joint ventures for the LCAF and AFFS. LJA Flight Systems opened its new plant on Point Barrow in January of 3025, beginning production of light fighters, in order to get the facility producing as quickly as possible. Additionally, early 3026 saw the expansion of LJA Flight Systems with the Corsair going into large scale production.

Norse BattleMech Works were moved to Point Barrow as part of the recovery of facilities from the Draconis March border over 3025/26.

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NORSE BATTLEMECH WORKS

Griffin Medium 'Mech (48 per Year)
Wolverine Medium 'Mech (72 per Year)

LJA FLIGHT SYSTEMS

Sparrowhawk Light Aerospace Fighter (24 per Year)
Centurion Light Aerospace Fighter (24 per Year)
Corsair Medium Aerospace Fighter (48 per Year)
Meerkat Medium Tank Destroyer (80 per Year)

SALEM

GENERAL MOTORS

Wheeled APC Light Vehicle (20 per Year)
Heavy Wheeled APC Light Vehicle (20 per Year)

TALCOTT

Wangker Aerospace was given huge government grants to restart production of the *Eagle* in the Federated Suns after losing its Axton plant to the Capellan Confederation in the 4th Succession War.

WANGKER AEROSPACE

Eagle Medium Aerospace Fighter (24 per Year)

GENERAL MOTORS

SP Artillery Assault Vehicle (80 per Year)

DRACONIS MARCH

The Draconis March has lost much of its industry, as it is moved into the realm's interior. Though the Sandovals opposed the move, which cost Hanse Davion much of his support in the area, he persevered, with the result saving three major facilities. However, despite the loss, the 4th Succession War made some gains for the March possible around Terra.

Later, the March lost yet more worlds when the Terran and Outworlds Marches formed, however, the new industry built on Mayetta went some way to easing these blows.

ROBINSON

In order to assist in the reequipping of RCT's in the Draconis March, RSB was founded to produce APC's and IFV's. The large facility is capable of producing over 100 vehicles a year.

ROBINSON STANDARD BATTLEWORKS

APC and IFV Light Vehicles (120 per Year)

MAYETTA

The new capital of the Draconis March has seen much off world investment since gaining its new prominence, including impressive new shipyards. The Suns rapidly expanded the line during 3027, in order to provide an ongoing boost to the realm's economy.

MAYETTA MERCHANT MARINE

Invader class JumpShip (6 per Year)

OUTWORLDS MARCH

CROFTON

The choice of the *Vulcan* for production was more the result of having plans for the AFFS' VL-5T variant on hand than any real demand from AFFS MechWarriors.

STARCORPS INDUSTRIES

Vulcan Medium 'Mech (24 per Year)
Longbow Assault 'Mech (48 per Year)

HIVRANNEE

In an effort to cheaply expand the new Outback March's industry, the ancient Davion Tiger was placed into production on 3030.

VERIDIAN DYNAMICS

Tiger Medium Tank (48 per Year)

PERIPHERY MARCH

FILTVELT

As part of the revival of Wangker Aerospace, Filtvelt was selected as the site for its new *Corsair* facility.

WANGKER AEROSPACE

Corsair Medium Aerospace Fighter (24 per Year)

KILLARNEY

The new facility here was a bone to the leaders of the Periphery March in 3031, who had seen their command cut in half.

KILLARNEY HEAVY INDUSTRY

Centurion Medium 'Mech (24 per Year)

MALAGROTTA

Due to their ability to set up operations on the fly, Quicksell gained the contract to set up the Malagrotta facility for the AFFS.

QUICKSCCELL COMPANY

Hartford Fire Support Medium Tank (80 per Year)

NEUKIRCHEN

Neukirchen was selected as the site for a new Achernar BattleMech plant, in order to provide for greater development within the Periphery March. The new facility produces a mix of updated older designs and licensed Lyran models.

ACHERNAR BATTLEMECHS

Wolfhound Light 'Mech (24 per Year)
Battleaxe Heavy 'Mech (48 per Year)
Hammerhands Heavy 'Mech (24 per Year)

PANPOUR

As the Federated Suns ramped up the pace of its naval development program, Challenge Systems won the bid to construct the next of the FSN's WarShip yards.

FIELD REPORT: AFFS



JALASTAR AEROSPACE

Centurion Light Aerospace Fighter (72 per Year)
Sparrowhawk Light Aerospace Fighter (12 per Year)
Sabre Light Aerospace Fighter (12 per Year)
Manticore Heavy Tank (80 per Year)

CHALLENGE SYSTEMS

Monolith class JumpShip (3 per Year)
Davion III class Destroyer (Challenge WarDock 1)

WARREN

Warren was another of the systems of the Periphery March to benefit from ongoing investment by the Federated Suns government in military industries.

WARREN WAR WORKS

Meerkat Medium Tank Destroyer (80 per Year)

TERRAN MARCH

BLANDINSVILLE

LDI was asked by the Davion government to open a new facility within the reformed Terran March and was only too happy to oblige.

LYCOMB-DAVION INTRATECH

Stuka Assault Aerospace Fighter (12 per Year)

JOHNSONDALE

Valiant vehicles resumed production of the Striker when the AFFS indicated they would be interested in picking up more fire support vehicles for their armored divisions.

VALIANT VEHICLES

Pegasus Light Hovertank (40 per Year)
Striker Light Tank (40 per Year)

LAYOVER

QUICKSCCELL COMPANY

LRM Carrier Heavy Vehicle (60 per Year)
SRM Carrier Heavy Vehicle (60 per Year)
Scorpion Light Tank (60 per Year)
Vedette Light Tank (60 per Year)

SALVATORE, INC.

Seeker class DropShip (18 per Year)

NEW VALENCIA

Until recently, Blackwell has produced for the mercenary market—almost exclusively for the Wolf Dragoons. A multi-year campaign to force them to sell to the AFFS without seeing the factories destroyed or relocated finally paid off in 3032 and the AFFS has added the *Marauder II* and *Plainsman* to its arsenal.

BLACKWELL CORPORATION

Marauder II Assault 'Mech (24 per Year)
Plainsman Light Hovertank (40 per year)







DAVION GUARDS



Throughout 3025 the Davion Guards fought on every front of the Fourth Succession War, attempting to hold the rest of the AFFS together through inspiration, valor and bloody-minded refusal to give in. While hardly victorious in every encounter, there was a certain confidence that these elite regiments would always give as good as they got and despite heavy losses, there was an aura of immortality to them. The Guards were 'on the line' and every other regiment attempted to live up their example.

January 3026 —The Month of the Wolf—broke that aura and cemented a deadly enmity between the Brigade of Guards and the Wolf Dragoons. Although the two forces had clashed several times in the previous year, the surrender of the Davion Light Guards to Gamma Regiment and the annihilation of the Sixth Davion Guards by Zeta Battalion are stains upon the pride of House Davion and despite the resurrection of both units in 3028, these wounds have yet to heal.

Since the war, the Brigade have pulled back to the Crucis March—almost exclusively into New Avalon Combat Region—guarding the critical industrial worlds there and providing the AFFS with a potent strategic reserve. However, many of the RCTs had to fill their ranks with relatively inexperienced soldiers fresh out of Albion and NAIS, which significantly reduced their striking power. Having been the first to go through Operation GALAHAD, in 3030, and being assigned warship transports on a semi-permanent basis has improved this situation.

CONDITION

Traditionally the defenders of the royal family, the First Guards were deployed to Deshler early in 3025 where they relieved the Fourth Guards and fought the Wolf Dragoons to a standstill on the Plains of Ishmael. They could not save the world however, falling back to Marduk before joining First Ceti Hussars during the liberation of McComb and in the capture of Iruzun. The First Guards have since come home to New Avalon where they are regularly seen around the Royal Mount and Avalon City.

During the Fourth Succession War, the Second Davion Guards were among the units that carried out long-range strikes into the Capellan Confederation on worlds such as Bryant and Procyon then reinforcing the capture of Acamar and wiping out Lothar's Fusiliers in space. They also participated in Operation MORDRED, landing on Ronel in Nov. 3025 before securing Markab a month later. The AFFS rates the 'Wrath of the Free' very highly and have thus been entrusted them with the defense of the vital Delavan shipyards.

Long a work horse regiment and once Hanse Davion's own command, the Third Guards were very nearly wiped out by the Draconis Combine during the fighting on Deshler's Plains of Ishmael. Fighting alongside the Seventeenth Avalon Hussars on McComb, the Third have made a remarkable recovery and although now separated, the two RCTs retain close ties, as do their one-time commanding officers.

Fourth Davion Guards took shattering losses on Deshler to the Benjamin Regulars before the First and Third Guards arrived to relieve them, and after the loss of their command staff to DEST commandos they were forced to withdraw to Marduk where the 'Mech regiment had to be rotated out of line. Reunited they were successful in the defense of New Ivaarsen in Aug. 3025 but news of their sister regiments' fates in January gutted their morale and the Fourth retreated from Breed in the same month. Despite several personnel rotations, the Fourth remain in unofficial disgrace—at least in their own eyes.

Unlike their sister-regiments the Fifth Guards did not travel widely through the Fourth Succession War, but they did win glory in the defense of Lee against the CCAF, forcing Chancellor Liao to withdraw the three warships assigned to blockade them there after aerospace strikes inflicted major losses. The Fifth, having contributed heavily to the formation of the Sixth Davion Guards, were enraged by their loss and provided a substantial cadre to the regiment's reformation. Despite the loss of personnel, the Fifth are currently contesting the Second RCT for pre-eminence within the brigade.

Morgan Hasek-Davion dubbed the Sixth Davion Guards as the Lions of Davion in the summer of 3025 when they were formed by elements of the Light Guards, Heavy Guards and Fifth Guards. The 'Lions' served valiantly at the forefront of four planetary campaigns, finally meeting their fate on Tannil where they covered the retreat of the Eighth Crucis Lancers at the cost of their own lives. When the handful of released prisoners joined with survivors of the Eighth Crucis Lancers in 3028 to reform the Lions, they added a Phoenix to their regimental badge. They became a RCT the spring of 3028.

Having carried out several raids into the Capellan Confederation during 3024, the Crushers would have been targets the following year even if they hadn't been posted to the important command world of Sirdar. For months the Davion Assault Guards took everything that was thrown at them although eventually the Prince ordered an evacuation. Rebuilt during the war, they played a key role in the defensive strategy of the Capellan March until post-war redeployments brought them to Salem.

Hanse Davion made frequent use of the Heavy Guards as his picked trouble-shooters before the War and as soon as the DCMS crossed the border, he flung them into the fighting around Galtor. Due to heavy losses they were eventually pulled back to New Avalon to refit while garrisoning the capital until the First Guards returned. Having rebuilt with imports from the Taurian Concordat the Heavy Guards deploy *Warhammers*, *Archers* and *Thunderbolts* in numbers not usually found in AFFS regiments.

The Davion Light Guards carried out several diversionary attacks into Galedon District during 3025 but by the second year of the war the DCMS was prepared for them and the depleted RCT was surrounded on the prefecture capital of Kazenejoy. Reduced to below a quarter of their paper strength, the Light Guards surrendered to the Wolf Dragoons rather than face the 'mercy' of DCMS regular regiments. While repatriated survivors have been assigned to other units, the three NAIS Cadet Cadres competed for the privilege of replacing them and the Second Cadre earned the right to enter the Davion Guards en masse with the honors of the destroyed unit. Despite their name they use not only light but also fast medium BattleMechs like the *Phoenix Hawk* and *Vulcan*.

Davion Assault Guards RCT

Veteran/Fanatical
Current Base: Salem

First Davion Guards RCT

Veteran/Fanatical
Current Base: New Avalon

Fourth Davion Guards RCT

Regular/Fanatical
Current Base: Belladonna

Davion Heavy Guards RCT

Veteran/Fanatical
Current Base: Numenor

Second Davion Guards RCT

Elite/Fanatical
Current Base: Delavan

Fifth Davion Guards RCT

Elite/Fanatical
Current Base: Talcott

Davion Light Guards RCT

Elite/Fanatical
Current Base: New Avalon

Third Davion Guards RCT

Veteran/Fanatical
Current Base: Galax

Sixth Davion Guards RCT

Regular/Fanatical
Current Base: New Avalon



AVALON HUSSARS

With a history pre-dating the Federated Suns, the Hussars may have been eclipsed by the Crucis Lancers and Davion Guards as the premiere combat units but they remain among the most trusted of brigades and Hanse Davion reformed no fewer than four of their previously disbanded regiments during the Fourth Succession War, making them single largest brigade with twelve separate commands. Every single command saw action in the Fourth Succession War, with the Eleventh RCT the only blot on their record, forced to surrender on Delacruz.

CONDITION

Raised in the summer of 3025 to reinforce the battered AFFS, the Second Avalon Hussars ultimately did not see action until the following year when they landed on Harrow's Sun. During the April Fools Peace they mistakenly deployed to Royal and acted as a rear-guard for the evacuation. Due to the burdens upon the AFFS' logistics, the Second Hussars did not attain RCT status until 3029 but they remain a committed part of the defences of the Draconis March.

In 3030, Hanse Davion authorized the re-establishment creation of the Eleventh Avalon Hussars RCT, which had been destroyed late in the Fourth Succession War. The RCT performed credibly in the GALAHAD 3030 field exercises.

The Seventeenth Avalon Hussars have a powerful patron in their former commander and close friend of the First Prince, Ardan Sortek. Having been pushed back twice by the DCMS, they were among the many regiments that liberated McComb as the seed of the AFFS counteroffensive in late 3026 and played a key role in defending the world. Since then they have been transferred to the Capellan March to bolster the forces facing both the Capellans and the Taurians.

In 3025 Hanse Davion detached battalion strength units from many RCTs, consolidating them into new BattleMech regiments to provide a sudden surprise for the Capellan March. The Nineteenth Avalon Hussars performed well in the liberation of Chesterton and have since been brought to full RCT strength and deployed to the capital of the Outworlds March.

The Twentieth Hussars is a microcosm of the entire AFFS—it saw victory and defeat through the Fourth Succession War, surrendering ground and taking heavy losses but fighting on. These losses have been replaced with largely inexperienced soldiers, something that has somewhat damaged the unit's readiness.

Assigned to the Terran Corridor, the Twenty-Second Hussars were the garrison of Quentin and managed to hold back the DCMS until the factories there could be packed away and removed. They then participated in the invasion of Dieron only to be withdrawn by Prince Davion rather than be left exposed to the Terran Hegemony's armed forces.

Having sat out most of 3025 due to limited transport, the Thirty-Third Avalon Hussars entered the war in style, taking Deneb Algedi from the Draconis Combine in just five hours of combat via a daring orbital drop directly onto the defenders. They faced more serious opposition on Kuzuu which turned out to be a rallying point for the DCMS units withdrawing from Dieron and the Marshal ordered a judicious retreat rather than see the regiment destroyed.

The Thirty-Fourth and Thirty-Sixth Avalon Hussars had been disbanded late in the Third Succession War but they were reformed in Fourth as independent regiments. They both participated in the liberation of Chesterton in 3025 before participating in the invasion of the Draconis Combine. They were not brought to their full paper strength for three years but a year later in 3029 the AFFS authorized the expansion of both regiments to RCTs.

Fighting in the Capellan March, the Thirty-Ninth Hussars reinforced Beid early in 3025 and later were part of the task force that liberated Redfield. After the armistice with House Liao they were selected to remain on the Capellan border.

By the standards of the Third Succession War, the Forty-First Avalon Hussars' part in the defence of Marduk, the liberation of McComb and the unsuccessful invasion of Deshler would have won them laurels. In the Fourth Succession War this was par for the course and they took the brunt of the fighting with little complaint.

Regarded as one of the finest regiments in the Avalon Hussars and perhaps the AFFS as a whole, the Forty-Second Hussars RCT had a good war, fighting the Eighth Sword of Light on Huan and turning the tide of the fighting over Misery's ice-sheets in 3026. They have an usually high proportion of heavy and assault BattleMechs by AFFS standards including an entire battalion of fire support 'Mechs like the *Longbow*.

Second Avalon Hussars RCT

Regular/Reliable
Current Base: Groveld III

Eleventh Avalon Hussars RCT

Regular/Fanatical
Current Base: Wappingers

Seventeenth Avalon Hussars RCT

Regular/Fanatical
Current Base: Shaunavon

Nineteenth Avalon Hussars RCT

Regular/Reliable
Current Base: Breed

Twentieth Avalon Hussars RCT

Regular/Reliable
Current Base: Cassias

Twenty-second Avalon Hussars RCT

Regular/Reliable
Current Base: Deshler

Thirty-third Avalon Hussars RCT

Regular/Reliable
Current Base: Lothair

Thirty-fourth Avalon Hussars RCT

Regular/Reliable
Current Base: Armington

Thirty-sixth Avalon Hussars RCT

Veteran/Reliable
Current Base: Mallory's World

Thirty-ninth Avalon Hussars RCT

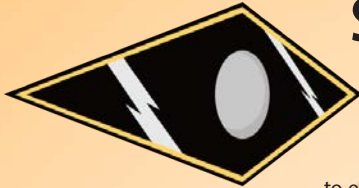
Regular/Reliable
Current Base: Acala

Forty-first Avalon Hussars RCT

Regular/Reliable
Current Base: Abruzzi

Forty-second Avalon Hussars RCT

Legendary/Reliable
Current Base: Sonnia



SYRTIS FUSILIERS

With the revival of the 7th Syrtis Fusiliers in 3025 and the despatch of the 6th Fusiliers to represent the AFFS by fighting alongside the LCAF, the Syrtis Fusiliers have seen no shortage of opportunities for prestige of late, cementing their allegiance to Morgan Hasek-Davion. Politically they remain somewhat sensitive however, angered by the decision to accept a ceasefire with the Capellan Confederation and refocus the AFFS against the Draconis Combine.

At the moment the Fusiliers are deployed as the strategic reserve of the Capellan March, with one command assigned to each PDZ of the Capellan March. The entire brigade went through Operation GALAHAD in late 3031, causing alarm in the Taurian Concordat and Capellan Confederation.

CONDITION

The Fifth Syrtis Fusiliers were firm favorites of the late Duke Michael Hasek-Davion, which has left them somewhat wrong-footed with his son's rather different politics. This did nothing to hinder them during the Fourth Succession War with an extensive raiding campaign inside the Capellan Confederation including notable victories over Bannockburn's Bandits and the Kamakura Hussars. Their only real failure was the abortive invasion of St. Ives.

The Sixth Fusiliers spent most of the War fighting for the Lyran Commonwealth, having fought their way through the Tikonov Commonality to reach the Suns' ally. With many of their wartime losses replaced by Lyran equipment they have become the powerhouse RCT of the brigade, fielding an entire company of Zeus assault 'Mechs and a battalion of mixed Rommel and Patton battle tanks in their ranks.

Formed just before the Fourth Succession War, the Seventh Fusiliers were retained as the garrison for New Syrtis. Having vigorously campaigned for a more active posting in response to being dismissed by their brother-regiments as mere parade-ground soldiers they were not satisfied by being assigned as garrison for Wernke's factories.

Already battered when they arrived on Beid, the Eighth Fusiliers suffered even more heavily during the defense of the world. Fortunately they were granted a brief respite before the liberation of Redfield. Rebuilding the Eighth has drawn down much of the resources of the Syrtis Fusiliers since the war but they have been entrusted with Ridgebrook PDZ, bordering both the Confederation and the Concordat as a mark of the trust placed in them.

The Ninth Syrtis Fusiliers were casualties of the early Succession Wars but their long and honorable service was recalled in 3029 when in honor of his nephew's marriage, Hanse Davion returned their colors to the brigade. In addition to financing the regiment, he also arranged that their first commander would be Duke Morgan's brother-in-law, former aide and close friend: Marshal Justin Allard. Friction over the young Marshal's half-Capellan heritage has long since been smoothed over by his distinguished service during the Fourth Succession War.

Fifth Syrtis Fusiliers RCT
Regular/Questionable
Current Base: Cammal

Sixth Syrtis Fusiliers RCT
Regular/Questionable
Current Base: Haappajarvi

Seventh Syrtis Fusiliers RCT
Regular/Questionable
Current Base: Wernke

Eighth Syrtis Fusiliers RCT
Regular/Questionable
Current Base: Horsham

Ninth Syrtis Fusiliers RCT
Regular/Reliable
Current Base: Redfield



DENEB LIGHT CAVALRY

Originating from the Star League's Fourth Deneb Light Cavalry regiment, the Deneb Light Cavalry grew through the Succession Wars into a formidable brigade. The return of the Terran Hegemony and the loss of their homeworld, Deneb Kaitos, placed the loyalties of the DLC in doubt—particularly following the loss of the Fourth and Tenth RCTs in the closing months of the Fourth Succession War. Prince Davion decided to keep faith with the brigade however and in 3028 ordered the reactivation of the three RCTs lost in the War.

CONDITION

Fighting with distinction all the way through the Fourth Succession War, the Fourth Deneb Light Cavalry were finally defeated by the DCMS on McComb in July 3026. Reformed in 3028, the regiment had to let go of some of its traditions, since there were insufficient available recruits with a family background tying them to the original SLDF unit. MIIO is keeping a close eye out for signs of discontent in the brigade's leading formation.

Almost as highly regarded as the Fourth, the Fifth was brutally knocked out of the Fourth Succession War when an attempted invasion of Ashio was intercepted by two DCA warships. Although the RCT survived, the losses placed them in a reserve role until well after the war ended.

The Eighth Deneb Light Cavalry spearheaded the liberation of Galatia III in November 3025 and two months later made a deep strike at Chichibu only to find that the DCMS was concentrating a much larger force there. Marshal Denton's retreat, though controversial, was judged prudent by AFFS command and with the terrible casualties to more senior regiments within the brigade, the Marshal assumed command of the entire Deneb Light Cavalry in 3027.

Tenth Deneb Light Cavalry—one of the most well regarded of the AFFS' RCTs—clashed repeatedly with the Ryuken on Glenmora and Thestia. This long run of battles ended with the defeat of the Tenth in the summer of 3026 but they were reformed in 3030 and immediately were put to the test in that year's GALAHAD Exercises. The Tenth did well enough to be given a coveted posting to the vital Dahar region of the Draconis March.

Re-established late in 3028, the Twelfth Deneb Light Cavalry has whole-heartedly affirmed their commitment to the Federated Suns rather than exploring ties to their lost homeworld across the border in the Terran Hegemony.

The Deneb Light Cavalry did not only fight against the Combine. The Fifteenth RCT were used as reinforcements for the defense of Sirdar early in the war and later struck at Victoria and Immenstadt. Since late 3026 they have been based on Bromhead, anchoring the Capellan March's rimwards flank.

Raised in 3025 using dispossessed MechWarriors from other regiments in the brigade and equipment from the Marlette cache, the Sixteenth Deneb Light Cavalry performed well on Galatia alongside the Eighth RCT of the brigade. Since then they have been rotated to the Capellan March and entrusted with the much fought-over world of Redfield.

Fourth Deneb Light Cavalry RCT

Regular/Fanatical
Current Base: Tawas

Fifth Deneb Light Cavalry RCT

Regular/Fanatical
Current Base: Chesterton

Tenth Deneb Light Cavalry RCT

Regular/Questionable
Current Base: Glenmora

Eighth Deneb Light Cavalry RCT

Regular/Fanatical
Current Base: Avigait

Twelfth Deneb Light Cavalry RCT

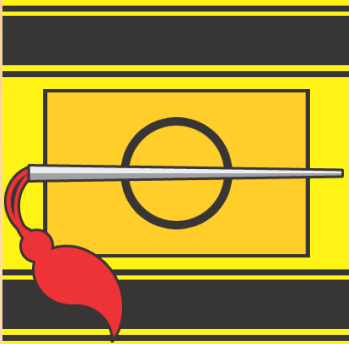
Regular/Reliable
Current Base: Bethel

Fifteenth Deneb Light Cavalry RCT

Regular/Reliable
Current Base: Edwards

Sixteenth Deneb Light Cavalry RCT

Regular/Reliable
Current Base: Montour



CRUCIS LANCERS

The strong right arm of the AFFS, the Crucis Lancers lived up to their reputation and saw action all along the borders of the Federated Suns with some RCTs striking deeply into the Capellan Confederation and the Draconis Combine. They paid the price for this however: three of their nine commands were destroyed before peace broke out. Rebuilding has been slower than in some other brigades but the Lancers have benefited from a clear mission: since the end of the War all commands have been posted to face the Draconis Combine in anticipation of resumed hostilities.

CONDITION

Part of the AFFS forces fighting on Delacruz in the summer and autumn of 3025, the First Lancers saw action on or over three worlds until the April Fools Peace. In the attacks following this, the Lancers were forced to surrender on Barlow's End when surrounded by three DCMS regiments. Only five years later have they been rebuilt and the once feared 'New Avalon Lancers' have a long way to go to reclaim primacy in their brigade.

The Second Crucis Lancers saw action against the Capellan Confederation, participating in the defense of Bell until they were withdrawn to lead the invasion of New Macao, crippling the CCAF chain of command in that part of the front for weeks. Redeployed to face the Hegemony, on Addicks the RCT was shattered by orbital bombardment in May 3026.

Rebuilt in 3029 the Second were a relief to their fellow RCTs who had earlier seen the bulk of resources being directed to other brigades.

Seeing action in the Terran corridor, the Third Crucis Lancers participated in several key battles: the defence of Quentin, the invasion of Dieron and the first clash with the Hegemony Armed Forces. Well respected, the RCT remains stationed in the Terran March and has significant naval support in case the Hegemony Navy visits.

The Fourth Crucis Lancers were bloodied repeatedly through 3025, surviving most of the major battles on the Draconis front. Recuperating on Royal during the April Fools Peace they were forced off world by the renewed war and are eager to pay back the defeat at the next opportunity.

Until shortly before the war the Fifth Lancers had no BattleMechs, having been heavily reinforced with additional armored regiments. Perhaps fortunately they did not see action although they were posted to cover the newly designated command worlds of Goshen after the fall of Valexa. Post-war reorganization re-established their BattleMech regiment and the additional tanks were used to rebuild other RCTs in the brigade.

The Sixth Crucis Lancers saw little action early in the Fourth Succession War and performed poorly in their first battle, the barely successful attack on New Macao. Nonetheless the capture of the world gave Hanse Davion a valuable counter to trade with during the peace negotiations with Candace Liao. The 'Tamma Lancers' redeemed themselves on Cylene later in 3025.

Rushed to reinforce Beid, the Seventh Crucis Lancers hammered Warrior House Kamata brutally and can also boast a part in the subsequent liberation of Redfield. Returning to the Draconis March has been welcomed by the Seventh, who still hold grudges for their defeat on Kentares and the shameful massacre of civilians that followed during the First Succession War.

The Eighth Crucis Lancers saw little action in 3025, forming the second wave of the invasion of in December 3025. The next year got off to a bad start when they failed to take Tannil. They fought in defences of David in the summer of 3026 but were overwhelmed before reinforcements could arrive. Reformed alongside the First Lancers they have taken a longer view of reconstruction and are eager to learn from the Third Lancers, the only other RCT in the brigade that has been posted to the Terran March.

Among the regiments formed using equipment from the Marlette cache, the Ninth Crucis Lancers performed creditably on Skat and then Ancha in late 3025. In early 3027 they were confirmed as a permanent formation despite suggestions they should be redesignated to replace one of the lost RCTs or merged into the Fifth Lancers and two years later it was finally possible to organise them as a full RCT. With fewer Combat Regions left to the Crucis March they have not built up an association with a specific area like their older co-regiments

First Crucis Lancers RCT

Green/Fanatical
Current Base: Barlow's End

Second Crucis Lancers RCT

Green/Fanatical
Current Base: Franklin

Third Crucis Lancers RCT

Regular/Reliable
Current Base: Xhosa VII

Fourth Crucis Lancers RCT

Regular/Fanatical
Current Base: Bergman's Planet

Fifth Crucis Lancers RCT

Regular/Fanatical
Current Base: McComb

Sixth Crucis Lancers RCT

Regular/Reliable
Current Base: Colia

Seventh Crucis Lancers RCT

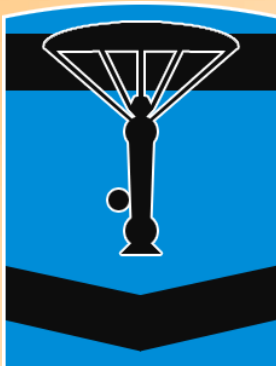
Regular/Fanatical
Current Base: Wapakoneta

Eighth Crucis Lancers RCT

Green/Reliable
Current Base: David

Ninth Crucis Lancers RCT

Veteran/Fanatical
Current Base: Conroe



CETI HUSSARS

The Ceti Hussars were heavily involved in fighting on both fronts and suffered accordingly heavy losses. The Second Hussars were forced to surrender on Elidere IV shortly before Christmas 3025, raising fears within the brigade that they might share the fate of the New Ivaarsen Chasseurs and Chisholm's Raiders, a fear some saw confirmed with their posting to the periphery. After several years these fears were allayed by the re-establishment of the Second Hussars and the option of raising a Fourth RCT is under consideration by the High Command.

CONDITION

Fighting a mobile campaign against the DCMS, the First Ceti Hussars received no fewer than five battle honors during 3025. While three of these battles were defeats for the AFFS, they significantly hampered the DCMS and partnered with the storied First Davion Guards in the liberation of McComb and the capture of Iruzun. Since the war they have been posted to the new Outworlds March as one of the principal reaction forces for the region, frequently sending one or two of their three Combat Commands on extended anti-piracy operations.

Having failed to cover themselves with glory in the Fourth Succession War, the Second Ceti Hussars were not a priority for the AFFS but late in 3031 a cadre of veterans from the other Ceti Hussars and the entire graduating class of Kilbourne Academy received the regimental colors in a ceremony at their new headquarters on New Delos.

The Third Ceti Hussars served with distinction alongside the First Federated Suns Armored Cavalry through the fighting against the Capellan Confederation, winning praise from Duke Morgan Hasek-Davion. On his personal recommendation the Third have been reassigned to join their sister regiment in the Outworlds March and whether accurate or not, the Third Hussars believe the Duke to be their staunch advocate at the Royal Court.

First Ceti Hussars RCT

Regular/Reliable
Current Base: Kennard

Second Ceti Hussars RCT

Green/Fanatical
Current Base: Delos IV

Third Ceti Hussars RCT

Regular/Reliable
Current Base: Crofton



ROBINSON RANGERS

The Robinson Rangers have always been focused on the Draconis Combine and the Fourth Succession War could easily have been their end, as it was with so many other units. Instead they have survived and although the political center of the March is no longer their homeworld, their ties to House Sandoval remain strong. Unfortunately, the generosity of Hanse Davion to the Second and Third Rangers while the First and Fourth remain firm adherents of Aaron Sandoval has created tensions that may tear the brigade apart. The Rangers passed up participation in Operation GALAHAD in favor of real battle against the DCMS in 3032 when three of their regiments spearheaded the task forces used in Operation SIGURD.

CONDITION

While their homeworld was being ravaged by the Combine the First Robinson Rangers were raring for action but to their great shame when they finally got the chance—landing on Galtor III in early 3026—they were driven back. As a result the Rangers lashed out at everyone involved, including the AFFS and even the rest of their brigade until Operation SIGURD. With their ire vented, Duke Sandoval has recalled them to his new capital on Mayetta and to use them as a threat against the Mayetta DMM.

The Second Robinson Rangers performed well in the Fourth Succession War, fighting in the massive battles on Marduk and McComb. Although not quite able to retake Harrow's Sun, they did seize considerable supplies. Rather than transfer these supplies to another unit, the AFFS authorized their upgrade to a Regimental Combat Team in 3027.

In honor of his wedding to Jessica Sandoval in 3029, the First Prince raised the Third Robinson Rangers the same year. The Third were promptly posted to Le Blanc—as far from Mayetta as Duke Sandoval could send them. Field Marshal James Sandoval, far more in sympathy with Hanse Davion than his father, has quietly taken them under his wing. Not to be outdone by his new son-in-law, Aaron Sandoval has now added a fourth regiment to the brigade—at ruinous expense to the finances of his House after the staggering expenses of rebuilding his battered March. The Fourth Rangers are the only element of the Brigade that did not participate in Operation SIGURD.

First Robinson Rangers

Regular/Reliable
Current Base: Mayetta

Second Robinson Rangers RCT

Regular/Reliable
Current Base: Robinson

Third Robinson Rangers

Green/Fanatical
Current Base: Le Blanc

Fourth Robinson Rangers

Green/Questionable
Current Base: Dahar IV



FEDERATED SUNS LIGHT CAVALRY

Hanse Davion's experiment during the year before the Fourth Succession War was to combine training battalions and militia forces to provide the new Periphery March with a native brigade focused upon its defense. The war made a wreck of this plan and its brigade, with half the commands destroyed fighting in the Capellan March while a third gave undistinguished service against the DCMS. With the Periphery March cut in half in late 3026, many advocated the breaking up of the Federated Suns Light Cavalry to rebuild other units or brigading them with the Federated Suns Armored Cavalry. These dreaded fates did not materialize and instead new units were raised, with most of the brigade claiming 'favored son' status in the Periphery March.

CONDITION

The First and Second Light Cavalry regiments were overlooked for re-establishment for quite some time after the Fourth Succession War. As part of a complex deal with the Field Marshal of the Outworlds March, the Kilbourne and Anjin Muerto OMM were re-designated to fill these gaps in the brigade and were completely re-equipped with brand new, cutting edge equipment.

Posted to protect the Hanse's World PDZ during the Fourth Succession War, the Third Light Cavalry was the only part of the brigade to see no action at all in the War. Given the relative quiet of the region, it has since been re-based along the Taurian border.

The Fourth Light Cavalry, in contrast to their sister regiment, earned two battle honors fighting in the Galedon District. Rebuilt with survivors of the original First and Second Light Cavalry, the Fourth considers itself the pride of the brigade and chafes for a more active posting than a minor border world facing the Haven Cluster.

In early 3030 the AFFS assigned personnel and equipment to create the Fifth Federated Suns Light Cavalry on Filtvet. The nobility of Filtvet were quick to stack the new regiment with local officers, tying them closely to the new March.

The Sixth Light Cavalry were formed shortly after the Fifth but has been much less popular as a posting, since they are stationed in the former pirate strongholds now claimed by the Federated Suns as Hanse's World PDZ. It's considered a hardship posting and some fear that the Sixth may take to piracy themselves if supplies are not forthcoming in greater quality and quantity than the AFFS has provided thus far.

First Federated Suns Light Cavalry

Elite/Reliable
Current Base: Anjin Muerto

Second Federated Suns Light Cavalry

Elite/Questionable
Current Base: Crofton

Third Federated Suns Light Cavalry

Green/Reliable
Current Base: Warren

Fourth Federated Suns Light Cavalry

Green/Reliable
Current Base: Panpour

Fifth Federated Suns Light Cavalry

Green/Reliable
Current Base: Filtvet

Sixth Federated Suns Light Cavalry

Green/Reliable
Current Base: Hanse's World



KENTARES LIGHT DRAGOONS

The creation of the Terran March could never be enough alone to slow the Terran Hegemony in the event of another Succession War but it was late 3029 before the AFFS could spare resources address this. In 2571, the entire Terran Brigade of the AFFS had been transferred to the newly formed SLDF but now such a brigade was required again. In addition, the formation of the Kentares Light Dragoons was a clear sign to the rest of the Inner Sphere that the AFFS had recovered from its losses.

CONDITION

The First Kentares Light Dragoons carry the heavy burden of creating the traditions of their brigade and also of devising a doctrine to face invasion by any of the three states neighboring their March. The result has been more than two years of experimentation that has seen as many failures as successes, but some genuine innovations have emerged that the AFFS is assessing for wider adoption.

Unlike the other regiments of the brigade, the Second Kentares Light Dragoons have been posted to face the Capellan Confederation border, covering the command world of Goshen. The bulk of their heavy Mechs are *JagerMechs* and *Riflemen* which gives them excellent air defence but is less impressive in terms of firepower that they can direct at ground forces. A battalion of Behemoth assault tanks is supposed to be assigned to them soon to compensate for this.

Founded in 3030, the Third Kentares Light Dragoons are stationed on the brigade's homeworld and March capital of Kentares IV, site of the infamous First Succession War massacre. Among their responsibilities is maintaining an honor guard at the Kentares monument. At this time all other ceremonial roles on Kentares IV are still handled by the Kentares TMM.

The Fourth Kentares Light Dragoons have experienced several setbacks since their formation, with an air crash killing several of their senior officers and shipments of equipment delayed by shipping problems or redirected to better connected regiments. The soldiers have picked up a 'doing more with less' attitude from Raman TMM and their NCOs have stepped up to keep the unit on track.

The most recent of the Kentares Light Dragoons to be formed focuses on the traditional role of light cavalry. Equipped with fast moving *Wolfhound*, *Vulcan* and *Phoenix Hawk* BattleMechs, the Fifth Light Dragoons are borrowing heavily from the doctrine of the Davion Light Guards following feedback from Operation GALAHAD..

First Kentares Light Dragoons

Regular/Reliable
Current Base: Blandinsville

Second Kentares Light Dragoons

Green/Fanatical
Current Base: Goshen

Third Kentares Light Dragoons

Green/Reliable
Current Base: Kentares

Fourth Kentares Light Dragoons

Green/Fanatical
Current Base: Johnsondale

Fifth Kentares Light Dragoons

Green/Reliable
Current Base: Layover



INDEPENDENT COMMANDS

Although many of the independent regiments of the AFFS have long and proud histories, they generally lack the political influence of the larger brigades and are often the waifs and strays of the Army. The Fourth Succession War did not treat them well, with the Kestrel Grenadiers, the Aragorn Borderers and the Kittery Borderers removed from the rosters of the AFFS, along with the short-lived Second Federated Suns Armored Cavalry. The New Ivaarsen Chasseurs and Chisholm's Raiders were added to their number due to these brigades' heavy losses during the War, something that has not improved the loyalty or prestige of the two commands.

CONDITION

Neither the Argyle Lancers nor the Capellan Dragoons saw action during the Fourth Succession War, although they were raided by the AFFS for replacement personnel during the rebuilding since then. Having been stationed on the Periphery, the Lancers have since been moved from the conquered Torteagan worlds. Meanwhile the Capellan Dragoons were relieved of responsibility for the Talon factories in 3029 and allowed to return home to join the garrison of the increasingly valuable Kathil.

The Chisholm's Raiders' second regiment saw only garrison service in the Fourth Succession War, entrusted with a relatively safe posting on Ronel only to find themselves crushed by a major HAF task force in a matter of days. The First Chisholm's Raiders RCT has not performed sufficiently to justify reforming its sister-regiment and it has been reassigned to the Periphery, its brigade staff disbanded to provide replacement personnel elsewhere in the AFFS.

Morgan Hasek-Davion ordered the First Armored Cavalry off Zilang before the Capellan onslaught could reach them, using them as part of the invasion force for Texlos. The Cavalry performed well during the rest of the fighting on the Capellan March, reinforcing the defence of Beid and helping liberate Redfield in the summer of July 3025.

The Kestrel Grenadiers were among the regiments rushed to reinforce the collapsing Galtor Thumb in early 3025 and played a prominent role in the protection of Norse Battlework's Marduk factory, also earning battle honors on McComb and Deshler before they were shattered by three DCMS regiments on New Mendham before the April Fools Peace. Survivors were released during the brief peace and in reward for their sterling service, Count Quintus Allard of Kestrel and Prince Davion reformed the regiment in 3029. Since then the Grenadiers have remained on their homeworld protecting Maltex Corporation's BattleMech production facilities.

The New Ivaarsen Chasseurs had mixed experiences during the Fourth Succession War. The Second Chasseurs saw little action although they were deployed to Goshen late in 3025 and could well have seen action if fighting had continued around Chesterton. The First Chasseurs fought on the Draconian front, defending their homeworld and then Breed. Their destruction early in 3026 left New Ivaarsen open to a successful DCMS invasion and soured the attitude of Duke Stephenson towards Prince Davion. With the Duke unable to fund the revival of the First and the Prince unwilling, the Second Chasseurs returned to their liberated homeworld and absorbed survivors of their brother regiment.

Argyle Lancers

Regular/Fanatical
Current Base: Layover

First Chisholms Raiders RCT

Regular/Reliable
Current Base: Islamabad

First Federated Suns Armored Cavalry

Veteran/Fanatical
Current Base: Bryceland

Kestrel Grenadiers

Green/Fanatical
Current Base: Kestrel

Second New Ivaarsen Chasseurs

Green/Reliable
Current Base: New Ivaarsen

Capellan Dragoons

Regular/Questionable
Current Base: Kathil





CAPELLAN MARCH MILITIA

The Capellan March saw heavy fighting in 3025 and the March Militia was heavily involved. No less than three command worlds fell, in all three cases with their March Militias putting up a vigorous defense—tragically, reinforcements were too late to allow the Valexa CaMM to escape, but the Alcyone and Sirdar CaMM have found new homes and identities in Kluane and Taygeta PDZs respectively.

CONDITION

The Kathil CaMM had barely been rebuilt from McCarron's War in the early 3020s and it is doubly fortunate that the inexperienced unit was not targeted since it is the primary protection of the Capellan March Naval Command on Kathil.

Perhaps the most bloodied of the Capellan March Militia, the Kluane CaMM was once named for Alcyone. Having lost their command staff to a Death Commando operation they fought on with great resilience, then survived withdrawal through a warship blockade and within a matter of weeks felt ready to try to retake their homeworld. When that attempt failed, the Alcyone regiments gritted their teeth and pulled out again, playing rearguard for the operation.

The New Syrtis CaMM lost a number of personnel to the Seventh Syrtis Fusiliers when the regiment was formed in 3025. However it replaced these relatively easily and was not tested during the War.

While it did not have to face the Capellans, the Ridgebrook CaMM was faced with its own challenge: fighting pro-Taurian rebels on both Ridgebrook and Lindsay. These battles were hardly noteworthy in light of the major fronts, the command received recognition from Morgan Hasek-Davion, since their prompt response is believed to have quelled any temptation by House Calderon to capitalize upon the Federated Suns' dire straits at that time.

Sirdar saw some of the heaviest fighting on the Capellan front and the Sirdar CaMM fought with determination to protect their homeworld. When this failed they took part in the counter-attacks that took Menke and liberated Velhas. Since the war they have been redesignated as the Taygeta CaMM and assigned to ensure that this world does not fall into Capellan hands a second time.

Kathil Capellan March Militia

Green/Questionable
Current Base: Kathil

Kluane Capellan March Militia

Green/Reliable
Current Base: Kluane

New Syrtis Capellan March Militia

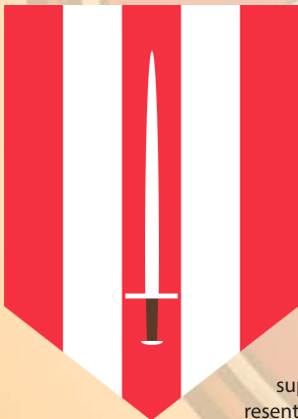
Green/Questionable
Current Base: New Syrtis

Ridgebrook Capellan March Militia

Green/Reliable
Current Base: Ridgebrook

Taygeta Capellan March Militia

Green/Reliable
Current Base: Taygeta



CRUCIS MARCH MILITIA

Although their home regions were far from the fighting, the Crucis March Militia saw its share of action in 3025. Realizing that war was imminent, if not exactly where, Hanse Davion ordered four of the five regiments deployed into the Draconis March to provide the second wave in a proposed attack into Benjamin District. This foresight provided critical reinforcements to the AFFS in the first desperate months of the year and although the battered Militias were pulled back by the end of the summer they held back the DCMS just long enough for the critical factories to be evacuated from Marduk.

CONDITION

The only regiment not moved to the Draconis March—given the dire possibility that it might have to stand in the path of a DCMS spearhead reaching the Crucis March itself—the Kestrel CrMM currently cedes defense of its homeworld to the Kestrel Grenadiers in order to protect the tank factories on Kirklín.

The four regiment 'brigade' of the Marlette, New Avalon, Nunivak and Tsamma CrMM may have been broken up when the March Militias returned home but they remain unusually active in their training and having successfully politicked for sufficient supplies to make good their losses even before the war was over—something that the frontline forces in the Draconis March bitterly resented at the time. Marlette CrMM has since been detached to join the Terran March Militia but the other regiments remain on guard.

With the movement of Norse Battlework's factories to Point Barrow—and the establishment of LJA Flight Systems there—the world has become one of the most important centers of industry in the Federated Suns. Even before re-establishing the lost regiments of the Davion Guards, Hanse Davion had authorized the establishment of a new Crucis March Militia to protect this vital strategic world.

Kestrel Crucis March Militia

Regular/Fanatical
Current Base: Kirklín

New Avalon Crucis March Militia

Green/Fanatical
Current Base: New Avalon

Nunivak Crucis March Militia

Green/Reliable
Current Base: Nunivak

Point Barrow Crucis March Militia

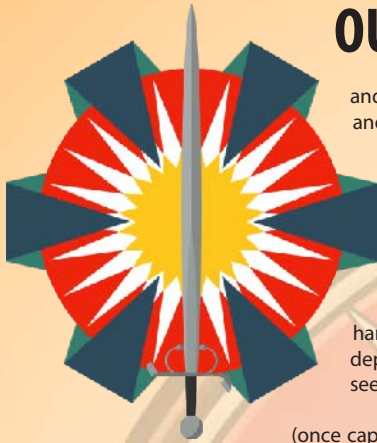
Green/Reliable
Current Base: Point Barrow

Tsamma Crucis March Militia

Green/Reliable
Current Base: Tsamma



OUTWORLDS MARCH MILITIA



None of the four OMM units saw any action during the Fourth Succession War although elements of the Anjin Muerto and Broken Wheel units did make some fruitless sweeps to try to catch pirate bands. No longer looking to Filtvet for direction and bordering only the largely pacifist Outworlds Alliance, the Outworlds March need concern itself only with piracy so the Outworlds March Militia have been able to handle every military threat which they have faced so far. The Duke of Kilbourne went out of his way to bring in veteran soldiers and the best graduates of Kilbourne Academy, raising the readiness of the Anjin Muerto and Kilbourne regiments until they rivalled the readiness figures for the Davion Guards. To his chagrin, the First Prince then brought them into frontline status, requiring the Duke to start over.

CONDITION

The original Anjin Muerto OMM has become the new 1st Federated Suns Light Cavalry, but their equipment was handed down to a new generation of the OMM. In their first year of operation under this banner, the unit has already had to deploy as peacekeepers to deal with the perennial infighting on Okefenokee between the original settlers and new colonists seeking work in the planet's burgeoning petrochemical industry.

Broken Wheel OMM has been left as the most experienced command of the OMM and remains the nearest to Filtvet (once capital of the entire periphery region). Having felt neglected by the focus on regiments nearer Kilbourne, their glee at the Duke losing his prized commands to the FSLC hasn't won them any friends at his court.

The new Kilbourne OMM can still look to the Duke for preference but perhaps not as much as their predecessors did as the Duke is attempting to arrange the assignment of the Ceti Hussars as a permanent March brigade.

Responsible for an interior region, Milligan OMM see relatively little activity compared to the rest of the brigade. Diligent leaders have done their best to prevent the soldiers from falling into the same slump as the Mayetta DMM, just across the border. The recent reorganization has extended the PDZ's border with the Outworlds Alliance and brought the Ceti Hussars to guard that border. The command staff of the militia have tried to nurture some healthy competition with the Hussars to keep their soldiers motivated.

Anjin Muerto Outworlds March Militia

Green/Reliable
Current Base: Okefenokee

Broken Wheel Outworlds March Militia

Green/Reliable
Current Base: Broken Wheel

Kilbourne Outworlds March Militia

Green/Reliable
Current Base: Kilbourne

Milligan Outworlds March Militia

Green/Questionable
Current Base: Milligan

PERIPHERY MARCH MILITIA



With the division of the sprawling Periphery March, the PMM was similarly split in two, shaking up the nascent organization. However, this has proved a boon: now responsible for only a couple of hundred light years of border the Periphery March Militia has gained focus in the potential strategic threats they may face: while most of their operations are against pirates they are keenly aware of the slowly expanding Taurian Concordat rimwards of them.

CONDITION

The bulk of the PMM are relatively inexperienced units: Malagrotta PMM and Hanse's World PMM were raised before the Fourth Succession War and struggled along as little more than combined arms regiments for more than a year. Fortunately neither was put to the test during that time and they are now at full strength.

The post-war creation of the Filtvet PMM followed the division of not only the Periphery March but also Broken Wheel PDZ. The Duchess of Filtvet has gone out of her way to ensure the loyalty of the new unit, increasingly of concern as resentment over the loss of half her March is expressed at the Royal Court.

One of the biggest problems in the Periphery March is that while political control is at Filtvet, the core of the region's economy are the Hindu worlds around Basantapur. Heirs to the Messengers of Shiva—the military of the United Hindu Collective that once ruled these worlds—the Islamabad PMM are responsible for protecting the important factories and shipyards, something that allows their local patrons to rival Filtvet for influence.

The only part of the Militia to see action in the Fourth Succession War was the Warren PMM, which clashed with a pro-Taurian uprising in their district. Although they suppressed the attempt with ease, the March Militia remain on guard against any repeat and have engaged in several hearts-and-minds operations to undercut popular support for the rebels.

Filtvet Periphery March Militia

Green/Fanatical
Current Base: Filtvet

Hanse's World Periphery March Militia

Green/Questionable
Current Base: Hanse's World

Islamabad Periphery March Militia

Green/Reliable
Current Base: Panpour

Malagrotta Periphery March Militia

Green/Reliable
Current Base: Malagrotta

Warren Periphery March Militia

Green/Questionable
Current Base: Warren



DRACONIS MARCH MILITIA

Having lost two commands to the Periphery (now Outworlds) March Militia before the Fourth Succession War and two more to the new Terran March Militia, the Draconis March Militia almost has more to fear from politics than from warfare—and with three of their commands wiped out in 3026 that is a high bar to surpass. Virtually all of the commands suffer the consequences of inaction or are rebuilding after shattering losses. This split is also represented by their attitude towards the Crucis March Militia: Bremond, Bryceland and Mayetta resent the use of CMM regiments to fight in the Fourth Succession War while the other three Militias have established ties of friendship with the involved units.

CONDITION

Having been spared the brutal fighting in other parts of the March, the Bremond and Bryceland March Militias remain the heart of defenses in the Spinward regions of the Draconian border—a more sensitive area now that the March Capital is to their rear.

On that capital, the Mayetta DMM have had to polish up their act in a hurry now that they are directly under Aaron Sandoval's eagle eye. It's only a matter of time before either the Duke finds the evidence he needs to prosecute the corruption in their ranks, or he pushes them into open mutiny.

The Addicks DMM was destroyed on their homeworld by the HAF but their place in the DMM roster was taken in 3028 by a new command, holding the Anti-Spinward flank of the diminished March. The Le Blanc 'Tigers' have a lot to prove to the rest of the brigade and sometimes try too hard: their last training exercise cost the AFFS several million C-bills in damages to civilian property.

The Robinson DMM suffered far more than 100% casualties before they were wiped out in the third battle fought on Robinson during the war, having taken severe losses in the first two. Scattered resistance fighters were inducted into the planetary militia even before the DCMS had withdrawn and in 3027 the Robinson DMM was formally re-established out of these units.

Dahar IV was spared most of the fighting of the Fourth Succession War but its immunity ended in June 3026 when a sudden landing by elements of the Sword of Light, Ryuken and Legion of Vega left the local militia and DMM hideously outmatched. The DMM was a spent force by the end of the month but a handful of survivors fought on with the local militia and the DMM was reformed around them in 3027.

Bremond Draconis March Militia

Green/Questionable
Current Base: Bremond

Bryceland Draconis March Militia

Green/Questionable
Current Base: Bryceland

Dahar Draconis March Militia

Green/Reliable
Current Base: Dahar IV

Le Blanc Draconis March Militia

Green/Questionable
Current Base: Le Blanc

Mayetta Draconis March Militia

Regular/Questionable
Current Base: Mayetta

Robinson Draconis March Militia

Green/Questionable
Current Base: New Ivaarsen



TERRAN MARCH MILITIA

A new March, carved out to specifically address the problem posed by the resurrected Terran Hegemony, the Terran March is not headquartered on Terra as its Age of War precursor was, but on the hopefully more secure world of Marlette, site of a valuable lostech cache found in 3025. Elements of the Capellan and Draconis Marches were merged to create it but only the Draconis March Militia gave up units to the new Terran March Militia.

CONDITION

Made up of the remainder of the old Valexa PDZ, Goshen could not inherit the Valexa CaMM, that unit having been wiped out a year before. The Goshen TMM was raised in 3027 in the first round of rebuilding for the AFFS, drawing on their local military academy for expertise.

Marlette CrMM was reassigned to the Terran March Militia and has had some friction between junior personnel and those of the two former DMM commands in the brigade. More senior officers and NCOs have used their shared experience of fighting against the Combine to bridge this gap.

Although they saw limited action during the Fourth Succession War and Kentares was a major AFFS staging area, the then-DMM of the PDZ only took limited casualties. As the flagship unit of the Terran March Militia, the Kentares TMM have been reluctant to relinquish any major responsibilities over their homeworld to the new Kentares Light Dragoons.

Raman saw considerable action during the Fourth Succession War, it primarily acted as a base for the Twelfth Vegan Rangers mercenary unit. While received less media attention, the Raman DMM was still among the most hardened regiments in any of the March Militia brigades and has been a tremendous asset compared to the sometimes headstrong Kentares regiment and the inexperienced Goshen regiment.

Goshen Terran March Militia

Green/Reliable
Current Base: Goshen

Kentares Terran March Militia

Green/Reliable
Current Base: Kentares

Marlette Terran March Militia

Regular/Reliable
Current Base: Marlette

Raman Terran March Militia

Green/Reliable
Current Base: Raman



ACADEMY CADRES

While the Academy cadres for Albion and NAIS saw relatively little action they played an important role in reconstructing the AFFS. In several cases recruits from other Academies spent a few months putting final polish on their training with the cadres before going on to regular regiments. In addition the Second NAIS Cadre have been 'temporarily' disbanded, with their entire complement and equipment used to rebuild the Davion Light Guards. NAIS has been waiting several years for the equipment to be assigned to replace the 2nd, and finally received this in 3032. There have also been proposals to add cadres for other Academies such as the increasingly important Goshen and Kilbourne schools.

CONDITION

The inexperienced soldiers of Albion's First Cadet Cadre were bloodied on Crofton as the StarCorps factories there were repeatedly targeted by pirates during the Fourth Succession War. The Cadre was able to prevent most of the raids from succeeding but inexperience and aging equipment counted against them. The First Cadre was relocated post-war to New Syrtis and has begun, at least temporarily, to accept cadets from Warrior's Hall as well as Albion.

Like their brother regiment, the Second Albion Cadet Cadre was rotated to the Periphery March during the Fourth Succession War. Unlike their brother-regiment they had a quiet time, since Islamabad was not targeted during the war. Since then they have been pulled back to garrison Gulkana. Their auxiliary regiment frequently provides inspection teams for the output of Quickcell's tank factories there, although it is believed the wily manufacturers may be slipped sub-standard work past the young soldiers.

Equipped entirely with light 'Mechs like the *Hornet*, *Locust* and *Wasp*, the First NAIS Cadet Cadre was never hazarded in the Fourth Succession War although their professor-officers grimly prepared them for that possibility. The First regard themselves as a finishing school in light cavalry tactics and focus heavily upon the recon and skirmisher roles. During the absence of the Second Cadre they have begun to use fast medium 'Mechs as well.

Finally restored in time to accept cadets from the Class of 3032, the Second NAIS Cadet Cadre contains several MechWarrior instructors drawn from the Davion Light Guards, who served with the previous Cadre before being transferred.

Third NAIS Cadet Cadre saw no action and in the post-war re-organization it saw a number of its heavy and assault 'Mechs transferred to rebuilding units. However the Cadre provided test pilots for the revived *Hammerhands* heavy 'Mech and Acheron have provided two companies of them for the cadets, bringing them back to strength.

First NAIS Cadet Cadre

Green/Fanatical
Current Base: Bremond

Second NAIS Cadet Cadre

Green/Reliable
Current Base: Mayetta

Third NAIS Cadet Cadre

Green/Fanatical
Current Base: Point Barrow

First Albion Cadet Cadre

Green/Fanatical
Current Base: New Syrtis

Second Albion Cadet Cadre

Regular/Fanatical
Current Base: Gulkana



RANKS AND RAGS

The AFFS ranking system in its current form remains heavily influenced by the Code of Ranks formerly used by the Star League Regular Army, which makes it relatively easy to work with mercenary units which often use the same system. However there have been several changes over the years, most recently following the Fourth Succession War. Although integration with the Lyran military into a single military has not taken place, as was at one time considered, some of the changes that would have been required were considered sufficiently useful to be adopted anyway.

The AFFS has more ranks than most other militaries, allowing for promotions, an important key to morale, and at the same time preventing soldiers from being advanced too far too fast, ensuring that incompetents are identified before they are given too much authority and that junior soldiers can build up the necessary experience before taking up the responsibilities of senior officers.

With the exception of officers, AFFS ranks are designated by a system of stripes with the Federated Sword superimposed. This badge is usually displayed on the right shoulder of their uniform and nicknamed 'Scars of the Sword' or Scars for short. The stripes are color-coded to indicate the soldier's branch of service. The ground combat arms such as armour, infantry and artillery use blue, space combat arms (the navy and aerospace units) use gold and MechWarriors reserve red for themselves. White scars indicate service in the support arms such as security or administration.

Enlisted Soldiers

The vast majority of personnel in the AFFS are of course the enlisted ranks who make up not only the foot-soldiers, junior technicians and space-crews, but also the legions of truck drivers, military policemen and office staff who keep the army and navy supplied and in good order.

Cadet

The rank of cadet applies to any member of the AFFS who has been sworn in but not yet completed their military education in one of the boot camps that exist on every world in the Federated Suns. These boot camps are funded by their homeworld and staffed by retirees and reservists rather than active service members of the AFFS, although inspectors do visit regularly to ensure that necessary standards are being maintained. Cadets do not wear any rank insignia.

Private

Upon completion of basic training, a soldier is promoted to Private and sent to attend one of several hundred speciality schools, located in strategic locations across the Federated Suns. After being trained in a speciality, the private will be assigned to a regiment, usually one with a tradition of receiving recruits from their homeworld or one posted to the general vicinity. Privates who show particular promise may be sent on to one of the highly respected military academies of the Federated Suns. Since 3028 direct entry into an Academy without this step has been prohibited, ensuring that institutions such as Albion can focus on teaching advanced skills and not basic military practises. Privates wear a single Scar.

Corporal

On completion of a year's service with a regiment or their first combat experience, a soldier will usually be promoted to Corporal. Although this does not significantly alter their duties, they receive higher pay and start to accrue retirement benefits and Death Compensation (a sum payable to the soldier's next-of-kin in the case of the soldier's death in service). Many regiments do not count a soldier as fully part of the unit until they wear the two Scars of a Corporal.

Lance Corporal

If a Corporal shows potential for further advancement then they will be assigned as assistant leader for a squad or vehicle crew. As soon as feasible they will be sent for speciality training in tactical and leadership skills. Since 3028 soldiers marked out in this way receive a promotion to Lance Corporal and wear two and a half Scars.

FIELD REPORT: AFFS



Non-Commissioned Officers

It is a truism with the AFFS that 'officers command but sergeants lead', meaning that while officers in command centres make plans it is the sergeants that carry out those plans. While many AFFS officers take the field, most soldiers operate under the direct leadership of non-commissioned officers and the reforms of 3028 recognized and expanded upon the prestige of these soldiers.

Warrant Officer

Military Academy graduates who did not undergo officer training now receive the rank of Warrant Officer to reflect the value placed upon their advanced skills, typically as MechWarriors, Pilots or Technicians although some other specialities receive the same status. Warrant Officers receive pay equivalent to Sergeants and are likely to advance into the ranks of commissioned officers but they do not yet hold command positions, so their three Scars are curved to ensure they are not mistaken for experienced and trustworthy Sergeants.

Sergeant

Once a Lance Corporal has proven their ability in training and in practise, they may be advanced to the rank of Sergeant, receiving a considerable increase in pay and privileges. In exchange, they must also take up much more responsibility. Sergeants are assigned as vehicle commanders, squad leaders, gunnery chiefs and similarly important positions. The demands of these roles are why the AFFS is so careful in the selection and preparation of their Sergeants before awarding them the coveted three Scars.

Staff Sergeant

Recently established to bridge the gap between Sergeant and Sergeant Major, Staff Sergeants take up many of the duties previously held by Sergeant Majors at lower levels: acting as unofficial liaisons between the officers and the enlisted soldiers. Every warship, military base, battalion and most infantry companies in the AFFS are supposed to have a staff sergeant charged with discussing the men's problems with their officers, something that has a measurable effect upon their morale and efficiency. Staff Sergeants wear what has

become known as a V-Scar. This rank insignia consists of a downward pointing chevrons with a disc and Federated Sword.

Master Warrant Officer

Warrant Officers who demonstrate uncommon expertise but are not believed suitable for command roles may be promoted to Master Warrants. These officers are often selected as instructors but may simply be singled out for exceptional duties. In some BattleMech regiments a Master Warrant Officer serves as the regimental duellist. To mark their valued and proven expertise, a Master Warrant's insignia is three curved scars with a disc and Federated Sword.

Sergeant Major

Sergeant Major is the highest non-command rank that a soldier can expect to attain. Like Staff Sergeants they are responsible for relations between officers and men - many Sergeant Majors still fill positions that should be held by Staff Sergeants since the AFFS has refused to demote them. In theory each regiment and independent battalion of the AFFS should have only one Sergeant Major and all major formations and department have an additional Sergeant Major to care for their administrative staff. Even the First Prince's command staff now includes a Sergeant Major, in this case responsible for keeping the leaders of the entire AFFS apprised of the condition of their soldiers. Sergeant Majors wear two downward pointing chevrons with a disc and Federated Sword.

Regimental Officers

AFFS officers are not primarily charged with the safety of their command (that being the responsibility of their Staff Sergeants and Sergeant Majors) but to plan and execute missions to achieve military objectives. Although wise officers listen to the concerns of their men, they must detach themselves somewhat to carry out their jobs efficiently.

Subaltern

Graduates of any AFFS officer training course receive the rank of Subaltern and wear white epaulettes for their first six months of active service. Previous to the Fourth Succession War, Subalterns would understudy an

FIELD REPORT: AFFS



experienced officer during this probationary period but due to the heavy losses experienced in the war they can now expect reduced supervision and even outside the Cadet Cadres it is not uncommon for a regiment to have one or two Subalterns commanding a lance or platoon (usually with a highly regarded Sergeant or Master Warrant on hand to provide additional guidance).

Leftenant

On completion of their six months of probation, a Subaltern will be promoted to Leftenant and may now wear a blank epaulette color-coded to their service branch. If an officer has been field-promoted from the non-commissioned ranks then they will not need to serve as a Subaltern (although the AFFS will attempt to send them through formal officer training at the earliest opportunity) and they are promoted directly to Leftenant. The AFFS entrusts Leftenants with command of 'Mech and tank lances, infantry platoons and artillery batteries, crediting them with the experience and responsibility to be assigned detached duties if need be.

Commander

Previously named Captain, this rank was renamed to avoid confusion within the Navy (who insist that Captain is a job description). Commanders are responsible for a company of soldiers and this is the last rank at which officers are expected to lead from the front. They are expected not only to carry out plans from above but to adjust plans for changing circumstances. This ability to think on the run is highly prized by the AFFS and Commanders are given considerable leeway in the completion of their missions. Commanders wear an epaulette with one narrow white band across the base.

Major

A Major will usually be placed in command of a small DropShip or a battalion although occasionally a particularly elite company or squadron may merit the assignment. At this rank an officer is expected handle not only the tactical responsibilities of a battle but also to integrate the strategic planning of his superiors. Notably the Department of Mercenary Relations considers this the preferred rank for liaison officers to AFFS-employed mercenaries. Majors have a broad band across the base of their epaulette.

Leftenant Colonel

Having commanded a lance, company and battalion,

upon promotion to Leftenant Colonel an officer must now demonstrate their administrative capabilities as executive officer for a regiment. Although they may be placed in temporary command of a task force, the primary responsibility of a Leftenant Colonel is to ensure that the regiment is prepared for action as the Colonel directs. Occasionally Leftenant Colonels lead minor departments within the AFFS, something that would have usually fallen to Colonels before the Fourth Succession War. The epaulette of a Leftenant Colonel has one broad and one narrow band.

Leftenant Commodore

The naval equivalent of Leftenant Colonels, a Leftenant Commodore wears the same rank insignia. Traditionally this is the rank that commands major DropShips or minor naval bases but it is now also the rank of the executive officer aboard a FSN warship. Naval officers will usually have had administrative experience at a lower level, so there is less emphasis upon a Leftenant Commodore developing these skills than for their army equivalent.

Colonel

Once of the most important ranks within the AFFS, Colonels command regiments in the field. It is no longer common for them to be assigned positions in the AFFS bureaucracy. Not only is a Colonel responsible for the tactics and strategy of his regiment, he must also manage their logistics which requires delegating routine matters to his Leftenant Colonel while he interacts with RCT, PDZ and even March supply officers. For this reason Colonels are sometimes seen as the first political rank of the AFFS. Colonels must decide whether or not to nominate a soldier for any medal or for promotion. Until recently this was simplified since a Colonel had usually spent his entire officer career with the regiment and knew the personnel well, however with the necessary transfers to reform shattered commands in the war, these ties have been weakened and they now must rely heavily upon their Sergeant Majors.

Commodore

The rank of Commodore is the naval equivalent to Colonel, and like them wear an epaulette with two broad bands. Commodores head major naval bases, independent aerospace regiments and now warships. In the latter case, Colonels have the important job of also re-establishing a naval doctrine for these powerful vessels.

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General Officers

While more junior officers are concerned with only a single regiment, at this point they must be able to take a wider view. As the leaders of the AFFS, promotions above the rank of Colonel are closely scrutinized by the High Command as well as political leaders. Even the media pay close attention to officers of this rank and there is immense public interest. A General Officer's reputation reflects greatly upon his command, his homeworld and his family.

Leftenant General

This rank was added to the AFFS in the mid-30th century when it was determined that many senior officers, while well prepared for the battlefield, remained unprepared to handle administrative and logistical matters above the regimental level. Since then, any officer being considered for command above this level will first be promoted to Leftenant General and undergo a training course in these matters before being assigned to the command staff of an RCT or March Militia to gain experience. Leftenant Generals often act as the eyes and ears of their commander, visiting outlying units and bases to determine their status. This also expands the pool of general officers who may inherit command of the RCT should the Marshal be killed or incapacitated, or take over a regiment if all senior officers are lost until permanent replacements are assigned. Leftenant Generals wear epaulettes with two broad bands and one narrow band.

Rear Admiral

Unlike the army, the major need for officers at this level is to learn to command more than one vessel. Rear Admirals are assigned the command of a flotilla of DropShips or JumpShips to gain experience before being entrusted with a major naval command. They wear the same insignia as a Leftenant General.

Major General

Major Generals command multiple regiments, either grouped into an Armored Division or as semi-permanent component of a Regimental Combat Team or March Militia. This has always been the rank of the executive officer of a March Militia and most RCTs now have a Major General as their executive officer. Because they may be

the senior officer of the AFFS on a planet or even several planet, Major Generals also have to interact frequently with civilian authorities. They wear three broad bands on their epaulette.

Vice Admiral

The equivalent of a Major General, Vice Admirals are responsible for all naval operations within a PDZ, unless a major deployment brings a more senior officer into the area. Since this often places the burden of moving supplies to several war-torn planets in the face of hostile naval forces, not to mention providing aerospace support to the army, Vice Admirals are often the face of the Navy to other AFFS commanders.

General

Upon proving himself as a Major General, an officer may be promoted to General and given command of a March Militia. Unless a more senior officer (such as a Marshal commanding a Frontline RCT) is operating in the PDZ, the General will be the commander of the region and even if there are more senior officers available, day-to-day matters remain his responsibility. As such a General must be intimately familiar with the needs of each planets defences and direct supplies and personnel as needed. Previously RCT executive officers usually held this rank but this has become unusual due to combat losses and the reluctance of the Department of the Army and Navy to rush promotions of the remaining general officers.

Admiral

The naval equivalent to General is Admiral, likewise wearing one narrow and three broad bands on their epaulette. Although this is usually a March command position, the FSN currently assigns Admirals to command naval divisions of warships.

Marshal

The strategic commanders of the AFFS, Marshals are assigned command of a Regimental Combat Team. They are also likely to have operational command of the PDZ they are based in if they are the senior available officer. This is also the rank held by the heads of the senior departments of the AFFS bureaucracy. Marshals wear four wide bands on their epaulettes.

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Fleet Admiral

The four regional fleets of the FSN are commanded by Fleet Admirals, over-riding as necessary the six Admirals who command naval bases across the Federated Suns.

Field Marshal

Collectively described as the High Command, the Field Marshals of the AFFS are answerable only to the First Prince. There are currently eleven Field Marshals: one commanding each of the six Marches, one commanding the Federated Suns Navy and four others who serve as the First Prince's advisors and may be sent out to command armies in the field at need. The Prince's Champion is usually one of the Field Marshals and if the First Prince is unable or unwilling to act as Marshal of the AFFS, the Champion will be designated as Prime Marshal in the stead of the Prince. Field Marshals wear epaulettes with a silver Federated Sunburst to show their rank.

Marshal of the AFFS

Marshal of the AFFS is the position held by the First Prince as commander of the AFFS. An epaulette with a golden Federated Sunburst is the insignia of the Prince's rank and position in the AFFS. Throughout history, however, the leaders of the Federated Suns have tended to prefer to wear the insignia and uniform of a Field Marshal rather than the epaulettes.

AFFS Uniforms

The importance of a military uniform to the pride and esprit de corps of an army is hard to understate and therefore the AFFS takes care to use their uniforms to honour the traditions of its regiments, but also the dignity and unity of its soldiers. In contrast to most of their neighbours, the AFFS eschews gaudy adornment of their uniforms and endeavour to be distinctive while still functional.

MechWarrior Uniforms

Perhaps the most fiercely independent soldiers in the AFFS, the MechWarriors form an elite group with their own traditions tying them to their regiments, their native region and also the 'cult of the MechWarrior' which remains strong despite suppression of the Warrior's Cabal in the 2960s. As a result, their uniforms are often more individualistic than those of other soldiers.

To support the cooling vests that they wear, MechWarriors wear a Cooling Undervest, one of the first developments of NAIS. Each strand of the undershirt is actually a tube for water or a similar fluid to be pumped through. While not enough to keep a pilot cool in battle, the undervest does mitigate the heat of normal operations for limited periods. The vests and the shorts worn by AFFS MechWarriors are usually color-coded indicate which brigade they serve in: for example the Davion Brigade of Guards issue red, white and blue vests and shorts, while the Crucis Lancers provide their MechWarriors with two-tone green uniforms.

All AFFS MechWarriors who have graduated from an Academy wear simply spurs attached to the heavy boots that they wear in the cockpit as well as their dress uniform boots. The regulations as to whether non-Academy graduates should be allowed to do so have not yet been clarified but most do so unless specifically prohibited by a status-conscious superior. MechWarrior officer epaulettes would be covered by their cooling vests so instead they are worn over the right upper arm.

Fighter Pilot Uniforms

The other elite group within the AFFS are aerospace pilots and while MechWarriors like to harken back to the chivalrous traditions of medieval knighthood, House Davion's 'Knights of the Void' instead base their traditions of the free-spirited pilots who fought in Terra's long-ago First and Second World Wars. As part of these traditions they pare away the formality of a uniform, wearing functional G-suits, covered by simple flight jackets and capping with a duck-billed cap.

Although rank insignia are still formally required, in practise they are almost always omitted and pilots instead mark their caps with representations of their true hierarchy: stars and skulls representing ground targets destroyed and enemy fighters brought down. Pilots serving in wings attached to RCTs and other Army units still wear green flight jackets but naval squadrons have begun to issue blue jackets instead.

Infantry Uniforms

The standard-issue uniform of AFFS infantry consists of a dark-green shirt and pants under a padded brown jerkin with the Federated Sunburst stitched across the left side, radiating from the shoulder. The helmet is also

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brown and current issue models are imported directly from the Lyran Commonwealth. Officers are unfortunately sometimes identifiable because they are issued Comm-Gauntlets—heavy steel and leather gloves that contain communications equipment (and function as a last resort close-combat weapon).

Many regiments, for reasons of tradition or politics differ from this. The Syrtis Fusiliers, for example, issue greenish-tan shirts, dark green jerkins and caps rather than helmets. (Duke Morgan has successfully put a stop to wearing regimental patches in place of the Federated Sunburst on jerkins). In addition, specific environments sometimes call for specialised camouflage and uniform colors as diverse as white (arctic-conditions) and black (night-operations) have been demanded at one time or another.

Armored Vehicle Crew Uniforms

Like BattleMechs, armored vehicles can become quite warm in battle – particularly when powered by a fusion reactor. For this reason AFFS tankers wear a Cooling Undervest like those issued to MechWarriors and units part of a RCT or attached permanently to a BattleMech regiment will use the same color scheme. Over this, the crews wear the same shirt and pants as their infantry counterparts, adding a harness that secures them to their seat during sometimes violent combat manoeuvres. All AFFS armored vehicles have not only attachments for this harness, but also a complex headrest, into which the oddly-shaped tanker's helmet fits neatly. This protects the crews from whiplash and also connects them to the vehicle's intercom system.

Support Personnel Uniforms

Technical and medical personnel may not have the most glorious of roles but any serving soldier knows how important they are. Over standard-issue pants they wear a loose-fitting pull-over jacket with a large chest pocket to carry important tools and other hand-held equipment. The jacket is made of a synthetic and non-absorbent fabric resistant to heat and electricity. The rank badge is usually marked on the front pocket and the entire jacket is color coded by speciality, allowing Warrant Officers to identify skills at a glance.

Dress Uniforms

The dress uniforms of the AFFS are a simple dress jacket and trousers in dark green for the army and dark blue for the navy. The jacket has the Federated Sunburst embroidered across it as on an infantry jerkin and ribbons representing medals are worn on the rays, although the most prestigious medals are worn on the right breast instead.

Officers Uniforms

The uniforms of AFFS officers do not express superiority over their men, instead emphasizing the bond between them. The only difference in their working uniforms is the addition of an epaulette for their rank insignia and a small black rank insignia on their headgear. In combat and other dangerous situations many officers remove the epaulettes entirely to make it harder for enemy soldiers to identify them. The dress uniform of an officer covers the Federated Sunburst design with a gold-colored semi-breastplate over the left shoulder, attached by a series of buttons. It is for this reason that AFFS officers wear epaulettes only on their right shoulder.





DAVION III (Destroyer)

Once the backbone of the Federated Suns' WarShip fleet, the *Davion* class destroyer only achieved its five-century service life following significant modifications. The first *Davions* went into service in the early 26th century. Though a number were constructed, the ships of this Block I series saw limited use, being assigned primarily to secondary duties such as convoy escort and Periphery patrol.

That first *Davion* did enter service in 2510, but did not become the pride of the navy as First Prince Ellen Davion had first intended. Instead, it became the bastard child, though several of the ships served with some distinction during the Davion Civil War. Plans to construct more were put on hold after the death of Prince William Davion in 2512 and laid dormant until well after Prince Alexander's rise to power.

Under the reign of Alexander, the Federated Suns' navy still needed a heavy destroyer, a fact made ever so clear by the few naval engagements fought during the Civil War. The new Prince authorized resumption of the *Davion* program, though the resulting Block II ships bore little more than visual resemblance to the Block Is. Massing 60,000 tons more, the Block IIs carried over twice the Block I's armor protection, significantly more firepower, a full fighter wing and, perhaps most importantly, the ability to dock two DropShips, however, every Block II was destroyed in the Succession Wars.

During the Fourth Succession War, the Federated Suns needed a warship that could be rushed into mass production to counter the naval expansions of the Confederation and the Combine. Instead of starting from scratch, Hanse Davion ordered a modern revision of the Block II *Davion* class destroyer. Rather than a complete redesign (like the Block II) the Block III was developed not only for new construction but also as something that any potential recovered destroyers could be refitted to, easing logistics in the fleet.

Logistics was something that the designers took seriously: the old *Davion I* class mounted three different classes of Naval Autocannon as well as three types of energy weapons. The Block III mounted only one type of Autocannon and replaced all PPCs with Lasers for ease of construction and repair. The missile launchers were also replaced with mounts that had been successful on the *New Syrtis* class carriers.

Davion III (Destroyer)

Mass: 580,000 tons
 Length: 685 meters
 Sail Diameter: 1,120 meters
 Fuel: 5,000 tons (12,500)
 Tons/Burn Day: 39.52
 Safe Thrust: 4
 Maximum Thrust: 6
 Sail Integrity: 4
 KF Drive Integrity: 12
 Heat Sinks: 1,000 (2,000)
 Battle Value: 146,839

Armor

Fore: 105
Fore-Sides: 90/90
Aft Sides: 85/85
Aft: 80

Cargo:

Bay 1: Fighters (20) 6 Doors
 Small Craft (4)
 Bay 2: Cargo (67,000 tons) 2 Doors

DropShip Capacity: 2

Grav Deck: 2 (65 meters diameter)

Escape Pods: 60

Life Boats: 48

Crew: 49 officers, 129 enlisted/non-rated, 41 gunners, 24 First Class passengers, 30 Second Class passengers, 56 marines, 60 bay personnel

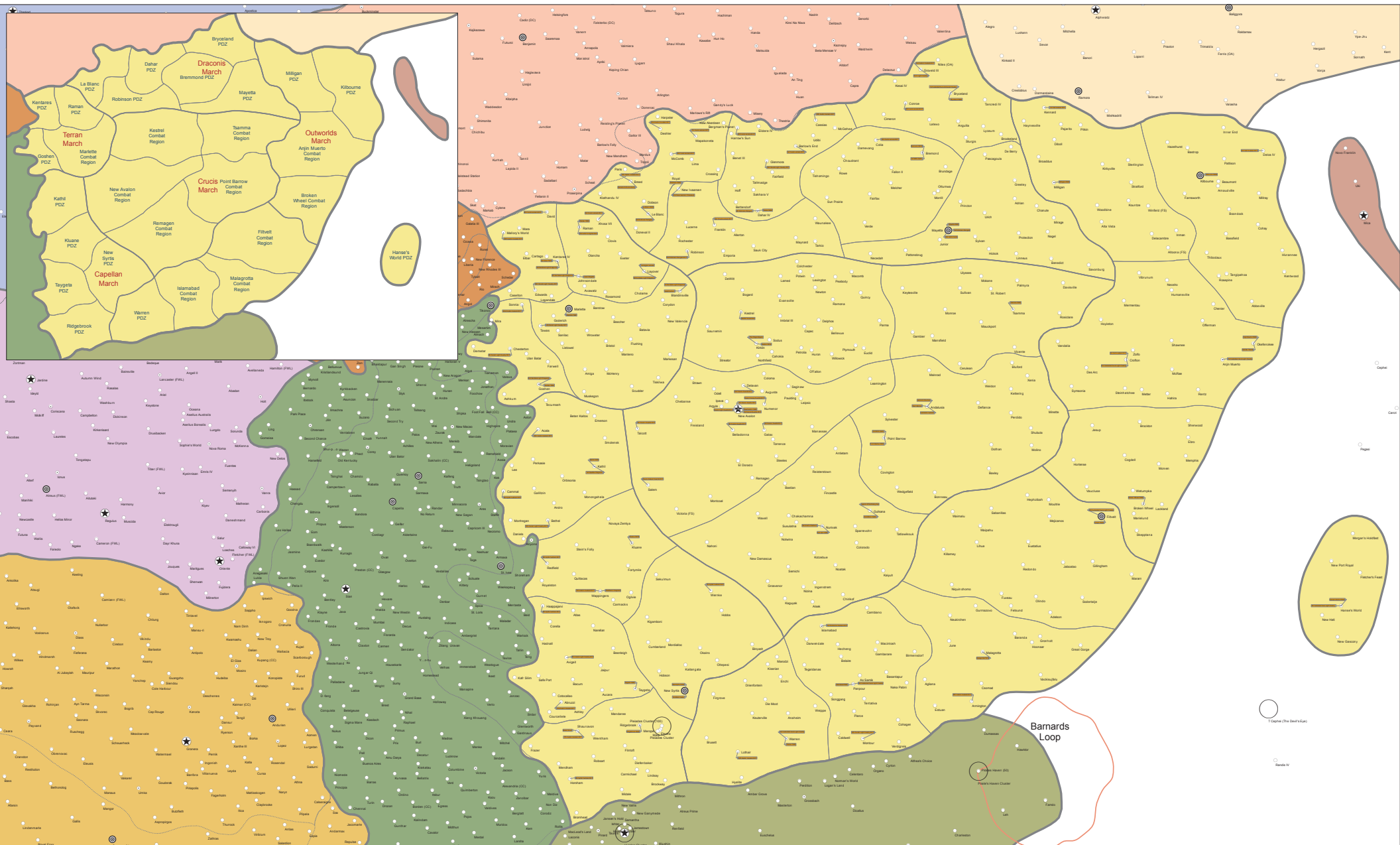
Ammunition: 640 rounds NAC/30 ammunition, 720 rounds LRM 20 ammunition

Weapons:

Capital Attack Values (Standard)

Arc (Heat)	Type	Short	Medium	Long	Extreme	Class
Nose (468 Heat)						
	2 NAC/30 (80 Rounds)	60	60	60	—	Capital AC
	2 NAC/30 (80 Rounds)	60	60	60	—	Capital AC
	3 LRM 20 (120 Rounds)	4(36)	4(36)	—	—	LRM
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					
FL/FR (218 Heat)						
	1 NAC/30 (40 Rounds)	30	30	30	—	Capital AC
	3 LRM 20 (120 Rounds)	4(36)	4(36)	—	—	LRM
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					
LBS/RBS (268 Heat)						
	2 NAC/30 (80 Rounds)	60	60	60	—	Capital AC
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					
AL/AR (168 Heat)						
	1 NAC/30 (40 Rounds)	30	30	30	—	Capital AC
	3 LRM 20 (120 Rounds)	4(36)	4(36)	—	—	LRM
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					
Aft (518 Heat)						
	2 NAC/30 (80 Rounds)	60	60	60	—	Capital AC
	2 NAC/30 (80 Rounds)	60	60	60	—	Capital AC
	3 LRM 20 (120 Rounds)	4(36)	4(36)	—	—	LRM
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					
	6 Medium Laser	6(62)	3(32)	—	—	Laser
	4 Large Laser					





Planet Key:

	Faction Capit		Minor Capital
	Major Capital		World

Armed Forces of the Federated Suns

[Deployment as of December 3032]

	State Border
	Provincial Border
	Regional Border
	Pre-4th Succession War Border

0 40 70

10 LY at Scale 1:50

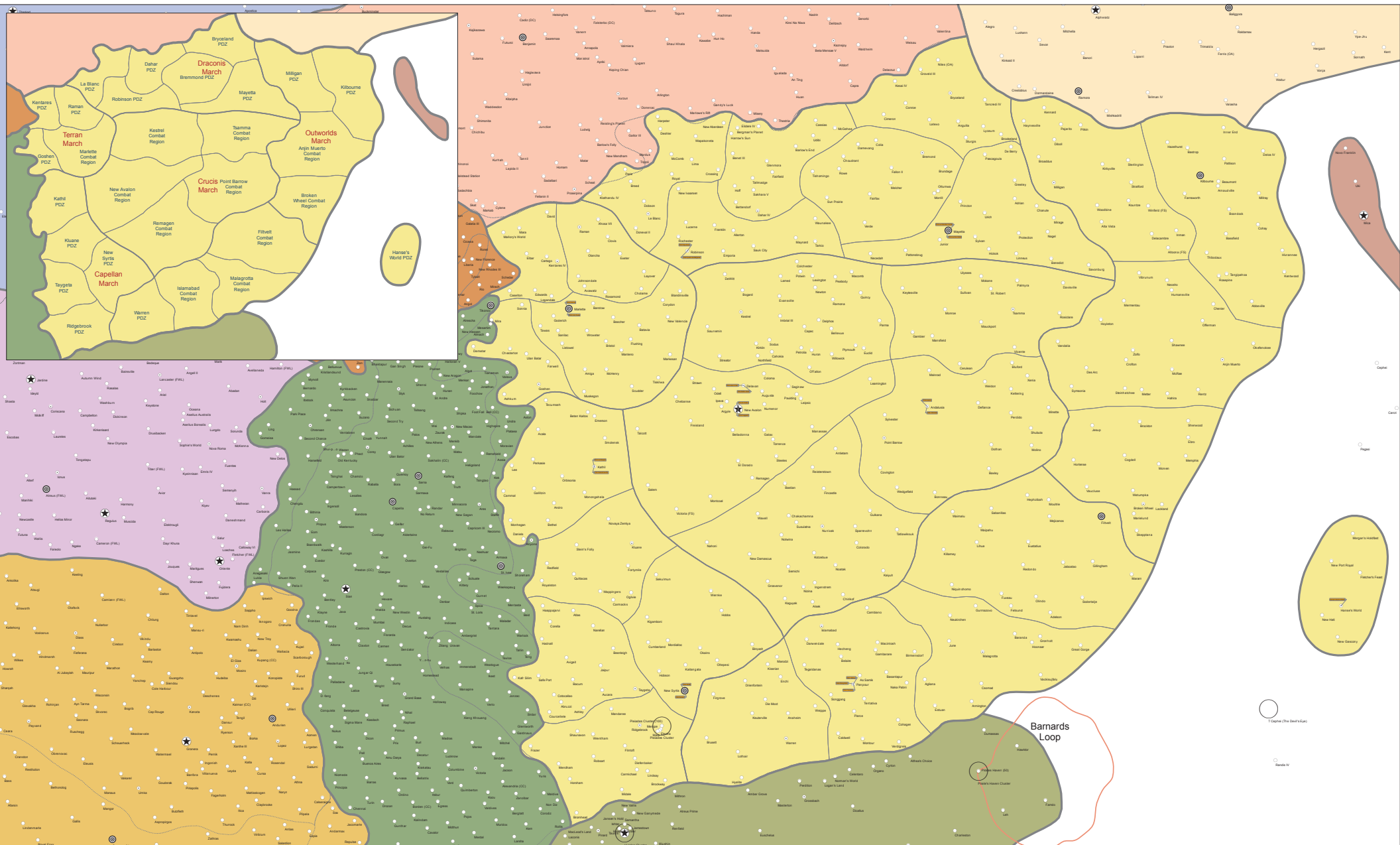
LIGHT YEARS

COREWARD

ANTI-SPINWARD

EDGEWARD

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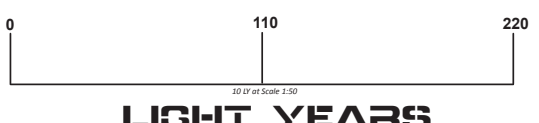


Planet Key:

	Faction Capit		Minor Capital
	Major Capital		World

Federated Suns Navy

State Border
 Provincial Border
 Regional Border
 Pre-4th Succession War Border



COREWARD

ANTI-SPINWARD

EDGEWARD

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