

Human Sphere Primer

The Human Sphere is a universe based on and nearly identical to the normal BattleTech Universe we know and love. There are some differences however and this article's mission is to illuminate them. The first is history, and while the Human Sphere shares much with the BattleTech universe there are differences. The second is technology, and though the same technologies are used various factions have access to different capabilities based on how they survived the Jihad and the wars that have passed since then. The third is tied closely to technology and incorporates the designs used in the Human Sphere. All are reminiscent of those designs that are known, but many are slightly different. The fourth is population and food production. I hope this primer helps to give you a basic understanding of the Human Sphere.

History

The first difference is that the history of the Human Sphere has been written out to 3100, unlike the 3067 of the BattleTech universe and the 3130s of the MechWarrior Dark Age era. The Human Sphere follows exactly the same historical track as the BattleTech universe until 3058. In 3058 and beyond, some discrepancies begin to appear, most based on plot lines in published BattleTech sourcebooks that were forgotten as time went on. The Ridzik brothers for instance do take over Hall as the Chaos March Sourcebook noted. This resulted in a distinctly different list of events in the Chaos March, and as time went on in the Jihad itself that reformed the Human Sphere. Another major difference is the Trinity Alliance. In official BattleTech canon, it was an alliance between the Capellans, Magistracy, and Concordat that the Capellans used to regain their power while destroying the Concordat. In Human Sphere canon, the Concordat and Magistracy maintained their centuries-long distrust of the Houses and refused to ally with the Capellans. The Trinity Alliance of the Human Sphere is between Canopus, Fronc, and Taurus, a far different animal. With the lack of Periphery aid, the Capellans were not as successful in their assault on Chaos March nations, though they did conquer St. Ives. The FedCom Civil War and other major and minor wars between 3058 and 3067 are largely unchanged though, with the exception that proves the rule being the final dispensation of Tikonov. At the end of the Civil War it remained in Federated Suns control.

The year 3067 is where the Human Sphere takes a distinct left turn as compared to official BattleTech canon. The Jihad did start, but did so much differently. The Star League was not disbanded, and when proof of the Word of Blake's actions was shown to the council it censored them unanimously. The Word's initial assaults cost them heavily, but they smashed much of what the Star League member nations had to fight back with extremely deadly orbital assaults. Still, the Word realized they could not win and chose the tactic of divide and conquer. Their WarShips moved from system to system, giving the locals a simple choice. Leave the House leaders to rot by declaring themselves neutral, or die via orbital bombardment. Those that refused the "kind offer" were leveled. Those that accepted were left alone. In this way the Word of Blake removed much of the Houses' support, giving them a chance of victory. They never once went

back on their word. In the end though, the various members of the Star League and some newer governments joined together to destroy the Word and liberate Terra in the name of the Star League. The Word of Blake was destroyed.

A quarter century has passed since the liberation of Terra, and the governments that chose “neutrality” during the Jihad have not given up their independence from the central governments. Most in fact have been recognized by the Star League and are now members. The main targets of the Jihad, the primary Houses, have not recovered from the damage sustained, while other wars have ravaged the Sphere. A renewed Clan Invasion during the Jihad nearly destroyed both the Clans and their targets. A second war between the Combine and the Dominion destroyed the only Successor State to survive the Jihad intact. And the St. Ives War and the conflicts that radiated out from it all but shattered Andurien, Capella, St. Ives, New Syrtis, and Taurus.

The Human Sphere of 3100 is a mix of numerous factions, some allied and some at war, and all of them raiding each other. Many worlds are under the sway of no major government, their independence granted either through the weakness of the surviving governments or their own rebellious streaks.

Few of the worlds and governments see eye to eye over anything, but some blocks do remain. Robinson and New Syrtis hire many New Avalon mercenaries to hold their territory. Tikonov and many of the realms near it have peaceful trade and alliances. The Free Worlds League remains in name, though its power has been shattered with the individual nations holding sway. The nations of the Human Sphere can not assault each other fully though, knowing that other nations are ready to join in on the feeding frenzy, relegating humanity to a war of small raids fought across hundreds of worlds.

Only the Star League unites the majority of humanity, but it is not strong enough to maintain the order that the first did. Still, the member states of the Star League have united in one common expedition. No ship that has passed beyond Kerensky’s Veil since the Jihad has returned, giving rise to rumors of the Clans preparing for another Invasion. Or worse. No one knows what is out there and the Star League is assembling a fleet at Columbus to perform a recon in force of the Clan Homeworlds in order to determine what threat remains from that direction.

Technology

The technological levels of the Human Sphere are myriad. From backwards worlds that have regressed to the Dark Ages before space travel to technological Meccas like Ozawa, Addicks, Solaris, Tamar, Rasalhague, and Sudetan. Some like the Draconis Combine and Federated Suns regressed to Succession Wars technological levels. Star League technologies were not available until the Star League, and the 2600s were a time of great technological advancements. It was during that time that most of what we consider to be Star League technologies were designed. A handful of systems, seen on the retrofitted *Aegis*-class WarShips as an example, were available at the beginning of the Star League,

but the vast majority of Star League technologies were developed during the 2600s and 2700s before the fall.

Designs

The nations of the Human Sphere build designs descended, but not always the same, as those we know from BattleTech. But with a small number of exceptions all canon designs were built as they were in BattleTech. Some differences are noted however. Some designs have been noted as having weapons not designed until well after they were first introduced. These designs are considered to have carried lower-technology systems until they became available during the Star League.

On the issue of the Unseen, all Project Phoenix, Project Dark Phoenix, and Unseen designs are used in the Human Sphere. All images of any Ral Partha or Iron Wind Metals BattleMechs and vehicles are allowed. Some BattleMechs look like the way most of us remember, while some look like the newer images. When pictures are uploaded, any miniature will be allowed.

The bases for Human Sphere spacecraft are TRO 3025, TRO 2750, JumpShips and DropShips, and TRO 3057. Star League WarShips and DropShips look like the pictures shown in TRO 2750. Clan refits look like the Clan refits shown in TRO 3057.

Finally, the names that are given to classes of WarShips have changed with the change in technology. Frigates are uniformly small WarShips below 100,000 tons that carry limited capital weaponry. The most common WarShips seen in the Human Sphere, they are the standard in combat vessels and are easy to build. Corvettes are rare, but the larger Destroyer class, from 200,000 to 300,000 tons is seen on a fairly regular basis, normally surrounded by Frigates. Cruisers from 400,000 to 500,000 tons are generally the largest WarShip an enemy will ever encounter, and are constantly surrounded by fleets of Destroyers and Frigates. Larger Battleships and Dreadnaughts, almost all being the last survivors of the old Star League and Clan war fleets, are the titans of warfare. Their mere presence is enough to end many battles before they begin, and they promise destruction to any force that dares to face them without another Battleship or Dreadnaught to counter them. The nations that command one of these titans are feared by all who do not.

Population and Food Production

In the Human Sphere, all planets grow their own food. During the Star League, planets often thrived without the ability to grow food for themselves. But the Succession Wars have greatly reduced the size of Inner Sphere JumpShip and DropShip fleets. Approximately 2,000 JumpShips remained in 3025, servicing the remaining 25,000 DropShips. This reduced number of ships could not possibly support the hunger of entire worlds. Planets that could not find a way to grow enough food to survive have died out. Those that remain do not require any shipments of food to survive. Trade between systems, with what few DropShips and JumpShips remain, is limited to expensive uses

such as shipping luxury items. Sometimes that is food delicacies for the rich who can afford it. But every planet can survive without support, even if the food isn't the best tasting.

Since the industrial revolution of the 3030s, many new DropShips, JumpShips, and WarShips have been built. But self-sufficiency is still the standard in the Human Sphere as bulk transport of basic foods is simply too expensive for any planet to pay. Some planets do ship in food from other planets in the same system, but that is the extent of basic food shipments.

Conclusion

I hope this basic primer of the Human Sphere has proven useful for you the reader. Please remember to remember the sourcebook information for more in depth details about the exact points of interest in the Human Sphere. Thank you for your time.

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