

BATTLETECH™

EMPIRES AFLAME™



FIELD MANUAL:
TERRAN SUPREMACY

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THE LAST DAY

NOW

Sarah McEvedey gripped the holographic table in her command post as the ground shook under the incredible forces being unleashed by the orbiting Combine WarShips. McEvedey had set up her command post within a cave system, so they were fairly well protected, but it was clear that the Kuritans were more determined than she had first thought to destroy her 20th Royal Guards. First they had tried a conventional assault, or at least that's how it had appeared before the hidden units had revealed themselves. Somehow, the Dragon had managed to sneak more than a divisions worth of troops onto Dieron without being noticed.

They had managed to split the 20th's support elements from the main BattleMech regiments and attempted to pick them off one by one. Her Wolverines had fought magnificently, despite being outnumbered more than three-to-one. When that had failed to give them the quick victory the snakes obviously hoped for, they had resorted to nuclear strikes and now orbital bombardment.

What was clear however, was that the Wolverines would not leave Dieron alive.

Nicholas had warned her that this was probably a trap...

THEN

Nicholas Kerensky looked around at the gathered Generals of the Supremacy Royal Guards. There were 20 in all, the best, most skilled officers the old Star League had to offer. Each commanded one of the new elite divisions Nicholas had forged for First Lord DeChavilier. He could not have been more proud of their achievements thus far in what was now being called the Succession War. The 7th fought with a tenacity and skill worthy of the old Black Watch, the 18th struck like death from above, his 1st Division embodied the cunning and strength of the wolves he had named them for and the 20th?

McEvedey's Wolverines were the bane of the dragon.

"You have all read the reports," Kerensky began, "House Marik is massing their fleet for a major offensive, most likely targeting Region VII or VIII. I've already ordered the 3rd, 10th and 14th to redeploy to Region VII to support the Regular Divisions assigned to the area, but they will need fleet support."

Kerensky paused and looked across the room, meeting the eyes of General Sarah McEvedey and Admiral Stephen Mckenna. The two divisions had been operating together for the better part of three years now and had developed a most effective working relationship and impressive string of victories against the Draconis Combine. They both knew what he was about to say.

“I think we will need to re-assign the 18th to that combat region as well,” Mckenna’s 18th Division also incorporated a significant fleet presence, dubbed the White Raven Battle Group. With more than a dozen WarShips, the White Ravens would provide a significant reinforcement for the fleet elements along the Free World League border.

“Yes sir,” Mckenna nodded, no thought of questioning the order.

“I know that means your Wolverines will be forced to operate independently for a time, General McEvedy...”

“Don’t worry about us,” Sarah responded, “we’ll keep the dracs busy!”

“I have no doubt of that...”

NOW

Sarah wracked her brains, trying to think of some way to salvage the situation, but the Combine had planned this operation methodically. She supposed she should be proud, after all, if her Wolverines hadn’t proven to be such a thorn in the side of the Dragon, they wouldn’t have gone to such effort to trap them.

The 20th had jumped in and immediately begun a high G burn for the planet. According to the reports they had received from planet-side Intelligence, the Kuritan attack force had maybe a two day head start on the run in to Dieron, hence their risking a high G approach.

The first sign confirming that this was a trap had occurred 24 hours into their approach when the *Weir* (she would have to thank Admiral Mckenna for insisting that the 20th retain the Battleship as an escort). A Squadron of Kurita WarShips had jumped in and begun to fire on the 20th’s JumpShips. The *Weir* had immediately performed a turn over and raced back, but it was already too late to save the transports.

Since then, the Mckenna class Battleship had engaged in a game of cat-and-mouse with the smaller Combine vessels, picking them off one by one, but now...

“It’s been confirmed ma’am,” Major General Halas, her second in command reported. “The *Zughoff Wier* has been destroyed and the surviving Kurita WarShips are moving to join the Baron currently bombarding our positions.”

“Thankyou...” Sarah rubbed her eyes with the palms of her hands, attempting to push away the fatigue. Any possibility of escape was now gone, “Well...I’m open to any suggestions.”

“We managed to get the portable HPG on line again and we have confirmation that a relief force has been dispatched.”

“That’s good news,” Sarah nodded, “Any idea who General Kerensky has sent?”

“The White Raven Battle Group, two Divisions of Regulars and...the 1st Division”

THEN

Sarah waited while the room cleared. Nicholas had requested she stay for a moment and she was fairly certain it was to discuss a battlefield of a different kind. They got to spend so little time together, sometimes you could almost forget that the two of them were husband and wife.

“I don’t like this Sarah,” Nicholas said, finally breaking the silence.

“It’s the best for everyone,” Sarah countered, “You know the Snakes have become fixated on the 20th, we can keep them occupied here while you pull the Horsemen and the 18th back to the Free Worlds League-front.”

“I know,” Nicholas said, shaking his head in resignation, “I smell a rat somewhere, I can’t help but feel you’re being set up for a trap.”

“You mean the reports about Dieron?” Nicholas nodded, “Remember what your father said about traps?”

“If you suspect a trap, spring it”

“We’ll be ready for whatever they through at us, I can guarantee it!” McEvedy’s voice exuded confidence as she walked around the table to embrace her husband.

“I sometimes wish we could just run away and leave all this fighting behind,” Nicholas mused, returning his wife’s embrace. “All this carnage...”

“If we had done that, I think the fighting would have followed us,” Sarah countered, “Given our history, we might have ended up killing one another rather than being married!”

Nicholas laughed and tightened his grip. While she might have been his most outspoken critic during the early reforms of the SLDF, he couldn’t imagine life without Sarah at his side.

“Have you spoken with Alexis recently?” He asked, shifting the conversation to a more palatable topic, their son Alexis James Kerensky.

“Yes, as a matter of fact,” there was a scolding edge now to Sarah’s voice, clearly he had done something, “He told me that someone had pulled some strings and gotten him priority placement at Sandhurst! That wouldn’t have been you now, would it?”

“And why not?” Nicholas responded.

“You are the commanding general of the Supremacy Armed Forces” She scolded him, “you can’t be seen to show favouritism, particularly to your own son!”

“Alek earned the spot in his own right, just made sure that there would be a spot available, and besides,” Nicholas said with a grin, “If I hadn’t done it, Uncle Andrey and Aunt Jennifer would have and you know it! Would you want to argue with the First Lord?”

Sarah sighed and shook her head. Nicholas was right in that regard, no one wanted to argue with Jennifer DeChavilier because you knew from the beginning that you wouldn't win.

They stayed like that for a few moments, just enjoying one another's presence until the sound of a crono beeping broke the silence that had settled.

"Another meeting?" Sarah asked, already knowing the answer.

"No rest for the evil dictator of the armed forces," Nicholas said with a sad smile.

"We never get any real time, do we?"

"And that is why we have to make every moment that we have count..."

NOW

"Is it confirmed?" McEvedy asked, already knowing the answer. Two hours earlier, the last two pockets of resistance maintained by the 20th had fallen silent. It could only mean one thing.

"I'm sorry General, but it is confirmed, the 202nd Mech Regiment is gone."

"And that leaves us with only the command element here," McEvedy hissed. Her command element was an oversized combined-arms Battalion, 12 mechs, 12 vehicles, two companies of infantry and a single flight of fighters.

Less than 200 combat personnel all told, against the at least three remaining regiments of the Sword of Light and their support elements, along with three of the Dieron Regulars Regiments and elements of the Benjamin Regulars as well. The force the Combine had thrown at her Wolverines was staggering. She had known going in that it was likely a trap, but never in her wildest dreams had she imagined the 20th might be facing eight battlemech regiments, along with their full support element and no fewer than a half dozen WarShips.

They had never stood a chance.

The Wolverines had done her proud, selling themselves as dearly as they could. Three Kurita regiments were so badly malled that it would be a decade or more before they could train new pilots and replace all the machines, but the outcome was a forgone conclusions.

"And the jump signatures we detected earlier?"

"Definitely ours," Halas confirmed, "White Raven Battlegroup at a pirate point just 300 000km from orbit, they could be here in six hours."

Six hours...they could hang on for six more hours. Couldn't they?

"Siesmic disturbance!" Apparently not. "we have approaching battlemech forces, estimate at least one full regiment and..."

The report was cut off by a muffled explosion.

“Breaching charges!”

“They’ve found us, then.” It was not a question. “All right, everyone to your machines. If we’re going down, I want to take as many of those bastard snakes with us as we can!”

“You heard the General: Saddle Up!”

“I’ll join you in a few minutes,” Sarah said, turning to the command post communications array, “I need to say goodbye...”

NOW

Protector-General Nicholas Kerensky stood on the bridge of the *Mckenna’s Pride*, his back straight, his face impassive, almost as though it was carved from stone. The massive battleship was accelerating towards Dieron at a steady 1.53Gs, but Kerensky wouldn’t let the increased gravity hold him back.

The reports of a Free Worlds build up had been faked.

He cursed himself for falling into the trap. The faked reports had drawn away the 20th’s support, particularly the 18th Division and its WarShips. All of it to lure Sarah and her Wolverines to Dieron and their deaths.

“Estimate time to orbit?” He asked, never taking his eyes from the Battleship’s main screen.

“Five hours, fifty-two minutes,” the officer who responded didn’t bother to point out that the General had only asked that question two minutes earlier.

“Alert me as soon as we reach turn...”

“I’m sorry, General,” this was a young ensign at one of the ships communication monitoring stations, “But we’re picking up a transmission from the planet...it...it’s in the clear and addressed to you sir, from General McEvedy.”

For a full minute, Kerensky seemed to stop breathing.

“Let me hear it,” he said finally.

“Do you want me to route it to a private channel?”

“You said it was in the clear?” she nodded, “then everyone can hear it already.”

She flicked a switch, and Sarah’s voice came over the ships communications system.

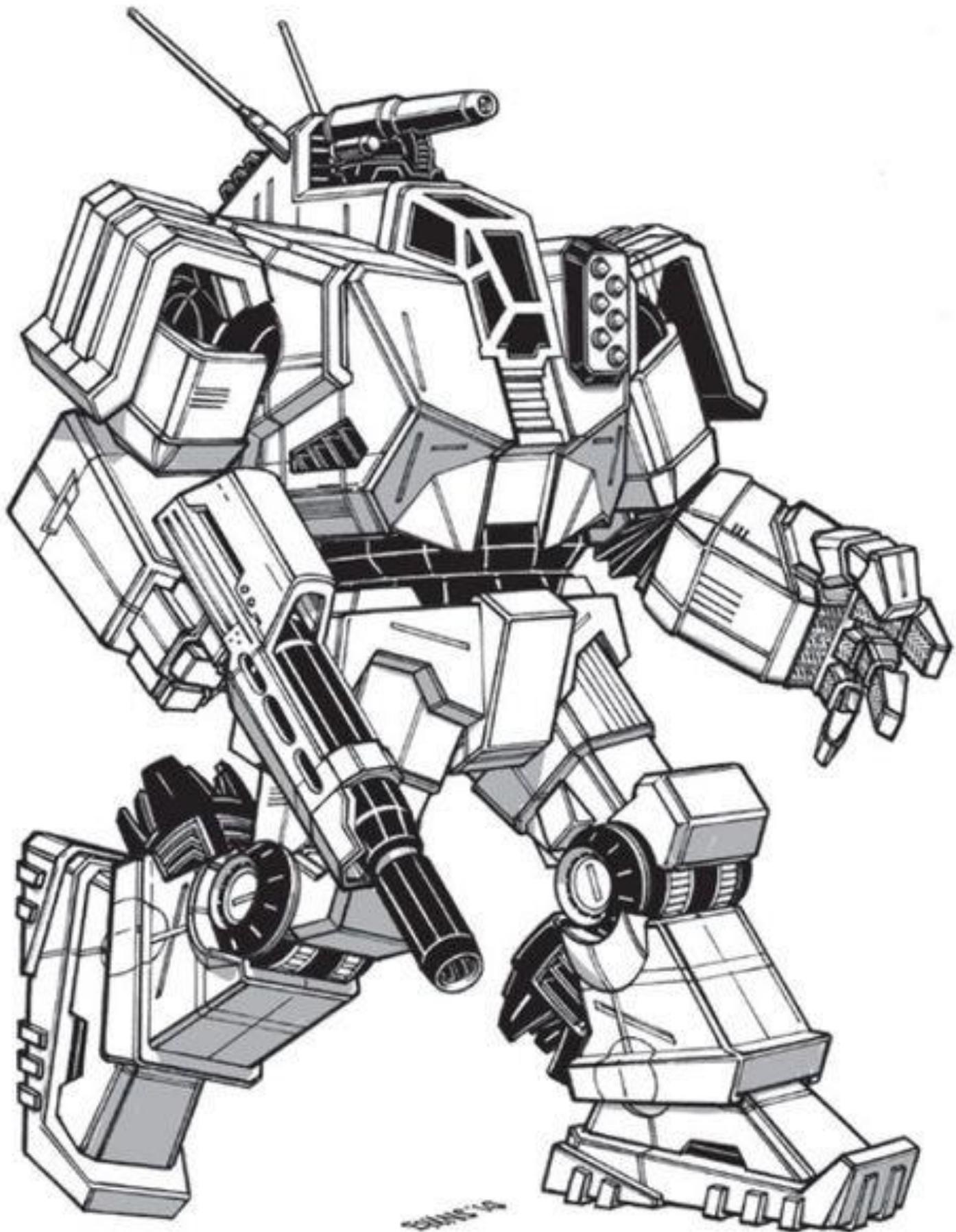
“Nick, you were right, it was a trap...we gave em hell, but there were too many. They hit us with eight full regiments as well as WarShips...we never had a chance. I’m sorry...I

should have listened. I just..." her voice faltered for a moment, "The command Battalion is all that's left, and the snakes have found us. They're using breaching charges to try and get through the caves, but we're not going to give them the chance. It's too late, please don't blame yourself. I know you think in another universe we would have been happier, but I have been happy with you. Take care of Alek...and remember: I love you, now and into the next life..."

The signal dissolved into static.

Kerensky just stood there, fighting the urge to scream, to smash the console in front of him, to do anything to make the pain go away. After fighting his rage back down, he spoke, his voice cold.

"Signal to all ships: the 20th is lost, but we are going to make the snake pay for what he has done here. My Wolves will take point, the rest of you may support us, but the 1st shall be the instrument of our vengeance. We will *annihilate* the forces the Dragon has sent here! We will wound him so greatly, it will be decades...*centuries* before he even considers looking our way again! General McEvedy kept faith with the Supremacy and did her duty to the last and we can do no less. In honour and memory of the Wolverines, no mercy!"



INTRODUCTION

One man *can* change the world.

One bullet can alter history.

One bullet shattered the hope of billions, when, 2784 an assassins shot claimed the life of the man most people to this day simply call “The General”.

The death of Alexandr Kerensky mist have irrevocably changed the course of history. Whatever Kerensky may have planned for the Star League Defence Force, those plans clearly never claim to fruition. Instead, the SLDF (now under the effective command of General Aaron DeChavilier) flew into a rage, striking out in all directions, ousting the militaries of the Great Houses from the Hegemony and securing its borders.

A new nation, with DeChavilier at its head, rose phoenix like from the ashes and the Inner Sphere would never be the same again...

Welcome to the latest Field Manual detailing the military preparedness of a realm of the Human Sphere.

In this volume of the 3095 series, we shall be looking at the most powerful of the Great Houses and what many regard to be the true successor to the Star League:

The Terran Supremacy...

USING THIS BOOK

This book is designed to act as a supplement for the EMPIRES AFLAME alternate universe setting introduced in 2014 free Halloween PDF Product.

It is a fan made product and should not be considered official in any way. Should Catalyst or whoever holds the Battletech License in the future decide to produce their own supplement, it will supersede this book. If you disagree with any of the information contained herein, feel free to ignore it or adapt it to your own tastes.

The book is divided into several sections.

The first is a brief overview of the reformation of the Star League Defence Force by Nicholas Kerensky to create the modern Terran Supremacy Defence Force.

The second section details the individual units within the TSDF, beginning with the Royal Guard Divisions (including a sub section detailing the 4 destroyed and yet to be re-constituted Divisions). Next comes the Supremacy Regulars, Regional Garrisons and an overview of some of the Independent Regiments. Also detailed are is the Supremacy Navy, full deployment charts for all Supremacy Divisions, recruitment and training facilities, awards and decorations.

The final section details rules for creating a Supremacy force and the special rules for each division type and individual Divisions of the Royal Guards, the Supremacy Navy and the mysterious Shadow Divisions and enhanced agents of the Department of Communications and Intelligence.

I hope you all enjoy...



THE BIRTH OF THE SUPREMACY

“To the former members of the High Council of the Star League: under my order, the surviving forces of the Star League have seized the worlds of the former Hegemony. I declare the birth of a new Terrain Supremacy. You will withdraw all of your forces from our worlds, you will respect our borders or we will destroy you. You exist because we allow you to. Do not test us.” – broadcast by First Lord Aaron DeChavilier, announcing the creation of the Supremacy, 2788

The Terrain Supremacy was born out of the ashes of the Hegemony and Star League. In a daring move, General DeChavilier enacted Operation Black Shield, using the forces left from the Amaris War, the second in command to the Great General, assisted by Alexandra Kerensky’s sons, Nicholas and Andre, they succeeded in securing virtually the entire Hegemony and ousted the forces of the successor houses and established a new and more powerful version of the Hegemony: the Supremacy.

The Periphery Rebellion, the Civil War and now, this new campaign revealed to DeChavilier both the strengths and weaknesses of the Star League Defence Force. The Star League army had become a hammer, a weapon of brute force, difficult to wield with any real finesse.

A Battlemech Division could be split apart but lacked sufficient integral support for each regiment to operate independently. On the other hand, there were simply not enough of the far more flexible Regimental Combat Teams to spread around the vast Supremacy.

Finally, homogenous Lances, Companies and even Battalions of mechs made logistics and resupply incredibly easy, but severely limited a unit’s tactical flexibility.

SURROUNDED BY ENEMIES

Located at the centre of known space, the Terran Supremacy is quite literally surrounded by enemies. Though with access to more than 400 Battlemech Regiments, 550 Armour Regiments, 1100 Infantry Regiments, 180 Fighter Regiments and 40 WarShips (not counting planetary brigades of Infantry and Armour) the Supremacy might seem unassailable and against any one foe, that is true. Unfortunately, any two Great Houses are able to match the Supremacy strength for strength and against all four?

It was for this reason First Lord DeChavilier enacted Project: Piranha and began secretly arming the Periphery Nations. This would enable them to serve as checks on overly adventurous House Lords.

According to the latest reports from Communications and Intelligence, the surviving Great Houses can currently field the following:

CONFEDERATE SUNS:

Battlemech Regiments - 290

Warships - 24

DRACONIS COMBINE:

Battlemech Regiments - 210

Warships – 20

FREE WORLDS LEAGUE:

Battlemech Regiments – 192

Warships – 25

Note - the FWL Military is split approximately 55/45 between the Inner and Outer League.

LYRAN COMMONWEALTH:

Battlemech Regiments - 198

Warships – 22

THE PIRANHAS

Helped by Project Piranha, the Periphery Powers now boast sufficient force to cause the Great Houses serious pause and help check their expansionism against the Supremacy. The merging of the magistracy and Taurian nations has gone a long way to checking the ambitions of House Liao-Davion, the most powerful of the Great Houses.

MAGISTRICY OF TAURUS:

Battlemech Regiments - 156

Warships – 26

OUTWORLDS ALLIANCE:

Battlemech Regiments – 40

Fighter Regiments - 93

Warships – 15

RIMWORLDS

Battlemech Regiments - 96

Warships – 15

What the new nation needed from its armed forces was a scalpel or a rapier rather than the sledgehammer it had inherited.

Something that combined the flexibility of the independent Regimental Combat Team with the sheer numbers of the larger Divisional formations.

Upon taking the mantle of First Lord of the new Supremacy, DeChavilier appointed Nicholas Kerensky as the first Protector General of the Terran Supremacy Armed Forces and tasked him with reforging the remnants of the SLDF into a precision weapon that could protect the Supremacy and punish its enemies should the need arise.

What Kerensky did was create something that not only served to serve tribute to the past but also heralded the future.

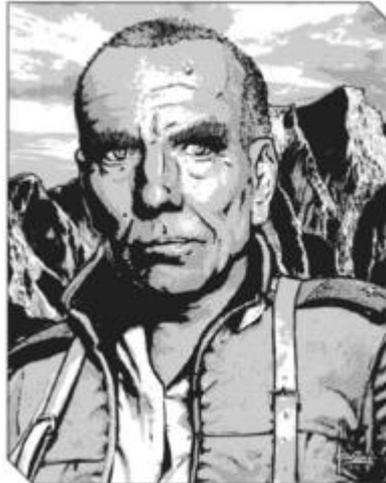
THE KERENSKY REFORMS AND BIRTH OF THE ROYAL GUARDS

“While the Regular Divisions will be represent our ties to the past, to the Hegemony and the glorious Star League it birthed, these new formations...the Royal Guards shall embody our future...” – From the writings of Nicholas Kerensky.

Protectorate General Nicholas Kerensky undertook a series of reforms in 2790, turning the old Star league Defence Force into the Terran Supremacy Defence Force.

One of the greatest changes was the abandonment of the homogenous Brigades. Whether Battlemechs, Armour or Infantry, units would now deploy as mutually supportive Brigades with a mix of troops. Indeed, the son of Alexandr Kerensky even went as far as to experiment with mixed troop regiments as well as Specialist Divisions to provide support to other units during large deployments. The final result of Kerensky’s reforms was a streamlined, mutually supportive force divided between Militia level forces, Regular Forces, Independent Regiments and twenty Royal Guard Divisions.

Each Division typically comprises between 3 and 5 Brigades of troops (typically 1 regiment each of Mechs, Armour and Infantry) with each brigade supported by 1-3 squadrons of fighters. Some individual Brigades are tailored to specific needs (such as the Cobra’s Coils being Fighter heavy, the White Ravens deploying large numbers of fighters plus integral Assault Dropship and Warship support, the Scorpions Venom mixed regiments and engineering Brigades and the Horsemen deploying huge



NICHOLAS KERENSKY – Father of the Armed Forces

Much of Nicholas Kerensky’s early life is a mystery. Indeed, the existence of Nicholas, his mother and younger brother Andrey was one of the best kept secrets in the Inner Sphere.

Growing up during the Amaris Occupation, one can only imagine the horrors he must have witnessed. These experiences would have affected him deeply, though he rarely spoke of them, even in his private writings.

Once the war with the Usurper was concluded, Nicholas enrolled in the military, determined to follow in his noble father’s footsteps.

Any dreams he might have had of serving alongside his hero father were shattered by an assassin’s bullet.

Continued next page

numbers of Armoured Vehicles and Infantry at the expense of Mech strength).

The original Royal Guard Divisions were as follows:

- 1st Royal Guard Division - Wolves of Kerensky
- 2nd Royal Guard Division - Falcons Talons
- 3rd Royal Guard Division - Dark Jaguars
- 4th Royal Guard Division – The Howling Mandrills
- 5th Royal Guard Division - The Great Bears
- 6th Royal Guard Division - Scorpion's Sting
- 7th Royal Guard Division – Blood & Spirit
- 8th Royal Guard Division - The Foxes Teeth
- 9th Royal Guard Division - Viper's Venom
- 10th Royal Guard Division - Death Adders
- 11th Royal Guard Division - Spirit Cats

- 12th Royal Guard Division - Hellion's Fury
- 13th Royal Guard Division – Savage Coyotes
- 14th Royal Guard Division – Cobra's Coils
- 15th Royal Guard Division - Quicksilver
Mongoose
- 16th Royal Guard Division - The Horsemen
- 17th Royal Guard Division - The
Widowmakers
- 18th Royal Guard Division - White Ravens
- 19th Royal Guard Division - Rock Grinders
- 20th Royal Guard Division - The Wolverines

As of the modern era, four Divisions (3rd, 15th, 17th and 20th) have been stricken from the records, though the 17th survives after a fashion, the survivors having been rolled into the 1st Division.

The reworked divisions performed well when each brigade was able to operate as a concentrated force of Mechs, Vehicles and Infantry. Unfortunately in the chaos of the Succession Wars this was not always the case and almost upon completing the initial reforms, General Kerensky began to look at ways to further enhance the performance of the new Royal Guard Divisions.

Nicholas Kerensky (Continued)

Joining General Dechavilier's call to preserve the Hegemony, Nicholas helped plan and execute Operation Black Shield, securing the Hegemony against the predations of the House Lords. It was in this campaign that Nicholas was wounded in battle and placed in a medically induced coma.

Following this brush with death, Nicolas finally seemed to come into his own, stepping out of his Father, 'The General's' shadow. Before his injury, Kerensky was somewhat closed off, almost emotionless. Upon recovering, his 'humanity' seemed to awaken, giving him an empathy to match his charisma and intelligence.

Placed in command of the new Supremacy Armed Forces and charged by First Lord DeChavilier to forge a weapon that could secure and protect the new nation, Nicholas excelled.

Perhaps one of his greatest critics was Sarah McEvedy, so it came as a great shock to all when the two were wed. Her death in 2824 wounded him deeply and he began to throw himself into the battles of the 1st Succession War, until he was finally killed on Tikonov in 2834.

The answer came in the form of true combined arms regiments, modelled on the Independent Regiments and RCTs of the old SLDF. The new standard formation would be combinations of Companies to form a regiment, rather than strict Battalions of like troops. In this way, each Regiment would be a mutually supportive force that could combine with regiments from its own or other Divisions to become an incredibly flexible and deadly weapon.

These new reforms were rolled out over the next two decades in Division order. Alas, the 20th Division (The Wolverines) had yet to be re-organised when it moved to defend Dieron from a Combine invasion. Forcing the 20th's regiments to scatter in such a way that they were not able to operate in support of one another as the Brigades were supposed to, the Combine methodically destroyed the Wolverines. General Kerensky, personally leading the 1st Division, arrived too late to save the gallant defenders, the last of whom was killed when the supporting Combine WarShips bombarded their position before fleeing the system.

ROYAL GUARD DIVISIONS

The elite of the Supremacy Military, the Royal Guards operate reinforced combined arms regiments of four Battalions each, much like a Star League Defence Force Regimental Combat Team. It then combines these regiments into Division-sized formations of between 7 and 14 Regiments each. This gives each Royal Guard Division an effective mix of Battlemech, Armour, Infantry, Air and Artillery support.

REGIMENTAL FORMATIONS

In the beginning, each Division of the Royal Guards contained three Brigades of three Regiments for a total of nine Regiments per Division. Each Regiment was based on the organisation of the SLDF Independent Regiment which included a full three battalions of Mechs and what amounted to a mixed battalion of Armour and Infantry. The new Line Regiments would comprise 4 Battalions (each a mix of units) with an independent Command Company (1 lance each of Mechs, Armour and Infantry) as well as Fighter and Artillery support. Initially, only the Line Regiment (Divided into Light, Battle and Assault sub-types) existed, but over the years several other 'Standard' formations have been developed. In addition, several specialist Divisions have developed unique Regimental formations that suit their combat style and function.

LINE REGIMENTS (Light, Battle and Assault)

Making up the bulk of most Royal Guard Division are the highly versatile Line Regiment. Intended to be a fully self-supportive combat force, each Line Regiment comprised 7 Companies of Mechs, and 2 Companies of Armour and 3 companies of Infantry (Typically Battle Armour troops). The Regiment also featured a permanently attached fighter squadron to provide air support and a lance of field artillery.

GUARD REGIMENTS (Light, Heavy and Assault)

Extremely powerful, Guard regiments (Sometimes noted in parentheses as Light, Heavy or Assault) comprise a 60/40 split mix of Battlemechs and Armoured Infantry supported by three squadrons of fighters and a lance of mobile artillery. Unlike almost every other regimental formation, armoured vehicles are not incorporated into Guard Regiments.

STRIKER REGIMENTS

Comprising high speed medium/heavy weight units Striker Regiments are the supremacy's rapid response force. Each regiment boasts 6 companies of Battlemechs, including one full company of LAM units, 2 Armour companies, and 3

Light, Medium, Heavy, Assault? What does it mean?

Regiments may be defined by weight, a Guard Regiment might be Light or Assault, but what does that actually mean?

For a Regiment to be called a LIGHT Regiment, the average weight of combat units (Vehicles, Mechs and Fighters) must not exceed a certain mass.

Currently each class is defined as:

CLASS	AVERAGE MASS
Light	Less than 35t
Medium	50t
Heavy	65t
Assault	80t+
Battle	70t
Striker	60t (High Speed)

Jump Infantry Companies. With the advent of the Battle Armoured trooped, Jump Infantry has been phased out of these units. As with line units, six fighters and 4 artillery vehicles are attached to Striker Regiments.

SUPPORT REGIMENTS

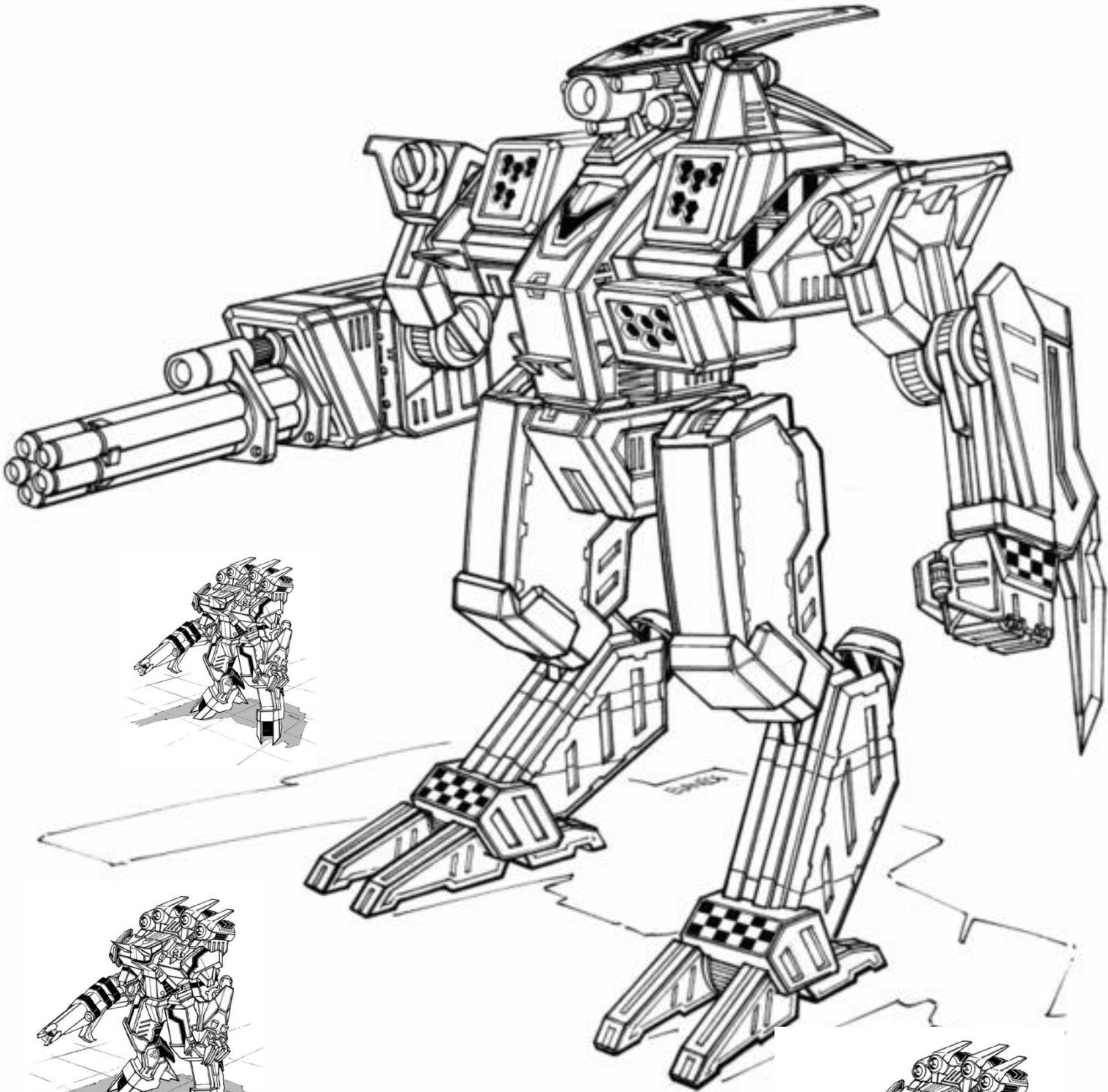
Developed in the years after General Kerensky's death, the Support Regiment is designed to operate as a strategic reserve for each Division as well as provide garrison/basing forces as required. Each Support Regiment fields 3 Companies of Mechs, 4 Armour Companies and 5 companies of regular Infantry. Air Support is provided by three full squadrons of fighters, and the artillery detachment is expanded to a full company. Support Regiments are designed to break of companies to reinforce main line combat formations as required.

Unique Regimental formations are noted in the entries for those Divisions that make use of them.

Kerensky trained the new Royal Guard Divisions to operate as combined arms forces at every level. A division could split itself up into small, mixed company or battalion sized forces, operate as individual regiments, full divisions, combine elements with other divisions or as large, multi divisional combat groups.

One of the best examples of multiple divisions working together was an operation by the White Ravens, Horseman and Bears Divisions. The Raven warship group cleared the path, then their fighter units achieved air superiority while LAMs from the Striker and Air Support Regiments achieved a beachhead. Next the Bears grounded and used their mech forces and in conjunction with the heavy armour and infantry of the Horsemen to secure the objectives, all under the cover of the fighters of the 18th.

If the Royal Guards were to be combined into a single force, they would boast a strength of 96 Battlemech Regiments, 41 Armour Regiments, 48 Battle Armour Regiments, 25 Conventional Infantry Regiments, 33 Fighter Regiments and 7 WarShips.



ACTIVE ROYAL GUARDS DIVISIONS

1st Division - Wolves of Kerensky

“In the wolf, we see what may be the epitome of a warrior, cunning matched with instinct and stealth, joined with a final, terrifying attack. For this mighty creature, I the 1st Division of the Supremacy Royal Guards. You shall be my Wolves.” – Nicholas Kerensky, 2810 on the activation of the 1st Royal Guard Division.



The elite of the Supremacy Armed Forces and personal unit of the Supremacy's first Commanding General, the newly christened 1st Royal Guard Division was the first Supremacy Combat unit to be declared combat ready following Commanding General Nicholas Kerensky military reform.

The Wolves of Kerensky became the model upon which all of the Supremacy frontline divisions. Rather than homogenous brigades of mechs, infantry and armour, Kerensky combined brigades into a mutually supportive force with each Regiment comprising a combination of Mech Companies, Armour Companies, and Infantry Companies, with integral fighter and artillery support attached.

1st Division has been the spear head in virtually every major campaign the Supremacy has undertaken since its founding. Operating an extremely balanced force that fights as a cohesive force (Some might even say 'Pack'), the wolves pursue every campaign methodically, operating under three basic tactical principles:

1. Acquire accurate intelligence regarding the enemy forces and battlefield.
2. Ensure adequate preparation (supplies, etc.) are in place before launching campaign.
3. Be willing to take (calculated) risks as this could prove the difference between winning and losing a battle.

Following the near total destruction of the 17th Division in the defence of a downed General Kerensky, it was decided to honour the survivors by folding them into the 1st Division. As a result, the Wolves now field four full Brigades in addition to a large pool of reserves and support units. The first, Second and Third Brigades all feature Battle Armour infantry and Omnimechs (including the largest concentration of the Celestial Series) while the Fourth Brigade relies on Conventional Mechs and Infantry.

Alpha Brigade – Dire Wolves

1st	Striker Regiment	Elite	Fanatical	A+
13th	Guard Regiment	Elite	Fanatical	A+
3rd	Battle Regiment	Elite	Fanatical	A

Bravo Brigade – Savage Wolves

9th	Support Regiment	Veteran	Fanatical	A
17th	Light Regiment	Veteran	Fanatical	A+
4th	Assault Regiment	Elite	Fanatical	A+

Charlie Brigade – Werewolves

19th	Striker Regiment	Veteran	Fanatical	A
24th	Guard Regiment	Elite	Fanatical	A+
40th	Battle Regiment	Veteran	Fanatical	A+

Delta Brigade – Wolf Spiders

33rd	Support Regiment	Veteran	Loyal	A
10th	Striker Regiment	Elite	Loyal	A+
25th	Battle Regiment	Elite	Loyal	A+

Gamma Brigade – Den Guards

24th	Support Regiment	Veteran	Loyal	A
37th	Support Regiment	Veteran	Loyal	A

In addition to these forces, the 1st Division also has the Sovetskii Soyuz class Heavy Cruiser TSS *Kharkov* permanently assigned to it, one of only a handful of divisions to have integral WarShip support.

The 1st Division has maintained its elite edge through the creation of a ‘Feeder’ unit. Dubbed the **Wolf Dragoons** and comprising a Brigade of regiments modelled on 6th Divisions ‘Dragoon’ Regiments, recruits who show promise are ‘adopted’ into the unit, where they are trained by 1st Division troops who are approaching the end of their service. In this way, skills and tactical knowledge is passed from one generation to the next.

Approximate Equivalent Strength: 9 Battlemech Regiments; 4 Armour Regiments; 4 Battle Armour Regiments; 2 Infantry Regiment; 3 Fighter Regiments.

2nd Division - Falcons Talons



Second in name and second only to the Wolves of Kerensky (with whom they have a friendly rivalry), the warriors of 2nd Division proudly trace their heritage back to the survivors of

the Royal Black Watch Regiment including their first Commanding Officer, Elizabeth Hazen.

The Falcons Talons are brash, fierce, and completely unrelenting in their pursuit of an objective. Sometimes lacking in subtlety, their relentless drive to crush the enemy makes them a force to be reckoned with. Those selected for command positions within the division are noted for being willing to take incredible risks in order to achieve victory.

A powerful formation, the 2nd currently comprises 11 combined arms regiments, of which more than half are either fast hitting Striker Regiments or standard Battle Regiments. The remaining five regiments are made up of a single Assault, Light and Guard Regiment with two Support units attached to Charlie and Delta Brigades. This mix of primarily mid-heavy weight, high speed combat machines means that the Falcons Talons excel at fast strike missions. Boggled down and deprived of their ability to out-manoeuve an opponent can see the Falcons facing defeat if not for some reckless and highly unexpected tactic such as that portrayed by Colonel Aiden Pryde (Commander – 1st Guards Regiment) during the last days of the 4th Succession War.

Alpha Brigade

5th	Striker Regiment	Elite	Loyal	A+
1st	Assault Regiment	Elite	Fanatical	A+
22nd	Battle Regiment	Elite	Loyal	A

Bravo Brigade

14th	Striker Regiment	Elite	Loyal	A
1st	Guard Regiment	Elite	Fanatical	A+
19th	Battle Regiment	Veteran	Fanatical	A+

Charlie Brigade

16th	Battle Regiment	Elite	Fanatical	A+
44th	Support Regiment	Veteran	Loyal	A
37th	Striker Regiment	Elite	Loyal	A+

Delta Brigade

29th	Light Regiment	Elite	Loyal	A
30th	Support Regiment	Veteran	Loyal	A

Approximate Equivalent Strength: 7 Battlemech Regiments; 3 Armour Regiments; 4 Battle Armour Regiments; 1 Infantry Regiment; 2 Fighter Regiments.

4th Division – Howling Mandrills



The howling Mandrills are an interesting division in the modern Supremacy Military. When the division was initially formed by General Kerensky, what he wanted was a rapid response force for ‘spot-fire’ situations across the front. As a result he encouraged the units first General to foster a sense of battlefield independence among the regimental commanders.

The strategy worked brilliantly, the Regiments of the 4th being dispatched all over the front during the 1st Succession War. Unfortunately, as time went on, this independence has become something of a detriment. When operating individually, regiment within the division can perform brilliantly, but when a regiment is forced to coordination with another element of the 4th, or worse yet, elements of another Division, the results can be a disaster. Mandrill Colonels tend to disregard the orders of the overseeing General and instead pursue their own battlefield agenda. This tendency for independence has cost the supremacy on a number of occasions.

The 4th Division currently fields a total of 9 regiments in three brigades. No one type of regiment dominates their forces, though there are no fewer than 3 Support Regiments, sufficient for each Brigade to have integral support, though their independent nature can prove problematic.

Alpha Brigade

9th	Guards	Elite	Loyal	A
17th	Assault	Elite	Loyal	A
2nd	Support	Veteran	Loyal	B

Bravo Brigade

28th	Battle	Veteran	Loyal	A
4th	Battle	Elite	Loyal	A
34th	Support	Veteran	Loyal	B

Charlie Brigade

33rd	Striker Regiment	Elite	Loyal	A
18th	Light Regiment	Veteran	Loyal	A
20th	Support	Veteran	Loyal	A

Approximate Equivalent Strength: 6 Battlemech Regiments; 2 Armour Regiments; 2 Battle Armour Regiments; 2 Infantry Regiment; 2 Fighter Regiments.

5th Division - The Great Bears



Favouring top-end medium and heavy mechs with fast movement profiles, the Great Bears Division is one of the largest within the Royal Guards. Comprising 12 regiments in total, they are equal in size to the 3rd and 12th Divisions, with only The Wolves of Kerensky being larger. 5th Division Mechs also tend to mount heavier weapons, such as Particle Cannons and Heavy Calibre Lasers, capable of hitting at longer ranges.

The 5th also fosters a sense of family among its soldiers, leading to a strong *esprit de corps*. So strong is this bond that many of the current officers and men serving with the 5th can actually trace their ancestry back to those who served in the original unit. The Bears have also devoted resources into a 'Lost and Wounded Warriors' fund that supports the families of those who have fallen in the line of duty while serving in the 5th.

Tactically, the 5th tend to be slow, methodical thinkers, though they do not tend to be strategists of the Death Adder's level, commanders within the Great Bears are encouraged to weigh up all the possibilities before making a decision. This slow-thinking mentality can leave the 5th vulnerable if a foe can act quickly enough.

While the 5th does not operate any unique formations like the Scorpion, Raven or Cobra Divisions, they have recently deployed a regiment comprised entirely of Battle Armour troops. Attached to Charlie Brigade, this unit may be intended for large scale urban combat or to operate in a support capacity for other regiments. Time will tell if this is was a wise decision.

The 5th often deploys with the 18th in major operations and the two divisions have developed an incredible synergy that makes them hard to defeat.

Alpha Brigade

3rd	Guards Regiment	Elite	Fanatical	A+
12th	Assault Regiment	Elite	Loyal	A
22nd	Support Regiment	Veteran	Loyal	A

Bravo Brigade

1st	Battle Regiment	Elite	Fanatical	A+
11th	Striker Regiment	Elite	Fanatical	A+
5th	Battle Regiment	Elite	Loyal	A+

Charlie Brigade

29th	Support Regiment	Veteran	Loyal	A
9th	Striker Regiment	Veteran	Fanatical	A
1st	Battle Armour Regiment	Veteran	Fanatical	A

Delta Brigade

31st	Striker Regiment	Elite	Loyal	A+
15th	Support Regiment	Veteran	Loyal	A
18th	Assault Regiment	Elite	Loyal	A+

Approximate Equivalent Strength: 7 Battlemech Regiments; 3 Armour Regiments; 5 Battle Armour Regiments; 2 Infantry Regiments; 2 Fighter Regiments.

6th Division - Scorpion's Sting



Taking General Kerensky's reforms to their most extreme and integrating combined arms at the very company level, the 6th Division values precise application of fire over a brute force approach to combat. Similar to the 9th Division, the training regime of the Gunslinger Program was adopted early on by the Scorpions and the two divisions routinely complete in marksmanship challenges to see just who really is the best.

Laser weapons in particular are favoured by the Division, both for their precision and lack of ammunition requirements, allowing them to remain in combat far longer than units armed with munitions-dependent weapons. Conversely, missile weapons are seen as the tools of the unskilled. The recently developed Targeting Computer is also used extensively as well

The 'Mech and other armoured units of the nine regiments of the Scorpion's Sting are typically light to heavy-weight machines fast enough to envelop the enemy's flanks while providing the main knockout punch during ground assaults. Aerospace elements are dominated by heavy fighters for ground-support missions rather than air-to-air combat roles. All forces are trained to act as one, regardless of whether they might be Battle Armour, Tanks, 'Mechs or fighters. The 6th Division is also well trained in performing combat drops into contest combat zones.

The combat engineers of the 6th are some of the best in all of the Supremacy Armed Forces, organised into regimental formations, the so called Seeker units often accompany the combat elements of the Division into the battle zone who will construct fortification while under enemy fire.

Several of the reconditioned Castle Brian facilities, particularly those on the Combine border were further enhanced by engineers from the 6th. Taking advantage of the lessons learned

during the Amaris War, these fortresses have been dubbed 'Scorpions Nest' due to the layers of defensive facilities and obstacles an invader must fight through before finally facing off against the 6th itself.

Despite their emphasis on combined unit support, their greatest weakness is the tendency of Regiment/Brigade Commanders to micromanage their forces, resulting in a lack of initiative among some of the lower ranks.

UNIQUE FORMATION - Dragoon Regiment

Intended to be a highly integrated combined arms force with each company deploying a mix of troops Dragoon Regiments comprise 12 lances of Battlemechs, 6 Lances of Armoured Vehicles, 9 lances of Battle Armour and 4 fighter squadrons. These lances are then combined into multi unit formations including Companies comprising 8 Mechs and 2 fighters or 4 mechs and 8 Battle Armour Squads, while the bulk of the unit comprises an even mix of a lance each of Mechs, Battle Armour and Fighters. Support is provided in the form of mixed Tank and Battle Armour companies.

UNIQUE FORMATION - Seeker Regiments

In addition to their three combat regiments, each Brigade in the 6th also maintains a special regiment of combat engineers, archaeologists and technical experts tasked with seeking out old Star League facilities, both inside and outside of the Supremacy borders. Each battalion within these so called Seeker Regiment comprises 1 Company of combat troops (1 lance mechs, 1 lance vehicles and 1 lance of Infantry) and two companies of experts (considered Mechanised Infantry). Their job is to locate and repair what they find or relocate/destroy them in order to keep them out of the House Lords hands.

Alpha Brigade

1st	Dragoon Regiment	Elite	Fanatical	A+
26th	Guard Regiment	Elite	Fanatical	A
18th	Striker Regiment	Veteran	Loyal	A
1st	Seeker Regiment			

Bravo Brigade

2nd	Dragoon Regiment	Elite	Fanatical	A
10th	Battle Regiment	Veteran	Loyal	A
21st	Support Regiment	Veteran	Loyal	A
2nd	Seeker Regiment			

Charlie Brigade

3rd	Dragoon Regiment	Elite	Fanatical	A+
40th	Support Regiment	Veteran	Loyal	A
33rd	Light Regiment	Veteran	Loyal	A
3rd	Seeker Regiment			

Approximate Equivalent Strength: 5 Battlemech Regiments; 2 Armour Regiments; 3 Battle Armour Regiments; 1 Infantry Regiment; 3 Fighter Regiments.

7th Division – Blood & Spirit

“We are the 7th Division of the Royal Guards, but I name us Blood and Spirit! For the Blood of the Royal Black Watch flows through us and we are the inheritors of their fighting Spirit, unyielding, unbreakable, let our enemies tremble in fear!” – General Colleen Schmitt, CO 7th Royal Guard Division (2807)

Named Blood and Spirit by their first General, Colleen Schmitt, the daughter of the last commander of the Royal Black Watch, the 7th Division continue to follow the line regiment organizational doctrine laid down by Nicholas Kerensky in his second round of reforms rather than any of the modified forms used by most other Divisions. As a result only standard Line formations appear within their brigades, with no Striker or Guard Regiments present within any of their Brigades. Indeed the 7th did not even possess any support regiments until they were ordered to raise two such units by Protectorate General Ulric Kerensky in the 3050s. Since that time, each Brigade comprises a Light, Battle and Assault Regiment with the Delta Brigade containing the two Support units ordered by General Ulric, this brigade serves as a strategic reserve for the rest of the Division.

Prior to the inclusion of the 49th and 50th Support Regiments, Blood & Spirit was the sole remaining example of the Nicholas Kerensky’s traditional structure, with the combined three brigades equal to 6 Mech Regiments, 3 Armour Regiments, 3 Infantry Regiments, an Artillery Battalion and a Fighter Wing, or the equivalent to an SLDF Battlemech Division.

The training regime maintained by the 7th Division is perhaps the toughest in the Royal Guards, making up for the small number of graduates with their incredibly high quality. However, while individual warriors are unparalleled in their abilities, the individual units of 7th Division can suffer from lack of initiative. Individual Captains, Majors and regimental Colonels are too accustomed to acting on the orders of their superiors, leading to a rigidity that a wily foe can exploit.

Alpha Brigade

10th	Light Regiment	Elite	Fanatical	A+
15th	Battle Regiment	Elite	Fanatical	A

3rd	Assault Regiment	Veteran	Fanatical	A+
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Bravo Brigade

21st	Light Regiment	Elite	Loyal	A
6th	Battle Regiment	Elite	Fanatical	A
14th	Assault Regiment	Elite	Fanatical	A

Charlie Brigade

8th	Light Regiment	Elite	Loyal	A
33rd	Battle Regiment	Veteran	Fanatical	A+
25th	Assault Regiment	Veteran	Fanatical	A

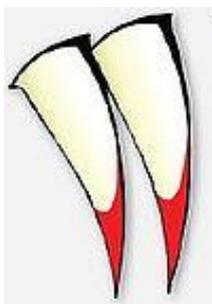
Delta Brigade

49th	Support Regiment	Regular	Loyal	B
50th	Support Regiment	Regular	Loyal	B

Approximate Equivalent Strength: 8 Battlemech Regiments; 3 Armour Regiments; 3 Battle Armour Regiments; 1 Infantry Regiment; 3 Fighter Regiments.

8th Division - The Foxes Teeth

“The Foxes? There are some sly, sneaky, conniving folks assigned to that division, let me tell you! Especially in their procurement and supply corps! Have you seen the gear they field? It’s almost as good as the stuff the 1st Division is rolling out! I can’t even get the coolant for my heat sinks changed! How the hell do they do it?” – Source unknown, attributed to a member of the 47th Supremacy Regulars.



The 8th Division is an interesting one. Though no less proficient in combat than the other Royal Guards, the Foxes Teeth have developed a highly efficient quartermaster command division. The Foxes Teeth tend to maintain the best caches of supplies and high quality equipment and have trained a corps of special ‘combat technicians’ who resupply, rearm and sometimes even make repairs to units in the midst of combat

In terms of their composition and tactics, the Foxes favour no one type of unit or particular combat style although high speed is considered advantageous. Their 10 combat regiments (Alpha Brigade is a 4 Regiment over-strength unit) are something of a typical mix with three Striker Regiments, three support regiments and then a single example of Light, Battle, Assault and Guard formations. Each regiment has the equivalent of a

Mechanized Infantry Company of their Combat Technicians attached in addition to their combat forces.

The 8th also maintains a three ship Transport and Supply squadron built around the [Merchant] Carrack class *Argo*, *Oceanus* and *Thethys*. These ships, due to their non-combat design are not counted among the military assets of the Supremacy. In addition, the Foxes have priority placement for use of the Volga class [Military] Transports *Bold Venture* and *Speculator* should the need arise.

The 8th suffered heavy damage at Tukayyid, yet thanks to their efficient (illegal?) quartermaster service, were operating at full strength once more by the mid-3060s.

Alpha Brigade (over Strength)

15th	Guard Regiment	Elite	Fanatical	A+
23rd	Assault Regiment	Veteran	Loyal	A+
42nd	Support Regiment	Veteran	Loyal	A+
25th	Striker Regiment	Elite	Fanatical	A+

Bravo Brigade

38th	Striker Regiment	Veteran	Loyal	A+
16th	Support Regiment	Veteran	Loyal	A
13th	Battle Regiment	Elite	Loyal	A

Charlie Brigade

30th	Light Regiment	Veteran	Loyal	A+
28th	Striker Regiment	Elite	Fanatical	A+
35th	Support Regiment	Veteran	Loyal	A

Approximate Equivalent Strength: 6 Battlemech Regiments; 3 Armour Regiments; 3 Battle Armour Regiments; 2 Infantry Regiment; 2 Fighter Regiments.

9th Division - Viper's Venom



Known for their brutal training regime, modelled on the old Star League Gunslinger program, the warriors of the 9th Division are perhaps the most lethal marksmen within the Royal Guards, perhaps even all of known space. So consistently did 9th Division outperform other units, that the Gunslinger program was re-

activated and many other divisions began to adopt the training practices of the Vipers in some way.

On a command level, the 9th emphasizes a clear delegation of authority and well-defined areas of operations. The General lays out the grand strategy of a campaign while each Colonel is free to then form the strategic command of each operation and delegate tactical responsibilities to his Battalion and Company Commanders. The effect is that individual commanders are given considerable leeway in how they complete their objectives. The effect is that individual commanders are given considerable leeway in how they complete their objectives however it can leave the 9th vulnerable to Head Hunter operations, should senior command be incapacitated then cooperation breaks down and individual units can be isolated and destroyed in force.

Tactically, units rely on manoeuvrability and firepower, with many battle plans centred around these concepts. One particular battlefield manoeuvre involves splitting a force into three smaller units with two attacking different points along an enemy line, should a break then occur, the third combat element rushes into the gap. A second tactic splits the Viper force into two, half of which pins down the enemy while the second flanks and envelops their position. Once in place the entire force begins circling the enemy, slowly reducing the size of the envelopment and restricting not only the enemy's ability to manoeuvre but to concentrate fire on a specific target.

The 9th suffered heavy damage at Tukayyid and during the opening decade of the 5th Succession War against the Lyran Commonwealth. The Vipers are still building back up to full strength with the average regimental strength presently between 40% and 50%. It is estimated another decade will be required before the 9th is a full strength again.

UNIQUE FORMATION - Phalanx Regiments

In addition to the standard regimental formations, the 9th makes use of an infantry-heavy formation they have dubbed a Phalanx. Each of the Phalanx regiments (of which there are 4, making up 40% of the 9ths total Strength) comprises 2 Companies Mechs, 2 Vehicles, 8 companies of Regular Infantry and six fighters. The large number of infantry allow the 9th to attack over a wide front and encircle their foes as is their favoured tactic.

Alpha Brigade

6th	Guard Regiment	Elite	Fanatical	A+
2nd	Phalanx Regiment	Elite	Fanatical	A+
13th	Striker Regiment	Veteran	Fanatical	A
4th	Phalanx Regiment	Elite	Fanatical	A+

Bravo Brigade

21st	Assault Regiment	Elite	Loyal	A
11th	Battle Regiment	Veteran	Fanatical	A

1st	Phalanx Regiment	Elite	Fanatical	A+
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Charlie Brigade

2nd	Battle Regiment	Veteran	Loyal	A
3rd	Phalanx Regiment	Elite	Loyal	A+
12th	Battle Regiment	Veteran	Loyal	A

Approximate Equivalent Strength: 5 Battlemech Regiments; 2 Armour Regiments; 2 Battle Armour Regiments; 4 Infantry Regiment; 1 Fighter Regiments.

10th Division – The Death Adders

“Some people enter battle and try to win, when what they should be doing is winning and then entering battle. The right plan, the right strategy, the right selection of forces, using the right tools for the right job. Do these and victory shall be yours every time”
 – Introduction to *A Primer on Strategy* by Absalom Truscott.



Strategists rather than tacticians, the 10th Division is noted for their pragmatism. They trained extensively for specific missions and are rumoured to have prepared a standard plan for virtually any battlefield situation and fight accordingly. They also have a dedicated intelligence service, which is rare to find at the Division level.

There is a deep sense of unity among the soldiers of the 10th, more-so than almost any other Division with the possible exception of the 1st, 5th and 7th. While good-natured sparring and competition are frequent, as one would expect in a professional military force, deep resentment or rivalries between the Death Adders and other units practically unheard of.

The 10th Division favours a form of mobile warfare embodied by 'Mechs, especially heavy and assault 'Mechs configured to inflict maximum damage, as a result their Brigades are extremely Mech heavy, though not quite to the same extreme as the 3rd Division. Their greatest concentration of power is in their three Assault Regiments, three Battle Regiments and two Guard Regiments [Heavy]. A single Light Regiment and Striker Regiment complete the main combat force of the 10th. Two Support Regiments round out the Adder's 12 Regiments and are used to reinforce other regiments as required or for garrison duties.

Alpha Brigade

2nd	Assault Regiment	Elite	Fanatical	A
13th	Battle Regiment	Elite	Fanatical	A

28th	Support Regiment	Elite	Loyal	A
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Bravo Brigade

27th	Assault Regiment	Veteran	Loyal	A+
30th	Battle Regiment	Elite	Loyal	A
5th	Guard Regiment	Elite	Fanatical	A

Charlie Brigade

26th	Light Regiment	Veteran	Loyal	A
39th	Battle Regiment	Veteran	Loyal	A+
17th	Guard Regiment	Veteran	Fanatical	A+

Delta Brigade

3rd	Support Regiment	Veteran	Loyal	A
22nd	Striker Regiment	Veteran	Fanatical	A
10th	Assault Regiment	Veteran	Fanatical	A

Approximate Equivalent Strength: 8 Battlemech Regiments; 2 Armour Regiments; 4 Battle Armour Regiments; 1 Infantry Regiment; 2 Fighter Regiments.

11th Division - Spirit Cats



The Warriors of 11th Division place a high priority on accuracy, and are known to challenge both the 6th and 9th Divisions to marksmanship competitions. Stellar Cat Warriors have a marked preference for laser armed designs, a practice that originated from the divisions technicians apparently perfecting the technology used in the ER Large Lasers allowing for both Light and Medium calibre weapons to be deployed. Recently, 11th Division warriors have begun to cross train across a wide variety of unit types so that a Mechwarrior could just as easily pilot a vehicle or an infantry trooper slot in to a mech pilot positions. This cross training allows the Division to maintain peak combat efficiency in the wake of casualties that might otherwise see a regiment removed from combat.

11th Division Regimental Commanders prize flexibility in tactical doctrine. They are quick to adapt what works, regardless of origin, and are known to study the tactics of their rivals. The Spirit Cats particularly prize the 'Hover-Drop' manoeuvre. In the 'hover-drop', mechs will

deploy from their dropships while still in the lower atmosphere, removing the need for re-entry cocoons. While dangerous, it allows the mechs to fire while descending and minimises enemy reaction time. In some cases, Spirit Cat mechs are known to disembark at low level, allowing the dropship to engage with its own weapon and provide additional cover fire. 11th Division units have also seen an increase in the use of combined arms tactics, more out of necessity than want.

The Spirit Cats were subject to a surprise assault in the mid-3060s and heavy fighting against the Draconis Combine in the opening engagements of the 5th War. They are currently working to build-up to full strength. The Average regimental strength is presently between 60% and 70%, it is estimated another five years will be required before the 11th is a full strength again. It should be noted however, that thanks to their cross-training program, the 11th *can* field any of its regiments at full strength if needed.

Alpha Brigade

12th	Striker Regiment	Veteran	Loyal	A
14th	Guard Regiment	Elite	Fanatical	A+
29th	Battle Regiment	Veteran	Loyal	A
32nd	Light Regiment	Veteran	Loyal	A

Bravo Brigade

14th	Battle Regiment	Elite	Fanatical	A
11th	Support Regiment	Regular	Loyal	A
36th	Assault Regiment	Elite	Fanatical	A+

Charlie Brigade

3rd	Striker Regiment	Veteran	Fanatical	A
7th	Support Regiment	Veteran	Loyal	A
31st	Support Regiment	Regular	Loyal	A

Approximate Equivalent Strength: 6 Battlemech Regiments; 3 Armour Regiments; 3 Battle Armour Regiments; 2 Infantry Regiment; 2 Fighter Regiments.

12th Division - Hellion's Fury



Speed is everything to the 12th Division. Named the Hellions Fury by General Kerensky, they have embraced that name to embody their very tactical doctrine. In battle they favoured speed over brute strength to win victories, a doctrine of "blitzkrieg" heavily influenced by their first commanding General, Stephan Cage.

Hellion military doctrine emphasizes fast thinking, hand-eye coordination and rapid reaction above all else; a warrior who hits first is prized over one who takes time to think over his course of action. While allowing them to win many battles this philosophy has also cost the Ice Hellions just as many defeats, with warriors making hasty decisions only to see them backfire. While they acknowledge this deficiency the Ice Hellions believe the advantages of taking the initiative outweighs the flaws. Ice Hellion tactical doctrine is relatively sound, based on swift attacks and the agility necessary to respond to a changing battlefield. Coordination between units is also emphasized to avoid confusion during combat, although in high-pressure situations some of their past Commanding Officers have had a propensity to make rash decisions.

Since its founding the Clan traditionally uses light and medium weight 'Mechs with small portion of heavy and assault weight 'Mechs for garrison duties, although these too favour speed over armour. Similarly, the aerospace assets operated by the Hellions are also primarily light and medium weight fighters. Infantry units not operating in Battle Armour are always outfitted with jump packs or mechanized transport.

A smaller Division, the 12th operates just eight regiments of troops. Three regiments are their unique Harasser formations while the remainder are either Striker or Light Regiments with just a single Battle Regiment to provide heavy support. It is interesting to note that the Hellions Fury does not operate any Support Regiments.

The 12th was virtually destroyed in combat with the Lyran Commonwealth and has spent the last 20 years rebuilding. They are now at approximately 85% of their full combat strength once more.

UNIQUE FORMATION - Harasser Regiment

Sometimes called Flurry's, Harasser Regiments are unique to the Hellions Fury Division and comprise battalions made up of an Infantry (Battle Armour or Jump) Company, Armour (hover) Company and two lances of fast light and medium mechs with a fighter lance in support.

Alpha Brigade

20th	Striker Regiment	Elite	Loyal	A
9th	Battle Regiment	Veteran	Fanatical	A
1st	Harasser Regiment	Elite	Fanatical	A+

Bravo Brigade

12th	Light Regiment	Veteran	Loyal	A
19th	Striker Regiment	Veteran	Loyal	A
2nd	Harasser Regiment	Elite	Fanatical	A

Charlie Brigade

3rd	Harasser Regiment	Elite	Fanatical	A+
34th	Light Regiment	Regular	Loyal	A

Approximate Equivalent Strength: 5 Battlemech Regiments; 2 Armour Regiments; 3 Battle Armour Regiments; 1 Infantry Regiment; 1 Fighter Regiments.

13th Division - Savage Coyotes



A rather unusual twist, whereas the other Royal Guard Divisions tend to embody their name in some way (whether unit types or tactics), the 13th in no way resemble the swift, light Coyote of the Terran America. The original commander of the 11th, Dana Kufahl, was a descendent of one of the ancient North American tribes and named her Division for one of the sacred spirits of her ancestral peoples.

It was a technician, Richard Tchernovkov, working with the 13th Division who first proposed the adaption of the modular technology of the Mercury battlemech to create a unit that could be customized to suit any battlefield situation. This proposal would eventually give rise to the very first prototype modular mech in 2847. Quickly realising the potential of the design, the First Lord and Protectorate General ordered the first production models in 2854. Eventually this research and development would eventually give rise to the first true OmniMech. As the innovators of the technology, the 13th tends to field an above average number of Omni-Designs.

The 13th tends to field large numbers of Heavy and Assault class units within their 10 regiments, using heavy but fast Striker Regiments as their 'light' component. The 13th field only 2 Support Regiments. Two Assault Regiments, combined with Two Battle Regiments and a Guard regiment offer the Coyotes incredible firepower and durability though at the expense of speed. Commanding Generals of the 13th tend to take a 'hands on' approach to combat, that, while resulting in good coordination between regiments, tends to stifle innovation among the regiment and Battalion commanders.

The 13th was virtually destroyed in the mid-3070s and is still rebuilding. Current strength averages at about 70% of full combat capacity.

Alpha Brigade

7th	Guards Regiment	Veteran	Fanatical	A+
11th	Assault Regiment	Elite	Loyal	A
20th	Battle Regiment	Veteran	Loyal	A+

Bravo Brigade

35th	Battle Regiment	Veteran	Loyal	A+
17th	Striker Regiment	Veteran	Fanatical	A+
8th	Battle Regiment	Elite	Loyal	A
26th	Support Regiment	Veteran	Loyal	A

Charlie Brigade

41st	Striker Regiment	Veteran	Loyal	A+
29th	Assault Regiment	Elite	Fanatical	A
18th	Support Regiment	Regular	Loyal	B

Approximate Equivalent Strength: 6 Battlemech Regiments; 2 Armour Regiments; 4 Battle Armour Regiments; 1 Infantry Regiment; 2 Fighter Regiments.

14th Division – Cobra’s Coils

“A true warrior protects the weak. He does not endanger those he is sworn to protect, even if that might mean not taking the quick path to victory. Anything less than this is an insult to God and those in whom he has placed in our care.” – From a recording by Star League Defence Force Chaplain Windham Khatib.



Known as the Cobra’s Coils, the 14th Division has one of the strongest aerospace force of any Royal Guard Division, which they often use to soften up an enemy with before finishing them off with ground forces.

This preference for aerospace forces also led to experiments to develop a VTOL-capable Battle Armour suit during the 3060s. Conversely in terms of numbers of ground forces they are one of the weakest of any non-Regular Divisions. Half of their 8 Regiments are made up of their unique Air Cavalry formation. Each Brigade combines an Air Cavalry unit with a ground support Regiment, typically light weight or Striker type. Taking this into account, the overall strength of the 14th is below the average of the other Royal Guards with only the equivalent of three battlemech regiments available.

The training cycle for Cobra warriors last slightly longer than on average and emphasizes moral character in addition to combat prowess. No warrior from the 14th would even consider engaging an enemy in an inhabited city or other locations that might endanger civilians. Instead, the Cobra's Coils go out of their way to preserve life and structure where ever possible. This moral code can be traced back to Windham Khatib, a chaplain within the old SLDF who helped organise the original Division.

UNIQUE FORMATION – Air Cavalry Regiment

Sometimes dubbed Coil Regiments, the Air Cavalry Regiment dedicate almost half their total strength to fighter craft with the remainder split between Battlemechs, Armour and Infantry. Each Air Cavalry Regiment can deploy 2 Companies of Mechs, 2 Companies of Vehicles, and 2 Companies of Infantry along with a total of 36 fighters.

Alpha Brigade

1st	Air Cavalry	Elite	Fanatical	A+
16th	Striker Regiment	Veteran	Loyal	A

Bravo Brigade

2nd	Air Cavalry	Elite	Fanatical	A+
21st	Guard Regiment	Veteran	Fanatical	A

Charlie Brigade

3rd	Air Cavalry	Elite	Loyal	A+
10th	Support Regiment	Regular	Loyal	A

Delta Brigade

4th	Air Cavalry	Elite	Fanatical	A
5th	Light Regiment	Regular	Loyal	A

Approximate Equivalent Strength: 3 Battlemech Regiments; 2 Armour Regiments; 2 Battle Armour Regiments; 1 Infantry Regiment; 4 Fighter Regiments.

16th Division - The Horsemen



The warriors of the 16th Division believe in the motto that "man comes before machine," a philosophy which values the individual soldier over whichever tool of warfare he uses. This belief has shaped the Horsemen from the day the unit was first restructured until the present.

During the second round of reforms, General John Fletcher approached Protectorate General Nicholas and requested the option to develop his own specialist combined arms force for use by the 16th. What Fletcher and his aides created would become known as the Cavalry Regiment. Reversing the trend of deploying ever larger mech forces, Fletcher decided to deploy a smaller BattleMech force as a supplement a larger conventional armour and infantry element. In short order they were able to put together an impressive combined-arms army, bucking current military orthodoxy that saw the 'Mech as the supreme battlefield weapon.

So successful was the Cavalry formation that the Horsemen often found themselves paired with other Divisions (such as the 3rd) to provide the conventional support that their partners could not field for themselves.

It was also the warriors of the 16th that first began to experiment with the idea of combat exosuits for regular infantry forces, allowing them to carry heavier weapons and offering better protection. These early experiments would bear fruit with the first successful deployment of Battle Armoured infantry in the 2860s.

To further enhance their infantry, General Eric Amirault requested the use of a heavy gravity world for training purposes. Setting up on Alrakis, General Amirault established a gruelling training regime for infantry that rivalled anything the 7th or 9th Divisions put their MechWarriors through. The results however, spoke for themselves. By the dawn of the 30th Century, the infantry of the Horsemen tend to be stronger and possessed of greater endurance than any of their counterparts.

The 16th Division comprises a total of three Brigades and 10 regiments, with Alpha Brigade being over-strength. Each brigade has significant armour and infantry components, with a Cavalry Regiment and Support Regiment incorporated into each. The Horsemen tend to favour swift Striker Regiments as their 'Standard' Regiment formation with a single Light and Battle formation in support. Tactically, the Horsemen are a highly coordinated force who often use their mechs to draw fire while infantry and armour move to flank an enemy.

UNIQUE FORMATION - Cavalry Regiment (Light, Medium, Heavy)

Employed by the Horsemen Division, Cavalry regiments are something of a reversal of the Line regiment with the bulk of the regiment comprising 4 Companies of Armour and 5 Companies of Infantry (2 Companies of Battle Armour, 3 Companies of mechanised infantry) with only 3 Companies of the regiment comprising Mechs. Their primary function is for

reconnaissance and fast-response, but they favour no particular weapon class or system, and employ flexible field tactics. Each of the Horseman's 3 Brigades deploys a Cavalry Regiment.

Alpha Brigade

2nd	Striker Regiment	Veteran	Loyal	A
1st	Cavalry Regiment	Elite	Loyal	A+
12th	Support Regiment	Veteran	Loyal	A

Bravo Brigade

41st	Light Regiment	Regular	Fanatical	A
21st	Battle Regiment	Veteran	Fanatical	A
2nd	Cavalry Regiment	Veteran	Fanatical	A+
8th	Support Regiment	Veteran	Loyal	A+

Charlie Brigade

6th	Striker Regiment	Veteran	Loyal	A
3rd	Cavalry Regiment	Elite	Fanatical	A+
23rd	Support Regiment	Veteran	Loyal	A

Approximate Equivalent Strength: 5 Battlemech Regiments; 4 Armour Regiments; 2 Battle Armour Regiments; 3 Infantry Regiment; 2 Fighter Regiments.

18th Division - White Ravens

“If you control the air, you will control the battlefield, and if you control *space* you control the *war*” – Admiral Stephen Mckenna, circa 2816



Similar to the 14th Division, the 18th tends to favour air assets over ground units, this can be attributed to their first commander, Stephen Mckenna who served in the SLDF Navy. A highly efficient unit, the Raven division leaves little to waste, incorporating Retrieval Companies of Combat Engineers and Technicians who will actually move into a combat zone while fighting is ongoing in order to salvage and repair downed units.

In addition to emphasising fighter forces, Mckenna also insisted that all infantry be trained for zero-G operations, making the 18th the perfect tool for conducting boarding actions and seizing enemy fleet assets. It was in this way that the Supremacy gained control of the Thera class Carrier they christened *Ark Royal*.

The 18th maintains three Brigades of three Regiments each. Each Brigade is built around an Airborne Regiment, with a Line Regiment and Support unit attached. This combination gives the Raven a flexible, if below average force.

In addition to their larger than normal fighter component, 18th regiment has the honour of being the only Royal Guard Division other than 1st Division to have a permanently assigned warship presence. Unlike the Wolves who deploy with a single Sovetskii Soyuz class Cruiser, the Ravens incorporate a full squadron into their system support brigade. The brigade comprises a double strength fighter regiment, 24 combat dropships and six WarShips.

The Ravens often deploy in conjunction with another Division, usually serving as the spearhead of a major operation with their fleet and air assets preparing the way for ground forces. In their early days, they were often partnered with the 20th Division, with home they operated for almost two decades. With the total Annihilation of the Wolverines, the 18th often found itself operating in support of the 5th Division, with whom they have developed a highly efficient partnership.

UNIQUE FORMATION – Airborne Regiment

An airborne Regiment emphasises air power over ground elements, incorporating 4 squadrons of fighters as its major combat force. Two Companies of Battlemechs, of which one Lance in each Company is comprised of LAMS make up their main ground component, with the LAMs often used to establish the initial beachhead. The remainder of the Regiment is made up of two Companies each of tanks, Battle Armour and Regular Infantry.

Alpha Brigade

1st	Airborne Regiment	Elite	Fanatical	A+
21st	Striker Regiment	Veteran	Loyal	A
36th	Light Regiment	Veteran	Loyal	A

Bravo Brigade

17th	Support Regiment	Veteran	Loyal	A
2nd	Airborne Regiment	Elite	Fanatical	A+
20th	Guard Regiment	Elite	Loyal	A+

Charlie Brigade

3rd	Airborne Regiment	Elite	Fanatical	A+
26th	Battle Regiment	Veteran	Loyal	A
41st	Support Regiment	Veteran	Loyal	A

Naval Brigade – White Raven Battle Group

TSS *Mountbatten* (Texas class Battleship)
TSS *Ark Royal* (Thera class Carrier)
TSS *Admiral Perry* (Congress class Frigate)
TSS *Marseilles* (Essex class Destroyer)
TSS *Leander* (Lola III class Destroyer)
TSS *Jackson* (Vincent class Corvette)

Approximate Equivalent Strength: 4 Battlemech Regiments; 2 Armour Regiments; 2 Battle Armour Regiments; 2 Infantry Regiment; 3 Fighter Regiments.

19th Division - Rock Grinders

The 19th Division began life as a Heavy/Assault combat formation, however the losses suffered during the campaigns of the 1st Succession War forced a change in tactics on the Rock Grinders. Shortage of Assault-class units meant that they had to begin to accept lighter weight units into the Division. Rather than protest as some commanders did, the Commanding General of the 19th adjusted the way the Division operated.

The standard tactic of the 19th is a Bait-and-Switch. High speed, light units perform hit-and-fade runs on an enemy in an attempt to provoke pursuit. Once achieved, the fast moving mechs and vehicles will lure the enemy into a trap where the Divisions Heavy and Assault class combatants are waiting to cut their foe down. The tactic has worked very well over the years but has resulted in a Division that has large numbers of Light (less than 45t) and Heavy (greater than 70t) combat units, but very few Mid-Weight machines.

A sting of infamy still smarts for the 19th. In the mid-3050s, it came to light that the Commanding General of the 19th, Jocelyn Siddiq, was actually a LOKI plant and traitor who had been feeding intelligence to the Lyrans for more than three decades as she worked her way through the Supremacy command structure. It was actually Siddiq who supplied the information that had allowed the Lyrans to assassinate Protector-General Ulric Kerensky, widely regarded as the most gifted commanding general since Nicholas himself. Protector General Lincoln Osis immediately had Siddiq stripped of command and executed after Colonel Carlos Hutchinson brought her evidence to the High Command. Since that time, the Rock Grinders had worked hard to remove the taint their former commander brought on them.

As one might expect, the bulk of the 19th's 9-Regiment force is comprised of Battle and Assault Regiments with a single Guard, Striker and two Support Regiments rounding out the combat force. Due to their ambush tactics, the 19th prefer to mount missile launchers on their war machines and saturate an area with warheads.

Siddiq lead the 19th into a Lyran ambush, and though the Division was rebuilt, they have engaged in heavy fighting to prove their loyalty and remove the taint the traitor Siddiq left, as a result most regiments are only at about 80% strength at this time.

Alpha Brigade

36th	Battle Regiment	Elite	Loyal	A+
10th	Guard Regiment	Elite	Fanatical	A+
39th	Striker Regiment	Veteran	Loyal	A

Bravo Brigade

44th	Battle Regiment	Veteran	Loyal	A
5th	Assault Regiment	Veteran	Fanatical	A+
25th	Support Regiment	Regular	Loyal	A

Charlie Brigade

31st	Battle Regiment	Veteran	Loyal	A
19th	Assault Regiment	Veteran	Loyal	A
4th	Support Regiment	Regular	Loyal	A

Approximate Equivalent Strength: 6 Battlemech Regiments; 2 Armour Regiments; 3 Battle Armour Regiments; 1 Infantry Regiment; 2 Fighter Regiments.

21st Division – Stone’s Lions



Upon being promoted to the position of Protector-General, Devlin Stone petitioned the First Lord to allow him to raise a new division. This new unit would be no ordinary, Regular Division, but a Royal Guard Division and be under the personal command of Stone himself. This decision offended many of the officers and men in the 1st Division, the Wolves of Kerensky had served for almost three centuries as the command of the Protector-General. Despite this, Stone received permission and began to assemble regiments into the 21st Division, which he named Stone’s Lions.

In order to ensure a level of skill worthy of a Royal Guard Division, Stone formed his regiments by ‘harvesting’ warriors from other Divisions to serve as the leaders from lance-level up and then picking the most promising recruits from the Supremacy Military Academies.

At this time, the Lions field 7 Regiment formed into two Brigades of troops, with Alpha Brigade operating over-strength until sufficient personnel can be recruited to assemble Charlie Brigade.

As a newly formed unit with the backing of the First Lord and TSAF Supreme Commander, the 21st has access to some of the best equipment available, almost rivalling the 1st Division in numbers of new units and OmniMechs deployed.

Stone's Lions have performed well in the few battles they have fought thus far, though it may be too early to truly judge the Division. Tactically, the Lions prefer mobility, favouring Medium and Heavy mechs and vehicles. Troops also participate in cross-training, similar to that now employed by the 11th Division, this has given soldiers from each arm (Mech, Armour, Infantry and Air) a better understanding of one another and has led to more integrated combined arms tactics, more akin to that of the 14th Division.

There is definite hostility between the 21st and the warriors of the 1st Division. It is hoped that these will smooth over soon.

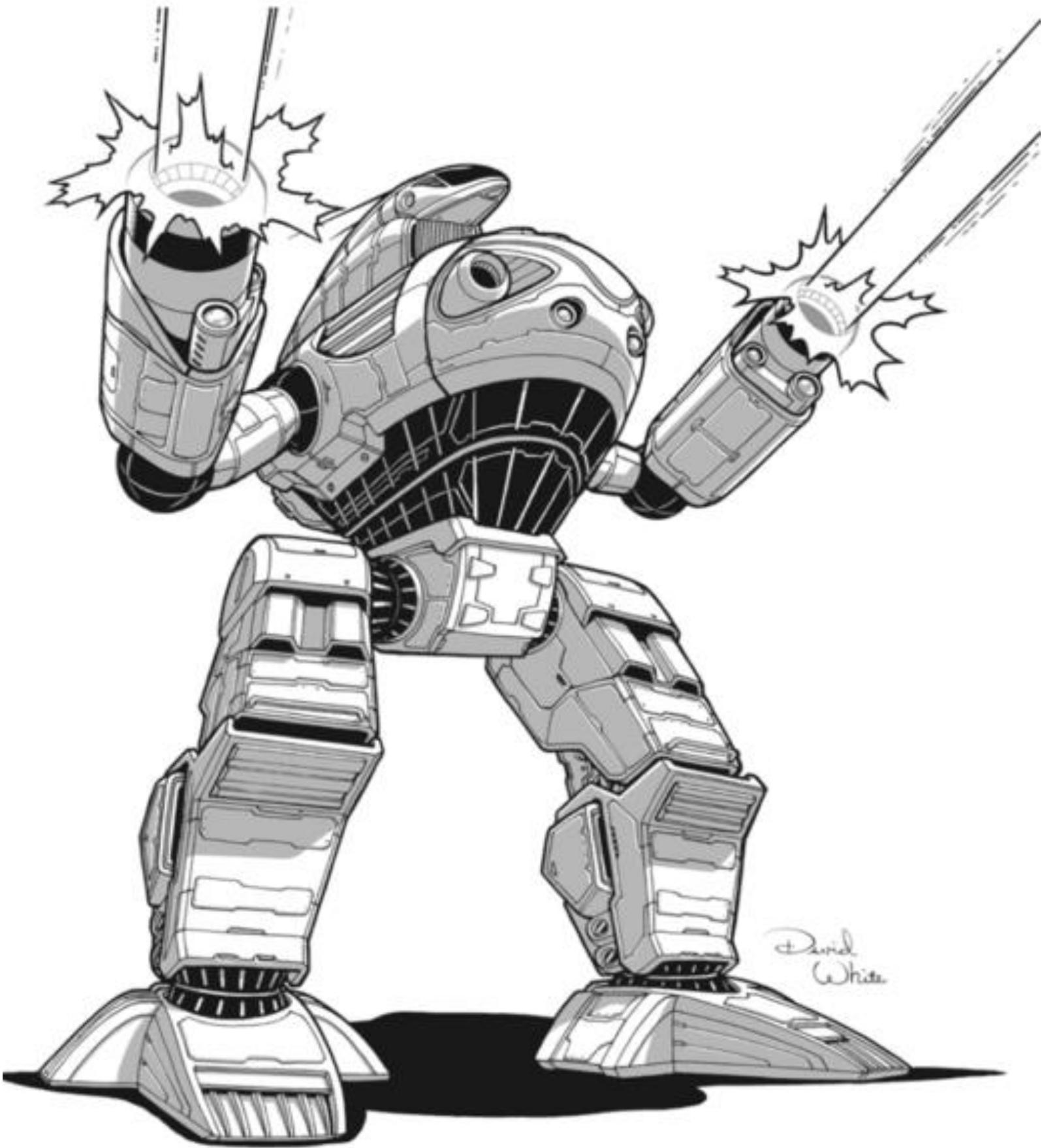
Alpha Brigade

25th	Guard Regiment	Elite	Fanatical	A+
27th	Battle Regiment	Elite	Fanatical	A
31st	Light Regiment	Veteran	Loyal	A+
39th	Support Regiment	Veteran	Loyal	A

Bravo Brigade

41st	Assault Regiment	Elite	Fanatical	A+
50th	Striker Regiment	Elite	Fanatical	A+
48th	Support Regiment	Regular	Loyal	A

Approximate Equivalent Strength: 4 Battlemech Regiments; 2 Armour Regiments; 2 Battle Armour Regiments; 1 Infantry Regiment; 1 Fighter Regiments.



THE FALLEN

While the Royal Guards may represent the best the Supremacy has to offer, they are not invincible. In recent years several Divisions have suffered horrific losses and required decades to rebuild their strength. Worse still are the four divisions listed here, each so badly mauled that they have yet to be re-constituted, effectively stricken from the rosters.

20th Division - The Wolverines



Born from the ashes of the 331st Royal Battlemech Division, the 20th Division of the Royal Guards was commanded by Sarah McEvedy, the woman who would become the wife of Protectorate General Nicholas

Kerensky, the Wolverines have become something of a symbol to the Supremacy, their heroic last stand of Deirion against the forces of the Draconis Combine in 2824.

The 20th had yet to undergo the second round of general Kerensky's force restructure, the Wolverines were comprised of a total of three nine-regiment brigades with each brigade comprising a regiment each of Battlemechs, Infantry and Armour as well as three fighter squadrons and a company of mobile artillery. Mechs and Armour were fairly well balanced in terms of weight classes, with no one type dominating. Each Regiment within the division was reinforced with a 4th Battalion and McEvedy attached an oversized command battalion comprising a company of Mechs, armour, Infantry and support units.

In combat, the 20th excelled at combined fire operations, often concentrating the fire of an entire lance or more on a single target, destroying

Sarah McEvedy – Mother of the Armed Forces



Tall, with short brunette hair, pale clear skin, a small mouth and flashing eyes, Sarah McEvedy was the daughter of SLDF Lieutenant General James McEvedy, the last Commanding Officer of the 331st Royal BattleMech Division. McEvedy was a highly courageous MechWarrior and well-respected command-level officer within the 331st. She was a firm believer in the morals and principles of the Star League, especially democracy and free thinking, and was a loyal follower of SLDF Commanding General Aleksandr Kerensky and his strong code of honour.

A friend of both Kerensky's, it was actually Andery who encouraged the relationship between his older brother and Sarah. Though they both tried to deny their feelings, their mutual attraction was obvious to all and they eventually wed in 2807. Duty kept them apart, much as it had for Alexandr and his wife, though they did find time to be together to welcome into the world a son, Alexis James Kerensky (named for both of their fathers), creating a line that would one day give the Supremacy such noted officers as Natasha Kerensky and Protectorate General Ulric Kerensky.

A cunning tactician and skilled warrior, McEvedy served as a foil for Protectorate-General Kerensky, a sounding board for ideas on how to reshape the Star League Defence Force into a tool capable of defending the new Supremacy and fighting the growing Succession War.

It is believed that McEvedy was among the last of the Wolverines slain in the trap of Deirion in 2824, General Kerensky, accompanied by 4 full divisions and naval support, arriving too late to save his wife

it in seconds in a manner similar to the ‘total warfare’ tactics of the old Star League Defence Force. This tactic made them particularly effective against the Draconis Combine Mustered Soldiery whos warriors preferred to engage in one-on-one duels.

For virtually the entirety of the First Succession War, the Wolverines faced off against the DCMS, often paired with the 18th Division (White Ravens) handing the Combine far more defeats than it inflicted. Their success actually prevented the Division from being recalled to undergo the second round of re-organisation and made the 20th something of a target for the forces of House Kurita. After years of trying, the DCMS was finally able to lure the Wolverines into a trap on Dieron in 2824. Separating each individual regiment so that they could not support each other, the Combine Warriors systematically hunted down and annihilated the soldiers of the 20th. The last of their warriors, including General McEvedy-Kerensky fell to orbital fire as the Combine evacuated the system rather than face the combined 1st, 15th, 17th and 18th Divisions.

The last stand of the 20th Division has become a rallying cry for the rest of the TSAF: “Remember the Wolverines!”

Alpha Brigade

201st Mech Regiment

201st Mechanized Infantry Regiment

201st Armour Regiment

Bravo Brigade

202nd Mech Regiment

202nd Mechanized Infantry Regiment

202nd Armour Regiment

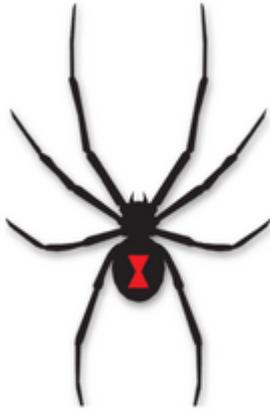
Charlie Brigade

203rd Mech Regiment

203rd Mechanized Infantry Regiment

203rd Armour Regiment

17th Division - The Widowmakers



Known as the Widowmakers, the 17th Division had developed a friendly rivalry with the 1st Division that lasted for its entire thirty year history. Rather than a detriment, this rivalry pushed the 17th to excel and reach the level of prowess of the Wolves of Kerensky.

On the battlefield, the 17th preferred a mobile and integrated form of combat similar to that shown by the 11th, though with more of an emphasis on fighter support for ground operations than armour and infantry. Because of this, the 17th were one of the first Divisions to develop a unique Regimental Formation, better suited to their unique fighting style. Widowmaker forces tended to be of medium weight or larger, though Light class units were not unheard of in their formations.

At their height, the 17th deployed 9 Regiments including a Striker, Battle and Guard Regiments in conjunction with 3 Support Regiment and 3 unique Spinner Regiments.

The Widowmakers met their end on the world of Tikonov, just thirty years after the Division was declared operational. The 17th was deployed in conjunction with the 1st Division to see of a Capellan invasion of the world. In an unusual move, General Kerensky had joined the combat, leading from the front rather than the safety of his command post. This had been happening with increasing frequency since the death of his wife, 10 years earlier. The exact details are uncertain, but somehow, General Kerensky became separated from the 1st and found himself engaged by what appeared to be a full Capellan Regiment. Reports that they had ambushed the Supremacy Commander drew in ever more enemy troops.

Elements of the 17th, being the closest friendly force, rushed to his aid. In the ensuing battle, Kerensky's Atlas II was downed. The Widowmakers attacked the Capellans in a frenzy, trying to buy time for the General to escape. By the time elements of the 1st arrived, the General was dead and virtually the entire 17th had been destroyed, though they had taken the Capellans to hell with them. To honour their sacrifice, the survivors which amounted to less than a Regiment, were folded into the 1st Division.

UNIQUE FORMATION – Spinner Regiment

Designed to provide more fighters for ground support, a Spinner Regiment combines 5 Companies of Mechs, 2 Companies of Armour and 3 Companies of Infantry with three squadrons of fighters. This combination provided the 17th with an exceptionally well balanced force that could move quickly and achieve local air superiority for a short time without sacrificing its ground strength as the 14th and 18th had done.

Alpha Brigade

23rd	Striker Regiment
1st	Spinner Regiment
14th	Support Regiment

Bravo Brigade

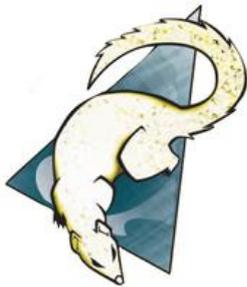
4th Battle Regiment
2nd Spinner Regiment
32nd Support Regiment

Charlie Brigade

8th Guard Regiment
3rd Spinner Regiment
19th Support Regiment

Approximate Equivalent Strength: 5 Battlemech Regiments; 2 Armour Regiments; 4 Infantry Regiment; 3 Fighter Regiments.

15th Division - Quicksilver Mongoose



For the 15th Division, speed and the ability to strike hard anywhere on the enemy line was the key to their success. This was not speed to the extreme of the Hellions Furry, where light mass and armour were sacrificed to gain ever greater rates of movement, but being able to strike exactly where it would hurt the most.

Known as the Quicksilver Mongoose for their tactics, the warriors of the 15th tended to prefer fast moving Medium Weight units with fast heavies serving as their support. Units massing between 40 and 70 tons tended to have the balance of speed and firepower the Mongoose pilots favoured. A fairly standard tactic was to use speed to flank an enemy or sow confusion, causing the line to break; heavier units would then pick off stragglers as they retreated.

The 15th often deployed in conjunction with the 11th Division and the two units worked well together. These early deployments shaped many of the standard tactics of the 15th for years to come. They also trained with the 14th Division, going so far as to assemble an Air Cavalry Regiment of their own for deployment with Charlie Brigade.

At their height, the 15th deployed 2 Striker Regiments, 2 Light Regiments, 2 Battle Regiments, 2 Support Regiments and an Air Cavalry Regiment.

Technicians assigned to the 15th were the first to successfully adapt ULTRA technology to calibres of Auto Cannon other than the class 5 unit.

As with many things, the greatest strength of the 15th was also its greatest weakness. The Division was geared and trained purely for offensive operations, when forced to rotate to

garrison duty, the Mongoose Division performed poorly and it cost them. While serving as a garrison unit on the world of Towne in 2868, the 15th was struck by multiple Davion RCTs. The 15th had captured a Capellan Du Shi Wang class Battleship early on in the Succession Wars and had been using it to sow chaos on the Davion/Capellan border. Somehow, the Davion High Command had discovered the duplicity and vowed revenge. Though they sold themselves dearly, the Division was annihilated.

Alpha Brigade

36th Striker Regiment
14th Light Regiment
17th Battle Regiment

Bravo Brigade

4th Striker Regiment
18th Battle Regiment
46th Support Regiment

Charlie Brigade

27th Light Regiment
5th Air Cavalry Regiment
13th Support Regiment

Approximate Equivalent Strength: 5 Battlemech Regiments; 2 Armour Regiments; 3 Infantry Regiment; 2 Fighter Regiments.

3rd Division - Black Jaguars



Maintaining one of the highest levels of training among the Royal Guard Divisions (Believed to be second only to that of the 1st and 9th Divisions), the Black Jaguar Division was known for highly aggressive (some might say brutal) tactics and deploying heavy units in overwhelming numbers.

Unlike virtually all of the other Royal Guard Divisions, the 3rd deploys no conventional infantry and only limited numbers of armoured vehicles. With a total of 12 regiment on the roster at its height, the 3rd operated primarily [Heavy] Guard, Assault and Battle Regiments, with only two Light and a single Striker providing lighter weight, high speed scouting capability.

Their heavy firepower and ruthless aggression won the 3rd Division many victories, but would ultimately prove it's undoing when (without authorisation) they launched a strike at the heart of the Draconis Combine, striking at Luthien itself in 3051 before being pushed back.

The Jaguars were destroyed in the Combine counter offensive in 3060, despite the intervention of several other Guard Divisions. Rumours persisted for decades that survivors existed in Combine POW Camps. The division has yet to be reconstituted and is considered stricken from the roster.

Protectorate General Lincoln Osis was stripped of command for this debacle and succeeded by Victor Focht. AS part of the peace treaty with the Combine, the Coordinator demanded that Osis be handed over to them to stand trial. Though reluctant, the First Lord agreed in order to smooth over relations between the Supremacy and House Kurita. The images of Osis' public beheading shocking the citizens and high command who had expected Osis to serve a life sentence.

Alpha Brigade

2nd Guard Regiment
15th Striker Regiment
9th Light Regiment

Beta Brigade

4th Guard Regiment
23rd Battle Regiment
35th Light Regiment

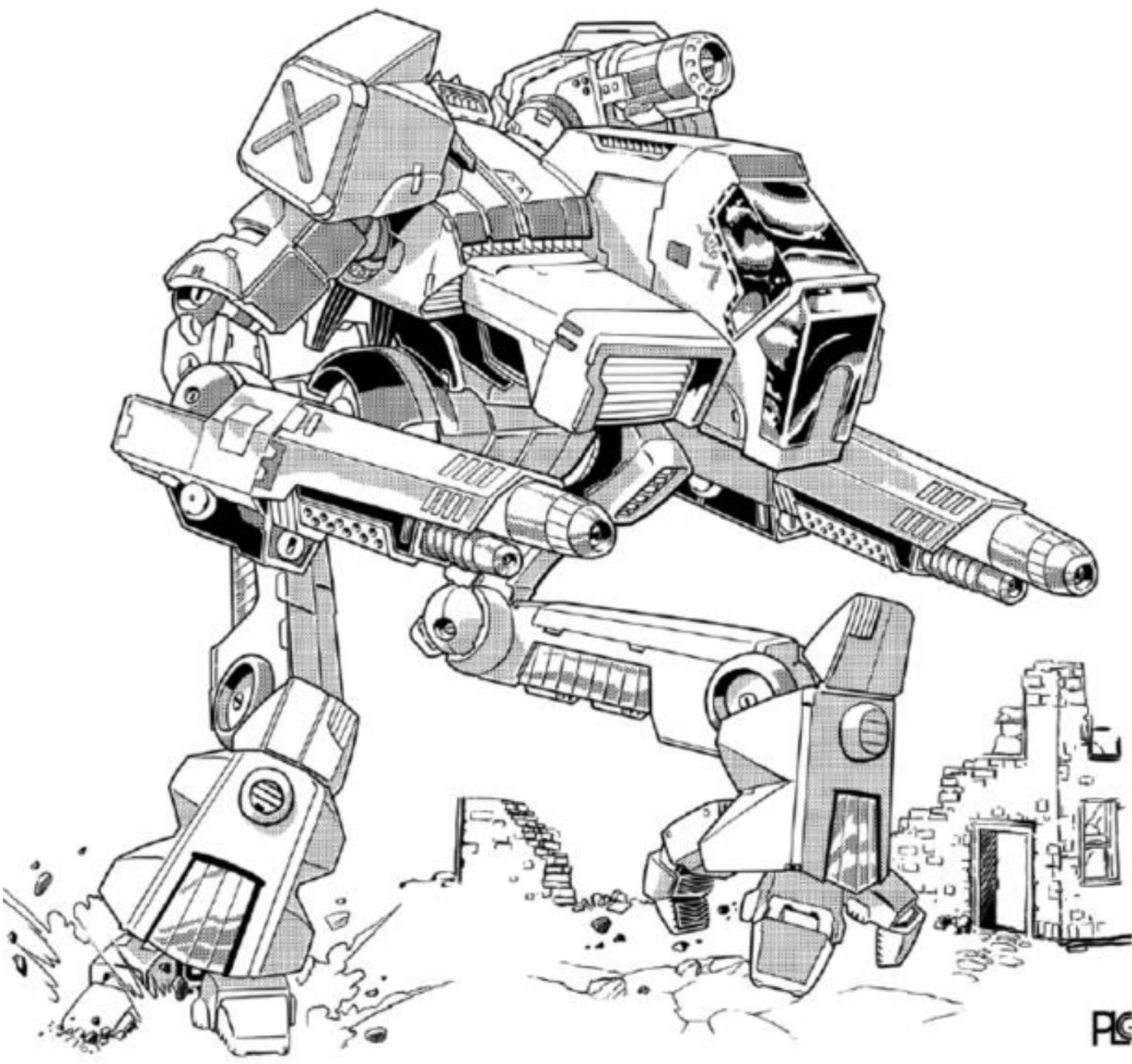
Charlie Brigade

39th Guard Regiment
7th Battle Regiment
13th Assault Regiment

Delta Brigade

40th Guard Regiment
32nd Battle Regiment
49th Striker Regiment

Approximate Equivalent Strength: 9 Battlemech Regiments; 2 Armour Regiments; 5 Battle Armour Regiments; 2 Fighter Regiments.



PG

OTHER SUPREMACY FORCES

“The Royal Guards? Oh, they may get all the praise and the prestige, but it’s us Regulars and the RGCs that really keep the Supremacy safe from those bastard House Lords!”

Supremacy Regular Divisions

While the Royal Guards may represent the elite offensive arm of the Supremacy, the armed forces are much larger than just these 20 divisions. The TSAF maintains no fewer than 70 Regular Divisions each broken down into 4 three-regiment Brigades. Regular Line Regiments are organised around General Kerensky's 1st stage reforms and are thus more reminiscent of the old Star League defence force organisation than the new Royal Guards.

The first Brigade is a pure Battlemech unit, with three full regiments of mechs. The other three Brigades are support units that combine a Regiment of Armour with two Regiments of Infantry.

Battlemech and Armour Regiments are designated by weight as either Light, Medium (Referred to as Supremacy Regulars for Mech Units), Heavy or (in very rare cases for Mech forces) Assault class. Regular Infantry is further broken into Foot, Mechanized and Jump types.

Typically, Alpha Support and Bravo Support deploy both conventional and armoured Infantry while Charlie Support operates conventional infantry only. Each Support Brigade also deploys three Squadrons of Fighters and a Company of Artillery.

The typical operational deployment is to assign a Support Brigade to each Battlemech Regiment.

Each Regular Division is assigned to a single ‘Minute-Slice’ of the clock (IE: 5 Regulars per Hour or Region), with an additional 4 divisions of regulars held back to defend Terra itself, along with six final divisions of Regulars held in reserve along with three Royal Guards Divisions.

When combined, the 70 Divisions of the Regular Army boast a total force of 210 Battlemech Regiments, 210 Armour Regiments, 420 Infantry regiments (including 140 Battle Armoured Troop Regiments) and 70 Fighter Wings stationed around the Supremacy.

Example Regular Division:

30th Supremacy Regular Division - Murphrid Lightning

		Experience	Loyalty	Equipment
BATTLEMECH BRIGADE				
7 th	Heavy Battlemech Regiment	Regular	Reliable	B
10 th	Light Battlemech Regiment	Regular	Reliable	B

24 th	Supremacy Regulars	Regular	Reliable	B
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ALPHA SUPPORT BRIGADE

34 th	Heavy Armour Regiment	Veteran	Reliable	A
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46 th	Battle Armour Regiment	Green	Loyal	A
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60 th	Mechanized Infantry Regiment	Green	Loyal	B
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BRAVO SUPPORT BRIGADE

3 rd	Medium Armour Regiment	Regular	Reliable	B
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19 th	Jump Infantry Regiment	Regular	Reliable	B
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41 st	Battle Armour Regiment	Veteran	Loyal	A
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CHARLIE SUPPORT BRIGADE

3 rd	Heavy Armour Regiment	Regular	Reliable	B
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19 th	Infantry Regiment	Regular	Reliable	B
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41 st	Infantry Regiment	Veteran	Loyal	B
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Overall Division Rating	Regular	Reliable	B
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Approximate Equivalent Strength: 3 Battlemech Regiments; 3 Armour Regiments; 2 Battle Armour Regiments; 4 Infantry Regiments; 1 Fighter Regiment.

As part of General Kerensky's attempt to 'Honour the Past' with the Regular Divisions, each formation takes its name from one of the Star League Army Divisions to have survived the Liberation of Terra and Amaris War.

Current Regular Divisions:

- | | | |
|----|--------------------|------------------------------|
| 1 | Supremacy Regulars | The First Team |
| 2 | Supremacy Regulars | Gator Hunters |
| 3 | Supremacy Regulars | The Blackstar Cuirassiers |
| 4 | Supremacy Regulars | The Chara Cossacks |
| 5 | Supremacy Regulars | The Tornadoes |
| 6 | Supremacy Regulars | The Wild Ones From Yorih |
| 7 | Supremacy Regulars | The New Earth Division |
| 8 | Supremacy Regulars | The Czar Peter Division |
| 9 | Supremacy Regulars | The Pride of Puget Sound |
| 10 | Supremacy Regulars | The Hellraiser's From Heaven |
| 11 | Supremacy Regulars | Orion Division |
| 12 | Supremacy Regulars | The Boiling Point Division |
| 13 | Supremacy Regulars | The Los Angeles Division |
| 14 | Supremacy Regulars | Division du Aquitaine |
| 15 | Supremacy Regulars | The Bryant Division |

16	Supremacy Regulars	The Gargantua Division
17	Supremacy Regulars	The Golden Talon
18	Supremacy Regulars	The Quentin Division
19	Supremacy Regulars	The Marshal Ney Division
20	Supremacy Regulars	Death From Above
21	Supremacy Regulars	The Screaming Eagles
22	Supremacy Regulars	The Chara Division
23	Supremacy Regulars	The Outreach Division
24	Supremacy Regulars	Division du Aquitaine
25	Supremacy Regulars	Hackers and Crackers
26	Supremacy Regulars	The Graham Division
27	Supremacy Regulars	The Altair Division
28	Supremacy Regulars	The Lion-Hearted Division
29	Supremacy Regulars	The Protector Division
30	Supremacy Regulars	Murphrid Lightning
31	Supremacy Regulars	The Hercules Division
32	Supremacy Regulars	Victory Through Perseverance
33	Supremacy Regulars	<i>The North American Division</i>
34	Supremacy Regulars	Might Before Metal
35	Supremacy Regulars	The Van Diemen Division
36	Supremacy Regulars	The Rio Grande Division
37	Supremacy Regulars	The Athena Division
38	Supremacy Regulars	The Punjab Pass Division
39	Supremacy Regulars	The Denebola Division
40	Supremacy Regulars	The Punaluu Division
41	Supremacy Regulars	The Black Prince Division
42	Supremacy Regulars	The All Americans
43	Supremacy Regulars	The Upper Silesian Division
44	Supremacy Regulars	Light of the Zodiac Division
45	Supremacy Regulars	The Pride of Berlin
46	Supremacy Regulars	The George S. Patton Division
47	Supremacy Regulars	The Black Charger Division
48	Supremacy Regulars	The Cyclops Division
49	Supremacy Regulars	The Erwin Rommel Division
50	Supremacy Regulars	The Rigil Kentaurus Division
51	Supremacy Regulars	The Flame Keepers of Greece
52	Supremacy Regulars	The Cape Town Divison
53	Supremacy Regulars	The Silver Sword Division
54	Supremacy Regulars	The Small World Division
55	Supremacy Regulars	The Yorii Division
56	Supremacy Regulars	The Indiana Division
57	Supremacy Regulars	The King Henry Division

58	Supremacy Regulars	The Westmoreland Division
59	Supremacy Regulars	The Colony Commanders
60	Supremacy Regulars	The Quentin Division
61	Supremacy Regulars	The Devils of Devil's Rock
62	Supremacy Regulars	The Cluster Rats
63	Supremacy Regulars	Fire Jumpers
64	Supremacy Regulars	The Hannibal Division
66	Supremacy Regulars	Blue Star Division
67	Supremacy Regulars	The Superstition Division
68	Supremacy Regulars	The Manteufel Division The Bullfighters from Seville
69	Supremacy Regulars	The Wellington Division
70	Supremacy Regulars	Florida Swamp Foxes

Regional Garrison Corps

The final arm of the formal TSAF ground forces are the Regional Garrison Corps, purely defensive formations permanently assigned to each world. Every Combat Region on the 'Deployment Clock' maintains a PGC of at least 4 Divisions in strength, with some of the more 'High Risk' Regions boasting 6 or even as many as 9 Divisions in their RGC.

Each Division within the RGC comprises four brigades of three regiments. Modelled after the Support Brigades of the Regular Divisions each with an attached Battalion of Battlemechs with three Fighter Squadrons and an Artillery Company also deployed.

At present there are more than 70 divisions deployed by the Supremacy to its Combat Regions, this gives the RGC Command the total equivalent of 75 Mech Regiments, 280 Armour Regiments, 560 Infantry Regiments and 75 Fighter Wings at its disposal.

RGCs are typically deployed at the Brigade (3 Regiments) level, giving each deployed force a Battalion of mechs, a Regiment of armour and more than 2 regiments of Infantry together with three squadrons of air support. Should an invasion be suspected, an entire RGC division may gather on a single world in addition to Regular troops.

RGCs are usually unnamed, though individual Brigades may adopt the name of the planet they were razed from or deployed to, though these names are considered unofficial.

It should also be noted that while RGC Divisions perform well in the defence of Supremacy world, those few times where they have been pressed into an offensive roll have often ended in disaster for the unit in question.

Example RGC Division:

14th RGC Division

Experience Loyalty Equipment
ALPHA BRIGADE

17 th	RGC Mech Battalion RGC Heavy Armour	Regular	Reliable	B
15 th	Regiment	Regular	Reliable	C
14 th	Infantry Regiment	Regular	Reliable	B
44 th	Infantry Regiment	Regular	Reliable	B

BRAVO BRIGADE

14 th	RGC Mech Battalion RGC Heavy Armour	Regular	Reliable	B
26 th	Regiment	Green	Loyal	B
121 st	Infantry Regiment	Green	Loyal	C
90 th	Infantry Regiment	Green	Loyal	C

CHARLIE BRIGADE

123 rd	RGC Mech Battalion RGC Heavy Armour	Regular	Reliable	B
79 th	Regiment	Regular	Reliable	B
61 st	Infantry Regiment	Green	Loyal	C
21 st	Infantry Regiment	Green	Loyal	C

DELTA BRIGADE

153 rd	RGC Mech Battalion RGC Heavy Armour	Regular	Reliable	B
79 th	Regiment	Regular	Reliable	B
229 th	Infantry Regiment	Green	Loyal	C
21 st	Infantry Regiment	Green	Loyal	C

Overall Division Rating	Regular	Reliable	B
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Approximate Equivalent Strength: 1 Reinforced Battlemech Regiments; 4 Armour Regiments; 8 Infantry Regiments; 1 Reinforced Fighter Regiments.

Planetary Defence Brigades

The last line of defence for any world in the Supremacy are Brigades of Infantry supported by Battalions of Armour. Each world in h Supremacy boasts at least one of these Brigades. Their rating is typically Green-Regular with a Loyal dedication and equipment rated at C or even D-levels.

Independent Units

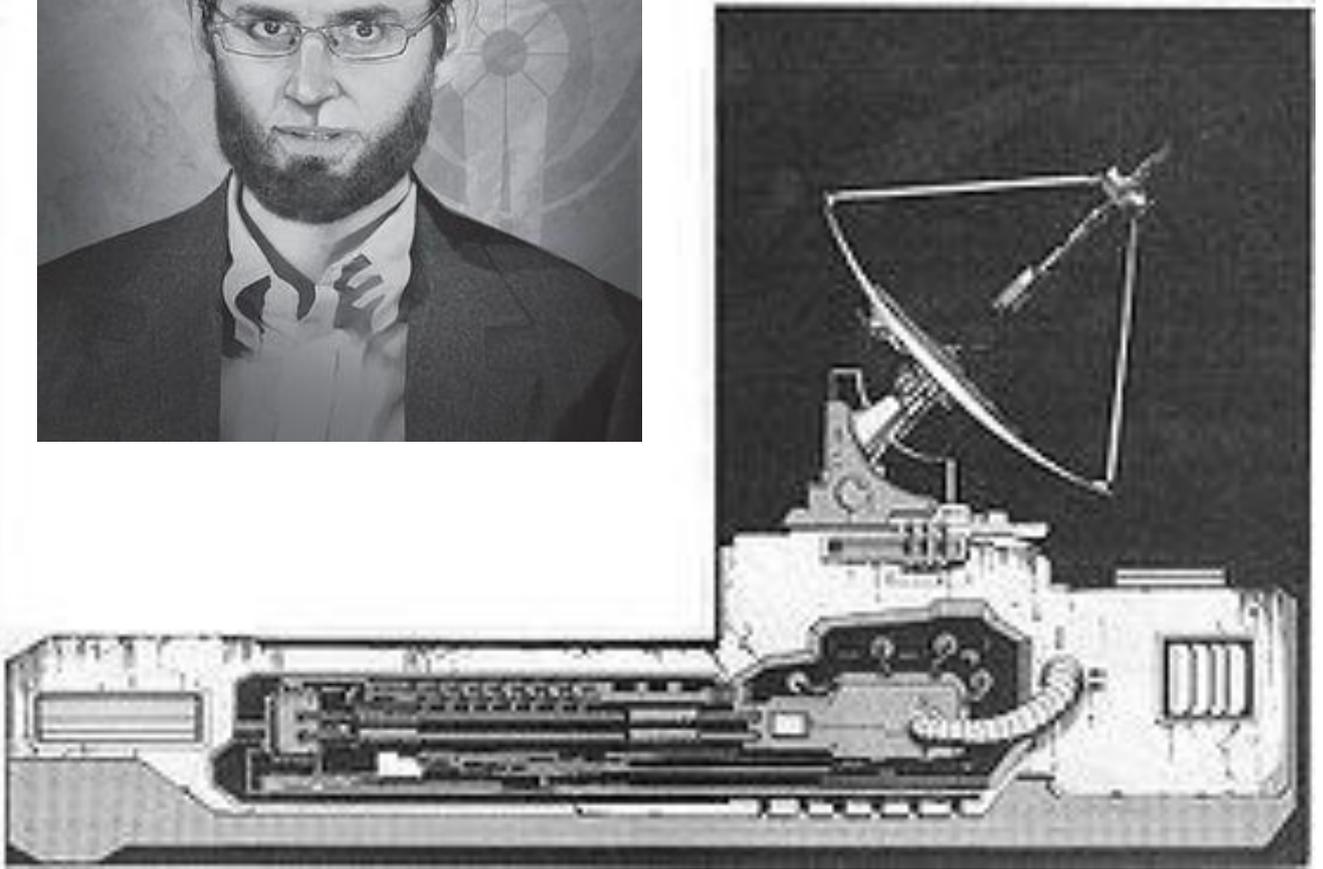
Falling outside of the Regular/Royal/PGC Chain of command are the independent regiments. Quick response forces, these units include (but are not limited to) the 1st Division Training Regiments, the Ward's Dragoons, Deneb Light Cavalry, the Northwind Planetary Guard, and the Royal Black Watch. Of these, the Royal Black Watch is perhaps the most famous.

Guardians of the First Lord and his family, the current iteration of the Black Watch is an over-sized Brigade comprising a full Battlemech Regiment, two Regiments of Battle Armour Infantry and a Fighter Regiment. Only the most loyal and elite warriors are ever considered for inclusion in the Royal Black Watch. Battle Records are scrutineered, as is the nominees performance in the Martial Olympiad. It is also a requirement of all members of the Black Watch to undergo training in the Gunslinger Program.

The Northwind Planetary Guard comprises five combined arms regiments. Units deployed tend to be heavy-weight on average, though lights are not unheard of. Fanatically loyal, the 'Highlanders' are one of the few units that began as a planetary defence force that has evolved into a highly effective offensive force. Though there have been more than a dozen Northwind Regiments over the centuries, currently there are three Northwind regiments: the 1st and 2nd Kearny Highlanders and the Northwind Fusiliers.

Ward's Dragoons began life in the early 3000s, evolving out of the Outreach Militia into a formidable combat force under the command of the Ward brothers, Joshua and Jaime. Sharing ties with the 1st Royal Guards Division, the Dragoons are actually modelled on the Dragoon Regiments deployed by the 6th Royal Guards and can serve as a feeder unit. One of the most famous commanders of the 1st Division, Natasha Kerensky, actually began her career with Ward's Dragoons before being promoted to command the 13th Guard Regiment and finally the entire 1st Division. It was Kerensky who led the Dragoons in annihilating Anton Marik's forces after she later murdered her husband, Joshua Ward. The Dragoons are presently rebuilding after a surprise Marik attack on outreach in 3067 reduced them from 5 Dragon Regiments to a tattered ruin, barely equal to a single regiment.

The Deneb Light Cavalry is a last surviving remnant of the old Star league Defence Force. Originally the 4th 'Rapid Deployment, Mixed Arms Force' the Cavalry comprise 1 BattleMech regiment, 2 Hovercraft regiments, 2 Jump Infantry or Battle Armor regiments, 1 engineer unit, 1 ranger battalion, and between 3 and 6 Aerospace Fighter wings. The commands prefer light to medium machines for fast deployment.



DEPARTMENT OF COMMUNICATIONS AND INTELLIGENCE

The Department of Communications and Intelligence came into being when First Lord Jennifer DeChavilier merged Jerome Blake's Department of Communications with the Intelligence Ministry. The new Department, under the leadership of Blake's successor, Conrad Toyama would...

...hum%^&*...W@rd..f...@ke....J!h@d...TRANSMISSION
INTERUPTED...Uni^%\$e...br@ @*^*(&^%(!@\$#*)gnorw si gnihtyreve...

Hello one and all,

It's your old pal Starling here to give you the truth about the oh-so benevolent Department of Communications and Intelligence.

Well, the Supremacy...now there's a name that is just so friendly isn't it? 'We're from Terra so we're superior to all of you neobarbs and pirates!'

Where was I, oh yeah.

The Supremacy would have us believe that it is a simple government department, yes they incorporate the intelligence gathering aspect, but really, they are a benevolent group, just looking out for the benefit of mankind. Have you heard about their education programs? The technology proliferation program?

Well, I'm here to tell you that it is all a lie!!!

Those education centres? Re-Education is what they teach! Brain washing.

They take in those war orphans and brain wash them, turn them into the perfect covert operatives. And I do mean turn. Remember the old Star League cybernetics program, well the 'benevolent CID uses implants on these brainwash victims to turn them into the perfect spies.

Pheromone emitters, ocular and auditory recorders, they have it all. And their assassins? Sub-dermal armour, enhanced musculature, even concealed weapons!

Every single HPG station in the Inner Sphere has been infiltrated, that's why the Supremacy is always one step ahead of everyone else! They're the reading god damn mail! Any secret the houses transmit, Communications and Intelligence knows.

What's worse is that this simple government department has its own private military!

According to my source, the CID maintains no fewer than 12 so called 'Shadow Divisions'. Not actually Divisional strength, each of these units is roughly the equivalent of 2 combined arms regiments which is nothing to sneeze at! They even use cybernetics on their pilots to improve their skill in combat. Those same pilots, brainwashed of course, are even implanted with a suicide device that frags the body should their heart stop beating! That's why no one can confirm their existence from physical remains.

You know what, though? You've probably seen footage of Shadow Divisions in combat!

Remember the Combine's attack on the New Avalon Institute of Science way back in '29? Supposedly, it was the 2nd Sword of Light that did that, but guess what? According to everything I have found, from DCMS communications logs and deployment charts from that year, the 2nd was actually engaged on the Lyran Frontier at the exact same time. Now before you say old Starling has been taken for a ride, I have seen the actual BattleROM footage from both Sword Mechs and Lyran units engaged in battle on the exact day and time the 2nd was supposedly ransacking the NAIS!

Who would benefit?

The Supremacy of course, they may not have the mammoth lead the old Star League used to have over the Houses, but they do have an edge and they will do anything to preserve that edge, I tell you!

And that wasn't the first time they've done something like this. Not even!

Remember Anton Marik's rebellion? Who do you think prompted that? Why else were Ward's Dragoons in the League at the time? That one kinda backfired didn't it?

There've been plenty of other examples, assassinations, inciting little wars, you name it, the hands of the Communications and Intelligence Ministry are red with the blood of innocents!

I've even heard that they've managed to make contact with other realities!

And their greatest triumph?

The current General of the Supremacy itself!

Devlin Stone is a CID Plant!

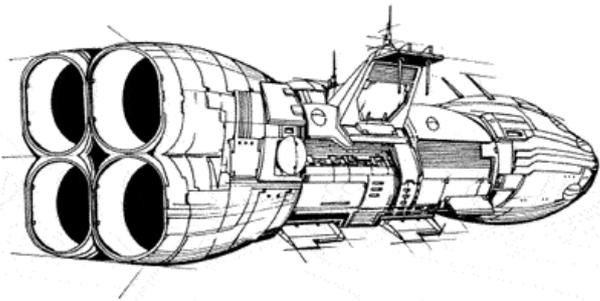
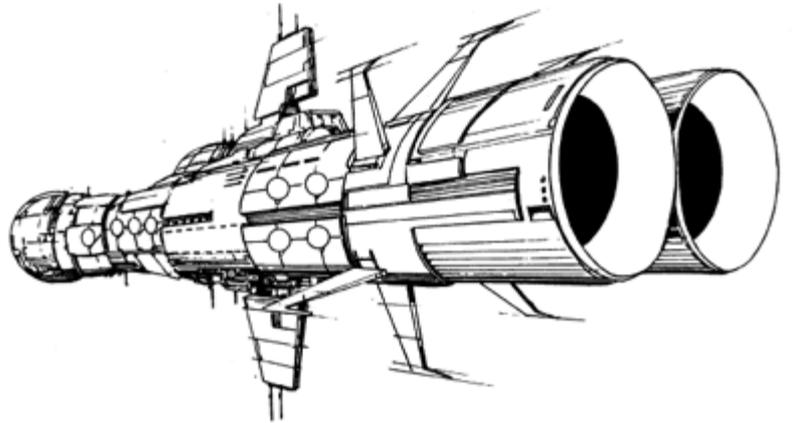
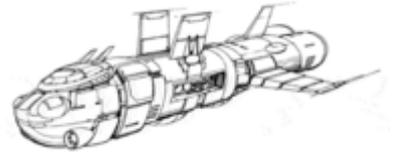
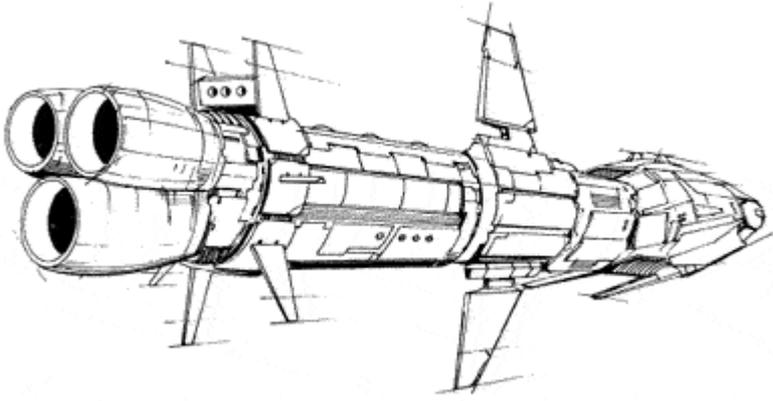
That's right, the commander in chief of the most powerful military force in known space is a brainwashed operative of Communications and Intelligence! And if you think they're just going to sit on their laurels now that they control 400 regiments of Battlemechs...well...I leave that to your imagination!

Remember folks, you can't trust anyone!

Except of course, your old pal Starling, the only voice of truth in the cosmos!...1^&^(!FHIASD>ASDKJ(&#\$(QK!LL U\$ @!!...*

INTERFERENCE CEASED

...ce of Blake and remember, the Department of Communications and Intelligence is always here to help you.



THE BLACK SEAS – The Supremacy Navy

Like it's ground forces, the Supremacy inherited from the Star League the most powerful navy in human space. While less than 20% of its pre-uprising strength, it was still more than a match for the forces of the House Lords. Unfortunately, with hostile forces on five sides, even the 402 WarShips left to the Supremacy could not be everywhere and in the brutal fighting that followed the Kurita Lords declaration, attrition claimed almost 90% of this force.

The Navy today boasts 33 combat WarShips, with 7 additional support vessels. Almost two thirds of the combat ships are divided evenly into four 5-ship fleets, each assigned to the border region with one of the 4 surviving Great Houses.

Of similar size, Home Fleet is assigned to protect the Sol System and Terra itself and can boast the Mckenna class *Mckenna's Pride* as its flagship.

Six vessels have been grouped together and assigned to the 18th Division. Dubbed the White Raven Battle Group, these vessels serve as mobile support for the main fleets and as a first strike weapon when the Supremacy chooses to go onto the offensive.

The final combat vessel the Sovetskii Soyuz cruiser TSS *Kharkarov* is assigned to the 1st Division as its flagship.

The support vessels, which include three YardShips operate independent of the combat forces though several Royal Guard Divisions have been known to call upon the services of these vessels from time to time. Most frequent users of the Support Fleet are the 8th and 18th Royal Guard Divisions.

Like all of the nations of the Inner Sphere, the Supremacy does maintain a cache of mothballed naval units. The exact size of this cache is unknown, though low end estimates put it at a minimum of a dozen combat WarShips. Operation Amazon (the arming of the Periphery Fleets) suggests a sizable reserve is maintained. The more likely number is upwards of 20 additional hulls or even sufficient to double the current fleet strength.

They're Just Too Good!

There is no way the Supremacy can be that good.

No human crew could perform such coordinated manoeuvres or such precision fire!

You know what I heard?

They're secretly been modifying their ships for decades! Adding extra armour and weapons. See when ships are damaged, rather than just repairing them, they're improving the protection.

Not even a Texas can take a NAC 40 to the nose and just ignore it, but my buddy tells me that's exactly what the *Mountbatten* did!

And the ability to group their fire like that?

Caspar SDS technology!

It's some type of C3 system that ties all the ships together.

It's the only explanation!

Another buddy saw two destroyers and a corvette, now the corvette was maybe 300 clicks out, but he destroyers? More than 700, yet they managed to consistently hit the *Thaddeus Marik*, not a single shot missed!

No way can the human crews be that good.

- Excerpt from an after action interview with John Winton, FWLN, 3014

Rumours abound of something called Operation Scavenger. According to these rumours, Supremacy YardShips appear at the sight of a battle and repair damaged and abandoned vessels to the point that they can jump back to a safe harbour for repair and mothballing. At this time there is no hard evidence to prove that this is true.

The vessels of the Supremacy Navy are currently deployed as follows:

1ST FLEET - Combine Combat Theatre

TSS Duke of York* - Mckenna class Battleship
TSS Implacable - Black Lion class Battlecruiser
TSS Admiral Russell Nga - Kimigure class Pursuit Cruiser
TSS Hotspur - Congress class Frigate
TSS Munin - Vincent Mk 39 class Corvette

2ND FLEET - Confederation Combat Theatre

TSS Prinz Eugen* - Texas class Battleship
TSS Tirpitz - Black Lion class Battlecruiser
TSS Conqueror – Kimigure class Pursuit Cruiser
TSS Anchorage – Congress class Frigate
TSS Missisipi Queen - Vincent Mk 39 class Corvette

3RD FLEET - Lyran Combat Theatre

TSS General Alexander Kerensky* - Atreus class Battleship
TSS Admiral Girda Cameron – Cameron class Battlecruiser
TSS White Cloud - Sovetskii Soyuz class Heavy Cruiser
TSS Salvation – Dante class Frigate
TSS Resilience - Vincent Mk 39 class Corvette

4TH FLEET - League Combat Theatre

TSS Electa* - Cameron class Battlecruiser
TSS St. Lawrence – Aegis class Heavy Cruiser
TSS Perdition – Dante class Frigate
TSS Badger - Vincent Mk 39 class Corvette
TSS Determination - Vincent Mk 39 class Corvette
TSS Huninn - Vincent Mk 39 class Corvette

HOME FLEET - Sol System

TSS Minotaur – Aegis class Heavy Cruiser
TSS Sharon – Essex class Destroyer
TSS Ranger – Lola class Destroyer
TSS Jackson - Vincent Mk 39 class Corvette
TSS Mckenna's Pride** - Mckenna class Battleship (Fleet Command Ship)

WHITE RAVEN BATTLE GROUP

TSS Admiral Perry – Congress class Frigate
TSS Marseilles – Essex class Destroyer
TSS Leander – Lola class Destroyer
TSS Jackson - Vincent Mk 39 class Corvette
TSS Mountbatten – Texas class Battleship
TSS Ark Royal* - Thera class Carrier

SUPPORT FLEET

TSS Bonaventure – Potempkin class Troop Cruiser
TSS Titanic Potempkin class Troop Cruiser
TSS Tenacity - Volga class Transport
TSS Provider – Volga class Transport
TSS Longbeach* – Newgrange class Heavy Yardship
TSS Plymouth – Faslane class Light Yardship
TSS Portsmouth – Faslane class Light Yardship

INDEPENDENT

TSS Kharkarov - Sovetskii Soyuz class Heavy Cruiser (Assigned to 1st Division)

A * next to a ship name implies a Fleet Flagship, while ** is the flagship of the entire Navy.

RECRUITMENT AND TRAINING

Like the Star League before it, the Supremacy places a high value on the education and training of its recruits. Indeed, each and every military academy also offers educational equivalent of Bachelor-level degrees, with some academies allowing progress to full PHD levels. The Supremacy inherited the remnants of the Star League academy system within the former Hegemony and since then has expanded it to include at least one major recruitment and training centre within each of the 12 Military Regions, as well as multiple sites on Terra itself and hundreds of “boot camp” levels facilities. Some of the more notable academies include the following:

Sandhurst Royal Military College

The pinnacle of the old SLDF academies, the former British Army officer school is an all-service facility, training everything from infantry to MechWarriors and naval cadets as well as engineers, battlefield physicians and vehicle technicians.

War Academy of Mars

A former headquarters of the SLDF Strategic Command, the WAM now turns out some of the best officers the Supremacy has to offer. The Academy is also the site of the infamous ‘Crusher’ Advanced Tactical School and Advanced Combat Manoeuvring Skill Program, or Gunslinger Academy.

McEvedy Combat Academy (Dieron)

Named in honour of General Sarah McEvedy, the MCA of Dieron is the premier training centre along the Combine Front and its students are schooled in strategy and tactics specifically designed to frustrate the Dragon.

Keid Fleet School

The Fleet School of Keid is the largest training facility for naval personnel outside of the Sol System. In addition to simulator facilities, the school also maintains two WarShips and more than a dozen JumpShips to train crews. Home to the 18th Division it is not uncommon for the ships of the White Raven Battle Group to assist in the training of recruits.

Flight Academy of Graham

The Flight Academy is one of the few schools solely devoted to teaching fighter pilots and the only military academy based entirely in orbital facilities. More than 2,000 pilots graduate from the academy every year. The System also serves as the home of the 14th Division.

Outreach Training Academy

Maintained by the 1st Division, this school is exclusive and part of their ‘Dragoon’ training program. Instructors are members of the 1st Division approaching retirement who pass their

knowledge and experience onto the new generation. Placement in the academy is based on recommendations, that is to say, the recruit must have shown above average performance in another training facility before they are offered a place on Outreach.

THE MARTIAL OLYMPIAD

The Martial Olympiad was a series of mock combats held every four years and involved more than 100 "events" pitting regiments, divisions and space craft against each other. The event was designed to test fighting skills and recognize the best units within the SLDF. The first Olympiad was held in 2640 and the event would continue every four years until 2736.

As part of his reforms of the military, General Nicholas Kerensky re-established the Olympiad during the lull in fighting between the First and Second Succession Wars. Kerensky revamped the competition as a way of testing soldiers for promotion from Regular Divisions to the Royal Guards or even for potential inclusion in the Royal Black Watch. Winners of the marksmanship events would receive a pass for advanced training at the Gunslinger Academy.

While the Olympiad is officially held every four years, it is actually the culmination of four years of trials and competition within each division and fleet in the armed services. At the end of these trials every Division/Fleet has nominated a single Regiment or WarShip for the competition as well as a warrior from each regiment to participate in the marksmanship competitions. Military manufacturers take advantage of the event to showcase new models and technologies.

The first Olympiad was held in the Sol System, with the location and then moving to a different world within the Supremacy every four years. Every 10th Olympiad returns to the Sol System. By moving the location each games, the host system is able to benefit from the tourism and economic boons generated by the event.

The Olympiad continues to this day, every four years during peacetime or (in some cases) significant winding down in the fighting between the Great Houses.

DEPLOYMENT CHART

The Supremacy is divided into 12 Combat Regions for the purposes of deployment. Each of these regions is evenly spaced, like the Hours of an analogue clock and assigned a roman numeral for identification (ie Region I, Region IV, Region XII).

Each combat region is assigned a Royal Guards Division, supported by 5 Divisions of Regulars and a RGC Unit of between 4 and 9 Divisions.

In addition to the 12 Combat Regions, a number of Royal Guard Divisions are held in reserve and used to reinforce Combat Regions under threat as required.

Finally, the Sol System itself is treated as an independent Combat Region and assigned a force including a Royal Guards Division, 4 Divisions of Regulars and an 8 Division RGC force. This massive garrison, in conjunction with Home Fleet makes Terra the most well protected planet in the Inner Sphere.

ADDENDUM: In addition to its regular garrison, Terra currently serves as the home of the 21st Royal Guards.

REGION I

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
5 th Royal Guards	Elite	Loyal	A+	Chaville
1 st Supremacy Regulars	Veteran	Loyal	A	
8 th Supremacy Regulars	Regular	Reliable	B	
17 th Supremacy Regulars	Regular	Reliable	B	
32 nd Supremacy Regulars	Regular	Reliable	A	
36 th Supremacy Regulars	Regular	Loyal	A	
1 st RGC (7 Divisions)	Regular	Loyal	B	

REGION II

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
2 nd Royal Guards	Elite	Loyal	A+	Telos IV
2 nd Supremacy Regulars	Regular	Reliable	B	
12 th Supremacy Regulars	Regular	Reliable	A	

Regulars 27 th Supremacy			
Regulars 45 th Supremacy	Veteran	Reliable	B
Regulars 60 th Supremacy	Regular	Reliable	B
Regulars 2 nd RGC (9 Divisions)	Green Regular	Loyal Reliable	B B

REGION III

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HEMEWORLD
4 th Royal Guards	Veteran	Loyal	A	Al Nair
5 th Supremacy Regulars	Regular	Reliable	B	
11 th Supremacy Regulars	Veteran	Loyal	A	
30 th Supremacy Regulars	Regular	Reliable	B	
55 th Supremacy Regulars	Regular	Loyal	B	
64 th Supremacy Regulars	Regular	Reliable	B	
3 rd RGC (6 Divisions)	Green	Reliable	C	

REGION IV

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HEMEWORLD
11 th Royal Guards	Veteran	Loyal	A	Ozawa
4 th Supremacy Regulars	Regular	Reliable	B	
20 th Supremacy Regulars	Regular	Reliable	B	
21 st Supremacy Regulars	Regular	Loyal	A	
38 th Supremacy Regulars	Regular	Reliable	B	
52 nd Supremacy Regulars	Regular	Reliable	A	
4 th RGC (4 Divisions)	Green	Reliable	C	

REGION V

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
19 th Royal Guards	Veteran	Loyal	A	Tikonov
3 rd Supremacy Regulars	Regular	Reliable	B	
15 th Supremacy Regulars	Regular	Reliable	B	
40 th Supremacy Regulars	Regular	Reliable	B	
50 th Supremacy Regulars	Regular	Reliable	B	
58 th Supremacy Regulars	Veteran	Reliable	B	
5 th RGC (6 Divisions)	Regular	Reliable	B	

REGION VI

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
7 th Royal Guards	Veteran	Loyal	A	Liao
9 th Supremacy Regulars	Regular	Reliable	B	
29 th Supremacy Regulars	Green	Reliable	B	
43 rd Supremacy Regulars	Regular	Reliable	B	
57 th Supremacy Regulars	Regular	Reliable	B	
63 rd Supremacy Regulars	Regular	Reliable	B	
6 th RGC (5 Divisions)	Green	Questionable	C	

REGION VII

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
6 th Royal Guards	Veteran	Loyal	A	Irian
6 th Supremacy Regulars	Green	Loyal	A	
19 th Supremacy	Regular	Reliable	B	

Regulars 26 th Supremacy			
Regulars 28 th Supremacy	Regular	Loyal	A
Regulars 48 th Supremacy	Regular	Reliable	B
Regulars			
	Regular	Reliable	B
7 th RGC (6 Divisions)	Green	Reliable	B

REGION VIII

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
8 th Royal Guards				Van Diemen IV
10 th Supremacy Regulars	Veteran	Loyal	A+	
22 nd Supremacy Regulars	Regular	Reliable	B	
33 rd Supremacy Regulars	Regular	Reliable	A	
37 th Supremacy Regulars	Regular	Reliable	A	
54 th Supremacy Regulars	Regular	Reliable	B	
8 th RGC (4 Divisions)	Veteran	Loyal	B	
	Regular	Reliable	C	

REGION IX

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
14 th Royal Guards				Milton
7 th Supremacy Regulars	Veteran	Loyal	A	
18 th Supremacy Regulars	Regular	Reliable	B	
31 st Supremacy Regulars	Green	Reliable	B	
53 rd Supremacy Regulars	Veteran	Loyal	A	
62 nd Supremacy Regulars	Regular	Reliable	A	
9 th RGC (6	Regular	Reliable	B	
	Regular	Loyal	B	

Divisions)

REGION X

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
9 th Royal Guards	Elite	Loyal	A	Skye
13 th Supremacy Regulars	Regular	Reliable	A	
25 th Supremacy Regulars	Green	Reliable	B	
35 th Supremacy Regulars	Regular	Reliable	B	
42 nd Supremacy Regulars	Regular	Reliable	A	
47 th Supremacy Regulars	Regular	Reliable	B	
10 th RGC (4 Divisions)	Green	Loyal	C	

REGION XI

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
12 th Royal Guards	Veteran	Loyal	A	
14 th Supremacy Regulars	Veteran	Reliable	B	
16 th Supremacy Regulars	Veteran	Loyal	A	
24 th Supremacy Regulars	Regular	Reliable	B	
46 th Supremacy Regulars	Green	Loyal	A	
61 st Supremacy Regulars	Regular	Reliable	A	
11 th RGC (5 Divisions)	Regular	Reliable	C	

REGION XII

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
10 th Royal	Veteran	Fanatical	A	Vega

Guards			
34 th Supremacy			
Regulars	Veteran	Reliable	B
39 th Supremacy			
Regulars	Regular	Reliable	B
44 th Supremacy			
Regulars	Regular	Reliable	B
49 th Supremacy			
Regulars	Regular	Reliable	B
59 th Supremacy			
Regulars	Regular	Reliable	B
12 th RGC (5			
Divisions)	Green	Reliable	B

TERRA

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
13 th Royal				
Guards	Veteran	Loyal	A	
21 st Royal				
Guards	Veteran	Fanatical	A+	
23 rd Supremacy				
Regulars	Veteran	Loyal	A	
41 st Supremacy				
Regulars	Veteran	Loyal	A	
51 st Supremacy				
Regulars	Veteran	Loyal	A	
56 th Supremacy				
Regulars	Regular	Loyal	A	
Terra RGC (8				
Divisions)	Regular	Fanatical	B	

RESERVE/INDEPENDENT

DIVISION	EXPERIENCE	LOYALTY	EQUIPMENT	HOMEWORLD
1 st Royal				Outreach
Guards	Elite	Fanatical	A+	
16 th Royal				Alrakis
Guards	Veteran	Loyal	A	
18 th Royal				Keid
Guards	Veteran	Loyal	A	
65 th Supremacy				
Regulars	Veteran	Loyal	A	

66 th Supremacy Regulars	Regular	Loyal	A
67 th Supremacy Regulars	Regular	Loyal	A
67 th Supremacy Regulars	Regular	Reliable	A
68 th Supremacy Regulars	Regular	Reliable	B
69 th Supremacy Regulars	Regular	Reliable	B
70 th Supremacy Regulars	Regular	Reliable	B



MEDALS AND AWARDS

“Sarah McEvedy was a loyal soldier for the Star League and the Terran Supremacy, though she might have questioned orders, she never hesitated in her duty. She stood bravely in the face of overwhelming odds and brought down more than a dozen foes. Never once did she think of breaking unity, of abandoning her duty. For that reason, and with the blessing of the First Lord, we have created a new honour, one that will be awarded only to those exemplify the best in duty, honour, loyalty and skill, like my father. I award General Sarah McEvedy the Alexandr Kerensky Star.” – Nicholas Kerensky Awarding the inaugural (Alexandr) Kerensky Star at Sarah McEvedy’s funeral, 2824.

The Supremacy retains many of the medals and awards of the Star League, having adapted and renamed them as necessary. Most citations are issued as part of the Christmas Honours List each year.



Renamed from the Hegemony Medal, this commendation is Awarded to soldiers from the Terran Supremacy for their non-military conduct. A potential recipient must also have received a nomination from a Supremacy officer of the rank of Colonel or higher.

Supremacy Medal



Geerson Flying Cross

Named for Lieutenant Namoi Geerson, the SLDF's first AeroSpace ace, the Geerson Flying Cross was awarded annually to the best AeroSpace Fighter pilot. The Geerson Flying Cross was presented in the same ceremony as the McKenna Wheel in December of each year, and a part of the tradition was for the chosen recipient to receive the Flying Cross from the winner of the previous year



Issued annually, the McKenna Wheel was awarded to the crew of the WarShip selected as the best trained and most efficient within the Supremacy Navy, and was awarded in a ceremony overseen by the fleet admiral of the Navy in December of each year.

McKenna Wheel



Kerensky Star

Named for the Great General and awarded for exemplary skill, courage and honour both in and out of combat, the Kerensky Star is perhaps the highest award the First Lord of the Supremacy can bestow. Hung around the recipient's neck from a black and silver ribbon. Presented by the Commander of the Supremacy Armed Forces and included a substantial cash bonus and automatic advancement in rank, unless the recipient was already at the rank of Colonel or higher.

Sarah McEvedy was the first recipient of this honour, awarded posthumously after the last stand of the 20th Royal Guards.



**Shandra Noruff
Ribbon**

Awarded to the winners of the Martial Olympiad and named for the SLDF's first Commanding General, Shandra Noruff-Cameron, the Ribbon consisted of a wide gold and green streamer depicting a charging lion, the Noruff family symbol, with the year it was earned affixed to the ribbon in gold. Individual winners were also allowed to paint the Noruff lion on their vehicles. One of Nicholas Kerenky's reforms during the period between the 1st and 2nd Succession War was the revival of the Martial Olympiad.



NOTABLE BATTLES AND CAMPAIGNS

The Supremacy has fought in hundreds of campaigns since its founding at the end of the Star League era, even a short summary of all of them would fill a hundred volumes. Instead the following serve as examples of some of the Supremacy's greatest victories and most tragic defeats of the last 300 years.

The Battle of Dieron

Fought in mid-2824, the Battle of Dieron was the last stand of the 20th Division is one of the great tragedies of the Supremacy Armed Forces. Almost from their beginning, the Wolverines operated to stymie the efforts of the Draconis Combine in seizing the worlds of the former Hegemony. Often paired with the 18th and their powerful WarShip support, the 20th time and again defeated the DCMS on the field of battle. So desperate for victory were the Kuritans that they threw all sense of honourable samurai to the winds and sprang a clever trap.

Leaking to the TSDF Intelligence Service rumours that the Free World's League was massing for a major strike and would include a powerful fleet component. As a result, General Kerensky re-deployed the 18th to that theatre, stripping the 20th of much of its support element. At the same time, they also planted hints that the DCMS would move against Dieron at some point in the not too distant future.

Using some forces to 'distract' while at the same time leading the 20th to know that Dieron was their final target, the Combine was able to position forces in just the right way to spring a near perfect trap.

Upon receiving word that the planet was under attack, the 20th jumped in, only to have their transports destroyed by Combine WarShips, cutting off any hope of escape. The 20th's sole escorting WarShip, turned to face the enemy and buy time for the 20th to make planet fall, but was destroyed just 48 hours later. The DCMS had grounded half of its forces to simulate the attack, hiding the rest behind the planets moon to conceal them from the approaching relief force.

The DCMS spread out its vastly superior numbers, forcing McEvedy to divide her forces, often to the point that the Wolverines Battlemechs were forced to operate without any armour or infantry support.

Outnumbered almost 5-to-1, the Wolverines still managed to hold out for the better part of four weeks, the last of their forces (General Sarah McEvedy, who downed over a company of Kuritan mechs in her last stand) falling to the Kuritans just hours before a relief force, led by General Kerensky himself would make planet fall. There were no survivors.

Enraged, the General (Leading the 1st Division) fell on those Kuritan forces that had not already fled with an almost feral vengeance, swearing to hunt down and exterminate each and every warrior involved in the ambush.

OVERVIEW

Battle of Dieron

COMBATANTS

20th Royal Guard Division
2 Brigades of Regional Garrison Corps
troops

1st Dieron Regulars
5th Dieron Regulars
7th Benjamin Regulars
11th Benjamin Regulars
15th Benjamin Regulars
1st Sword of Light
2nd Sword of Light
4th Sword of Light

OUTCOME

Combine Victory – 20th Royal Guards Destroyed

Battle of Tikonov

The Battle of Tikonov, fought in 2834, was an incredibly sophisticated and costly operation by the Capellan Confederation. Sneaking their forces onto the world, deep behind the front lines, sometimes just one mech at a time, the Capellans were able to establish a significant ground presence even before their main attack force arrived in the system.

The Supremacy had captured the planet during the 1st War as punishment for Capellan adventurism into Supremacy territory, the force on planet were the 17th Division, accompanied by elements of the 1st Division including General Kerensky himself. The Capellans were not willing to pass up an opportunity like this realised the general, accompanied by only a small detachment of guards was moving from fortification to fortification on an inspection tour.

With forces already in place and more troops inbound, the Capellans, intercepted and ambushed the general.

The Widowmakers, who were closer than the 1st to the General's location rushed to his aide, the first of their forces arriving on the scene just in time to see the Kerensky's badly damaged Atlas take a heavy laser blast directly to the head and fall.

Enraged, the warriors of the 17th fell on the Capellans with a fury while medics rushed to free the General from his cockpit. The 17th fought valiantly to protect Kerensky and upon receiving word that the General was dead, they flew into a rage, striking out blindly at every Capellan formation on the planet.

The battle would continue for another month. At the end, not a single Capellan soldier remained alive on the planet, but the Widowmakers were in a terrible state. The survivors could not even amount to a single combined arms regiment.

In the aftermath, General Winson decided that rather than rebuild the destroyed Division, its survivors would be absorbed into the 1st as a way of honouring the sacrifice the 17th had made in trying to protect Nicholas Kerensky. Those survivors would form the core of the Divisions Delta Brigade, known today as the Wolf Spiders.

OVERVIEW

Battle of Tikinov

COMBATANTS

1st Royal Guards
17th Royal Guards
3 Brigades of Regional Garrison Corps troops

Red Lancers
3^r Chesterton Cavalry
1st Liao Guards
3rd Tikonov Lancers
8th Tikonov Lancers
Numerous Insurgent Forces

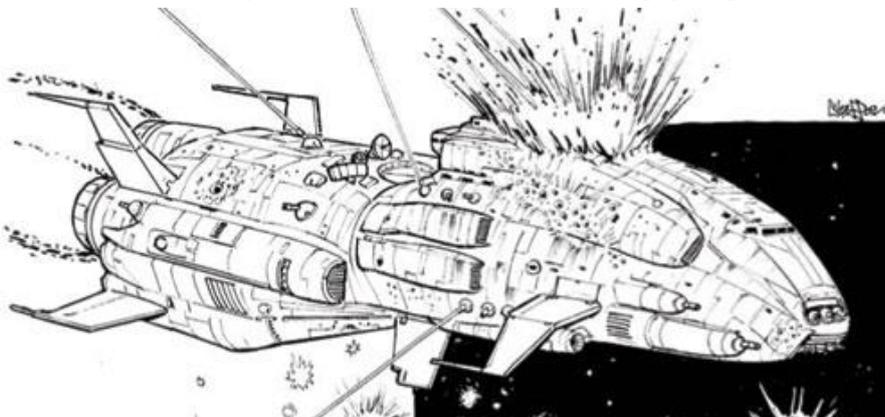
OUTCOME

Supremacy Victory – General Nicholas Kerensky killed and 17th Royal Guard Division Disbanded

Battle of Hesperus

There have been many battles for Hesperus over the centuries, however the one people usually mean when they talk of the Battle of Hesperus occurred in the 2850s. A three way battle, the battle began with a Lyran invasion of the planet their goal to destroy the Defiance Industry factories. Facing them were elements of the 23rd Regulars and three brigades of the Regional Garrison Corps. Less than a week after the Lyran's grounded, a Draconis combine force arrived in system, bringing with them a significant WarShip support. The two House forces immediately engaged one another, buying the defenders the time they needed.

Alerted to the danger, the Supremacy High Command dispatched the White Ravens, Horseman and Great Bear Divisions to free the planet. The operation proved the wisdom of Nicholas Kerensky's reforms. The Raven warship group cleared the path, destroying several



Combine WarShips and forcing the Lyran *Invincible* to retreat.

Then their fighter units achieved air superiority while LAMs from the Striker and Air Support Regiments achieved a beachhead. Next the Bears grounded and

used their fast moving heavy mech forces in conjunction with the heavy armour and infantry of the Horsemen to secure the objectives, all under the cover of the fighters of the 18th. The 18th also provided swift moving scouts in the form of their numerous LAM units. With Air superiority and a highly coordinated force at their disposal the surviving Lyran and Combine forces had been driven off-world by the end of the month with no damage to the Defiance Factories.

OVERVIEW

Battle of Hesperus

COMBATANTS

5th Royal Guard Division
15th Royal Guard Division
18th Royal Guard Division
23rd Regular Division
3 Brigades of Regional Garrison Corps troops
White Raven Battle Group (10 WarShips)

Kurita Forces
Multiple Regiments Including
2nd Sword of Light
14th Benjamin Regulars
6 Warships

Lyran Forces
Multiple Regiments Including
10th Skye Rangers
9th Acturan Gards
10th Donegal Guards
LCS *Invincible*

OUTCOME

Supremacy Victory

Operation Revival

During the climax of the 4th Succession War, the Draconis Combine was making some impressive inroads into the Supremacy. As a way to buy time to prepare a campaign that would halt the invasion, General Ulric Kerensky dispatched the 3rd Division to attack the rear areas of the combine. The plan worked brilliantly with the Combine attack slowing as they drew forces back to defend against the Jaguars. The final battle of the operation is regarded by some as either a brilliant or suicidal, but certainly exceeded the 3rds mandate: a direct assault on Luthien itself. The audacity of the attack stunned the DCMS and though they were defeated, the 3rd had done its job wreaking havoc on the Combine's rear areas and forcing them to slow their advance into the Supremacy, giving General Kerensky the time he needed to prepare his counter-offensive operations.'

NOTE: Fought over more than 20 worlds, it is not possible to summarise this operation in the same way as others in this report. Though the 3rd were defeated on several occasions, most significantly in their (unauthorised) assault on Luthien, the operation was deemed to be a success.

Battle of Tukayyid/Operation Scorpion

Having bought time to prepare, General Kerensky challenged the invading Kurita forces to a duel on the planet Tukayyid. Appealing to their sense of honour, he goaded them into accepting the challenge, hoping to exhaust the Dragons forces so that they would be forced to withdraw. Facing the Combine were the combined forces of the 1st, 2nd, 3rd, 5th, 8th, 9th and 11th Royal Guard Divisions. In a battle that lasted almost a full month, almost 100 regiments clashed over the surface of Tukayyid. At the same time, more than a dozen Regular Divisions struck at the weakened garrisons left to defend the worlds captured by the Combine in an operation dubbed ‘Scorpion’ by General Kerensky. The battle was long and bloody, but thanks to Ulric Kerensky’s coordination of the Supremacy forces and a series of clever traps, at the end, the Supremacy stood victorious. The Combine forces were so badly mauled on Tukayyid and by Operation Scorpion, they were forced to withdraw, not just from the planet but from their invasion corridor. The victory was costly however, with the average losses sustained by the Royal Guards amounting to 20% killed and almost 50% material losses.

OVERVIEW

Battle of Tukayyid

COMBATANTS

1st Royal Guards
2nd Royal Guards
3rd Royal Guards
5th Royal Guards
9th Royal Guards
11th Royal Guards

Approximately 50 DCMS Regiments

Numerous Regular Divisions as part of
‘Scorpion’

OUTCOME

Supremacy Victory

RULES ANNEX

FORCE GENERATION

The following rules can be applied to create a random combat force for any arm of the AFTS from the RGCs to the Royal Guards.

RANDOM UNIT TYPE

ROLL	Unit Type	
2	RGC	Fighter
3	RGC	Fighter
4	Independent	Infantry
5	Regulars	Infantry
6	Regulars	Infantry
7	Regulars	Armour
8	Regulars	Armour
9	Regulars	Armour
10	Independent	Mech
11	Royal Guards	Mech
12	Royal Guards	Mech

UNIT WEIGHT

ROLL	Unit Weight	Infantry Type
2	Light	Foot
3	Light	Foot
4	Light	Foot
5	Medium	Foot
6	Medium	Mechanized
7	Medium	Mechanized
8	Heavy	Mechanized
9	Heavy	Jump
10	Heavy	Jump
11	Assault	Battle Armour
12	Assault	Battle Armour

LANCE WEIGHT COMPOSITION TABLE

1D6 Roll	Light Lance	Medium Lance	Heavy Lance	Assault Lance
1	4 Light	1 Light, 2 Med., 1 Heavy	1 Medium, 3 Heavy	1 Medium, 1 Heavy, 2 Assault
2-3	3 Light, 1 Medium	4 Medium	4 Heavy	2 Heavy, 2 Assault
4-5	2 Light, 2 Medium	3 Medium, 1 Heavy	1 Med., 2 Heavy, 1 Assault	1 Heavy, 3 Assault
6	2 Light, 1 Med., 1 Heavy	2 Medium, 2 Heavy	3 Heavy, 1 Assault	4 Assault

EXPERIENCE

If the unit has a stated experience level in the deployment charts, simply roll on the second table, adding any appropriate modifiers.

If the unit does not have a stated Experience level, roll on this table first:

ROLL	RESULT
1	Irregular
2	Green
3-4	Regular
5-6	Veteran
7+	Elite

Remember to add any appropriate Modifiers

ROLL	Irregular	Green	Regular	Veteran	Elite
0	8/7	7/7	6/5	5/5	5/4
1	7/7	7/6	5/5	5/4	4/3
2-3	7/6	6/5	5/4	4/3	3/2
4-5	6/5	5/5	4/3	3/3	2/1
6-7	5/5	5/4	3/3	3/2	1/0
8+	5/4	4/3	3/2	2/1	0/0

GUNSLINGERS

Graduates of the ‘Gunslinger Program’ are the best the Supremacy has to offer. To qualify, pilots must be of at least VETERAN skill level and undergo more than a years-worth of special training. To reflect this incredible level of skill, treat all target numbers for Gunnery and Piloting as being 1 lower than would be normal and gain the Marksmanship special ability for RPG purposes.

Roll 2D6; on a result of 11 or 12, the pilot is a graduate of the program. Add the following modifiers based on the unit experience level.

Green	-2
Regular	-1
Veteran	0
Elite	+1

EQUIPMENT RATINGS

When rolling on the Random Assignment table for mechs, vehicles and other equipment, apply the following modifiers to reflect the quality of equipment fielded by that particular unit.

RATING	MODIFIER
A+	+2
A	+1
B	0
C	-1
D	-2

SUPREMACY TECHNOLOGY – It’s Just More Advanced [Optional Rule]

The technology of the Supremacy and particularly the Royal Guard units is believed to be better than the Inner Sphere standards, with weapons possessing greater damage, heat efficiency and range and some even some advanced construction materials that are more compact.

Each of these improvements can be applied with an appropriate % penalty in Battle Value applied to the mechs total rating.

WEAPONS

Level 1 - Reduce heat by 1 for every 6 points - BV+3%

Level 2 - Improve range by 1 for every 7 hexes - BV +2%

Level 3 - Improved damage (Energy Weapons only) by 1 for every 5 points - BV+5%

Round down in each case

So for a 10% increase in the BV of your mech you could have an ER PPC that does 12 Damage for 13 Heat and a range of 23 (I think)

CONSTRUCTION MATERIALS (Level 4 Advancement)

Reduce the Critical Slot cost of FF and Endo Steel by 1 for every 7 (ie, 12 Crits each) - BV+5% each

This creates something of an intermediate level between Inner Sphere and Clan levels of technology, something many of us have felt should exist. Each level provides an incremental increase in efficiency of a weapon, but does not change the mass or critical costs.

Construction Material (Level 4) improvement was added just at the end to give an option between Inner Sphere and Clan and should be used sparingly.

If using these rules, assume the following timeline of availability:

Level 1	3005
Level 2	3040
Level 3	3075
Level 4	3090

Extrapolating out, Supremacy RnD might advance as follows:

Level 5	Clan-Spec Weight	3100
Level 6	Clan-Spec Crits	3110
Level 7	Full Clan-Spec	3120

UNIT SPECIFIC MODIFIERS AND RULES

RGCs

Due to their reliance on hand-me-downs, RGCs are not as well equipped as Regular Divisions, nor are their warriors as well trained. The typical RGC tends to field Light and Medium class mechs, with Heavy armour support. When operating in defence of a Supremacy World, RGCs gain a +1 to initiative. When operating offensively outside of the supremacy, RGCs suffer a -1 to Initiative.

Modifiers:

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
-1	-1	-2	0	0

REGULARS

Making up the bulk of the Supremacy Military that can be assigned to offensive operations, Regulars occupy something of a middle ground between Garrison forces and the Elite Royal Guards in terms of training and equipment. All Regular Divisions support a wide range of unit weights, though the bulk tends to be Medium/Heavy weight combatants.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
0	0	0	0	0

ROYAL BLACK WATCH

The personal guards of the First Lord, the Royal Black Watch are the very best the supremacy has to offer, and no expense is spared in their training or equipment. Mechs tend to be slightly heavier than average to enable the best armour and weaponry to be mounted and almost every single member is a graduate of the Gunslinger Program. Add 3 to Gunslinger Graduate rolls.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+2	+2	+1	0	0

ROYAL GUARDS

The Best of the Best, the Royal Guards receive the most up-to-date equipment and the best pilots the Supremacy can produce. Unlike RGCs and Regular Divisions, the Royal Guards are often tailored to specific combat styles which affect unit weights. If a Royal Guard unit rolls a mech on the RAT and a ROYAL variant has been produced, they may swap out the standard model for the Royal one. Thanks to their access to cutting edge equipment, Royal Guards may also customise their units. Allow 1 Modification for a Veteran Pilot and 2 for an Elite warrior. Finally, add 1 to rolls to see if the pilot is a Gunslinger Graduate.

See each units individual entry for any additional modifiers.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	+1	0	0	0

Individual Regiment Types

Light Regiments

As the name implies, Light regiments are comprised of Light Weight units. Apply the modifiers bellow to all rolls and re-roll any result that gives the unit an Assault weight unit within a lance.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		-2	-2	-1

Assault Regiments

As with Light regiments, Assault Regiments are comprised of heavy and assault Weight units. Apply the modifiers bellow to all rolls and re-roll any result that gives the unit a light weight unit within a lance.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		+2	+2	+1

Striker Regiments

Comprising high speed medium/heavy weight units Striker Regiments are the supremacy's rapid response force. Each Striker regiment *must* include 12 LAM units and should a unit be rolled up that has a movement profile lower than 5/8, another unit with that movement profile *must* be selected. Half of all armour units should be Hovercraft.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		-1	-1	

INDIVIDUAL ROYAL GUARDS

1st Royal Guards

As Nicholas Kerensky's own command, the 1st has a prestige that earns it the best in terms of equipment while it's 'Dragoon' training program keeps it's combat edge incredibly sharp. As such add 1 to all experience rolls and 2 to rolls on the RAT. In addition, the 1st gets priority delivery of omni units, as a result 1 in 4 mechs *must* be an OmniMech of the appropriate weight class.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	+2	0	0	0

2nd Royal Guards

The Falcons desire to match the Wolves of Kerensky has resulted in a training regime that produces pilots of exceptional quality. Also, being ‘second only’ to the 1st Division means the Falcons often receive new equipment before other Divisions. Add 1 to both Experience and RAT rolls. If a variant exists that is Jump capable, that unit may be taken instead. The 2nd may make use of Off Map Movement and gain a +1 to Initiative.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	+1	0	0	0

3rd Royal Guards

Though they have since been destroyed, the 3rd Divisions training produced better than average pilots thanks to constant live fire drills. The Black Jaguars also had a preference for heavier units. Add 1 to experience rolls and 1 to all rolls determining Mech weight. May make use of Overrun. Their brutal tactics also make them somewhat predictable -1 to Initiative.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1		+1	0	0

4th Royal Guards

Due to their independent nature, if a regiment of the 4th is operating alone they gain a +1 to Initiative, however if they are forced to operate in conjunction with another regiment from the 4th, this bonus is lost. Worse still, should they be forced to operate with regiments from another Division, the entire force suffers a -2 to Initiative due to a lack of cohesion.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight

5th Royal Guards

The Great Bears Division tends to favour heavier than average units of all types. Add 1 to all rolls when determining weight for all unit types. May use Off Map Movement.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		+1	+1	+1

6th Royal Guards

The 6th prefer to arm their mechs with Laser weapons, as such, when rolling on the RAT if there is a variant that swaps missiles for lasers, use that, otherwise the unit customisation

rules for Royal Guard Divisions must be used to swap out missiles for laser weapons. May Bank The Initiative. Add 1 to Gunslinger Graduate rolls.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1				

7th Royal Guards

Fanatically loyal to the Supremacy, the 7th will fight to the last unless ordered to retreat by their commander of the Supremacy supreme command. If fighting to defend a Supremacy world, add 1 to all rolls. The 7th may also Force the Initiative and use Overrun. Add 1 to Gunslinger Graduate rolls.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1				

8th Royal Guards

Due to their exceptionally skilled quartermaster element, the 8th often deploys equipment as good as that of the 1st Division! How they pull this off is anyone's guess. Add 2 to all rolls on the RAT, also, the pilots of the 8th may make 1 additional modification to their machines in addition to the allowance for their skill level.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
0	+2	0	0	0

9th Royal Guards

Should the 9th manage to encircle or flank an enemy, they gain a +1 to Initiative and To-Hit rolls for as long as they maintain the encirclement/flanking position. Add 1 to Gunslinger Graduate rolls.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	0	0	0	0

10th Royal Guards

Experts in tactics and strategy, the Death Adders have often anticipated an opponent's next move before they have even made it. The 10th also favours heavier combat units. Add 1 to all rolls when determining weight for all unit types. Also, the 10th always moves last in the first round of combat and gains a +1 to initiative from Round 2 onwards. The initiative bonus increases to +2 in Round 6 and increases again to +3 in Round 12. May make use of Overrun and Off Map Movement.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		+1	+1	+1

11th Royal Guards

Skilled in combat drops, members of the 11th may roll 3D6 for piloting skill checks when performing a Combat Drop and take the best results. Cross training also enables any pilot or infantryman to pilot any other vehicle in the Division, though there is a noticeable drop in skill level when a pilot is not at the controls of his/her primary vehicle. Apply a skill drop of -1 for Mech/Armour cross piloting and -2 for Ground/Air cross piloting.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	0	0	0	0

12th Royal Guards

Believing in speed above all, the 12th does not make use of Assault class units. In addition, very few of their Mech's and Combat Vehicles have cruising speeds below 50kph. All rolls for unit weights receive a -2. Should the resulting unit have a movement rate of less than 5/8, the result may be re-rolled, but the second roll must be taken. At least HALF the 12ths armour units should be hovercraft. The 12th May make use of Off Map Movement and Sprint rules.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
0	0	-2	-2	0

13th Royal Guards

Due to their deploying so many Heavy and Assault weight units, the 13th can completely overwhelm an opponent with sheer firepower, this gives the Savage Coyoes access to the Overrun ability.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		+2	+2	+2

14th Royal Guards

Experts in aerial combat, the 14ths pilots are some of the best in known space and as a result they garner the best equipment when it comes to aerial support units. Add 1 to all experience rolls for fighter pilots and 2 when rolling on the Fighter RAT. Also, the 14th Gain a +1 to initiative if a fighter unit is deployed alongside their ground forces.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1 to all Fighter Units	+2 to all Fighter Units			

15th Royal Guards

Geared specifically for attack, the 15th gain a +1 to Initiative rolls when operating offensively, but suffer a -2 to Initiative when forced to operate as a garrison/defensive force.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		+1	+1	+1

16th Royal Guards

Trained in combined arms, the Horseman gain a +1 to all rolls when operating Mechs, Armour and Infantry together on the same map.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1 to Vehicle Crews and Infantry	+2 to Vehicles and Infantry RATs			

17th Royal Guards

The 17th makes use of slightly heavier than average mechs, they also tend to deploy fighters in conjunction with their mechs, typically 2 fighters per company of ground forces.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		+1		

18th Royal Guards

Emphasising air/ground support, the fighter pilots of the 18th are better than average, as are their LAM pilots. Add 1 to experience rolls for LAM, VTOLs and all fighter craft. Also note that Airborne Regiments *must* deploy 2 lances of LAMs. In addition, the 18th has some of the best aircraft available. Add 2 to all RAT rolls for Fighter Craft.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1 (VTOL, Fighters and LAM units only)	+2 (Fighters only)			

19th Royal Guards

An unusual formation, the 19th has very few combat units falling in the 50-65t weight bracket. Instead their combat strategy of bait and ambush calls for fast, light units to lure an unsuspecting enemy into the guns of heavy/assault units. When rolling for unit weight and

lance composition, subtract 2 from the rolls for the odd numbered lances and add 2 to the rolls for the even numbered lances.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
		-2/+2	-2/+2	

20th Royal Guards

Practicing the SLDF techniques of total warfare, the 20th may make use of Overrun.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	+1	+1	+1	

21st Royal Guards

As the newest Division to be formed, General Stone has been able to pick and choose pilots and equipment to outfit the 21st, as a result, the quality of the Lions pilots and machines is above average even for a Royal Guard unit. Add 1 to both Experience and RAT rolls.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+1	+1	0	0	0

THE ROYAL GUARDS – They Aren’t That Big [Optional Rule]

A number of people on the forums haven’t liked the large Royal Guards Divisions and would have preferred something more in line with the old Star League Defence Force. This rule is designed to keep the ‘flavour’ of the units, while at the same time reducing them in size to that of a Regimental Combat Team of between 3-5 Regiments. These RCTs would still use the Kerensky Reform Regiments, but in much smaller combinations. As a rule of thumb, divide the number of regiments currently fielded by each Division by 3 (i.e. 1 Regiment for each Brigade).

As RCTs, the Royal Guards deploy the following:

- 1st Royal Guard Division – 5 Regiments (1x Guards, 2x Battle, 1x Striker, 1x Support)
- 2nd Royal Guard Division – 4 Regiments (1x Guards, 1x Battle, 1x Striker, 1x Support)
- 3rd Royal Guard Division – 4 Regiments (1x Guards, 1x Battle, 1x Striker, 1x Assault)
- 4th Royal Guard Division – 3 Regiments (1x Guards, 1x Battle, 1x Light)
- 5th Royal Guard Division – 4 Regiments (1x Guards, 1x Battle, 1x Striker, 1x Support)
- 6th Royal Guard Division – 3 Regiments (1x Guards, 2x Dragoon)
- 7th Royal Guard Division – 4 Regiments (1x Light, 1x Battle, 1x Assault, 1x Support)
- 8th Royal Guard Division – 3 Regiments (1x Battle, 1x Striker, 1x Support)
- 9th Royal Guard Division – 3 Regiments (1x Battle, 2x Phalanx)
- 10th Royal Guard Division – 4 Regiments (1x Guards, 1x Battle, 1x Assault, 1x Striker)
- 11th Royal Guard Division – 3 Regiments (1x Battle, 1x Striker, 1x Support)

- 12th Royal Guard Division – 3 Regiments (1x Light, 2x Harasser)
- 13th Royal Guard Division – 3 Regiments (1x Guards, 1x Battle, 1x Assault)
- 14th Royal Guard Division – 3 Regiments (1x Light, 2x Air Cavalry)
- 15th Royal Guard Division – 3 Regiments (1x Battle, 1x Striker, 1x Air Cavalry)
- 16th Royal Guard Division – 3 Regiments (1x Battle, 2x Cavalry)
- 17th Royal Guard Division – 3 Regiments (1x Battle, 2x Spinner)
- 18th Royal Guard Division – 3 Regiments (1x Striker, 2x Airborne)
- 19th Royal Guard Division – 3 Regiments (1x Battle, 1x Assault, 1x Support)
- 20th Royal Guard Division – 3 Regiments (1x Mech, 1x Armour, 1x Infantry)
- 21st Royal Guard Division - 2 Regiments (1x Guard, 1x Battle)

NOTE: Should this Optional Rule be bought into play, the number of REGULAR divisions needs to be increased approximately 20-30 additional Divisions in order to make up the shortfall in Mech Regiments.

STRATEGIC PLAY

The following stats are the Ground and Air ratings for each regiment type within the Supremacy Military. They were constructed with the (now outdated) Combat Operations: Inner Sphere in Flames rules. Each rating is without any modifications for Tech or Experience. If playing with TECH rules in place, consult the tables after the basic Regiment Stats for the appropriate modifiers for Tech and Experience. Remember to apply the Tech bonuses before adding the Experience Multiplier.

These rules will need to be updated once Interstellar Operations is released.

LINE REGIMENTS

Light (4xLGT Mech Companies; 2xMED Mech Companies; 1xHVY Mech Company; 1xLGT Tank Company; 1xMED Tank Company; 3xBA Companies; 1xLGT Fighter Squadron; 1xArtillery Company) **657/45**

Battle (1xLGT Mech Company; 3xMED Mech Companies; 2xHVY Mech Company; 1xAST Mech Company; 1xMED Tank Company; 1xHVY Tank Company; 3xBA Companies; 1xMED Fighter Squadron; 1xArtillery Company) **867/75**

Assault (2xMED Mech Companies; 3xHVY Mech Companies; 2xAST Mech Companies; 1xHVY Tank Company; 1xAST Tank Company; 3xBA Companies; 1xMED Fighter Squadron; 1xArtillery Company) **997/90**

Guard (2xMED Mech Companies; 4xHVY Mech Companies; 2x Assault Mech Companies; 3xBA Companies; 1xMED Fighter Squadron; 1xArtillery Company) **1016/210**

Striker (2xLGT Mech Companies; 4xMED Mech Companies; 2xHVY Mech Companies; 2xMED Tank Company; 3xBA Companies; 1xMED Fighter Squadron; 1xArtillery Company) **752/75**

Support (1xLGT Mech Company; 1xMED Mech Company; 1xHVY Mech Company; 1x Assault Mech Company; 1xLGT Tank Company; 2xMED Tank Company; 1xHVY Tank Company; 5xAnti Mech Infantry Companies; 2xLGT Fighter Squadrons; 1xMED Fighter Squadron; 1xArtillery Company) **450/165**

UNIQUE REGIMENTS

Dragoon (1xMED Mech Company; 1xHVY Mech Company; 1x Assault Mech Company; 1xHVY Tank Company; 1xAST Tank Company; 3xBA Companies; 1xLGT Fighter Squadron; 2xMED Fighter Squadron; 1xHVY Fighter Squadron; 1xArtillery Company) **517/285**

Phalanx (1xMED Mech Company; 1xHVY Mech Company; 2xMED Tank Companies; 8xAnti Mech Infantry Companies; 1xMED Fighter Squadron; 1xArtillery Company) **338/75**

Harasser (3xLGT Mech Companies; 1xMED Mech Companies; 4xMED Tank Companies; 4xBA Companies; 1xLGT Fighter Squadron; 1xArtillery Company) **476/45**

Air Cavalry (2xMED Mech Companies; 1xLGT Tank Company; 1xMED Tank Company; 2xBA Companies; 2xLGT Fighter Squadrons; 3xMED Fighter Squadrons; 1xHVY Fighter Squadron; 1xArtillery Company) **283/405**

Cavalry (2xMED Mech Companies; 1xHVY Mech Company; 1xLGT Tank Company; 1xMED Tank Company; 1xHVY Tank Company; 1xAssault Tank Company; 3xAnti Mech Infantry; 2xBA Companies; 1xMED Fighter Squadron; 1xArtillery Company) **536/75**

Airborne (2xMED Mech Companies; 2xMED Tank Companies; 1xHVY Tank Company; 2xAnti Mech Infantry Companies; 2xBA Companies; 3xMED Fighter Squadrons; 1xHVY Fighter Squadron; 1xArtillery Company) **310/315**

Spinner (3xMED Mech Companies; 2xHVY Mech Companies; 1xMED Tank Company; 1xHVY Tank Company; 3xAnti Mech Infantry Companies; 3xMED Fighter Squadron; 1xArtillery Company) **643/225**

5th Division BA Regiment (12xBA Companies; 1xHVY Fighter Squadron) **168/90**

20th Division Mech Regiment (2xLGT Mech Companies; 3xMED Mech Companies; 5xHVY Mech Companies; 2xAssault Mech Companies; 1xMED Fighter Squadron)
1300/75

20th Division Armour Regiment (3xLGT Tank Companies; 3xMED Tank Companies; 5xHVY Tank Companies; 1x Assault Tank Company; 1xHVY Fighter Squadron)
480/90

20th Division Infantry Regiment (12xAnti Mech Infantry Companies; 1xLGT Fighter Squadron)
72/45

REGULARS

Regular Mech Regiment (3xLGT Mech Companies; 4xMED Mech Companies; 2xHVY Mech Companies; 1xMED Fighter Squadron)
820/75

Regular Armour Regiment (2xLGT Tank Companies; 3xMED Tank Companies; 3xHVY Tank Companies; 1x Assault Tank Company; 1xMEDFighter Squadron)
360/75

Regular BA Regiment (9xBA Companies; 1xMED Fighter Squadron)
126/75

Regular Infantry Regiment (9xAnti Mech Infantry Companies; 1xMED Fighter Squadron)
54/75

RGC Brigade (1xLGT Mech Company; 2 MED Mech Companies; 3xLGT Tank Companies; 2xMED Tank Companies; 4xHVY Tank Companies; 1x Assault Tank Company; 18xAnti Mech Companies; 2xLGT Fighter Squadrons; 1xMED Fighter Squadron)
763/165

TECH LEVEL	BONUS
A+	+40% Ground; +30% Air; +3 to all rolls
A	+30% Ground; +30% Air; +2 to all rolls
B	+20% Ground; +10% Air; +1 to all rolls
C	No Bonuses
D	-10% Ground; -

**10% Air; -1 to all
rolls**

EXPERIENCE	BONUS
Elite	X0.5
Veteran	X0.8
Regular	X1.0
Green	X1.5
Irregular	X2.0

Some example forces:

13th Guard Regiment (1st Royal Guard Division) – Elite/A+

GROUND:	2845
AIR:	588
ROLL BONUS:	+3

2nd Striker Regiment (15th Royal Guard Division) – Veteran/A

GROUND:	1466
AIR:	146
ROLL BONUS:	+2

2nd Mech Regiment (8th Supremacy Regular Division) - Regular/B

GROUND:	984
AIR:	83
ROLL BONUS:	+1

This example shows just how much more powerful a Royal Guards Regiment is compared to a Regular unit and even an Elite/A+ unit compared to a Veteran/A combat formation.

The Supremacy Navy – They *Are* That Good

Drawing on the Naval Traditions of the Hegemony and the Star League, the training for the crews of the Supremacy is both rigorous and comprehensive, incorporating both simulator and live fire drills. Thanks to this training, crews of Supremacy WarShips have a higher than average level of skill and invariably out-perform their Great House counterparts. As a result, add +2 to all experience rolls for WarShip crews. The Battle Fleets are treated as being at VETERAN skill level, while the White Raven Battlegroup, Home Fleet and Karkarov are considered ELITE.

The Supremacy Navy – They *Are* That Big

Just how many reserve hulls does the Supremacy Navy actually have? At a bare minimum they would have 2 additional fleets worth of combat WarShips (That is to say 10 hulls). The fact that they had sufficient reserves to send at least 56 hulls to the Periphery states says a lot about their potential reserve. Assuming the rough 2-Power principal that seems to be in play, the next two largest navies combined have 49 Hulls. Assuming each has a 20% reserve (4 Hulls each) this could jump to 57 Hulls, so a reserve of 10-15 ships for the Supremacy would not be over the top as it would maintain the current parity.

Really, the exact number is up to the players/GM to decide though the recommendations are as follows:

Minimal Reserve	6 Hulls
Recommended Reserve	10-15 Hulls
Large Reserve	20 Hulls
Maximum Reserve	40 Hulls

What hulls might be available?

Based on what was ‘Gifted’ to the Periphery, the Naval Reserve might contain:

Pinto, Vigilant and Vincent class Corvettes; Baron, Carson, Naga, Essex and Lola class Destroyers; Congress, Riga and Quixote class Frigates; Cruiser, Athena, Aegis and Avatar class Cruisers.

The Cache may also contain additional examples of any hulls the Supremacy currently fields as well as any that survived the Liberation. This would include Riga IIs and at least 1 Samarkand that ended up in a Clan Cache. It might even include a Farragut class (remember the one that was scheduled to be dismantled on the day of the Coup? After all the WoB ended up with one!).

Again, the decision is up to you.

The Supremacy Navy – It’s *That Scary* [Optional Rule]

The Supremacy Navy has such a reputation in combat, so many rumours surrounding it in regards to its capabilities, that crews many panic in the face of a Supremacy WarShip and many captains will actually shy away from engaging it in combat. If elements of a House Fleet engage a Supremacy force that contains a WarShip, roll 1D6 on the following table and apply any appropriate modifiers:

ROLL	EFFECT
1	No effect
2	No effect
3	No effect
4	No Effect
5	-1 to Initiative (1 st Round Only)
6	-1 to Initiative (first 5 rounds)
7	-1 to Initiative (entire Scenario)
8	-1 to all rolls
9	-1 to all rolls
10	-2 to all rolls
11+	Enemy will retreat

Modifiers:

Supremacy force contains a warship massing more than 750kT

- +1 to roll

Supremacy force contains a Battleship or total force masses more than 1.5mT

- +2 to roll

Supremacy force contains a Mckenna class Battleship

- +3 to roll

Supremacy force contains 4 or more warships

- +3 to roll

Note that if the Supremacy force contains 4 warships, one of which is a Battleship, the total modifier would be +5, this would mean the best the House Force could hope for is to suffer a -1 to Initiative for the first 5 rounds of combat.

If that Battleship were a Mckenna, then the total modifier would be +6 meaning the best that the enemy could do is a -1 to initiative for the entire scenario. More likely, the House Force would suffer a -1 to all roles, a serious disadvantage.

The Supremacy Navy – It’s Just *Better* [Optional Rule]

Some people refuse to believe that the crews of the Supremacy Navy are just better trained and more capable than their Great House counterparts. Instead they prescribe technology in the place of skill.

The theory is that over the centuries, as vessels were repaired, they have been improved. When armour was replaced, it was steadily thickened, greatly enhancing their ability to withstand damage. Fighter scale and point defence weaponry has also been incorporated. Most significant of all was the development of Warship grade C3 systems. Based on the networking systems of the SDS system, the C3 network allows far more effective coordination between Warships and their escorts.

Quick And Dirty Modifications

If you wish to play the Supremacy as having modified their vessels, then apply any or all of the following modifications:

- NAVAL C3 (1% ship mass)
- AA Armament – 1 Fighter scale weapon (typically ER or Pulse Large Laser) for every 200 000t in each arc (Round Down)
- Point Defence – 1 Emplacement per 500 000t in each arc (Round Up)
- Armour – Double standard

Virtually all SL Era vessels have more than enough cargo capacity to support any or all these changes.

Under this optional rule a Supremacy Mckenna might actually have -

Armour:

400

500/500

500/500

286

AA (Per Arc):

1 Large Pulse Laser Bay (5 Guns)

1 ER Large Laser Bay (5 Guns)

Point Defence (Per Arc):

3 AMS

Naval C3

DEPARTMENT OF COMMUNICATIONS AND INTELLIGENCE

Shadow Divisions

Shadow Divisions may or may not exist, but based on the evidence, the Ministry definitely has some sort of armed force at its disposal. If “Starling’s” reports are correct and the Department of C&I was responsible for the attack on the New Avalon Institute of Science in the 4th Succession War, then a Shadow Division might comprise as many as two combined arms regiments including a standard 3-Battalion Regiment of Battlemechs, and a mix regiment of Armour and Infantry (approximately a 1 Battalion/2Battalion split) as well as significant fighter support (3 or more squadrons). Again, if this Starling person is correct, we must assume that these troops are fanatically loyal and highly skilled. The footage also suggests that they have access to the most cutting edge equipment. Thus far, no ‘Shadow Soldier’ has been taken prisoner.

Experience	Equipment	Mech Weight	Vehicle Weight	Fighter Weight
+2	+2	0	0	0

Cybernetics

According to Starlings report, the Ministry also makes use of cybernetically enhanced operatives. Once again, no evidence has ever been found of such things so if they are true, it is unlikely that we would see full limb replacement and such. Based on Starlings report, however, we can identify two possible ‘classes’ of cybernetically enhanced operatives.

The first is an infiltration and information gathering agent, cosmetically enhancements to appear as outwardly normal as possible trained in stealth, surveillance, wilderness survival and tracking, along with how to use (and abuse) communication and security systems, and when necessary how to perform interrogations. They are also trained to disguise and hide themselves from the enemy and, if caught, trained in ways to fast-talk out of a situation.

Probable Implants (2-4 of up to Level 3):

Eye/Ear enhancements

Cosmetic enhancements

Pheromone emitters

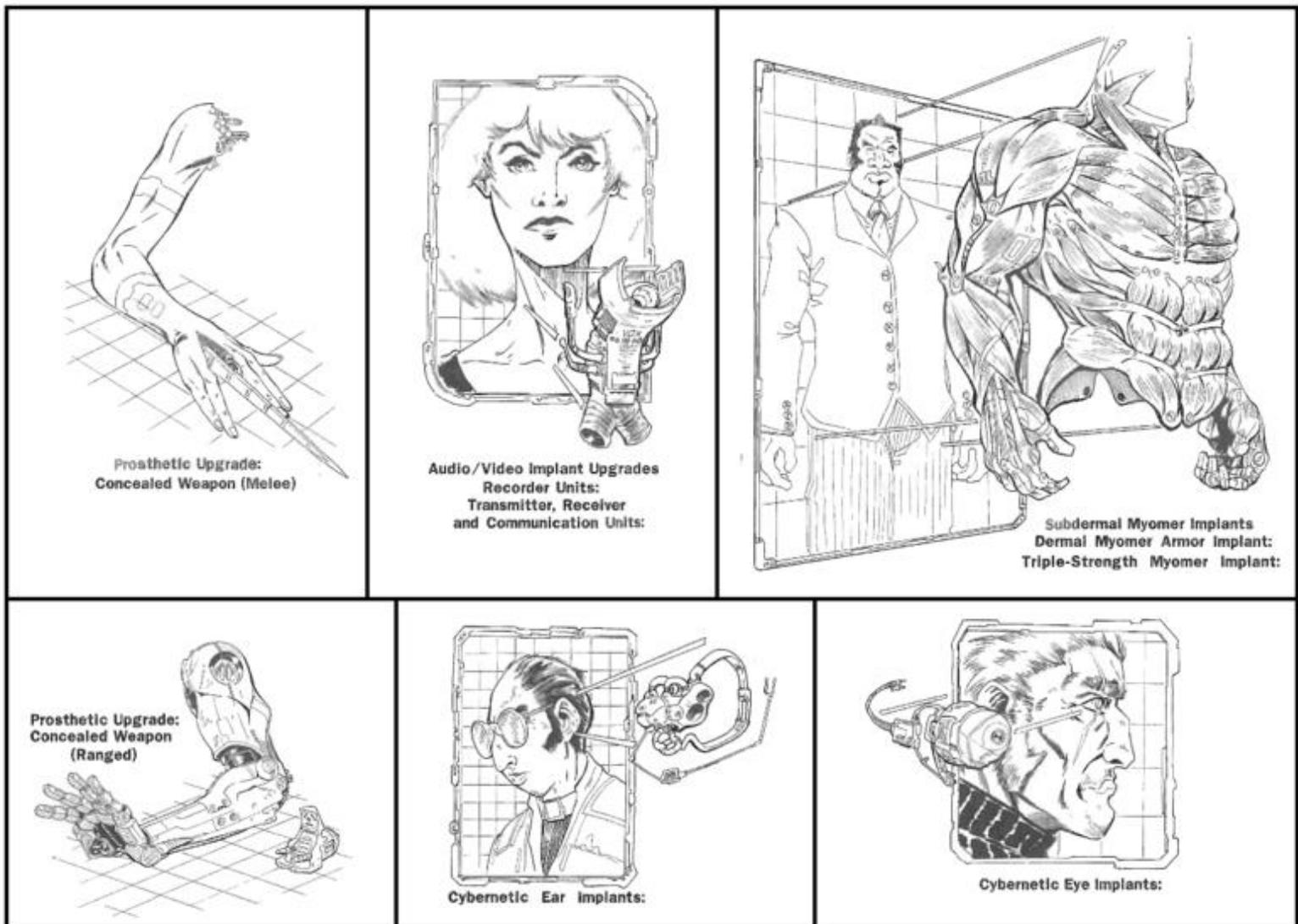
The Second type is the Assassin. Similar to the infiltrator but also trained to use a wide variety of melee, small arms and support weapons, as well as any form of martial arts. Adept demolitionists and tacticians, Assassins would also know how to operate sensor and electronic counter-measure systems, along with survival techniques in hostile environments.

Probable Implants (3-5 of up to Level 4):

Full-Body Myomer

Limb Replacement with concealed weapon

Cosmetic cover for replaced limb



A third possible enhancement is some form of Direct Neural Interface that enables pilots to control a war machine, particularly a BattleMech as a direct extension of their body, however, like everything else, there is no way to confirm the existence of such technology or pilots.

TERRAN SUPREMACY

BATTLEMECHS

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	JKR-9W Jackrabbit [25] (3075-AoW)	WVE-5Nb Wyvern [45] (3075-AoW)	WHM-7A Warhammer [70] (Klondike)	MSK-9H Mackie [100] (3075-AoW)
3	LCT-1Wb Locust [20] (Klondike)	INI-02 Initiate [40] (3060)	CHP-1Nb Champion [60] (Klondike)	MAL-XT Malice [100] (3145)
4	GBT-1G Gambit [25] (3145)	TRG-3M Targe [40] (3145-NTNU)	ARC-2Rb Archer [70] (Klondike)	VKG-2F Viking [90] (3060)
5	THE-Nb Thorn [20] (Klondike)	STN-3Lb Sentinel [40] (Klondike)	TDR-5Sb Thunderbolt [65] (Klondike)	THG-11Eb Thug [80] (3075-AoW)
6	HSR-200-Db Hussar [30] (3075-AoW)	NSR-K4 Night Stalker [45] (3145)	GLH-2D Galahad [60] (3075-AoW)	SQS-TH-001 Sasquatch [85] (3055U)
7	MON-66b Mongoose [25] (3075-AoW)	KTO-19b Kintaro [55] (3075-AoW)	OSR-2Cb Ostroc [60] (3075-AoW)	KGC-000b King Crab [100] (3075-AoW)
8	HER-1Sb Hermes [30] (Klondike)	SHD-2Hb Shadow Hawk [55] (Klondike)	WHM-6Rb Warhammer [70] (3075-AoW)	BLR-1Gb BattleMaster [85] (3075-AoW)
9	FLC-4Nb Falcon [30] (Klondike)	PXH-1c Phoenix Hawk [45] (3075-AoW)	EXC-B2b Escalibur [70] (3075-AoW)	HGN-732b Highlander [90] (3075-AoW)
10	BLD-XL Blade [35] (3085)	WVR-7H Wolverine II [55] (3075-AoW)	MAD-2R Marauder [75] (3075-AoW)	DVS-2 Devastator [100] (3058U-I)
11	NX-100 Nyx [30] (3145-NTNU)	OSP-15 Osprey [55] (3085)	ST-8A Shootist [70] (3058-SL)	AS7-D-H Atlas II [100] (3075-AoW)
12	FNHK-9K Falcon Hawk [35] (3058U-I)	SR-1 Strider* [40] (3058U-I)	PRF-1R Prefect [75] (3085)	ANH-1G Annihilator [100] (Klondike)
13	HVC-P6 Havoc [35] (3145)	KY2-D-03 Kyudo [45] (3075-AoW)	LMT-2R Lament [65] (3145)	RFL-3N-2 Rifleman II [80] (3075-AoW)
14	OW-1 Owens* [35] (3058U-I)	KW1-LH8 Linebreaker [55] (3058U-I)	P1 Perseus* [75] (3067)	FNR-5X Fafnir [100] (3085-ONN)
15	SPR-4F Spector [35] (3058-SL)	GDR-1C Gravedigger [50] (3145)	EXT-4Db Exterminator [65] (Klondike)	CRK-5003-1b Crockett [85] (Klondike)
16	C-MK-O Malak* [30] (3075)	C-PRT-O Preta* [45] (3075)	C-DVA-O Deva* [70] (3075)	C-ANG-O Archangel* [100] (3075)

Vehicles

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Shandra [25] (3145)	Giggins (Fire Support) [40] (3085)	Bulldog (Cell) [60] (3145-NTNU)	Fury (Royal) [80] (3075-AoW)
3	GAL-102 Galleon [30] (3058U-I)	Ranger VV1 (Interdictor) [45] (3145-NTNU)	MHI Defense AA [60] (3145)	Fortune [80] (3067)
4	Fox (Interdictor) [20] (3145-NTNU)	Zephyr [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Partisan Air Defense (XL) (3058U-I)
5	Nightshade (Royal) [25] (3075-AoW)	Demon (Armor) [45] (3145-NTNU)	Merkava Mk. IX [75] (3075-AoW)	Fortune (Thunderbolt) [80] (3067)
6	DI Multipurpose (Gunship) [25] (3145)	Vedette (RAC) [50] (3058U-I)	Winston [70] (3085)	Rhino (Royal) [80] (3075-AoW)
7	Lightning (Royal) [35] (3075-AoW)	Myrmidon [40] (3060)	Demon (Royal) [60] (3075-AoW)	DI Schmitt (Targeting Computer) [80] (3145)
8	Pinto [30] (3060)	Vedette (Cell) [50] (3085-ONN)	Winston (LAC) [70] (3085)	DI Morgan [100] (3075)
9	Chevalier (MML) [35] (3060)	Prowler (Support) [55] (3085)	VNL-K75N Von Luckner [75] (3058U-I)	Marksman M1A [95] (3085)
10	Main Gauche (XL) [30] (3067)	Regulator II [50] (3085)	Kinnol [70] (3085)	Alacorn Mk VI [95] (3058-SL)
11	Saracen Mk II [35] (3145)	Scapha* [40] (3145)	Bolla* [60] (3085)	Demolisher II (Thunderbolt) [100] (3060)
12	Saladin Mk II [35] (3145)	Glaive [45] (3067)	Burke (Royal) [75] (Klondike)	Gürteltier [100] (3085)
13	Cyrano (Royal) [30] (3075-AoW)	Regulator II (RAC) [50] (3085)	Kinnol (PPC) [70] (3085)	DI Morgan (LRM) [100] (3075)
14	Hawk Moth II [25] (3145)	Stygian [40] (3067)	Horned Demon [60] (3050U-C)	PAT-005b Puma [95] (3075-AoW)
15	Yellow Jacket [30] (3058U-I)	Vedette (Light Gauss) [50] (3058U-I)	Rommel Howitzer [65] (Proto)	Demolisher II (MML) [100] (3085-ONN)
16	Hawk Moth (Thunderbolt) [25] (3060)	Kanga [50] (3050U-C)	Manticore II [70] (3145)	PAT-008 Puma [95] (3050U-C)

Battle Armor / Fighters

2D6	Battle Armor	Light Fighters	Medium Fighters	Heavy Fighters
2	Nighthawk Mk. XXII (3075)	SWF-606 Swift [25] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)
3	Tornado G13* (3075)	TRN-31b Trident [20] (3075-AoW)	GTHA-500 Gotha [60] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)
4	Kobold* (3075)	SB-31D Sabre [25] (Proto)	HCT-213S Hellcat [60] (3075-AoW)	RPR-200 Rapier [85] (3050U-C)
5	Longinus* (3058U-C)	SB-27b Sabre [25] (Klondike)	IRN-SD1 Ironsides [65] (3050U-C)	STU-D6 Stuka [100] (3039)
6	Simian* (3145)	THK-63CS Tomahawk [45] (3050U-C)	LTN-G15b Lightning [50] (Klondike)	RPR-100b Rapier [85] (3075-AoW)
7	Purifier* (3058U-C)	ZRO-116b Zero [35] (Klondike)	CSR-V12b Corsair [50] (Klondike)	EGL-R6b Eagle [75] (Klondike)
8	Quirinus* (3145)	RGU-133Eb Rogue [40] (3075-AoW)	HCT-213C Hellcat II [50] (Klondike)	CHP-W5B Chippewa [90] (Klondike)
9	Angerona (3085)	THK-63b Tomahawk [45] (3075-AoW)	IRN-SD1b Ironsides [65] (3075-AoW)	HSCL-1-O Huscarl* [75] (3067)
10	Achilleus* (3058U-C)	PGD-Y3 Poignard [35] (3085)	GTHA-500b Gotha [60] (3075-AoW)	STU-K5b Stuka [100] (Klondike)
11	Taranis (3145)	SGT-2R Sagittarii [45] (3085)	SCK-O Schrack* [60] (3145)	SMG-O Simurgh* [85] (3145)
12	Xiphos* (3145)	SPD-504 Spad [30] (3050U-C)	HCT-215 Hellcat II [50] (3050U-C)	TRB-D36b Thunderbird [100] (Klondike)
13	Phalanx-D (3075)	SGT-4R Sagittarii [45] (3145-NTNU)	IRN-SD3 Ironsides [65] (3050U-C)	HSCL-1-O Huscarl* [75] (3067)
14	Nephilim (Gauss) (3075)	RF-1 Umbra [30] (Proto)	HCT-214 Hellcat II [50] (3050U-C)	STU-D7 Stuka [100] (3039)
15	Phalanx-A (3075)	SGT-3R Sagittarii [45] (3085)	GTHA-600 Gotha [60] (3050U-C)	Ahab AHB-MD [90] (3050U-C)
16	Shedu (3075)	S-HA-O Shade* [35] (3075)	S-RSL-O Rusalka* [65] (3075)	S-STR-O Striga* [85] (3075)

INNER SPHERE

