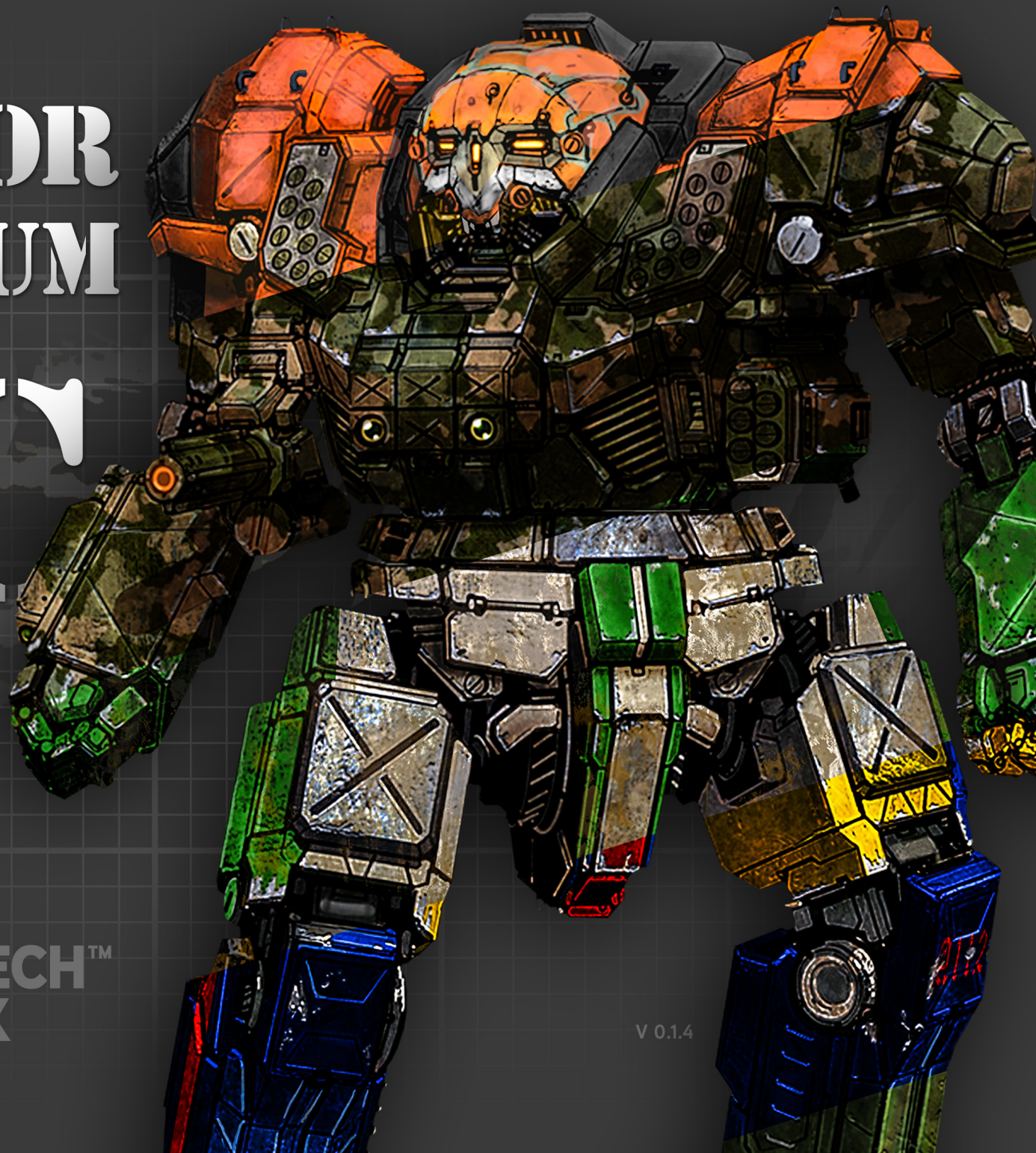
UNIT COLOR COMPENDIUM

UCC

INSPIRATIONAL GUIDELINE TO BATTLETECH™ COLOR PALETTES AND PAINT SCHEMES

A FAN-MADE BATTLETECH™ SOURCE BOOK



V 0.1.4



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STAR LEAGUE UNIT INSIGNIA. CLEANED-UP AND COLORED BY FLAMESTALKER.

Instructions

For navigation, please use the **TOC** button in the top left corner, which brings you to the Faction **Table of content** in the front of the book or use the **DTOC**, which in the top right corner which brings you to the **Detailed Unit Table of Content** in the back of the book. All content listed in the **TOC** or **DTOC** is linked respectively.

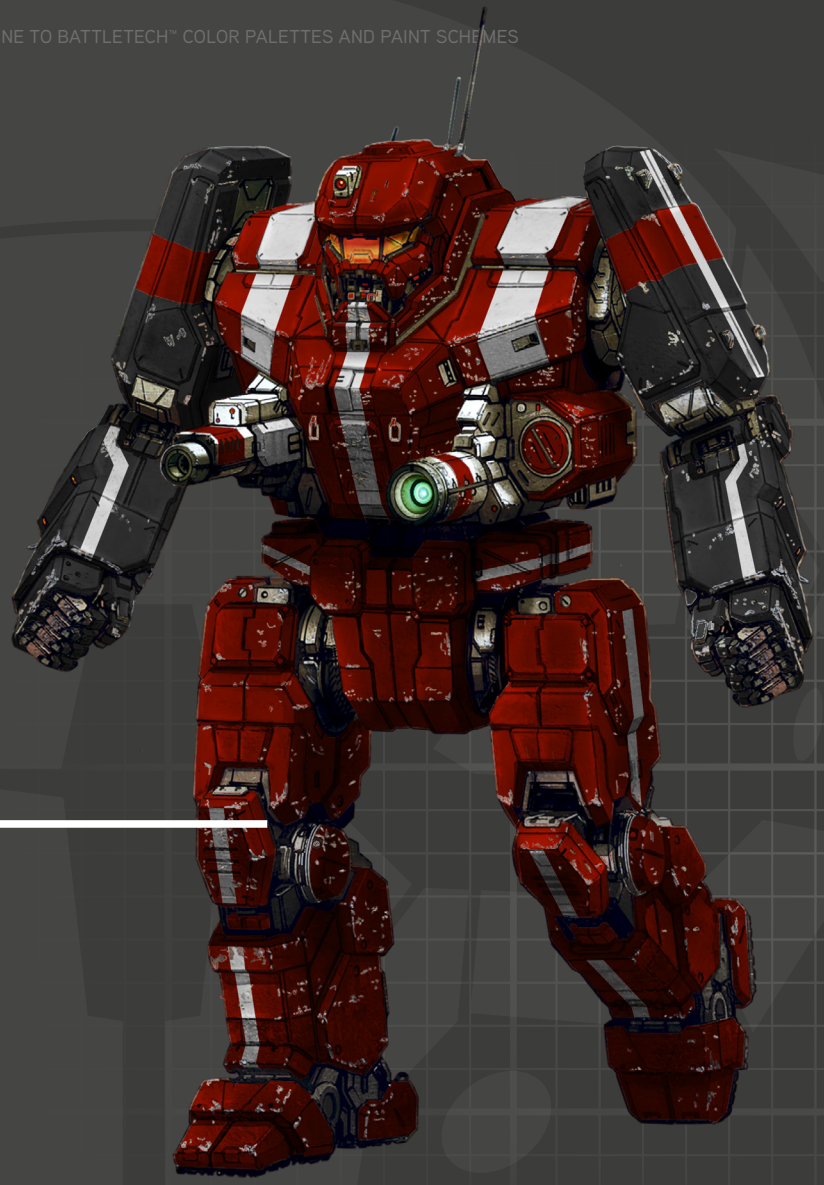
Also you can use the bookmarks or page overview (in AcrobatReader).

Click on the unit name to be directed to the units site on Sarna.net. This will not work on some personal units and all units for the Aurigan coalition, Clan Mongoose and occasionally other units. However, it should work with the majority of units.

Use the Mechsamle image as reference. The three main colors used in this example are shown below it.

Additionally check the color descrition for details. Some Mech samples show the actual colors used on those units but not necessarily the correct paint scheme (although I tried to be as thorough as possible). Color descriptions might include details not shown and information about markings, paint scheme variants etc.

References are included in the color descriptions.





SKYE GUARDS

As part of the Skye Rangers, the Skye Guard uses the standard Rangers colors, dark red with arms (or turrets/rudders) painted black, and silver added for highlights. *CANONIZED BY JAL PHOENIX ON 2/17/07.*

AURIGAN COALITION





AEA MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Aea uses cyan, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





BRINGDAM MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Bringdam uses Amber, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*

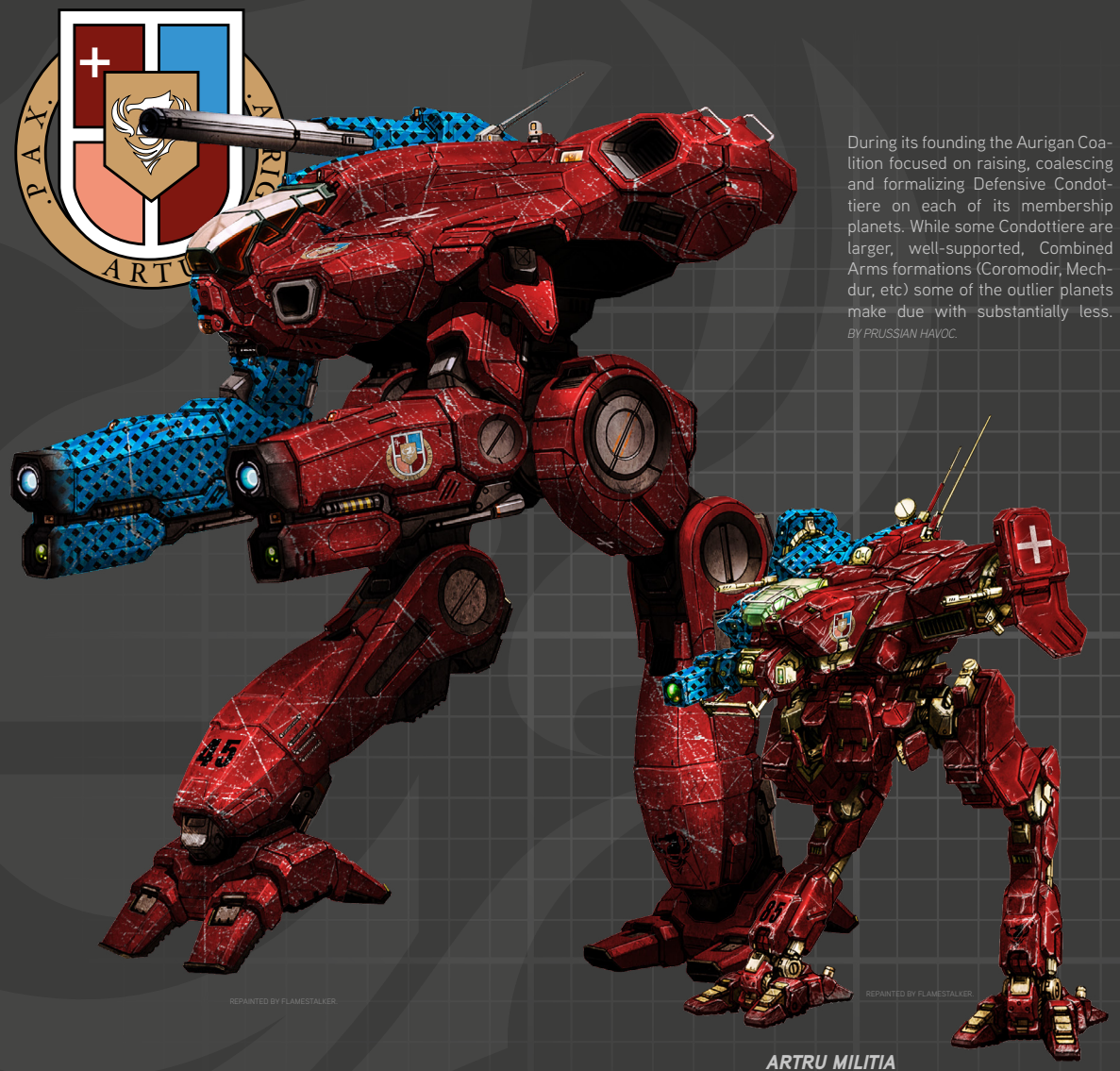
At the edges of the Inner Sphere lies the Periphery. The systems there were far from the protective embrace of Earth, and were thus colonized by outcasts, misfits, renegades, and those who simply valued freedom and independence more than they valued comfort and safety. As a consequence, the Periphery has always been a somewhat lawless fringe, a haven for misfits and refugees, the Wild West to the civilized Inner Sphere.

In a very real way, though, it was the marginal nature of the Periphery that directly led to the chaos of the current era; the traitor Amaris was a product of the Periphery and was radicalized by two centuries of the Inner Sphere's iron-fisted occupation of his homeland. His resentment and hate led to civil war, the catastrophic collapse of the Terran Hegemony, and with it the fall of the Star League.

In the wake of that fall, the Succession Wars have crippled all of humanity, and the Periphery is no exception. With the chaos of constant war, economies have shrunk, non-essential projects have been curtailed, and planets that might have once been worth colonizing have been abandoned, their colonists evacuated or left to starve in isolation.

The rimward area of the Periphery (what looks like 'south' on a map) includes a lightly-settled region that's known as the Aurigan Reach. While once divided between the Magistracy of Canopus, the Taurian Concordat, and the Capellan Confederation, all three withdrew from the region during the wars, preferring to hold more secure borders and less marginal systems. The distant, poorly-developed worlds of the Reach weren't worth the danger of overextending one's power, given the sudden brutality of the Succession Wars.

The Capellans, hard-pressed by their rivals in the Inner Sphere, were first to abandon the Aurigan Reach, and by 2798 they'd withdrawn to a new, more defensible line, from Repulse to Rollis, leaving over a dozen systems to their own devices. The Taurians, in the wake of the disastrous and humiliating Taurian-Canopian War in 2813, turned away from expansionism, and likewise abandoned their Reach holdings. The Magistracy was the last to hold on to any Reach systems, but their claim was always more of a line drawn in the sand against the Taurians than any real colonial ambition; by 2840, their military forces were withdrawn to their own borders, leaving a vast and lawless region behind. *KICKSTARTER UPDATE BATTLETECH.BACKERKIT.COM*

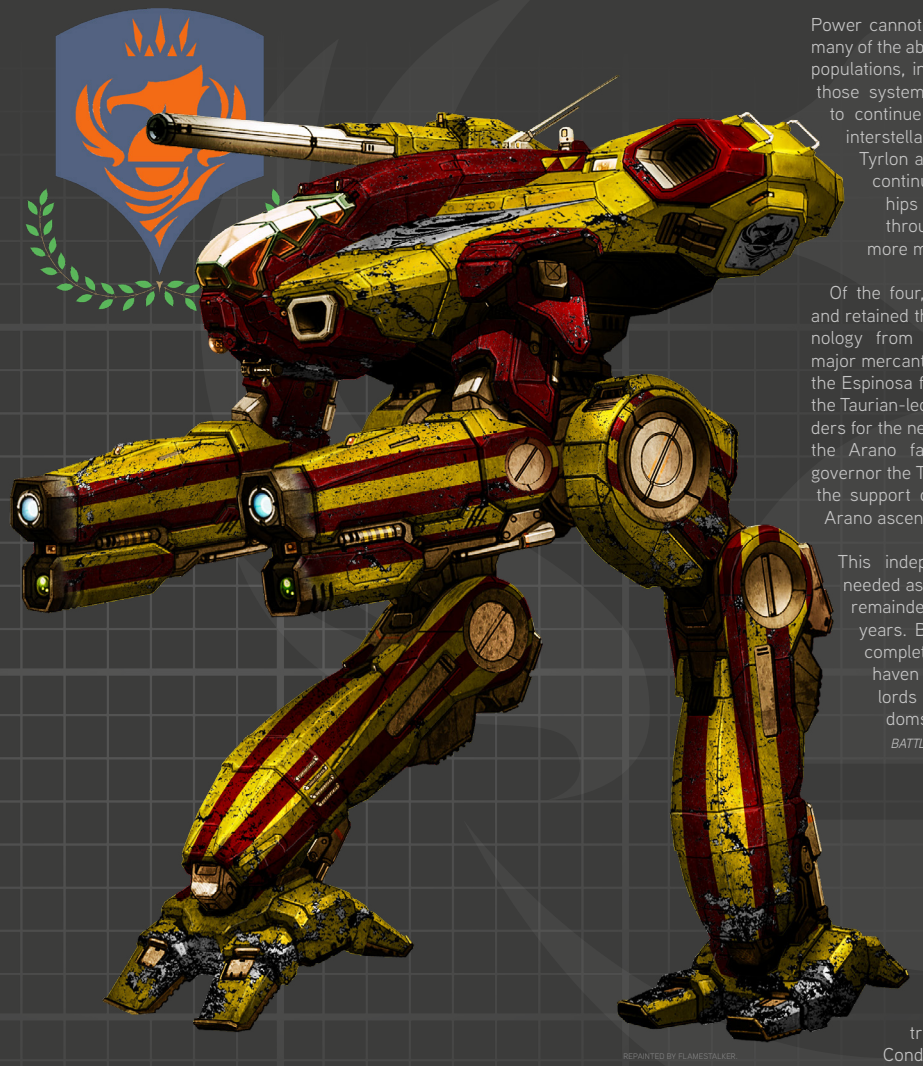


During its founding the Aurigan Coalition focused on raising, coalescing and formalizing Defensive Condottiere on each of its membership planets. While some Condottiere are larger, well-supported, Combined Arms formations (Coromodir, Mechdur, etc) some of the outlier planets make due with substantially less. *BY PRUSSIAN HAVOC.*



ARTRU MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Artru uses Cross Hatched Phthalo blue and black, while the rest of the equipment is painted blood red or a shade of blood red. The Italianesque White Crosses remain on the Left Arm across all 23-Condottierre. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



REPAINTED BY FLAMESTALKER.



Power cannot tolerate a vacuum, though, and many of the abandoned systems had significant populations, industry, and commerce. Four of those systems were particularly well-suited to continue on as though still part of an interstellar civilization: Coromodir, Itrom, Tyrlon and Guldra. Trade between them continued, and the network of JumpS-hips continued to serve them, and through them some of the nearby, more marginal systems.

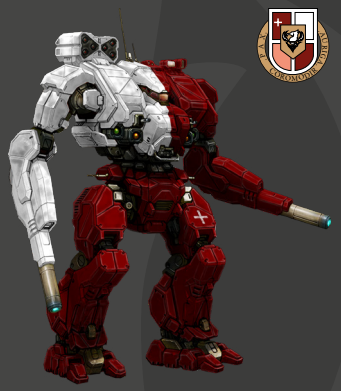
Of the four, Coromodir was the wealthiest and retained the most infrastructure and tech-nology from the Taurian colonization. Two major mercantile houses, the Arano family and the Espinosa family, dominated the remains of the Taurian-led economy, and were natural lea-ders for the newly independent world. In 2820, the Arano family displaced the figurehead governor the Taurians had left behind, and with the support of the Espinosa family, Wiremu Arano ascended to the governorshipage

This independence and leadership was needed as the Taurians withdrew from the remainder of the Reach over the next 20 years. By the time the withdrawal was complete, the Aurigan Reach was a haven for pirates and renegades, war-lords setting up their own petty king-doms, and worse. *KICKSTARTER UPDATE BATTLETECH.BACKERKIT.COM*

ARANO OLD GUARD

House Arano maintains a force of BattleMechs, Armored Vehicles and Infan-try, separate from the Coromodir Condottiere. Known for its loyalty and hard-hitting tactically mobile Medium and Heavy BattleMech elements, the House Arano Guards maintain a small fleet of drops-hips and even one or more Jumpships which makes for excellent Strategic Mobility as well.

House Arano Old Guard uses yellow and blood red to paint the legs of its Mechs with vertical strips and the lower arms with horizontal stri-pes. Torso and shoulders are held in a medium silver metallic tone. *BY PRUSSIAN HAVOC. INSIGNIA BY HORUS.*





COROMODIR MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Coromodir uses white, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





ENKRA MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Enkra uses sapphire blue, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





FJALDR MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Fjaldir uses cross-hatched indigo and white, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





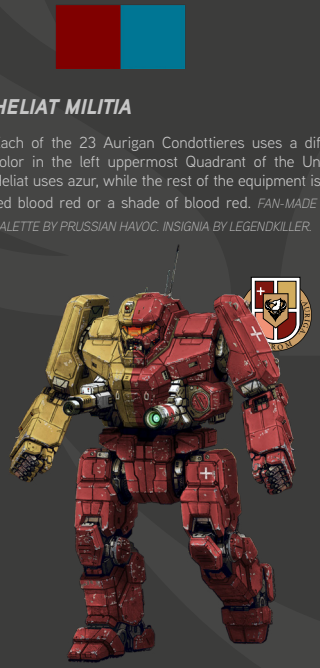
GANGTOK MILITIA

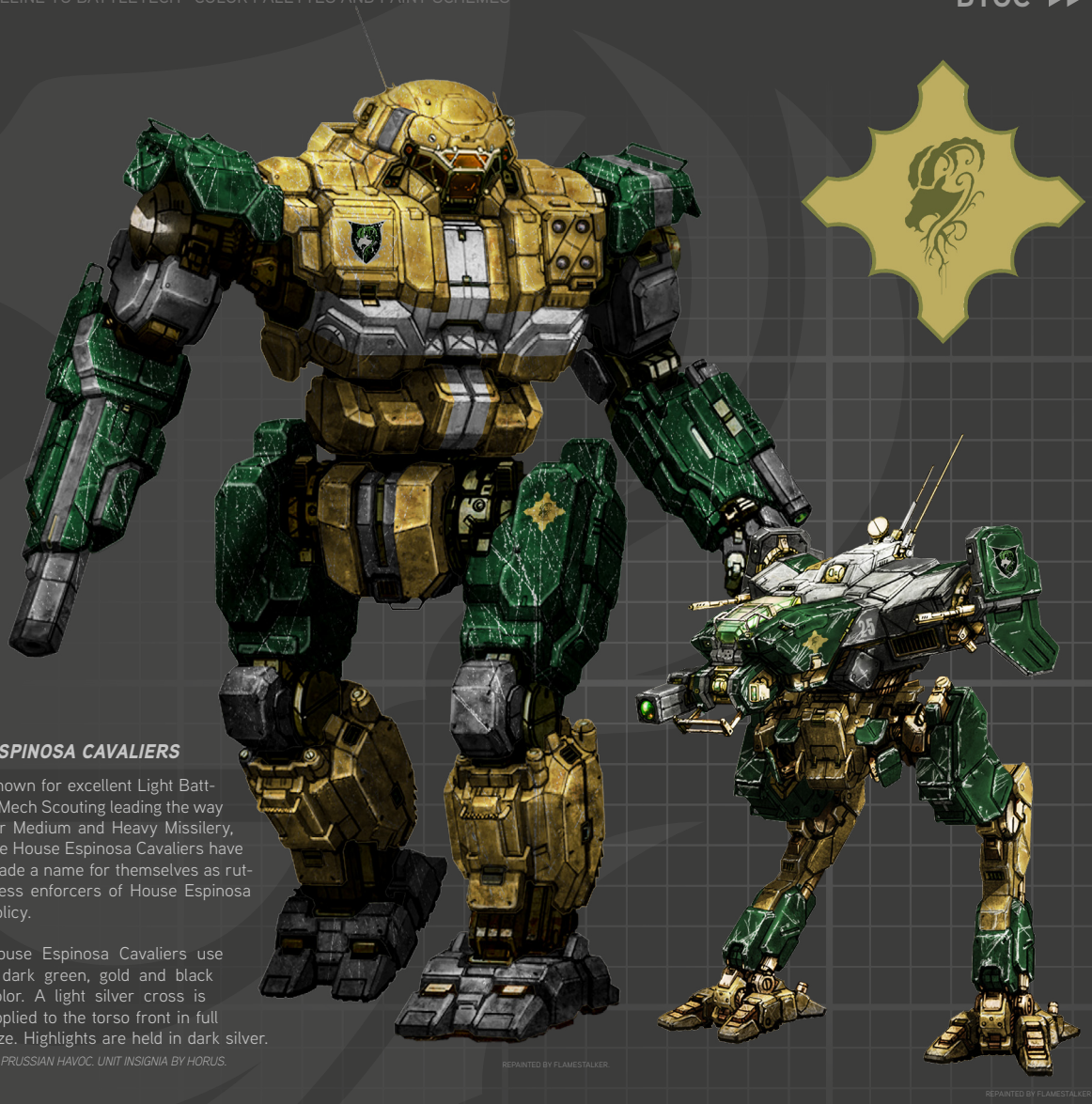
Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Gangtok uses cross-hatched violet and black, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*











GULDRA MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Guldra uses cross-hatched Harlequin and black, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*

HELIAT MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Heliat uses azur, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*

ESPINOSA CAVALIERS

Known for excellent Light BattleMech Scouting leading the way for Medium and Heavy Missilery, the House Espinosa Cavaliers have made a name for themselves as ruthless enforcers of House Espinosa policy.

House Espinosa Cavaliers use a dark green, gold and black color. A light silver cross is applied to the torso front in full size. Highlights are held in dark silver.
BY PRUSSIAN HAVOC. UNIT INSIGNIA BY HORUS.

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ICHLANGIS MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Ichlangis uses cross-hatched dark gray and black, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*

ITROM MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Itrom uses gold, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



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In 2860, the Arano and Espinosa families approached their counterparts on Itrom, Guldra and Tyrlon with a proposal: a mutual protection and trade agreement that would allow coordinated and unified responses to the plague of piracy. As the primary financier of the agreement, the Arano representative was given executive authority over the newly formed Aurigan Trade Partnershipage

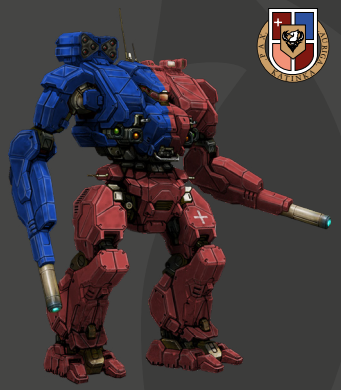
By 2910, there had been a half-century for the ties between the four systems to deepen into alliances. Uniting the eight most powerful noble families of the Aurigan Reach, Keona Arano formalized the Partnership into a government, with herself positioned as High Lady. The other Founding Lords and Ladies sat at her side as members of her advisory council. This new state declared itself the Aurigan Coalition.

Over the next fifty years, the Coalition grew and incorporated many other nearby systems, most of them former Capellan holdings. This included the industrial world of Mechdur, which was already successful and self-sufficient; when Mechdur joined, the Coalition gained access to a powerful industrial and manufacturing engine that allowed for a much higher standard of living than other systems of the Reach could sustain. *KICKSTARTER UPDATE BATTLETECH.BACKERKIT.COM*

ITROM GRENADIERS

As the earliest members of the Aurigan Coalition, Guldra, Itrom and Tyrlon are still highly influential. Even with the arrival of Mechdur. These three planets have raised and maintain BattleMech Units that stand outside of the Aurigan Condottiere Force Structure.

Itrom paints the legs of its Mechs with a broad dark blue vertical stripe in the front and a yellow stripe in the back. These colors are parted by a white vertical stripe. The upper torso is held in a medium silver metallic color. The arms are painted in red and white while the head is seperately painted in brown. Golden accents are added at leisure. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. UNIT INSIGNIA BY HORUS.*





KATINKA MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Katinka uses cornflower blue, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





MANGZHANGDIAN MILITIA

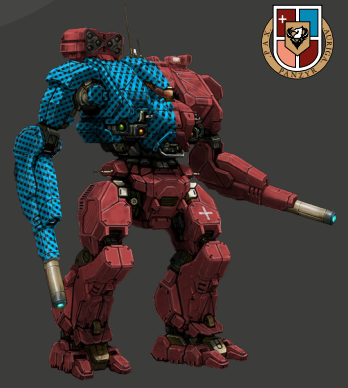
Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Mangzahngdian uses cobalt blue, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





MECHDUR MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Mechdur uses black, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





PANZYR MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Panzyr uses cross-hatched azure and black, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



QALZI MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. qalzi uses emerald Green, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



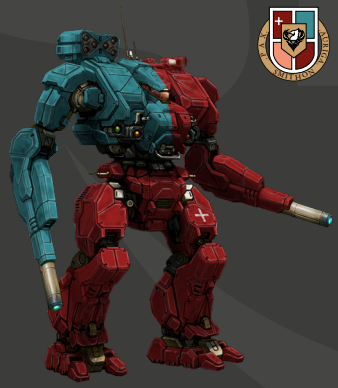
REGIS ROOST MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Regis Roost uses apple green, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



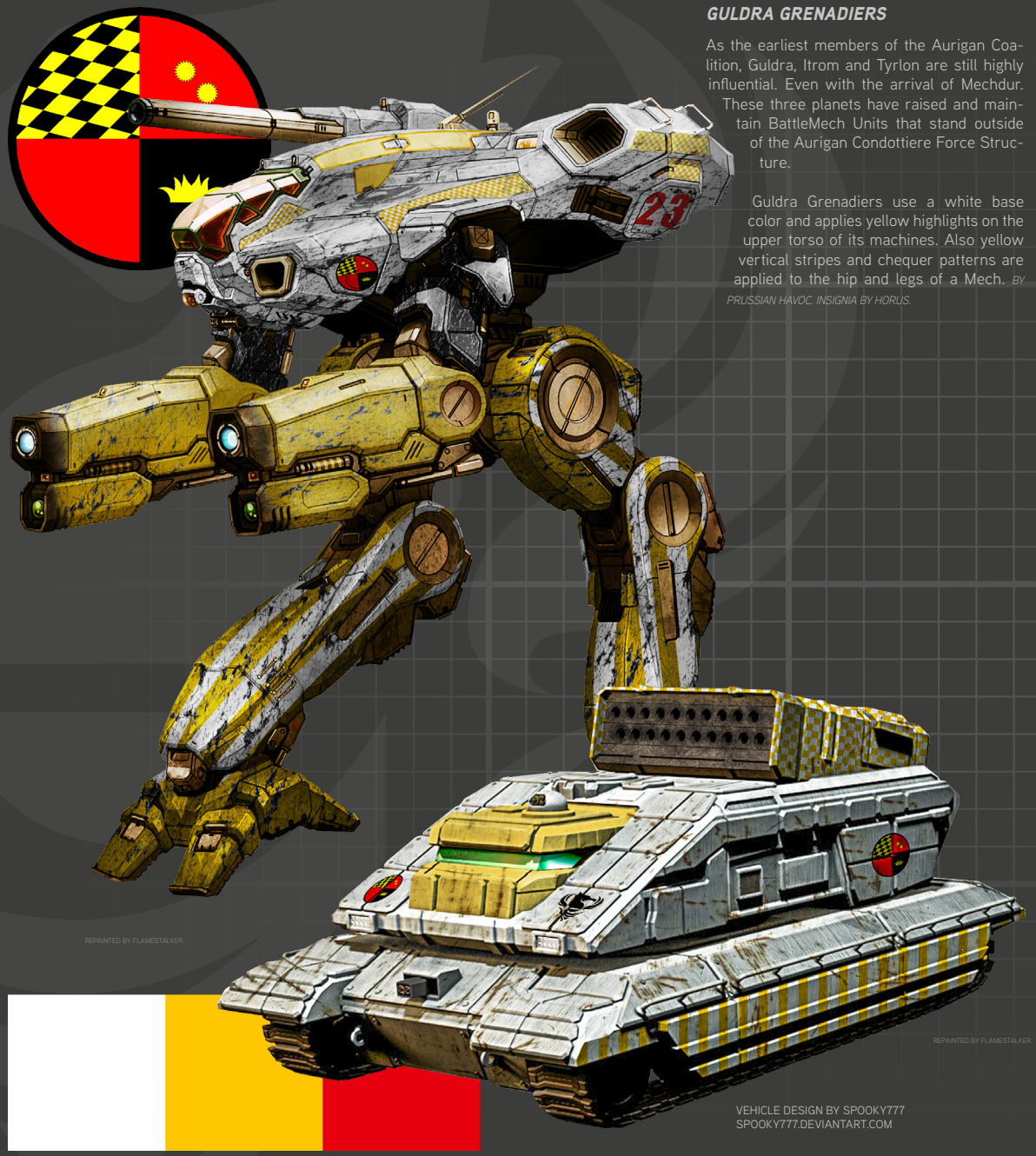
RYANS FATE MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Ryans Fate uses gray, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



SMITHON MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Smithon uses aquamarine, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*

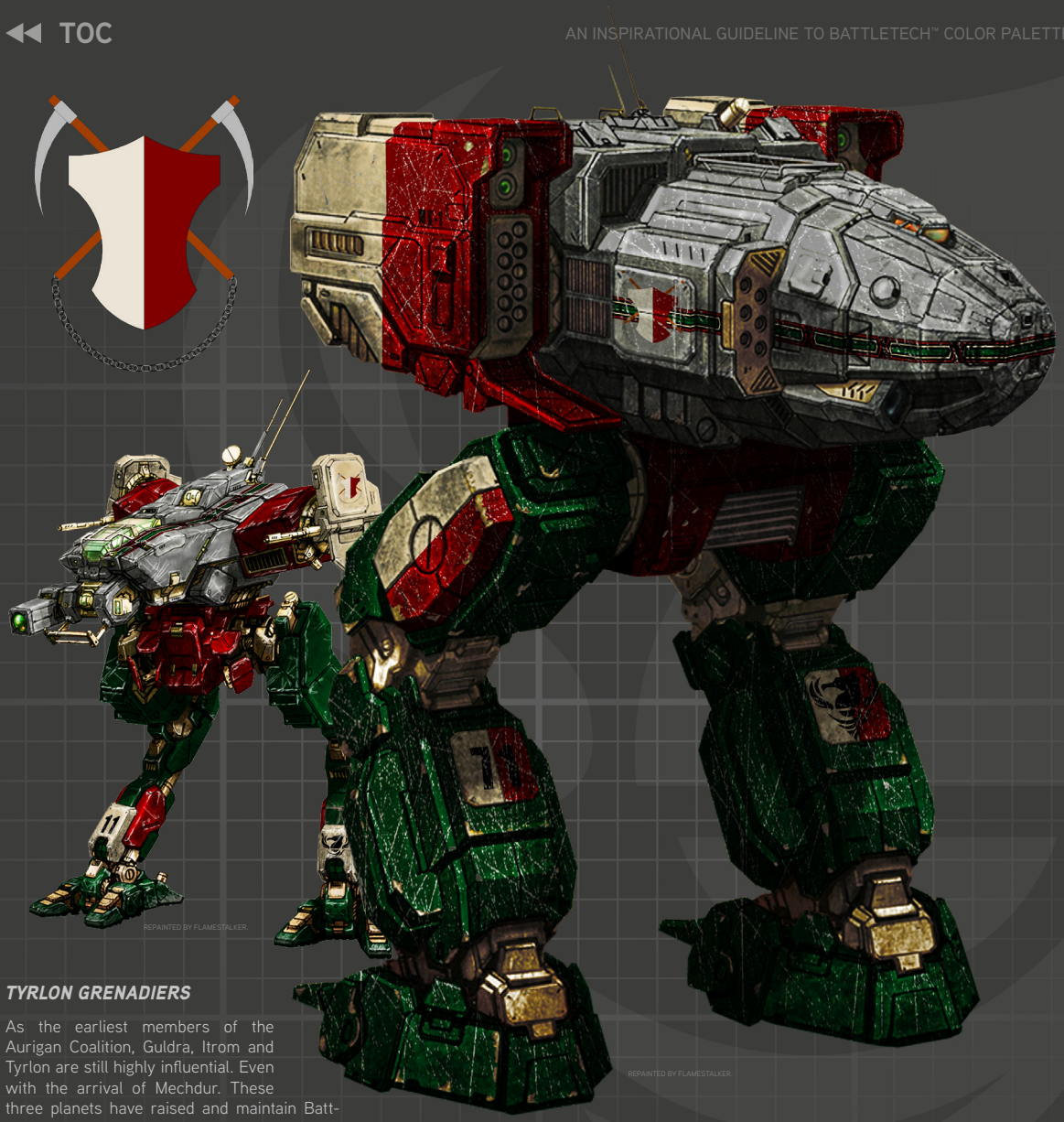


GULDRA GRENADIERS

As the earliest members of the Aurigan Coalition, Guldra, Itrom and Tyrlon are still highly influential. Even with the arrival of Mechdur. These three planets have raised and maintain BattleMech Units that stand outside of the Aurigan Condottiere Force Structure.

Guldra Grenadiers use a white base color and applies yellow highlights on the upper torso of its machines. Also yellow vertical stripes and chequer patterns are applied to the hip and legs of a Mech. *BY PRUSSIAN HAVOC. INSIGNIA BY HORUS.*

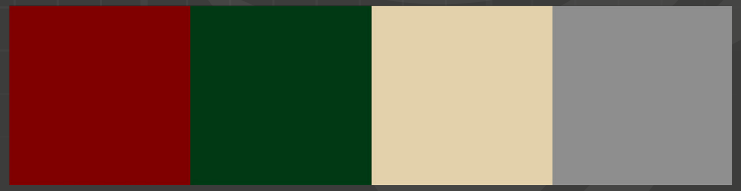
VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM



TYRLON GRENADIERS

As the earliest members of the Aurigan Coalition, Guldra, Itrom and Tyrlon are still highly influential. Even with the arrival of Mechdur. These three planets have raised and maintain BattleMech Units that stand outside of the Aurigan Condottiere Force Structure.

The Tyrlon Grenadiers paint shoulders and hip of its Mechs blood red while the arms are held in a beige tone with crossing lines of dark brown. A medium silver metallic is used for the torso and dark forest green for the legs. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. UNIT INSIGNIA BY HORUS.*







TYRLON MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Tyrion uses opal, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





UMGARD MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Umgard uses turquoise, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





WELDRY MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Weldry uses violet, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*





ZANGUL MILITIA

Each of the 23 Aurigan Condottieres uses a different color in the left uppermost Quadrant of the Uniform. Zangul uses chartruese, while the rest of the equipment is painted blood red or a shade of blood red. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY LEGENDKILLER.*



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MECHDUR LANCERS, 2ND

With significant Industry, Heavy Industry and active (though limited) BattleMech Production capability, Mechdur maintains 2 Units of Mechdur Lancers. As a prominent and economically powerful member of the Aurigan Coalition, Mechdur has come to supersede Itrom, Tyrlon and Guldra in some significant sectors of Coalition Politics, Governance and Economy.

2nd Mechdur Lancers color their equipment a golden yellow, olive green and gun metal gray. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY HORUS.*



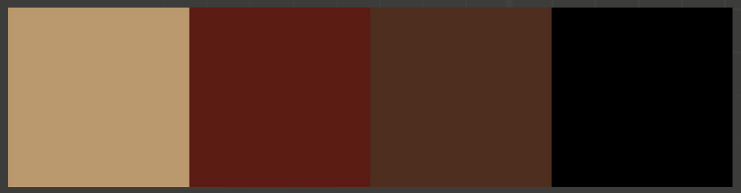
MECHDUR LANCERS, 1ST

1st Mechdur Lancers color their equipment a golden yellow and gun metal gray. Black is used for the highlight and accents. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY HORUS.*



CALDERON PROTECTORATE





CALDERON GUARDS, 1ST-2ND

The Calderon Guard paints their vehilces and Mechs in a dark brown and blood red disruptive camouflage pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

The Calderon Guard was founded in 3072 and was officially a brigade, but each of the three regiments established with the founding of the Guard started from very humble beginnings and grew at the same rate. The avowed purpose of the Calderon Guard was to curtail the increase in pirate raids against the Calderon Protectorate since the beginning of the Jihad.

THE JIHAD

By 3075 each of the regiments within the Guard had reached only a single mixed, reinforced company in strength; much of the equipment being supplied to the Guard had been acquired outside the Calderon Protectorate and smuggled in via various routes. Some of the equipment even originated as far away as the Federated Suns and the Magistracy of Canopus; speculation was that while the Federated Suns industries supplying the material were intending for the Protectorate forces to counterbalance the push into Federated Suns space by the Taurian Concordat, the material being supplied through the Magistracy actually originated with various Free Worlds League companies. It was also considered likely that sympathetic elements within the Concordat had been providing supplies, up until the combination of the asteroid strikes at the heart of the Concordat and a devastating campaign by FedSuns mercenaries that targetted the Taurian industrial base choked off the supply.

The largest problem facing the Guard by the middle of the Jihad was a singular lack of manpower; each regiment within the Guard needed a supply of skilled, vetted, recruits, but the Protectorate lacked any formal military training establishment, and much of the Protectorate consisted of either mining outposts or agrarian settlements. The bulk of the manpower recruited into the Guard actually consisted of Concordat expatriates, and the number of expatriates dwindled sharply as the Jihad went on. This situation was unlikely to improve until after the construction of the New Hope Military University, which wasn't predicted to begin training its first class until 3079.

One of those involved in assisting with the expansion of the various Guard regiments was Talia Martens, Captain of the "First" Prey's Divisionals and mother of the Protector-designate, Erik Martens-Calderon.



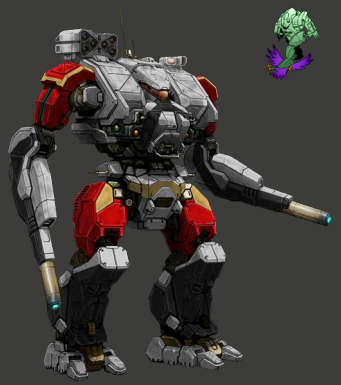
TAURIAN PRIDE, 1ST-4TH

The regimental colors are red with brown and gold trim. *FM:PERIPHERY, PAGE 67.*

Despite the troubles the Guard was experiencing in reaching full strength the Calderon Protectorate Force made a great deal of noise about the rising strength of the brigade - a measure apparently intended to dissuade both pirates and the Taurian leadership from attacking the Protectorate. Pirate attacks on the Protectorate actually dropped in the wake of the asteroid bombardment of Taurus, but Baron Cham Kithrong continued to direct resources into allowing the Guard to expand.

By 3079 the Guard had reached approximately one-fifth of full size - still far from the intended strength, but a notable achievement given the reduction in size of its Taurian counterparts. It was still considered likely to be years before the Guard reached full strength, but the CPF was diligent in ensuring that the regiments grew at an equal pace, ensuring that there could be no charges of favoritism in how the various regiments were treated. *SARNA.NET*

CAPELLAN CONFEDERATION & ST. IVES



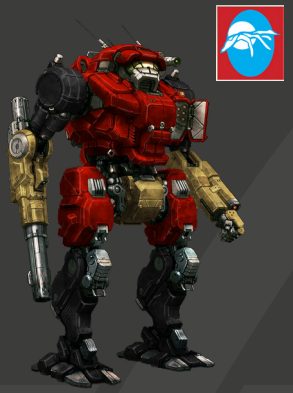
ANDURIEN HEAVY GUARDS

The Andurien Heavy Guards colors are red and silver with applications in black and gold. *FAN-MADE COLOR PALETTE BY SPARTAKUS.*



ANDURIEN HUSSARS, 1ST-7TH

The Andurien Hussars have adopted a patchwork pattern of dark summer colors. Common applications employ dark green, light green and mud brown. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



ARES TITANS

The Ares Titans use variations of red, black, and gold colors. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*



ARIANA FUSILIERS, 1ST-2ND

Formerly: Chesterton Border Guards. The Ariana Fusiliers kept their predecessors pattern and colours. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*



ARIANA GRENADIERS

The Ariana Grenadiers use the same colours as the Ariana Fusilier, but use a woodland pattern camouflage. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*



BATTLE REGIMENT, 189TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark red highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



BATTLEMECH DIVISION, 360TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



The Blackwind Lancers was first formed by Chancellor Barbara Liao as the Fourteenth Zurich Lancers as part of the Amaris Coup in Liao's late efforts to help General Aleksandr Kerensky's fight to defeat Usurper's forces.

FIRST SUCCESSION WAR

After the outbreak of the First Succession War the unit was stationed on Chesterton borders of FedSuns to confront Davion aggressions. During this time the regiment fought for control of many Davion worlds; Algot, Demeter, Halloran V and New Aragon but was not able to keep these planets from FedSun forces. The Lancer's worst defeat in this time period was to the elements of Avalon Hussars on Jaipur where the unit lost two battalions of 'Mechs trying seize Jaipur's 'Mech production facilities. *SARNA.NET*

BLACK WIND LANCERS

The Lancers paint their equipment tan and ivory with blue highlights. *FM:CAPELLAN CONFEDERATION, PAGE 114.*



BORODIN'S VINDICATORS

The Vindicators paint their combat equipment in tan and ivory with red highlights. *FM:CAPELLAN CONFEDERATION, PAGE 115.*



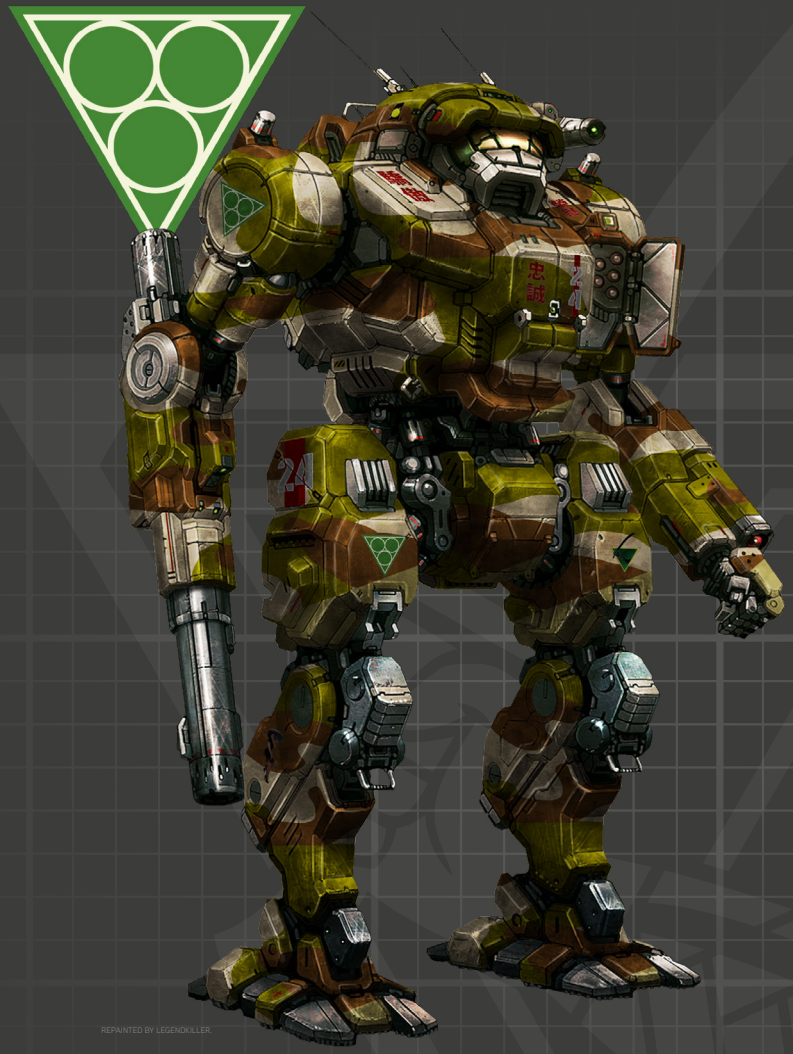
CAPELLAN CHARGERS, 1ST

The 1st Capellan Chargers use the traditional khaki scheme of all Chargers units and accent their machines cyan. *CAMOSPECSONLINE / FAN-MADE COLOR PALETTE BY SPARTAKUS.*



CAPELLAN CHARGERS, 2ND-7TH

The Capellan Chargers use the traditional khaki scheme of all Chargers units and accent their machines in different colors. The second uses black for accents. *CAMOSPECSONLINE / FAN-MADE COLOR PALETTE BY SPARTAKUS.*



REPAINTED BY LEGENDKILLER.

The Capellan Defense Force was formed after the Clan Invasion when the formerly secure Capellan Commonality became vulnerable to attack from the Federated Suns. This marked the end of the older Capellan Reserve brigade as Stapelton's Grenadiers were renamed as the first regiment of the new Capellan Defense Force and various Home Guard units were reorganized to form two additional regiments.

JIHAD

The Capellan Defense Force was able to expand its roster to include a third regiment shortly before the outbreak of the Jihad. Unfortunately, the Third CDF was stationed on Gei-Fu, which was attacked by six AFFS units during Operation SOVEREIGN JUSTICE; this destroyed the 3rd completely.

Those Defense Force regiments who survived the Jihad did so almost completely intact, due to their location in the industrial heartland of the Capellan Confederation. Having weathered the Jihad so well, the Defense Force then underwent a dramatic expansion in the 3080s, with Sang-jiang-jun Talon Zahn announcing the formation of a 4th and 5th Capellan Defense Force regiments soon after the Jihad. Formed around a mixture of experienced personnel from the 1st and 2nd CDF and graduates from the Capella War College, the new regiments brought the established strength of the Capellan Defense Force up to match the regional brigades of the other commonalities.

During Operation GOLDEN FORTRESS, the CDF regiments were broken up into battalion sized units and used to garrison worlds taken by the front line CCAF forces. Though this worked though 3081 and 3082, when the Republic of the Sphere counterattacked, these CDF units were often destroyed. For example the Sixth CDF was completely wiped out on Liao. The surviving CDF units have since rotated back to garrison systems in the Sian Commonality while they rebuild. *SARNA.NET*

CAPELLAN DEFENSE FORCE

The Capellan Defense Force has adopted a patchwork pattern of light summer colors. Common applications employ ivory, light green and brown. *FM:CAPELLAN CONFEDERATION, PAGE 76.*



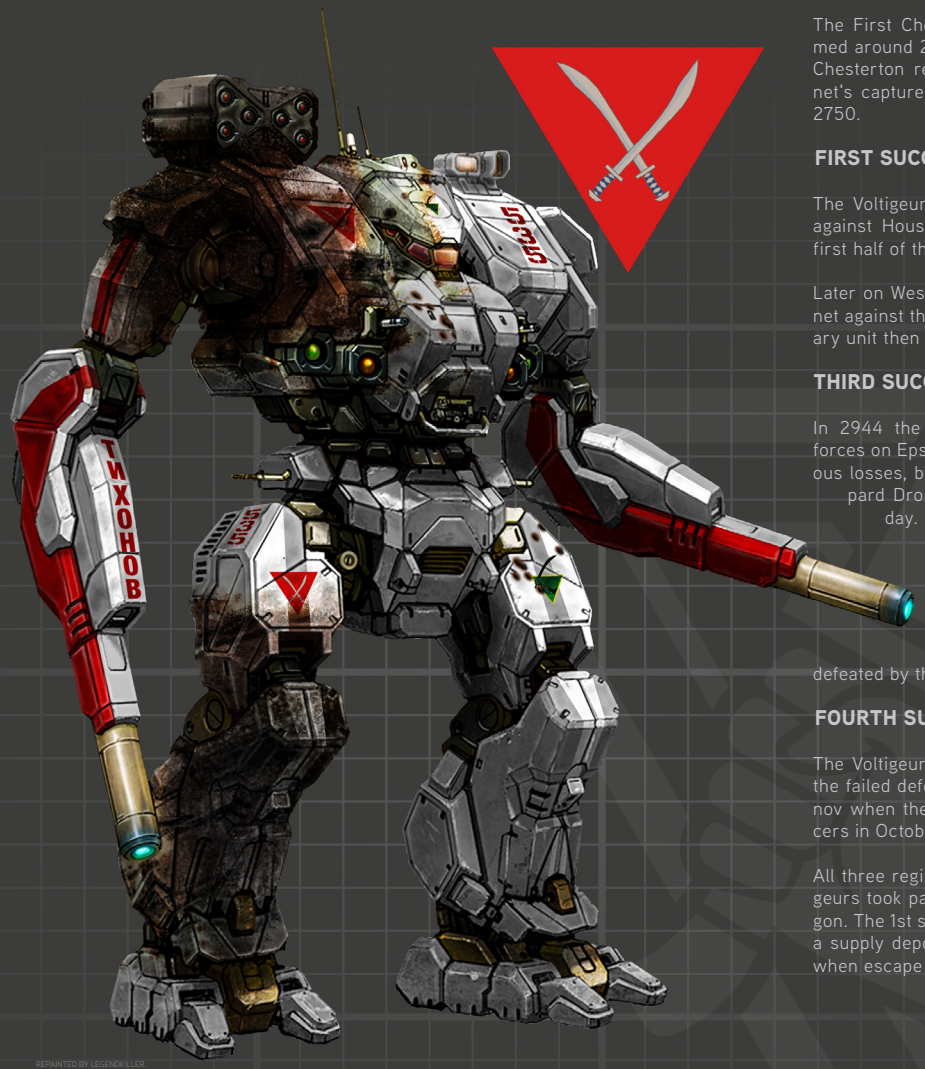
CAPELLAN DEFENSE FORCE, 2ND

The Second Capellan Defense Force uses a washed-out, sepia-tone version of the standard CDF color scheme. *FM:CAPELLAN CONFEDERATION, PAGE 77.*



CAPELLAN DEFENSE FORCE, 4TH

The Force has adopted a patchwork pattern of light summer colors. Common applications employ ivory, light green and brown. The Fourth's equipment is festooned with personal graffiti and nose art. *FM:CAPELLAN CONFEDERATION, PAGE 75 AND FM:: 3085, PAGE 29. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER.

The First Chesterton Voltigueurs was formed around 2790 by former soldiers of the Chesterton region who fled after the planet's capture by Federated Suns forces in 2750.

FIRST SUCCESSION WAR

The Voltigeurs first tasted combat fighting against House Kurita on Rio and Ronel in first half of the 2800's.

Later on Westphalia they defended the planet against the Freeman's Fanatics mercenary unit then in Steiner employ.

THIRD SUCCESSION WAR

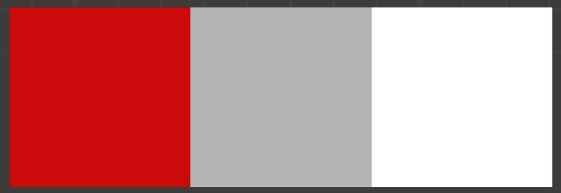
In 2944 the Voltigeurs met House Marik forces on Epsilon Eridani and suffered serious losses, but managed to capture a Leopard DropShip and eventually won the day.

The unit was badly mauled in 2987 while defending Tikonov against the attacking House Davion. In the end the invaders were defeated by the slimmest of margins.

FOURTH SUCCESSION WAR

The Voltigeurs took moderate casualties in the failed defense of New Moscow on Tikonov when they battled the 3rd Crucis Lancers in October of 3026.

All three regiments of the Chesterton Voltigeurs took part in the assault on New Aragon. The 1st suffered heavy losses attacking a supply depot and eventually surrendered when escape proved impossible. *SARNA.NET*



CHESTERTON VOLTIGEURS, 1ST-3RD

The Voltigeurs paint their Mechs silver with red and white highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



The First Centauri Guards were stationed on Kumqwat in 2765. They were formed when the Confederation joined the Star League, and most of the independent planetary regiments were disbanded. Those troops from planetary regiments who refused to join the SLDF were consolidated into the Centauri Guards. Few people were satisfied with this arrangement, but while the Confederation was part of the Star League the formation remained. The many regional loyalties found in this regiment made it difficult for the unit to work as a whole. *SARNA.NET*



CENTAURI GUARDS, 1ST-3RD

The Centauri Guards have adopted a patchwork pattern of light summer colors. Common applications employ ivory, light green and brown. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





COCHRAINE'S GOLIATHS

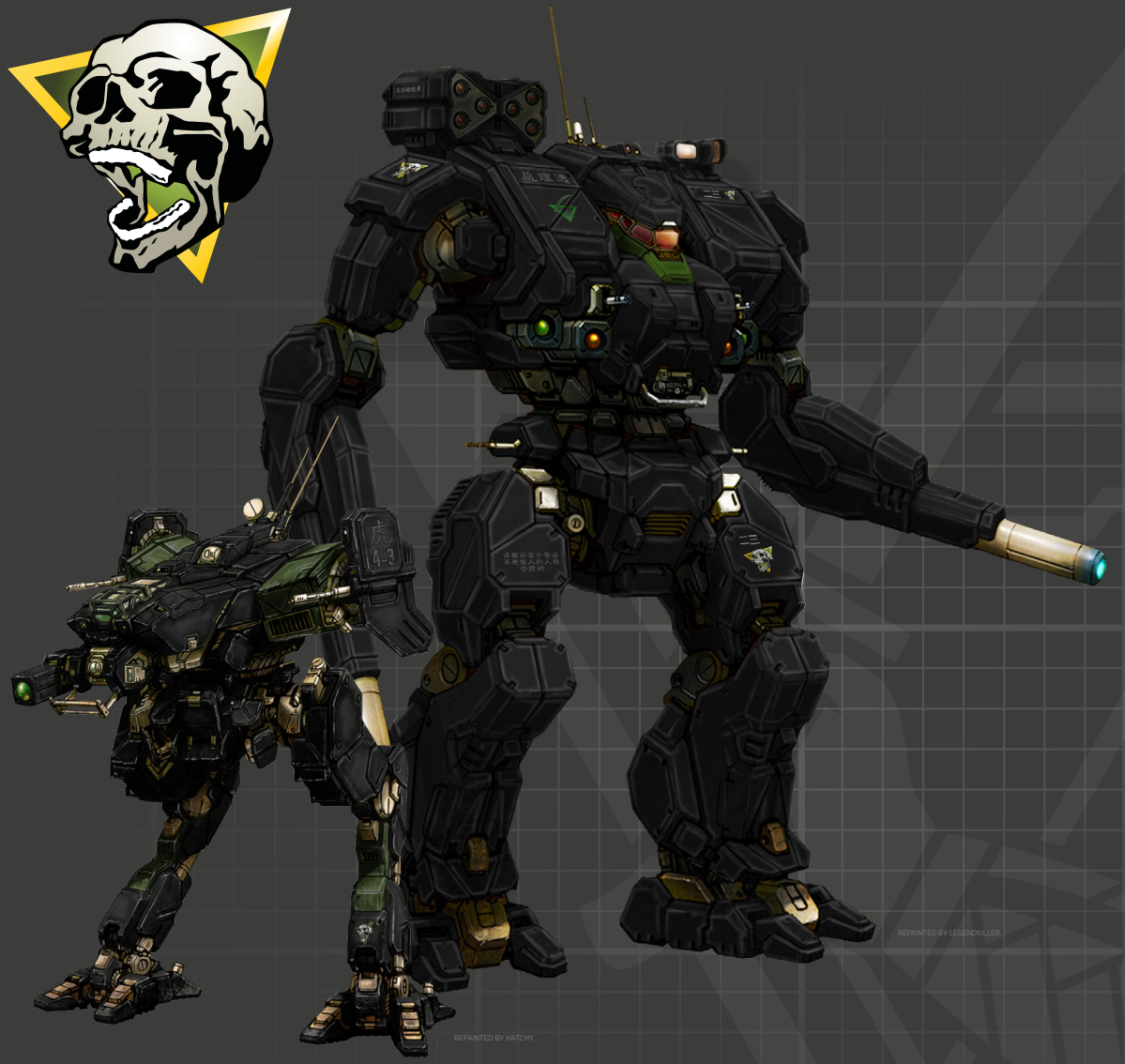
As other commands of the St. Ives Armored Cavalry, Cohrain's Goliaths use a grey-green as base colors, but use white highlights. *FAN-MADE COLOR PALETTE BY SPARTAKUS. INSIGNIA BY HORUS.*





CONFEDERATION RESERVE CAVALRY

The Reserve Cavalry uses a camouflage pattern appropriate to the world on which a given unit is stationed. The second trims all machines and equipment in brass, regardless of the camouflage scheme. *CANONIZED BY CSO, 9-11-2014.*





DEATH COMMANDOS

Death Commando soldiers paint their BattleMechs black, occasionally trimming them with Liao Green. *FM:CAPELLAN CONFEDERATION, PAGE 67.*

The absolute elite of the Capellan Confederation Armed Forces (CCAF), the Death Commandos are among the most feared units in the Inner Sphere. They are meant to counterbalance the Warrior Houses (which exist outside of the regular Capellan military and are loyal directly to the person of the Chancellor), and appease feelings of jealousy within the CCAF by giving the military a similarly prestigious and capable unit. Their skills and wide-ranging authority raised misgivings even within the CCAF, which were partially satisfied when Chancellor Maximilian Liao opened membership to any sufficiently distinguished CCAF officer in 3003.

Unofficially known as the Chancellor's "storm troopers", members of the Death Commandos have very wide latitude in the performance of their duties. For example, they are allowed, on their own authority, to summarily execute any Capellan soldier, and even members of the nobility, under certain circumstances.

FORMATION

The Death Commandos were created by Chancellor Tormax Liao in 2988, initially by drawing troops from the Warrior Houses. This created an elite and fanatically loyal unit which also benefited from the unique training regimen imposed by the Warrior Houses. Each member of the Death Commandos was a multi-skilled soldier, trained both as MechWarriors and in black ops, and sworn by blood oath to defend the Chancellor and destroy all enemies of the Confederation. When Tormax Liao was overthrown by Maximilian Liao, much of the unit was destroyed defending the Chancellor over two nights of quiet fighting with Maximilian's Warrior House allies, though it was quickly reconstituted afterwards and swore loyalty to the new Chancellor. However the unit remained a bone of contention between the regular CCAF and the Warrior Houses. As part of Maximilian's efforts to play both sides off each other, in 3003 he agreed to open the Death Commandos to the qualified personnel from the CCAF, bringing in more traditional tactics to the Death Commandos' repertoire.

THIRD SUCCESSION WAR

The Death Commandos participated in the invasion of Stein's Folly and the capture of Redfield in 3025. During this time the Death Commandos were battalion-sized in strength and their primary base of operation was Grand Base.

FOURTH SUCCESSION WAR

Near the end of the Fourth Succession War, with no other troops to spare, the Death Commandos along with the 4th Tau Ceti Rangers were sent to raid Kathil in 3029 as part of a daring and desperate attempt to hold back the Federated Commonwealth juggernaut. Unfortunately, the intelligence provided to them had been supplied by Justin Xiang Allard, a double-agent who passed along a warning of the attack to FedCom forces. In the resulting battle with the 1st Kathil Uhlans, the Death Commandos were believed to be completely wiped out. In truth, nine managed to return from the mission, although two of them would never pilot a 'Mech again.

Almost simultaneously with the attack on Kathil, the Death Commandos supposedly attacked the New Avalon Institute of Science. However, post-war investigation by FedCom intelligence discounted this as being the work of actual Death Commandos, eventually settling on the theory it had been a covert assault by the Com Guards, though the exact purpose for the covert assault was unknown.

After the war, in 3030, Grand Base came under attack from the 6th Defenders of Andurien, part of the Free Worlds League's attempt to take advantage of a nearly-dead Capellan Confederation. However, trainees from the Death Commandos' training ground, in conjunction with Warrior House Fujita and planetary militia, managed to force their retreat before they could damage the vital Earthwerks facilities.

Though they had been reduced to seven members, the remaining Death Commandos formed the core around which their unit would rebuild, taking in the elite from the Warrior Houses and CCAF. It took until 3041 to rebuild the battalion, and a second battalion was formed in 3055 with two Companies, reaching full strength in 3060. The Death Commandos were always intended to be a full regiment, but the high standards for entry meant that recruiting was difficult. It was also during this time that the Death Commandos transferred their base of operations from Grand Base to Sian.

OPERATION GUERRERO

In 3057, prior to Operation Guerrero, Sun-Tzu Liao sent Death Commando Loren Jaffray to Northwind as part of a plot to destroy the Northwind Highlanders for their betrayal of the Confederation during the Fourth Succes-



sion War. Jaffray, the son of former Highlander members who had remained in House Liao's service after the war, ultimately defected to the Highlanders, which the Chancellor apparently did not object to as the Federated Commonwealth was still deprived of the Highlanders' service as a result of the mission.

Two battalions of Death Commandos arrived in Northwind space soon after Jaffrey in support of his mission. Though never activated by Loren Jaffray, the Commandos did intercept the 3rd Royal Guards RCT diversionary force that lured Northwind's aerospace fighters away from the planet, inflicting considerable damage.

The operation destroyed the 3rd Royal Guards RCT and the Armored Infantry Battalion of the 2nd NAIS Cadre.

XIN SHENG CAMPAIGN

During the Xin Sheng Campaign, the Death Commandos took over the pacification of Wei after a "rebel" nerve gas attack killed an entire Battalion of the 1st McCarron's Armored Cavalry, allotted just seven days to complete their mission.

On the first day, the Commandos infiltrated Wei without BattleMechs to avoid giving away their DropShips, seizing control of a major communications center to deliver a demand for the Wei government's unconditional surrender within thirty minutes, if refused the demand would be made again in exactly one week.

Blowing up the center after thirty-one minutes when the government declined to answer, over the next six hours the Commandos systematically eliminated thirty-seven highly placed government officials and military officers. Forty-eight hours after the initial surrender demand was made, the highest-ranking officer left on the world was a Major and the Death Commandos had destroyed the planet's three largest supply depots and primary space tracking station, finally allowing their DropShips and BattleMechs to strike without mercy.

By the sixth day, a newly-formed Wei administration had begun to desperately transmit its surrender on all frequencies, all of which the Commandos ignored, instead focusing on shattering the last vestiges of the planet's militia. On the seventh day the Commandos mopped up any straggling military resistance before one of their DropShips dramatically leveled the planet's primary government buildings, finally accepting Wei's surrender at midnight, exactly seven days from their initial demand.

After the formation of the Fronc Reaches, the new government made noises about including Detroit in the new nation. The Death Commandos were stationed on Repulse, and the request immediately went away. Sangshao Korskav delivered a package to the new government's leaders, and shortly thereafter the Reaches closed their borders to all traffic except the most essential. In 3067 the Commandos were stationed on Castrovia.

TACTICS

The Death Commandos are trained in all aspects of modern warfare and special operations: infiltration, demolition, sabotage, assassination, intelligence-gathering, kidnapping, code-breaking, terrorism, local planetary customs, poisons, and various martial arts skills. They are given the latest in special equipment and weapons, even at the expense of other senior regiments. This includes BattleMechs, of which each Death Commando is allowed two: the first typically a cutting-edge model, the second often an older yet more dependable one, with either one or both heavily customized. On the battlefield the Death Commandos are the equal of any other warriors, Inner Sphere or Clan, a reputation they use to give themselves a further edge. Moving unerringly as though they were of one mind, the Death Commandos are often straightforward in their attacks, diving directly into the heart of the enemy in order to tear it out. Each and every one is also considered an officer one step above their nominal rank, allowing them to commandeer any regular forces. *SARNA.NET*





CONFED. RESERVE CAVALRY, 5TH

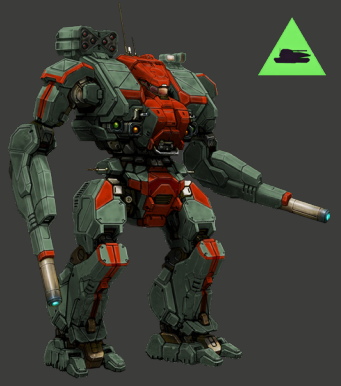
The Confederation Reserve Cavalry uses a camouflage pattern appropriate to the world on which a given unit is stationed. The 5th trims all equipment and machines in bronze. *FM:CAPELLAN CONFEDERATION, PAGE 72.*





CONFED. RESERVE CAVALRY, 6TH

The Confederation Reserve Cavalry uses a camouflage pattern appropriate to the world on which a given unit is stationed. The 6th highlights its equipment and machines with copper trim. *FM:CAPELLAN CONFEDERATION, PAGE 73.*



DEVON'S ARMORED INFANTRY

Formerly: Raymond's Armored Infantry and later Marcella's Armored Infantry. The Armored Infantry demonstrates gray-tinted green and red as their colors. *FM:CAPELLAN CONFEDERATION, PAGE 109.*



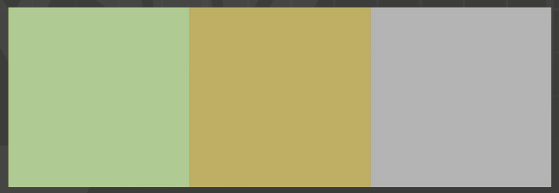


DRACON REGIMENT, 15TH

The 15th uses the same gray and green paint scheme as their original Star League forebears. The 15th paints „hash marks" along Mechlimbs or the main body of a fightercraft or vehicle for battlefield kills. *FM: CAPELLAN CONFEDERATION, PAGE 94.*



REPAINTED BY LEGENDKILLER



The Confederation Reserve Cavalry were formed prior to the fall of the Star League. At their inception they were equipped as well as a front line CCAF force, but they were staffed by new graduates, volunteers, and other less-experienced troops. The Strategios planned to use troops from the CRC to fill gaps in front-line forces, and the CRC's colonels were ordered to put their forces under the command of any more-experienced units and commanders who they fought alongside. This allowed the CRC's troops to gain experience while serving the goals of the Confederation. The First through Seventh CRC were formed prior to 2765.

As of 3025 there were five regiments of various strengths listed but Hurloc's Hussars is listed as being formed as the 7th Confederation Reserve Cavalry.

Whether or not the other regiments initially had other designation is unknown. Only two regiments survived the Fourth Succession War although it is also stated that there were originally five regiments, not seven.

FOURTH SUCCESSION WAR

Prior to the Fourth Succession War the Confederation Reserve Cavalry regiments were broken up into battalion sized commands and used to reinforce strategic targets. During the Federated Suns invasion of the Confederation, these battalion sized commands were frequently surrounded by large number of AFFS troops and forced to surrender or they were destroyed. Several of these commands engaged the invaders in a guerrilla war before they were destroyed however. The few commands that escaped were dramatically understrength and when later used to counterattack the Federated Suns, they again had little choice but to surrender or fight to the death.

CONFED. RESERVE CAVALRY, 7TH

The Reserve Cavalry uses a camouflage pattern appropriate to the world on which a given unit is stationed. The 7th's BattleMechs and other equipment are highlighted with a steel-finish trim. *FM:CAPELLAN CONFEDERATION, PAGE 74.*

In the reorganization after the Fourth Succession War the Reserve Cavalry became mobile forces stationed in one commonality and rotated between planets. Even then they occasionally transferred from one commonality to another.

XIN SHENG

Rebuilt from the ashes and fielding five regiments the units had the opportunity to developed strategies and could familiarize themselves with the planets they defended. The exchange of information and experiences have improved the skills of the units too. They field a other indirect role also, because the commands receive their orders from the Strategios and not the local jiang-jun.

In the recent conflict with the former St. Ives they proved their worth in face of enemies with equal skills.

JIHAD

During the Jihad the reserve forces took a significantly larger role in aggressive action and uniformly brought honor to the regimental colors although the Second was destroyed. The surviving Confederation Reserve Cavalry units then took up garrison stations across the Confederation. Described as having given solid, if unspectacular, service during the Jihad, the Reserve Cavalry had effectively acted as a second-line formation, working in support of commands such as the Capellan Hussars.

The Confederation Reserve Cavalry fought off many of the AFFS best commands during Operation SOVEREIGN JUSTICE and the battles of the Jihad. After the Treaty of Tikonov and the creation of the Republic of the Sphere the Confederation Reserve Cavalry units were transferred to the Confederation/Republic border. *SARNA.NET*



VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM

REPAINTED BY LEGENDKILLER



DYNASTY GUARD

The regiment paints its equipment maroon, with greenish-gold and black accents. *FM:CAPELLAN CONFEDERATION, PAGE 56.*



FREEMONT'S CUIRASSIERS

Freemont's Cuirassiers use a Liao Green with red, black and red stipes. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



FREE REPUBLIC REVOLUTIONARIES

The Revolutionaries parade colors are brownish-red and tan. *FM:CAPELLAN CONFEDERATION, PAGE 117.*



GRYFF'S HUSSARS

The Hussars paint their Mechs red from torso actuator down, dark red upper torso with white piping. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



HAMILTON'S HIGHLANDERS

Hamilton's Highlanders used a two-tone grey urban camoflauge pattern. *(Deaddrop).*



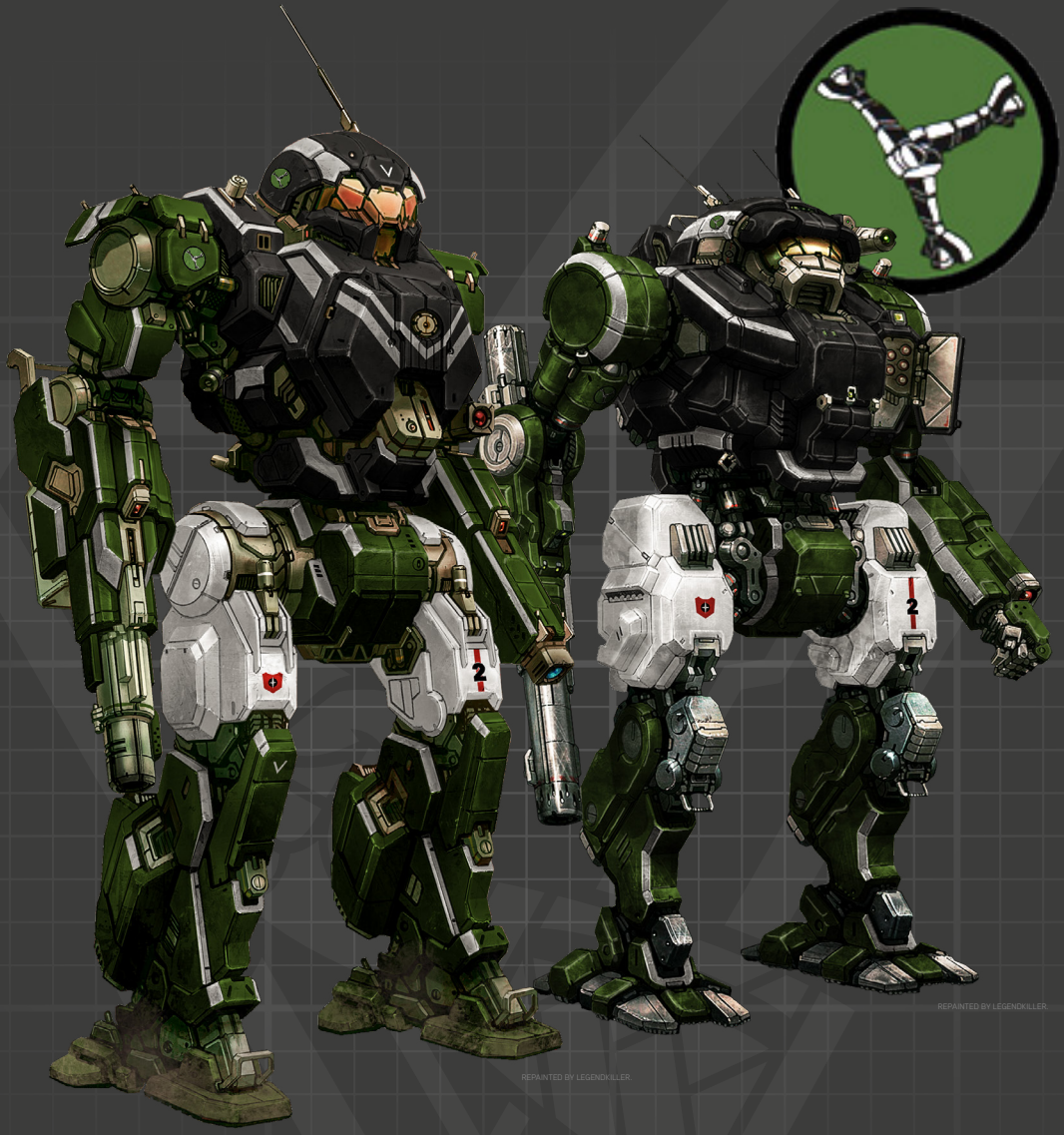
HARLOC RAIDERS

The Raiders' colors are green and red, with a single silver band commemorating their time as mercenaries. *FM:CAPELLAN CONFEDERATION, PAGE 99.*



HOLD FAST GUARD

Formerly: Blandford's Grenadiers. The unit's colors are blood red and gold with black highlights.



HURLOC'S HUSSARS

The Hussars employ Liao green, white and black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



HUSSAR REGIMENT, 258TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



JUSTINIA'S CUIRASSIERS

Formerly: CAPELLAN CURASSIERS. The Cuirassiers apply a rust brown to the upper torso and hip while olive drab is used for the BattleMechs' legs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





JUSTINE'S GRENADIERS

As a tribute to the Battle for Bernardo the Grenadiers adapted a snow camouflage pattern. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC. INSIGNIA BY HORUS.*





KERR'S INTRUDERS

Kerr's Intruders use a Colour scheme of brown below the torso actuator (trousers), black torso (vest) with Liao green arms (shirt), to make them look like the gunslingers of the 19th century USA. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*





A relative newcomer to the Chesterton Reserves, the Kingston's Legionnaires were formed from the remnants of two poor performing regiments, the 6th Capellan Reserve Cavalry and Shadrack's Shadow Hawks, taken out of active service after a failed attack on the Federated Suns world of Bristol in 2915.

The unit's first major action occurred in 2952 when the Legionnaires' Cheetahs, backed by Thunderbirds and Eagles from assorted reserve regiments, fended off incursions against Ingersoll by the Marik Guard. *SARNA.NET*

KINGSTON'S RANGERS

Formerly: Kingston's Legionnaires. The Rangers have yet to change their paint scheme from the jungle pattern used on Huntress. New recruits may not use this color pattern. Instead they use the Ranger's two-color patchwork camouflage and always include red highlights. *FM:CAPELLAN CONFEDERATION, PAGE 84.*



REPAINTED BY VIERETH.



The First Liao Hussars were raised in 2910 as Kamakura's Hussars. After the Xin Sheng movement of the late 3060s, the unit was renamed Phyr's Hussars. Later they became the First Liao Hussars.

XIN SHENG CAMPAIGN

Left out of the attack on St. Ives for fear of collateral damage, the Hussars were used against targets in the Chaos March.

The Hussars' commanding officer, Sang-shao Takai Kamakura, was left incapacitated by a crippling heart attack during the Han New Year celebrations in 3067. This led to a brief period where the regiment was commanded by Kan Phyr as acting CO - with Phyr refusing to accept a susbtantive promotion above the rank of Zhong-shao. It was during this period that the Hussars were posted from Styk to Pleione for a counter-insurgency campaign against a dissident movement on that planet, a movement that had backing from a contingent that claimed to be linked to Free Capella.

Phyr oversaw the move to Pleione and implemented martial law on the planet almost immediately after arriving; he then clamped down on the civilian population over the next two months until part of the rebel group cracked and gave up information on the military contingent supporting the dissidents. This was swiftly followed by the group being tracked down and defeated in a three-hour battle; while the campaign was a victory for the Hussars, it found no official connection between the dissidents and Free Capella or Treyhang Liao. The day after the climatic battle, Sang-shao Kamakura insisted on being moved out of his hospital room so that he could address the Hussars. It would be his final address to the unit, and he used it to give his blessing to Kan Phyr and issue his farewell to his command. Kamakura subsequently died on the trip back to the hospital, leaving the Hussars under Phyr's command. *SARNA.NET*

KAMAKURAS HUSSARS

Mechs and equipment are usually painted dark green. When appropriate, the units sometimes switch to three-color camouflage. *SARNA.NET*





LAUREL'S LEGION

The Legion colors are red, black white and silver. *FM:CAPELLAN CONFEDERATION, PAGE 96.*





LIAO DRAGOONS, 2ND

The Dragoons use dark green with blue and red highlights to paint their Mechs. *CAMOSPECSONLINE. INSIGNIA BY HORUS.*

The unit was created from several smaller units in 2850 and saw first combatduring the defense of the world Ling against Marik forces. The Orlof Grenadiers suffer some loses by the ground strikes from the Fusiliers fighter unit. In 2948 the command fought first against the Marik defenders on Berenson and later against the Federated Suns forces over Lee. Another large engagement was the battle against a Marik unit at Ingersoll.

FOURTH SUCCESSION WAR

In the 4th Succession War the 1st & 2nd battalion became later in the war part of the 1st Republican. The 3rd battalion fought on Tybalt where only 1 company escaped that was later destroyed on Kawich where they took part in Operation Riposte. *SARNA.NET*





VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM

LIAO GRENADIERS, 1ST

The 1st Liao Grandiers paint their Mechs in a light purple with cyan arms and legs, using black highlights. *FAN-MADE COLOR PALETTE BY SPARTAKUS INSIGNIA BY HORUS.*

LOTHAR'S FUSILIERS

The Fusiliers use always the same camouflage pattern of muddy green, dark and light brown on all of their equipment. They paint the right shoulders yellow and use red. trimming *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*







LIAO GUARDS, 1ST-4TH

The primary color of the reborn Liao Guards is now a pale green. The first paint the lower legs and lower arms of their BattleMechs in a medium blue. *CAMOSPECSONLINE.*





LIAO HUSSARS, 1ST-2ND

The Hussars paint the lower legs of thier Mechs red. Hip and upper leg parts are painted silver while the rest of the Mechis coverd in Liao green. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





LIAO LANCERS, 1ST-16TH

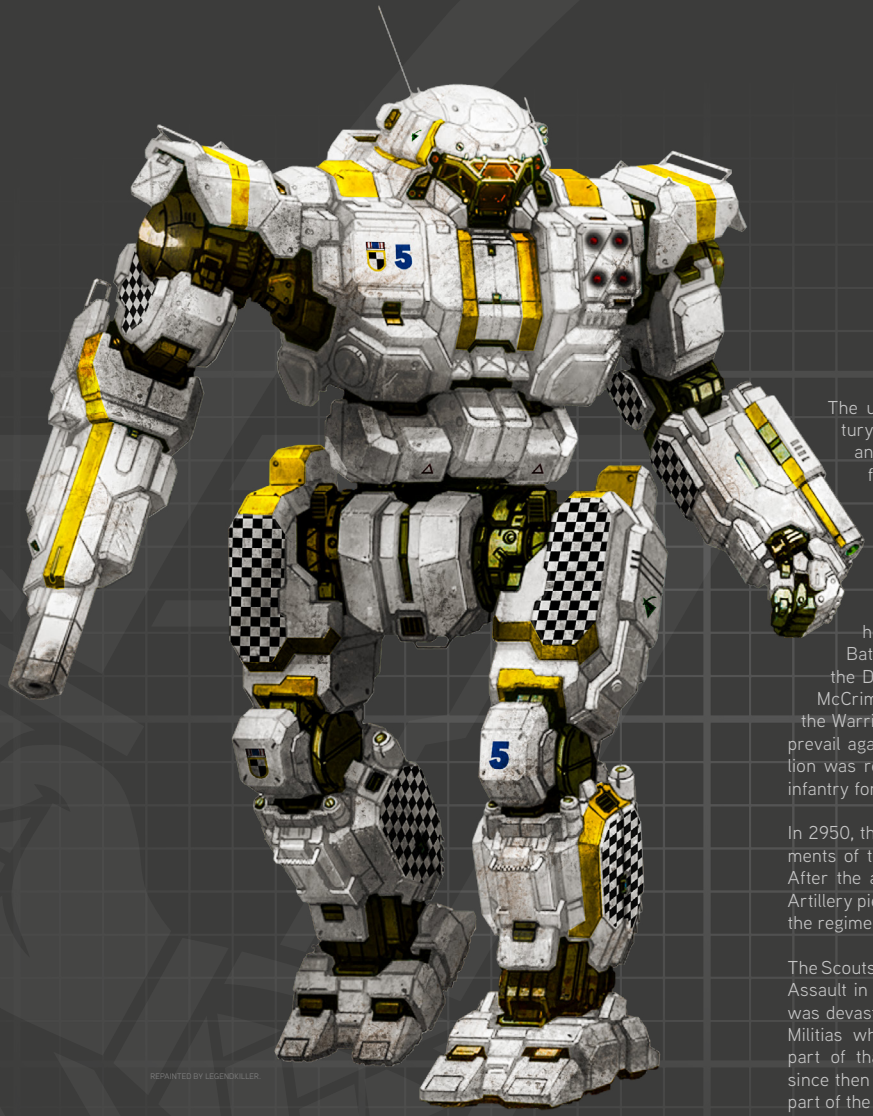
The Liao Lancers came to represent a Sea Change in the morality and honorable conduct during combat over their predecessors the Sarna Sabres Brigade. Preferring Tiger Stripe camouflage patterns when available, when not gray-tinted green and gold predominate. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*





LIGHT HORSE REGIMENT, 84TH

Based on the standard SLDF color scheme, the 84th paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



REPAINTED BY LEGENDKILLER.





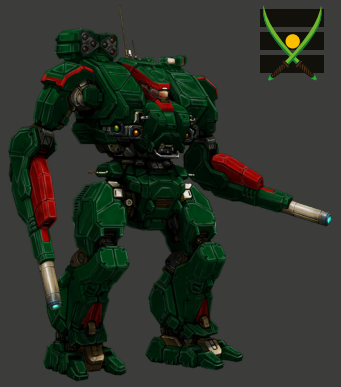
The unit came into being in 30th Century, forming in 2933, at same time as another independant Capellan was formed, the McCrimmon's Light Cavalry. The unit first saw action in the following year on Hsien. There, they were outclass and out gunned by elements the House Marik's Atrean Dragoons attacked. The Scouts took heavy damage, including its Third Battalion while holding out against the Dragoons. Only the timely arrival of McCrimmon's Light Cavalry and some of the Warrior House regiments did the Scouts prevail against the Dragoons. Its Third battalion was re-organized into large mechanized infantry force.

In 2950, the Scouts managed to drive off elements of the Regulan Hussars on Ohrensen. After the action a lance worth of Long Tom Artillery pieces were salvaged, helping to ofset the regiment's heavy equipment losses.

The Scouts suffered it from massive Aerospace Assault in 2970, while on Harsefeld. The unit was devastated the elements of several Marik Militias which were brought together to be part of that aerospace force. The unit had since then been assigned to world Tikonov as part of the reserve force defending the planet. *SARNA.NET*

MACGREGOR'S ARMORED SCOUTS

The armored Scouts paint their Mechs white and apply a black and white checker pattern on certain Mechparts. A golden yellow is used for details. *SARNA.NET*



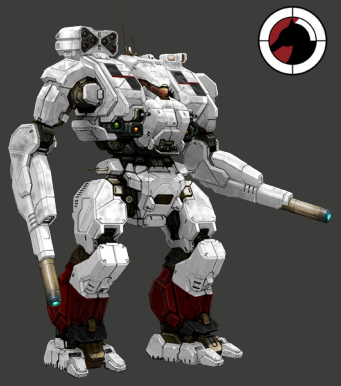
MARSHALS OF TIKONOV

The Marshals consistently hearken back to their planet's Russian heritage, even going so far as painting their equipment a dark sea green, often adding red highlighting. *CAMOSPECSONLINE.*



MARSHIGAMA'S LEGIONNAIRS

The regiment employs a black-and-white color scheme, in a less-than-effective camouflage pattern as parade colors. *FM:CAPELLAN CONFEDERATION, PAGE 100.*



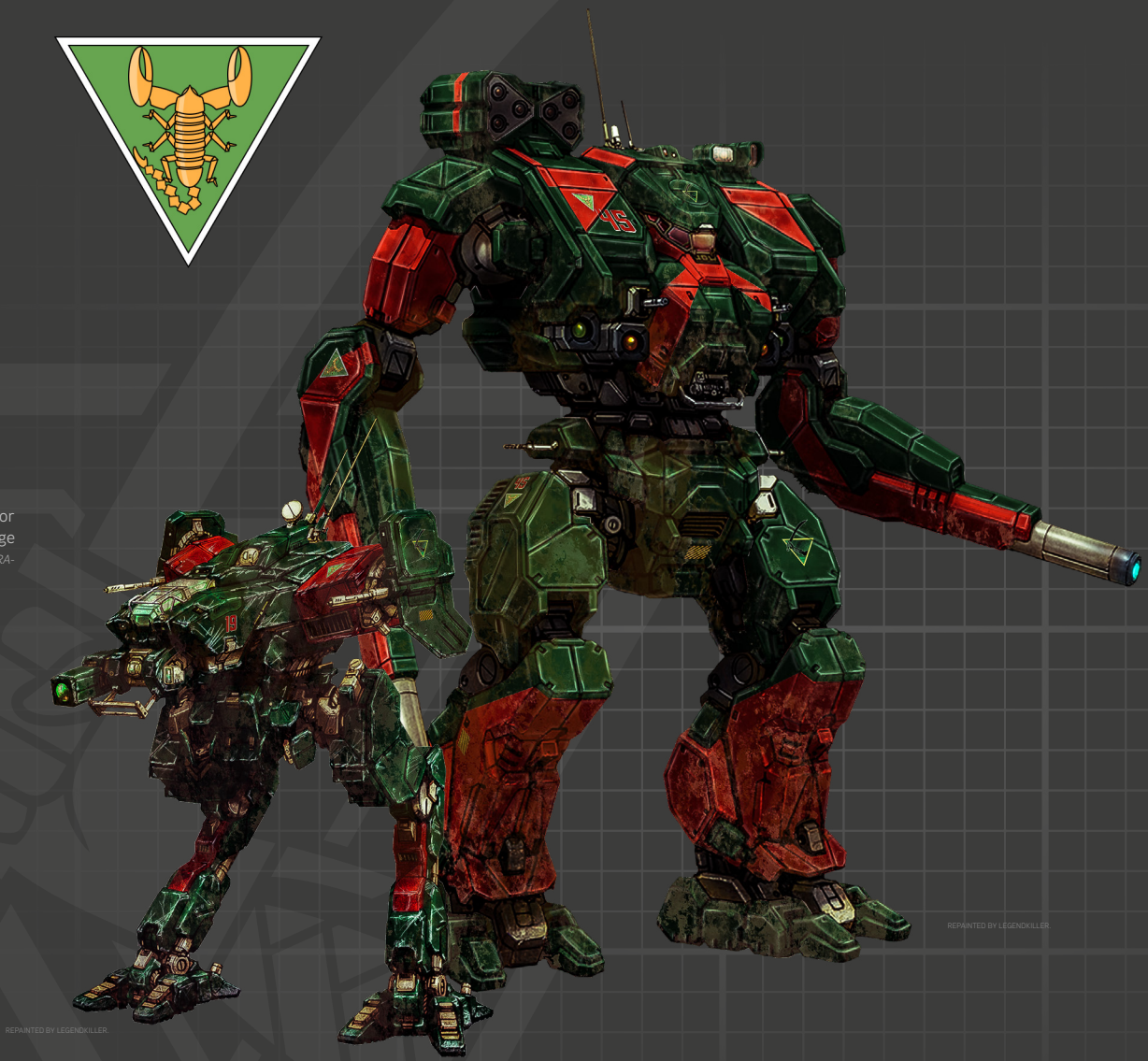
MCCRIMMON'S LIGHT CAVALRY

McCrimmon's Light Cavalry paints their Mechs white and apply a black and white checker pattern on certain Mechparts. A dark red is used for details. *FAN-MADE COLOR PALETTE BY SPARTAKUS.*



PERIPHERY GUARD

The Guard applies a light standard gray to their Mechs and uses Liao green for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

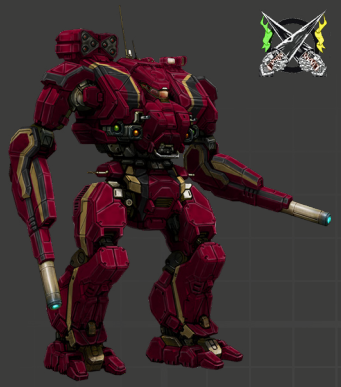


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RENSHIELD'S DRAGOONS

Formerly: Kincade's Rangers. The regiment does not bother with camouflage paint schemes, preferring dark green with red highlights. *FM:CAPELLAN CONFEDERATION, PAGES 78 AND 80.*



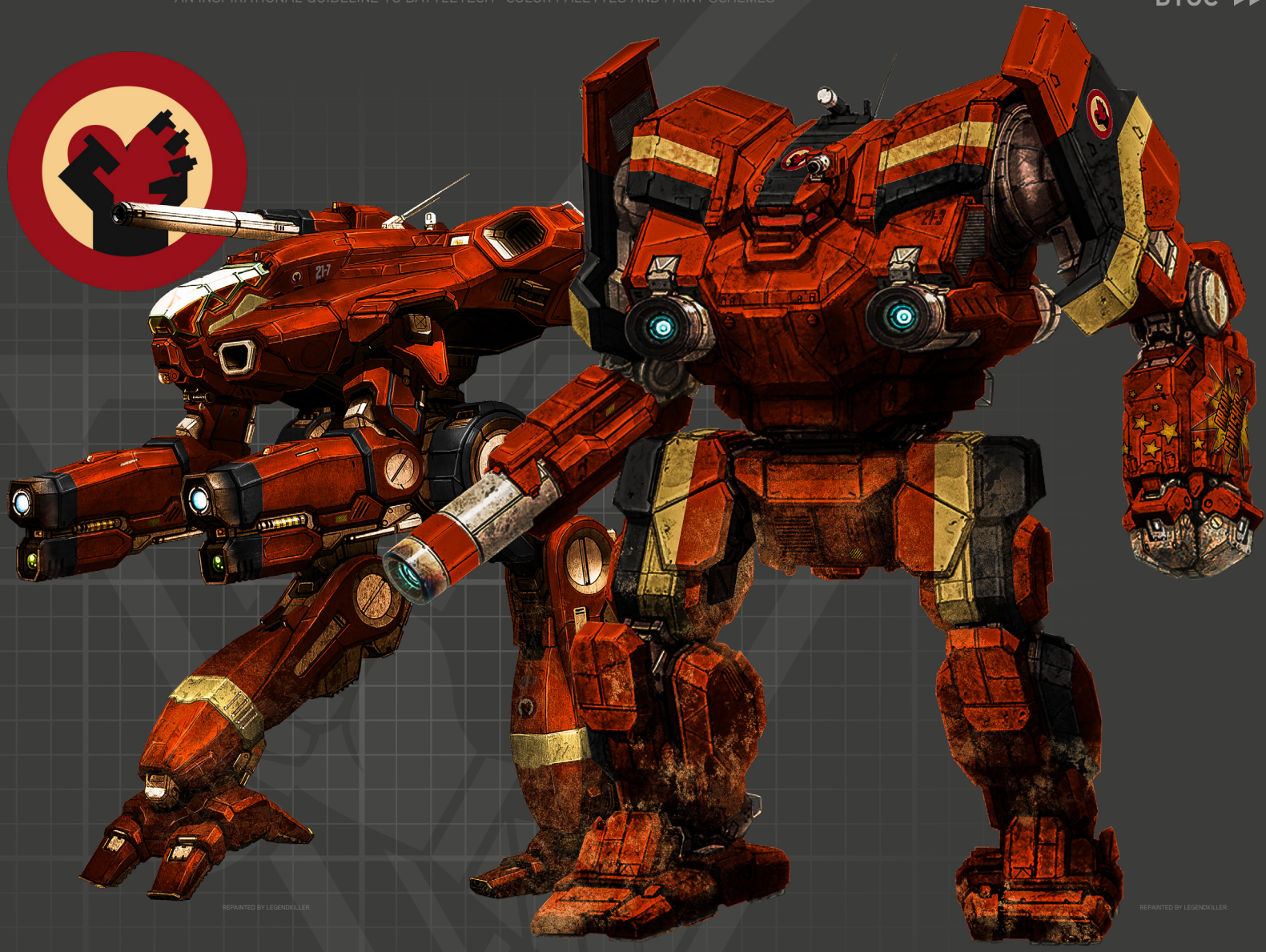


PREFECTORATE GUARD

The Prefectorate Guard employs a burgundy, gold and black paint scheme. *FM:CAPELLAN CONFEDERATION, PAGE 54.*

Recognising as the Second Succession War began in earnest in 2828 that the depleted CCAF could not hope to fend off simultaneous attacks from both Free Worlds League and Federated Suns, in a desperate gamble Chancellor Ilsa Liao stripped the League border of its best troops and personally lead the Red Lancers supported by elements of the Prefectorate Guard to strike the important Federated Suns staging world of Orbisonia to try and delay the Davion advance. While Ilsa's troops had a considerable weight advantage, their ranks consisting primarily of Warhammer and Marauder heavy 'Mechs, the defending units of the Avalon Hussars were much more experienced and managed to outmanoeuvre and outsmart the Capellans thanks to the heavy use of light reconnaissance and scout assets.

By the fourth day of the campaign the Capellan forces were in full retreat, with Ilsa leading the rear-guard forces. Unbeknown to the Capellan forces, the Federated Suns troops had identified that Ilsa was leading the rear-guard and launched an aimed strike at her forces. During the final rear-guard action that saved the remains of the Capellan forces, Ilsa Liao was killed in action, becoming the first Capellan Chancellor to die on the battlefield. The Red Lancers would thereafter adopt the nickname of the "The Red Heart Guard" in commemoration of their fallen commander. *SARNA.NET*



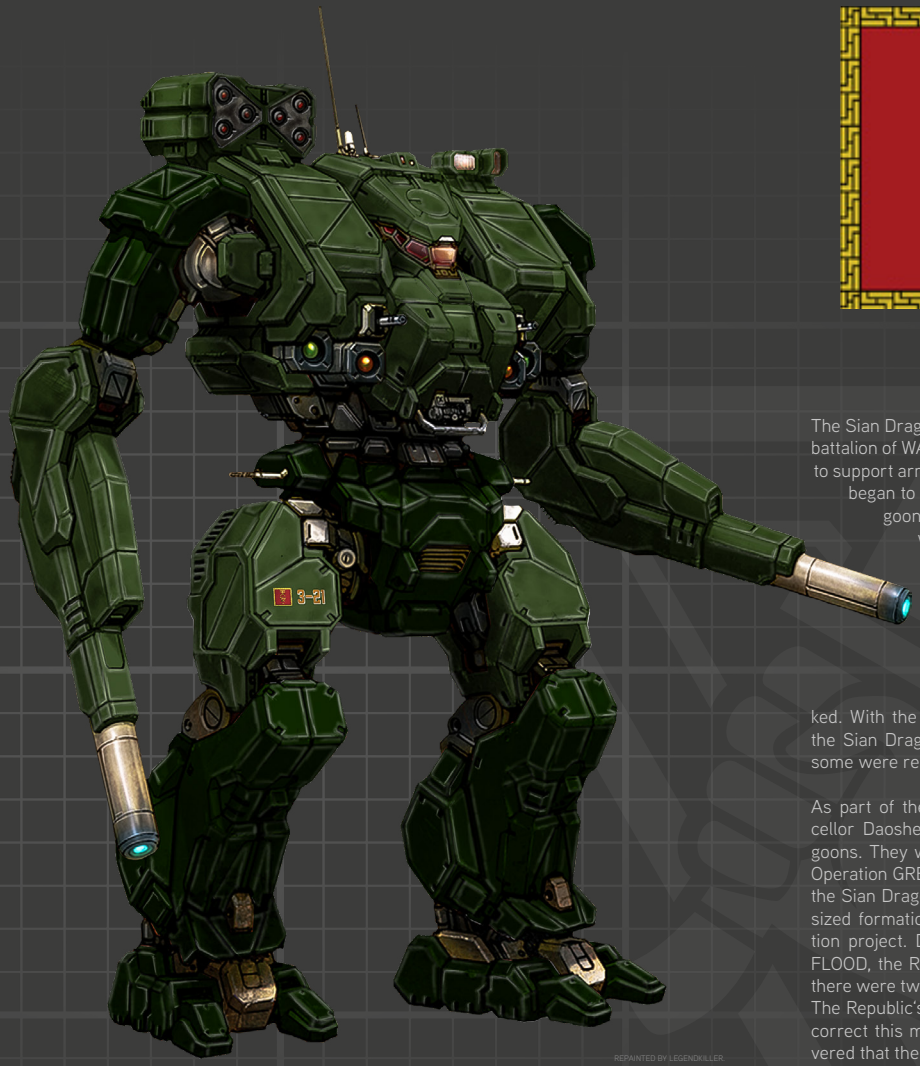
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RED LANCERS

For parade colors, the Red Lancers displays its war machines in brick red accented in gold and black. *FM:CAPELLAN CONFEDERATION, PAGE 53.*



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SIAN DRAGOONS, 1ST-17TH

Legion Mechs and other vehicles are painted a flat dark green and Liao green. Some Regiments may vary from this paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. CAMOSPECSONLINE.*



The Sian Dragoons were formed when the first battalion of WAM-B BattleMechs were assigned to support armor regiments. As the BattleMech began to dominate the battlefield, the Dragoons increased their size until they were one of the largest CCAF commands. During the Age of War they were frequently seen on multiple battlefields, but other regiments were often flashier and the Dragoons' contributions were overlooked. With the formation of the SLDF, most of the Sian Dragoons units were disbanded, but some were re-created in 2765.

As part of the „Hidden Lion" initiative, Chancellor Daoshen Liao recreated the Sian Dragoons. They were first seen in combat during Operation GREAT FLOOD. The Strategios used the Sian Dragoons, broken down into battalion sized formations, as part of a large misdirection project. During the early part of GREAT FLOOD, the RAF was fooled into thinking that there were twelve regiments of Sian Dragoons. The Republic's intelligence service was able to correct this misconception in 3135 and discovered that there were only four active Dragoon regiments.

REFORMATION

The Sian Dragoons brigade was reformed sometime between 3113 and 3134 as one of the Hidden Lion brigades resurrected by Chancellor Daoshen Liao using stockpiled equipment. The new Sian Dragoons used the Augmented Regiment formations commonly found in the CCAF by 3145. They were the front-line regiments of the Tikonov Commonality.

OPERATION GREAT FLOOD

Their brigade participated in Operation GREAT FLOOD, where their appearance for their first active deployment they would continually use different regiment designation to make appearance that 4 regiment strong brigade was large than it already was. The regiment capture number of Republican worlds during the operation. While some of regiments acted as reinforcement, including participating in second battle of Tikonov, while securing additional worlds by hopping various trouble spots.

OPERATION CELESTIAL REWARD

While most of the Dragoons withdrew back to original postings, the 5th Dragoons were deployed in Operation CELESTIAL REWARD support against forces trying take Tikonov. They were also deployed other worlds in this oepration's area. This is where the regiment's unique attachment of ConstructionMechs were deployed to build fortifications to aide various holding the Confederation had captured during the operation. *SARNA.NET*





SARNA MARTIAL ACADEMY CADRE

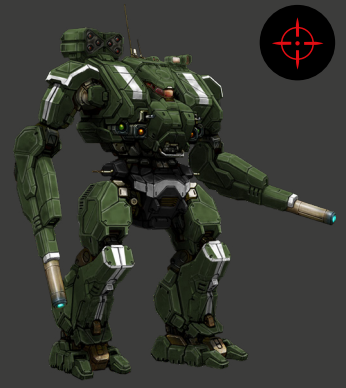
The Cadre paints their Mechs brown from torso actuator down, Liao green upper torso with brass piping. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*





ROMAN'S MOUNTED FUSILIERS

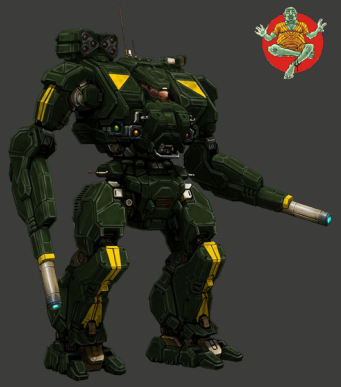
The Fusiliers paint their combat machines with red highlights around the lower limbs, hands and feet--a somber reminder of the deadly game they play against other MechWarriors and the blood already on their hands. *FM:CAPELLAN CONFEDERATION, PAGE 108.*





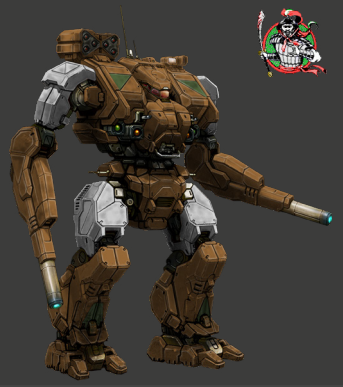
SHARPE'S RIFLES

Sharpe's Rifles have adopted the colour scheme of the Terran 19th Century british 95th Rifles. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



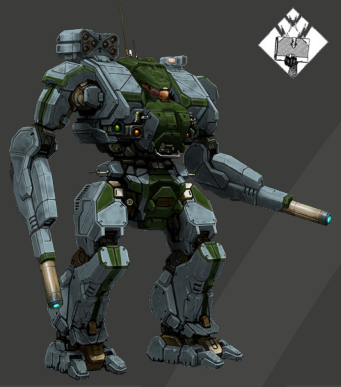
SHIN LEGION, 1ST-3RD

Legion Mechs and other vehicles are painted a flat dark green with yellow trim. *FM:DRACONIS COMBINE, PAGE 110.*



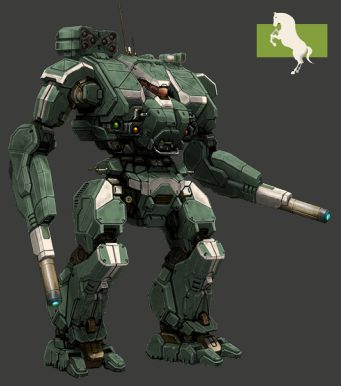
ST. CYR'S ARMORED HUSSARS

ST. Cyr's Armored Hussars uses an amalgam paint scheme of silver and brown from St. Cyr's Armored Grenadiers and Rivaldi's Hussars, with Liao green added when the two units merged in 2061. *CANONIZED BY FOXBAT ON 3/29/2008.*



ST. IVES ACAD. O. MRT. SCI. TR. GROUP

Acadamy Mechs are painted gray-tined light blue with liao green accents and trimmings. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



ST. IVES LANCERS, 1ST

The Lancers paint their equipment a standard, gray-tinted green. They formerly highlighted their Mechs and vehicles in yellow but have since replaced it with ivory to avoid infringing on the use of gold as a mark of the Chancellor's special favor. *FM:CAPELLAN CONFEDERATION, PAGE 104.*



ST. IVES LANCERS, 2ND

The Lancers paint their equipment a standard, gray-tinted green. The Second Lancers highlight their combat machines in jade. *FM:CAPELLAN CONFEDERATION, PAGE 105.*



ST. IVES LANCERS, 3RD-5TH

The Lancers paint their equipment a standard, gray-tinted green. *FM:CAPELLAN CONFEDERATION, PAGE 105.*

ST. IVES

Corporations on St. Ives have expanded some of the huge natural caverns found on the planet and house their factories underground. This forces attackers to launch costly Mech-to-Mechactions, but also has one small drawback; the extensive tunnel complexes have never been fully explored, and so a slim chance exists that an invader could enter a neighboring cave system and find a way to break into a plant at a lightly defended point.

St. Ives has two continents, Liaoning and ,Zona; the capital city, Tian-tan, is located on Liaoning.

FOURTH SUCCESSION WAR

Duchess Candace Liao led the St. Ives Commonality out of the Confederation in the closing stages of the Fourth Succession War, creating an independent nation known as the St. Ives Compact of which St. Ives was the capital. Although Candace was popular, her decision wasn't universally accepted, particularly after she negotiated a peace treaty between the Federated Suns and the St. Ives Compact in the aftermath of the war. Capellan loyalists spoke out at every opportunity, and in 3029 and 3030 some of those loyalists turned to armed resistance in an effort to bring the Compact back into the Confederation. The loyalists scored some early victories, but the culmination of the attempted uprising was a three-week campaign waged by Candace and the St. Ives Compact military forces that drew on support from intelligence services within the Federated Suns and which successfully overcame the loyalist forces and secured Tian-tan and the rest of St. Ives.

Candace understood that to retain the St. Ives Compact as an independent state rather than a client state of the Federated Commonwealth her fledgling nation would need to be able to defend itself. St. Ives was already a combination of contradictions, combining some of the best defenses to be found anywhere in the Inner Sphere with some of the most beautiful landscapes to be found anywhere in the Confederation, but Candace mandated the creation of one of the most concentrated and powerful defense industries within the St. Ives Compact, drawing on contacts available through her husband and consort Justin Allard to help achieve this. The various defense manufacturers within the Compact revamped their factories to become high-production powerhouses, including such sites as the HildCo Interplanetary factories located on St. Ives. While the most dramatic increases in production were seen in the defense sector, the various civilian industries on St. Ives and the other worlds of the Compact also underwent a period of prosperity.

In 3030 the St. Ives Science Institute (SISI) and the attached St. Ives Academy of Martial Sciences (SIAMS) began an upgrade programme that would take six years to complete, reopening in 3036. In 3034 St. Ives was the site of the first St. Ives Book Expo, which was organized with the intention of recognizing the works of literature produced by Capellan ex-patriates, and was well-patronised by Capellan authors who fled from the Confederation to publish without the spectre of „editorial correction" at the hands of the Maskirovka. The rules for the expo dictated that entrants were restricted to topics that reflected on the Capellan state in some way, although judges were suitably assiduous in ensuring that hate literature and screeds were weeded out or castigated.

ST. IVES ARMORED CAVALRY

The provincial forces of the St. Ives Commonality and St. Ives Compact, the St. Ives Armored Cavalry are the most elite force in the region. Traditionally, war material of the St. Ives Armored Cavalry is painted gray-green, with highlights specific to each command.

The St. Ives Armored Cavalry was formed as the military force of the St. Ives Mercantile Association. When that polity joined the Capellan Confederation the Armored Cavalry became the provincial force for the St. Ives Commonality. Prior to the Confederation's creation, each member world of the Mercantile Association was responsible for raising and equipping its own Armored Cavalry unit. This led to a series of units that were tactically skilled and highly motivated, but lacked any real strategic coordination with their fellow regiments. The formation of the Confederation allowed the Strategios to rectify this shortcoming, and the St. Ives Armored Cavalry quickly became one of the best units in the CCAF.

In 3007 they assaulted Weekapaug, but were driven off by Wolf's Dragoons Beta Regiment.

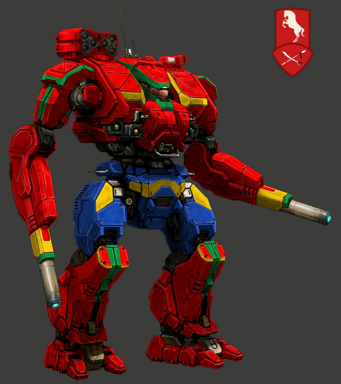
After the Capellan-St. Ives War the St. Ives Armored Cavalry units only remained because Duchess Candace Liao promised that they would never be deployed outside the borders of the St. Ives Commonality without her permission. *SARNA.NET*





ST. IVES CHEVAU LÉGERS, 1ST-2ND

The Cheveau Legers paint their Mechs white with black and jade green. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





ST. IVES JANISSARIES, 1ST-2ND

The Janissaries paint their Mechs and equipment blue and red, with green and yellow highlights. *FM:CAPELLAN CONFEDERATION, PAGE 111.*

Formerly a top-rated mercenary command with roots in the original Star League Defense Force's 81st Mechanized Infantry Division, the Fourth Tau Ceti Rangers accepted permanent Capellan sponsorship and became the first unit in the Citizens' Honored Division. After a reorganization in the 3100s they are no longer using the designation "Fourth", and are named simply Tau Ceti Lancers. The regiment long ago dropped the number four from their logo as well.

STAR LEAGUE ERA

In 2764 the Rangers were originally a frontline SLDF military Division known as the 81st Mechanized Infantry Division. Already nicknamed the 4th Tau Ceti Rangers, the 81st served as part of the Star League's LVIII Corps within the SLDF Seventh Army. LVIII Corps was assigned to District 3 of the Capellan Confederation Military Region until it was transferred to an undisclosed district within the Periphery by 2765 in response to the Periphery Uprising. The 81st fought with other SLDF forces to put down the Periphery Uprising; the Rangers suffered heavy losses during the campaign, and the SLDF chose to disband the 81st in 2766. While it is unknown as to what happened to the survivors of the Rangers in the interim, by 2784 they had opted enter service with the Capellan Confederation Armed Forces as mercenaries. The survivors of the 81st had chosen to become mercenaries to keep the Division's traditions alive instead of being absorbed or dissolving. Chancellor Barbara Liao would purchase their services along with another formation of former SLDF troops turned mercenaries, the 15th Dracon.

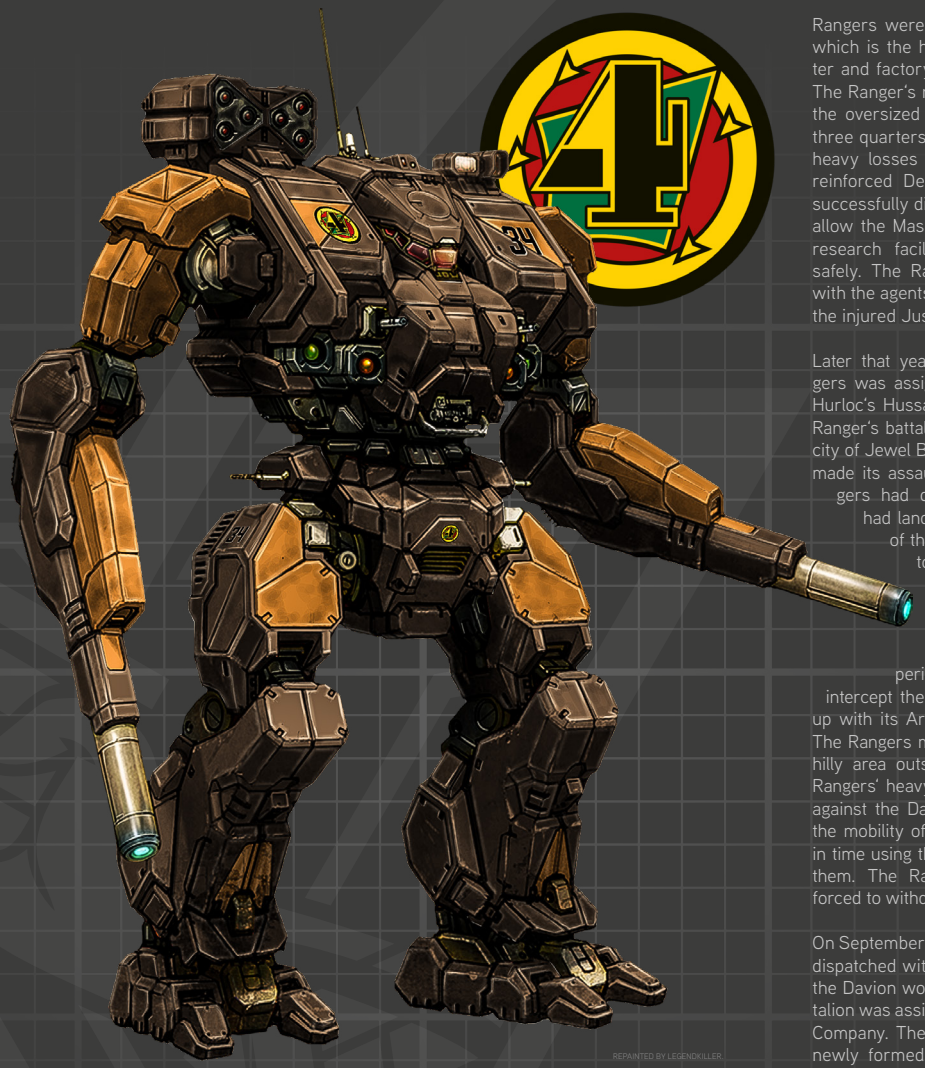
THE FOURTH SUCCESSION WAR

The units of the 1st battalion took heavy casualties in the failed defense of Tikonov and retreated to Highspire. Later the Rangers raided Axton as the only successful raid of Operation Riposte. The raid yielded information about an another NAIS research facility on Bethel, while inflicting heavy damage against the 1st NAIS Cadet Cadre.

In April 3029, the unit's 1st Battalion would finally link up with the 2nd battalion carry out their new mission from CCAF's High Command. The 2nd Battalion had had not seen any fighting until now, they were both deployed in Operation Intruders Communion as a distraction force during the landings on the Davion world of Bethel on the 9th of April. The Rangers were sent to attack city of Oakland, which is the home of Bethel's industrial center and factory for assembling fusion rectors. The Ranger's rouse managed to split numbers the oversized Light Mechcommand nearly by three quarters. Though the unit as whole took heavy losses from the Davion Light Guards' reinforced Delta company, the Rangers had successfully distracted the defending forces to allow the Maskirovka agents to raid the NIAS research facilities on planet and withdraw safely. The Rangers would returned to Sian with the agents, whom rendered surgical aid to the injured Justin Xiang.

Later that year, the 1st Battalion of the Rangers was assigned to defend Remshield, with Hurloc's Hussars, and the planet's militia. The Ranger's battalion was stationed outside of the city of Jewel Box, when the Davion Light Guard made its assault against the planet. The Rangers had detected that Davion Dropships had landed forces 20 kilometers outside of the defenses. The Battalion moved to engage the Guards there, when five DropShips containing BattleMechs landed in Jewel Box's spaceport well inside the defense perimeter. Rangers attempted to intercept the light BattleMechs from meeting up with its Armor and Infantry forces assets. The Rangers meet the Light Guards' Mechs on hilly area outside pair of irrigation spillways. Rangers' heavy BattleMechs initially fared well against the Davion's lighter designs. However, the mobility of the Guards overwhelmed them in time using the concrete spillways to outflank them. The Rangers, heavily damaged, were forced to withdraw from the planet.

On September 7th, 3029, the 2nd Battalion was dispatched with the Death Commandos to raid the Davion world of Kathil. The unit's 2nd Battalion was assigned to attack the Median Power Company. The Rangers faced elements of the newly formed 1st Kathil Uhlans's Alpha Battalion. In a desperate battle the unit was ultimately defeated by the Uhlans. The unit's own DropShips surrendered as well and in exchanged for their repatriation to Tikonov they gave service to Morgan Hasek-Davion in his raid on Sian. The 1st Kathil Uhlans posed as the 2nd Battalion of the Rangers. The Chancellor and his heirs with large fanfare greeted the returning „Rangers" as heroes only to be attacked by Morgan Hasek-Davion and his forces instead. *SARNA.NET*



REPAINTED BY LEGENDKILLER



TAU CETI LANCERS, 4TH

The Rangers' paint scheme is bronze with dark gold trim. *FM:CAPELLAN CONFEDERATION, PAGE 93.*



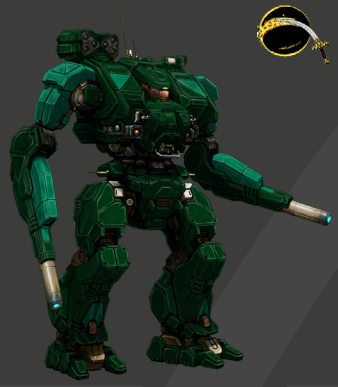
STAPLETON'S IRON HAND

Stapleton's Iron Hand uses standard Liao Green with blue and white stripes. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*



SUNG'S RANGERS

The Rangers currently paint their Mechs and armor in rust-red and gray-black camouflage. *FM:CAPELLAN CONFEDERATION, PAGE 85.*



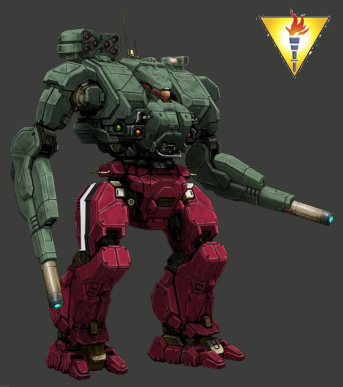
SYN'S HUSSARS

Sonservatory Command Mechs and equipment are usually painted dark green. When appropriate, the unit sometimes switches to three-color camouflage. The Hussars trim all their machines in jade green. *FM: CAPELLAN CONFEDERATION, PAGES 78 AND 82.*



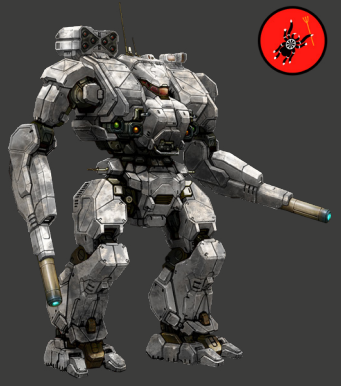
TIKONOV GUARDS, 1ST-4TH

All equipment is painted dark green and goldenrod, unchanged from the originally supplied weapons. *FM:3145, PAGE 38.*



TIKONOV LANCERS, 1ST-8TH

Unit colors harken back to Imperial Russian Guard Cavalry, World War I Volunteer, Her Majesty's Life Guard Lancer Regiment. Wine red from torso actuator down, Gray-tinted green for the upper torso and silver and black highlights in accordance with the stripes on the slacks of the former uniform. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



TRIMALDI'S SECUTORS

The Secutors apply a gray camouflage pattern at all times. *SARNA.NET*



TRISTRAM'S AVENGERS

Aiming for a „diabolic" outlook, Tristrams Avengers paint their Mechs in dark red and yellow with black and brown highlights on head, shoulders and hands. *FAN-MADE COLOR PALETTE BY SPARTAKUS.*



VICTORIA RANGERS, 1ST-5TH

The Victoria Rangers are always using a deep midnight blue color to paint their Mechs. *CAMO-SPECSONLINE.*



VINCENT'S COMMANDOS

The Commandos always paint the lower parts of their Mechlimbs in dark brown while the center parts are painted white. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



VONG'S GRENADIERS

The unit uses camouflage patterns appropriate to its assignment. *FM: CAPELLAN CONFEDERATION, PAGE 81.*

In the lull between the Second and Third Succession Wars, Colonel Hiritza Kikaru proposed the idea of creating small groups of elite warriors, dedicated to the art of warfare and to House Liao, as an answer to the overwhelming number of Capellan soldiers being lost in the field. The Colonel based his theories partially on the disbanded Lorix Order and aligned himself with House Liao so that his ideas would find more purchase within the government. Chancellor Dainmar Liao was won over by the colonel's efforts, and issued the Decree of Military Unity in 2964, granting him authority to create his new units. Although Colonel Kikakru died before he could implement his plans, an admirer of his, MechWarrior Kamachi Imarra of the Prefectorate Guard, took up the idea. Using hand-picked troops and special training, Kamachi created the first of what would be known as the Warrior Houses, Warrior House Imarra.

The regular military protested the creation of this special corps of troops, especially as it was siphoning off a disproportion number of personnel and equipment which would have gone to them. Kamachi Imarra offered a test; his warriors against the Prefectorate Guard in a series of simulated battles. Imarra's warriors proved to be superior in the end and the Warrior House ideal preserved. By 2928 three more Warrior Houses had been formed - Kamata, Hiritsu and Lu Sann - and proved themselves in victory against the enemy. These victories only furthered the friction that existed between the Warrior Houses and the regular forces, especially as the former grew in power and the latter continued to suffer defeat after defeat.

Though swearing loyalty to the State and the Chancellor, the Warrior Houses were persuaded by and played a major role in Maximilian Liao's coup to seize power from his father in 2990. Maximilian would play off the rivalry of the Warrior Houses and the military throughout his reign: increasing the number of Houses to eight in 2991, opening up the Death Commandos to regular military recruits in 3003, and finally removing the Warrior Houses from CCAF control in 3004 and putting them under the personal command of the Chancellor.

There was little the Warrior Houses could do to stop the Steiner-Davion juggernaut during the Fourth Succession War though; in several cases Warrior Houses were specifically targeted for destruction by elite forces. Particular embarrassment came during one of the last operations of the war, the rescue of the traitor Justin Xiang Allard. Warrior House Imarra's Mechs had been the only ones equipped with Triple-Strength Myomer stolen from the Davions, but the technology was sabotaged. When the 1st Kathil Uhlans arrived on Sian to retrieve Allard, the gas they unleashed caused the myomer to burst into flames, leaving the Imarra Mechs helpless as the traitor was spirited away.

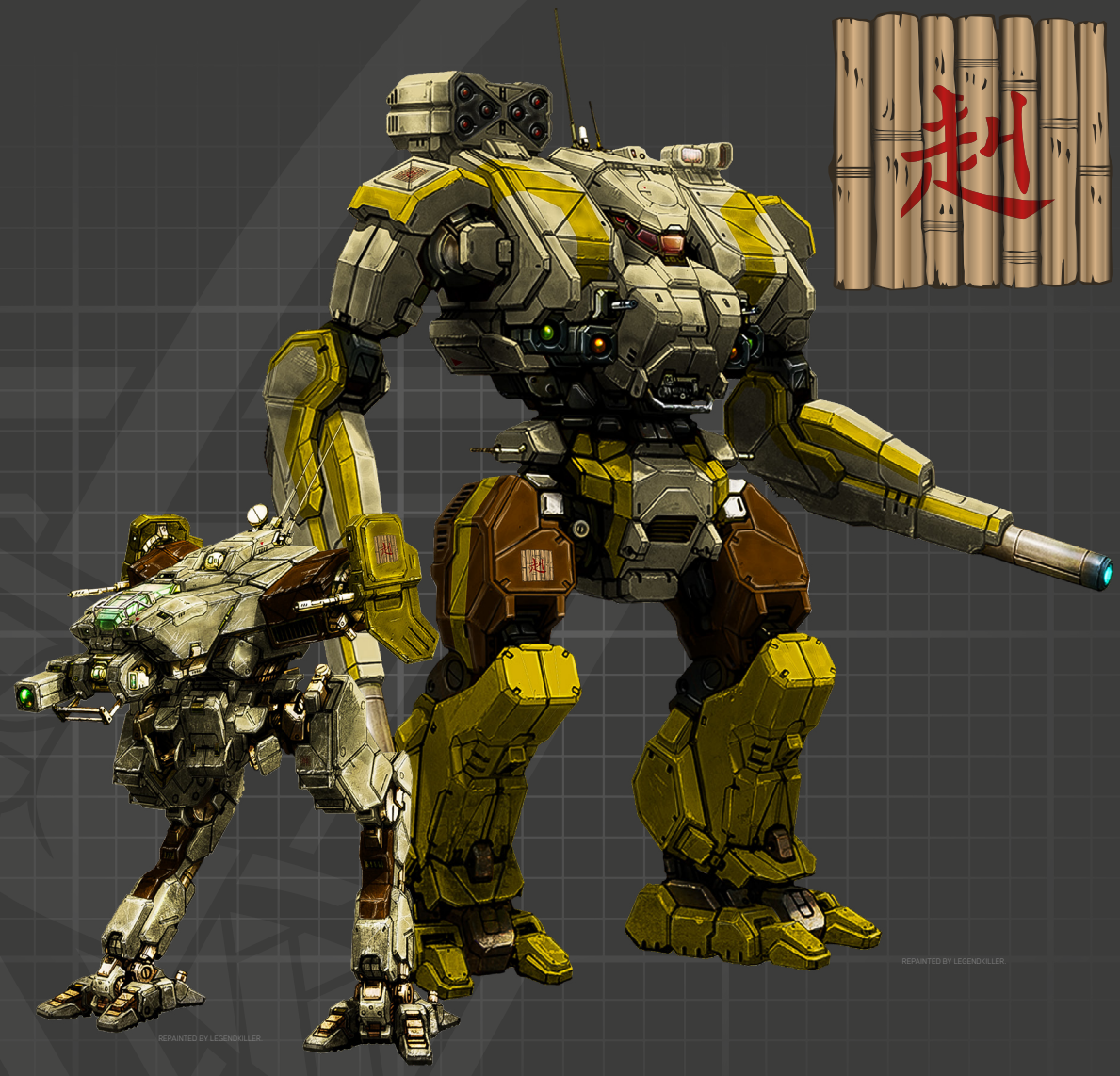
It would not be until 3051 that the eight Warrior Houses had regained their pre-Fourth Succession War strength. A measure of revenge was achieved in 3057 during Operation Guerrero, when all eight Houses liberated the planet Liao from Davion control and returned House Liao's ancestral home to their control.

Due to the philosophical and spiritual demands of induction and training into a Warrior House, the various Houses were slow to rebuild after the Jihad. Three Houses - Fujita, Lu Sann, and Ma-Tsu Kai - had effectively been destroyed during the Jihad, but Chancellor Sun-Tzu Liao chose to keep the monasteries of each order open afterwards, even though each was little more than a home for elderly veterans, new acolytes and washouts from other training programs. In doing so, the Chancellor allowed the possibility of raising fresh battalions in the future to be kept open.

TRAINING

Applicants for Warrior House training are selected between the ages of ten to twelve. Warrior House recruiters are always on the look-out for potential applicants, while a local noble, the child's family or the child themselves may request consideration. The applicant will only be accepted however if they pass the interview and meet the House Master's approval, and only if they willingly volunteer for the position; no conscription is allowed among the Warrior Houses.

Once an aspirant, the trainee will be assigned a Mentor, or Sifu, for the next two years. During this time the aspirant will be completely cut-off from the outside world, and when not busy training they will be in meditation. The basic curriculum includes heavy indoctrination into Warrior House traditions and philosophies, infantry training and self-defense. By age fourteen, more specialized training will begin, depending on the aspirant's intended role, such as special forces or MechWarrior. By sixteen the aspirant will graduate to the rank of warrior and join the House's infantry force, with secondary education continuing as needed. Of all the training regimes in the Inner Sphere, the Warrior Houses' come closest to replicating the Clans' sibko system, although with notably less brutality. *SARNA.NET*



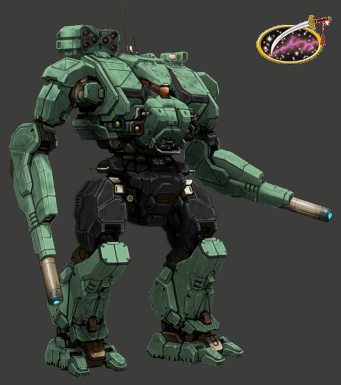
WARRIOR HOUSE IJORI

The House BattleMech paint scheme is beige and brown with greenish-gold highlights. *FM:CAPELLAN CONFEDERATION, PAGE 66.*



WARRIOR HOUSE DAI DA CHI

The House favors gold-tinged green with green or black accents for machines and vehicles. *FM:CAPELLAN CONFEDERATION, PAGE 63.*



WARRIOR HOUSE HIRITSU

House Hiritsu's parade dress colors are green with black trim. Mechs are usually painted a greenish-tinted silver with green or black trim. *FM:CAPELLAN CONFEDERATION, PAGE 61.*

Founded by Major Ryan Fujita, who died fighting Marik forces in the Third Succession War. The Homeworld of House Fujita is Hunan.

4TH SUCCESSION WAR

The House Fujita Infantry Battalion was based on Styk since shortly before 3025. It was destroyed there by invading Davion forces during the Fourth Succession War.

Based on Grand Base since around 3025 and entrusted with guarding the Earthwerks Incorporated 'Mech plant there.

Styk was overrun by Davion forces during the Fourth Succession War. A bomb planted by a Davion spy destroyed the House Fujita Overlord-class DropShip Empress Ting in September 3028 when it tried to lift off from Styk, destroying most of what remained of the regiment at the time. A single Fujita MechWarrior who had not reached the evacuation ship in time survived, and later managed to kill a Davion Wolverine pilot and assume his identity with his skills at infiltration. He went on to free numerous other prisoners from Davion captivity, including Techs and other personnel from House Fujita, and even steal a Mammoth class DropShip loaded with BattleMechs in a daring escape.

XIN SHENG CAMPAIGN

They missed the Capellan-St. Ives War in 3062 due to the relocation of their stronghold to Hunan.

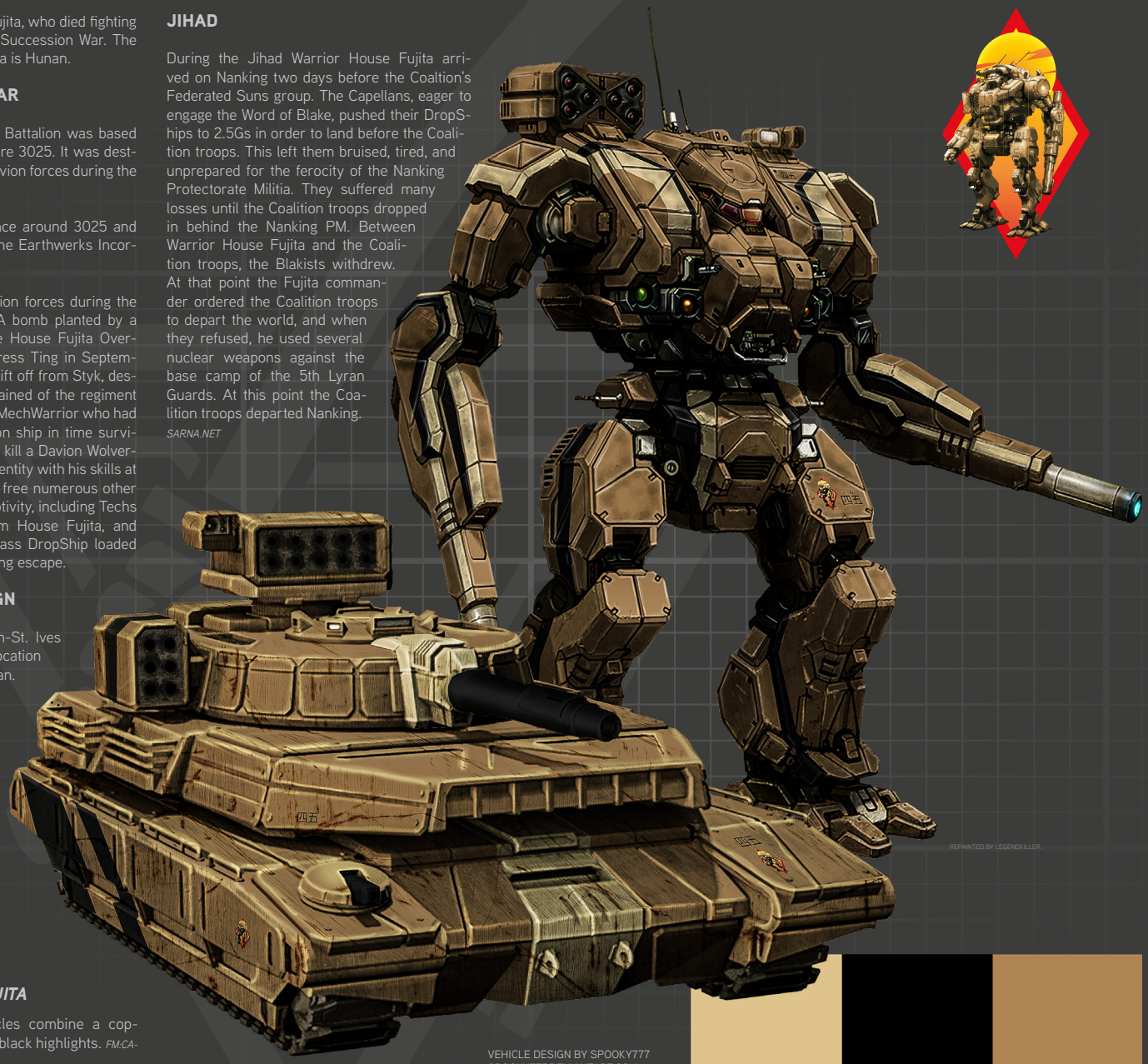
The ninety year old MechWarrior to be feared, it is unlikely that the Confederation will again see the like of House Master Juan Bautista Wyeth. Determined to hold out for a resumption of military operations in the Chaos March.

WARRIOR HOUSE FUJITA

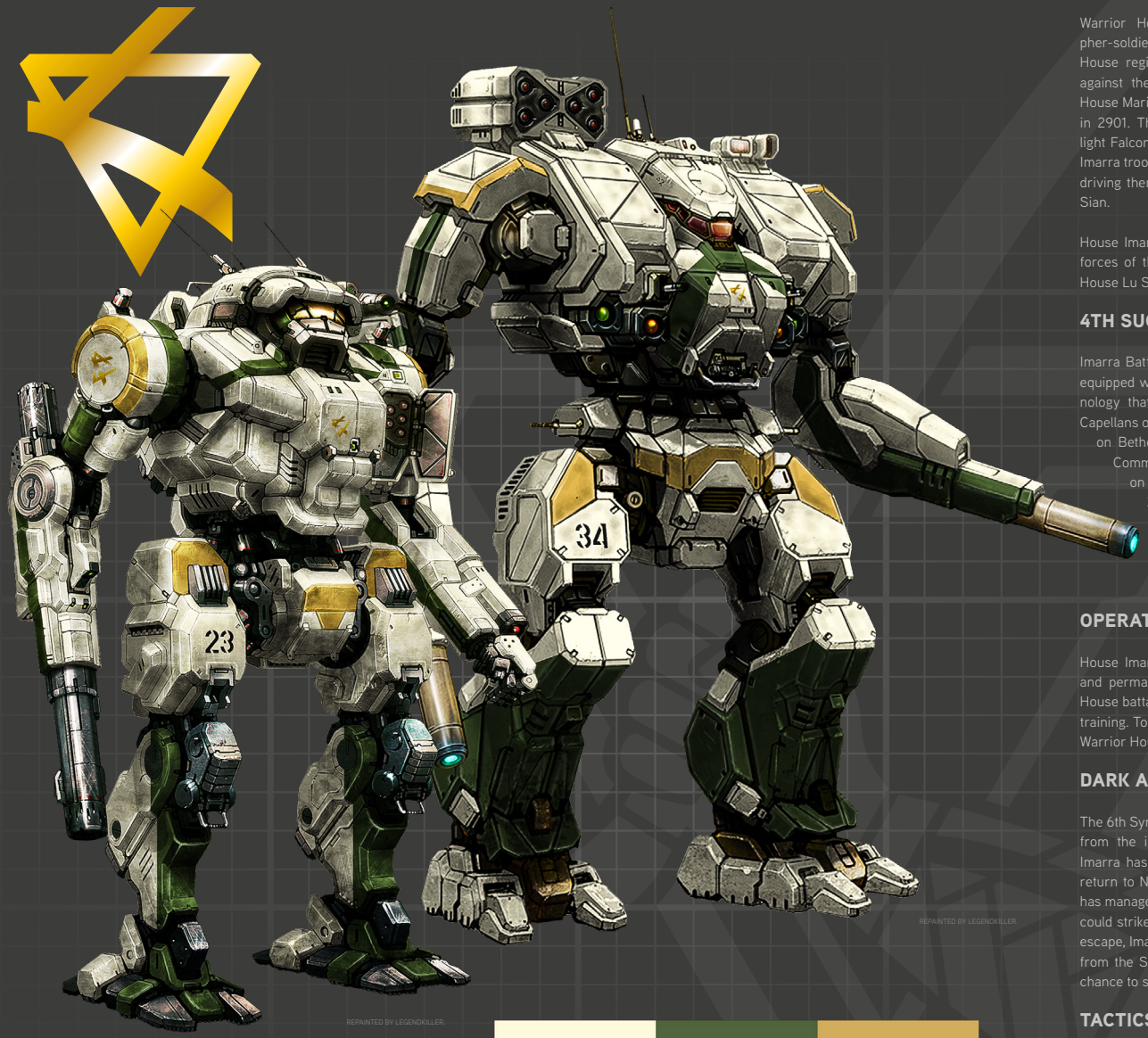
Paint schemes for vehicles combine a copper-gold base with tan or black highlights. *FM:CAPELLAN CONFEDERATION, PAGE 64.*

JIHAD

During the Jihad Warrior House Fujita arrived on Nanking two days before the Coaltion's Federated Suns group. The Capellans, eager to engage the Word of Blake, pushed their DropShips to 2.5Gs in order to land before the Coalition troops. This left them bruised, tired, and unprepared for the ferocity of the Nanking Protectorate Militia. They suffered many losses until the Coalition troops dropped in behind the Nanking PM. Between Warrior House Fujita and the Coalition troops, the Blakists withdrew. At that point the Fujita commander ordered the Coalition troops to depart the world, and when they refused, he used several nuclear weapons against the base camp of the 5th Lyran Guards. At this point the Coalition troops departed Nanking.
SARNA.NET



VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM



WARRIOR HOUSE IMARRA

House Imarra uses a color scheme of ivory trimmed in Liao green with gold accents for its Mechs. *FM:CAPELLAN CONFEDERATION, PAGE 59.*

Warrior House Imarra was founded by philosopher-soldier Kamachi Imarra in 2864, the first Warrior House regiment performed beyond all expectations against the Goliaths of the Oriente Hussars when House Marik attacked Sirius in a deep penetration raid in 2901. Through superior tactical handling of their light Falcons and audacious use of jump infantry, the Imarra troops inflicted heavy damage on the attackers, driving them off. The Homeworld of House Imarra is Sian.

House Imarra contained and later drove off superior forces of the Seventh Crucis Lancers together with House Lu Sann in the defense of Lincoln in 3001.

4TH SUCCESSION WAR

Imarra BattleMechs were among the very first to be equipped with the new Triple Strength Myomer technology that the Federated Suns had leaked to the Capellans on purpose by a false NAIS research station on Bethel that was target of Operation Intruders Communion in April 3029. In the daring raid on Sian to rescue Justin Xiang Allard on the 24th October 3029, the Davion DropShips launched missiles loaded with a gaseous agent that destroyed the myomer, incapacitating the Imarra 'Mechs before they could mount an effective defense.

OPERATION GUERRERO

House Imarra is entrusted with the defense of Sian and permanently stationed there; the other Warrior House battalions rotate to Sian periodically for special training. Took Liao in conjunction with the other seven Warrior Houses during Operation Guerrero in 3057.

DARK AGE

The 6th Syrtis Fusiliers have been the target of Imarra from the initial moments of CELESTIAL REWARD. Imarra has twice intercepted the Sixth as it tried to return to New Syrtis, but in both instances the Sixth has managed to break away and escape before Imarra could strike a decisive blow. Refusing to let their prey escape, Imarra has taken up station a mere jump away from the Sixth's last known position, waiting for the chance to strike.

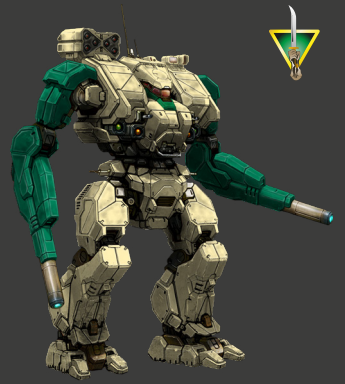
TACTICS

The House Imarra has a long history of Battlefield excellence and they are using their reputation as a weapon in itself by intimidating lesser units into fearing them, which ultimately costs them the battle. If the enemy unit doesn't fear them, House Imarra has little problem showing them why they gained their reputation in the first place. *SARNA.NET*



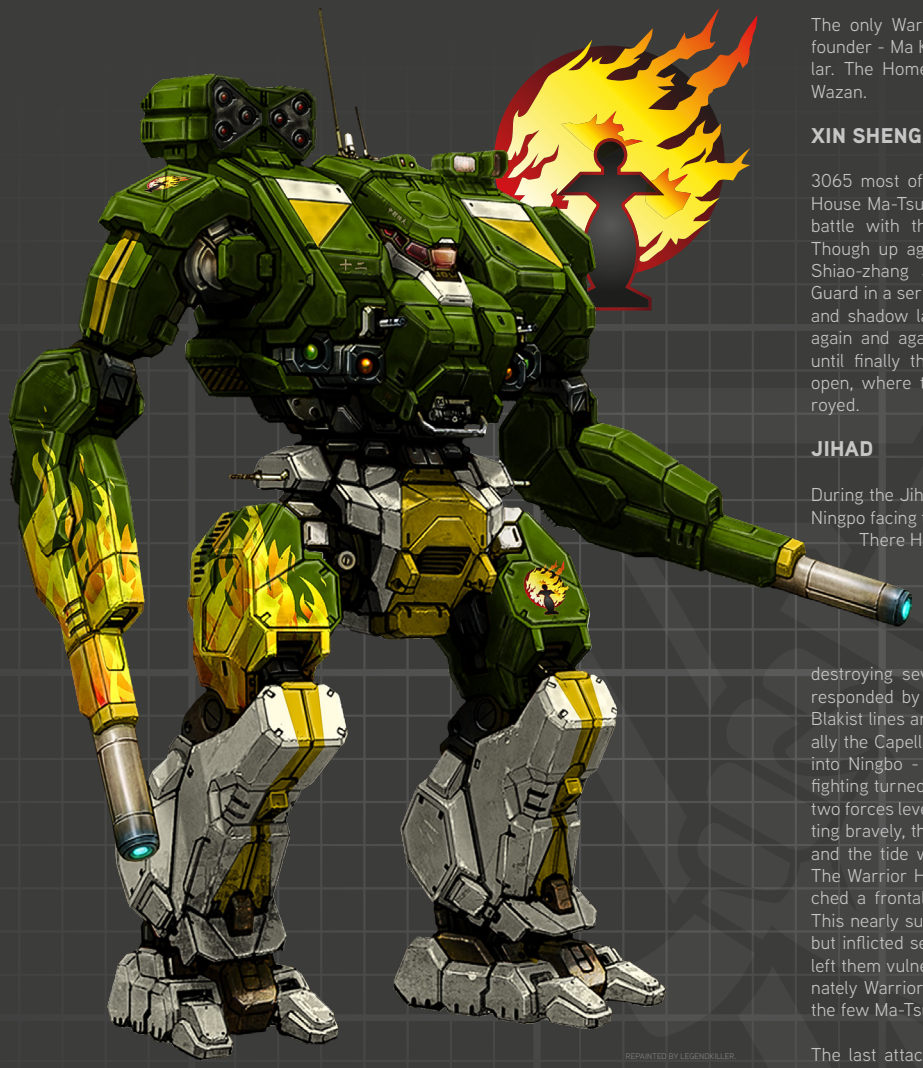
WARRIOR HOUSE KAMATA

Kamata BattleMechs and vehicles are painted tan with reddish-gold highlights. *FM:CAPELLAN CONFEDERATION, PAGE 60.*



WARRIOR HOUSE LU SANN

BattleMech paint schemes are beige with greenish-silver highlights. *FM:CAPELLAN CONFEDERATION, PAGE 62.*



REPAINTED BY LEGENDKILLER



The only Warrior House with a non-military founder - Ma Kai, a minor nobleman and scholar. The Homeworld of House Ma-Tsu Kai is Wazan.

XIN SHENG CAMPAIGN

3065 most of the military waited for orders, House Ma-Tsu Kai worked out a large training battle with the Holdfast Guard on Capella. Though up against an elite force more than, Shiao-zhang Jasmine Liu led the Holdfast Guard in a series of traps set with hidden units and shadow lances. The Guard repeated this again and again, there take incredible losses until finally they forced Ma-Tsu Kai into the open, where the House Warriors were destroyed.

JIHAD

During the Jihad, House Ma-Tsu Kai landed on Ningpo facing the Word of Blake's 13th Division. There House Ma-Tsu Kai continually harried the flanks of the 13th while the Ningpo militia pinned them in place. The Blakists responded by launching a WMD against House Ma-Tsu Kai, destroying several units. The Warrior House responded by sending their own WMD at the Blakist lines and destroying a Level III. Eventually the Capellan defenders were pushed back into Ningbo - Ningpo's capital city - and the fighting turned ugly. The conflicts between the two forces leveled the capital city. Though fighting bravely, the 13th Division had more troops and the tide was turning against Ma-Tsu Kai. The Warrior House's surviving warriors launched a frontal assault on the 13th's position. This nearly suicidal move did rout the Blakists but inflicted serious losses on Ma-Tsu Kai and left them vulnerable to a counterattack. Fortunately Warrior House Ijori arrived to reinforce the few Ma-Tsu Kai survivors.

The last attack of Warrior House Ma-Tsu Kai broke the back of the defending Blakists, but the Warrior House took such heavy casualties that some sources reported it as having been destroyed.House Ma-Tsu Kai rebuilt and formed a part of the second Capellan attempt to recapture the Pleione system from the Blakist Protectorate on the 2nd of May 3078. Unfortunately for House Ma-Tsu Kai and the Confederation, the battle saw House Ma-Tsu Kai virtually eradicated by Pocket WarShip attacks. By 3079, House Ma-Tsu Kai was considered to be essentially dead by the Confederation.

Due to the philosophical and spiritual demands of induction and training into a Warrior House, the various Houses were slow to rebuild after the Jihad. Warrior House Ma-Tsu Kai was one of three to be effectively destroyed in the Jihad, along with Warrior House Fujita and Warrior House Lu Sann. Despite the loss of combat personnel from the House, Chancellor Sun-Tzu Liao chose to keep the monasteries of each order open afterwards, even though each was little more than a home for elderly veterans, new acolytes and washouts from other training programmes. In doing so, the Chancellor allowed the possibility of raising fresh battalions from Warrior House Ma-Tsu Kai in the future to be kept open. *SARNA.NET*

WARRIOR HOUSE MA-TSU KAI

The official Mechcolor scheme is Liao green with ivory and gold highlights. *FM:CAPELLAN CONFEDERATION, PAGE 65.*





WARRIOR HOUSE RAKSHASA

Warrior House Rakshasa uses a scheme of lustrous ebony, sometimes adding ghostly green tiger stripes. *CANONIZED BY INSANE KANGAROO ON 01/18/2010*





WARRIOR HOUSE TSANG XIAO

House Tsang Xiao's paint scheme is sand yellow with bright red and yellow accents. *FM: 3085, PAGE 24.*





WARRIOR HOUSE WHITE TIGER

The White Tigers paint their equipment white with a black tigerstripe pattern. *SARNA.NET*

CIRCINUS FEDERATION



BLACK WARRIORS

The Black Warriors strike in anonymity, never announcing the identity of their unit and often using deceptive call signs, colors and insignia to make opponents believe other units are attacking them. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

CIRCINUS FEDERATION

The Circinus Federation is a minor Periphery power located anti-spinward of the Lyran Commonwealth/Free Worlds League border, ~450 light years anti-spinward of Terra, in a region of space known as „The March Worlds"

MILITARY

The Black Warriors currently serve as the entire Circinan military. Never a truly unified force, the Black Warriors constantly test the loyalties of the various factions within their ranks. The largest faction, led by Major Fritz Donner, consists of units loyal to President McIntyre. A second faction of near-equal strength, however, supports company commander Michael Cirion, heir to the Black Warriors' command. Because of the fierce rivalry of these two factions, most of the mercenaries employed in the Circinan military studiously avoid taking sides.

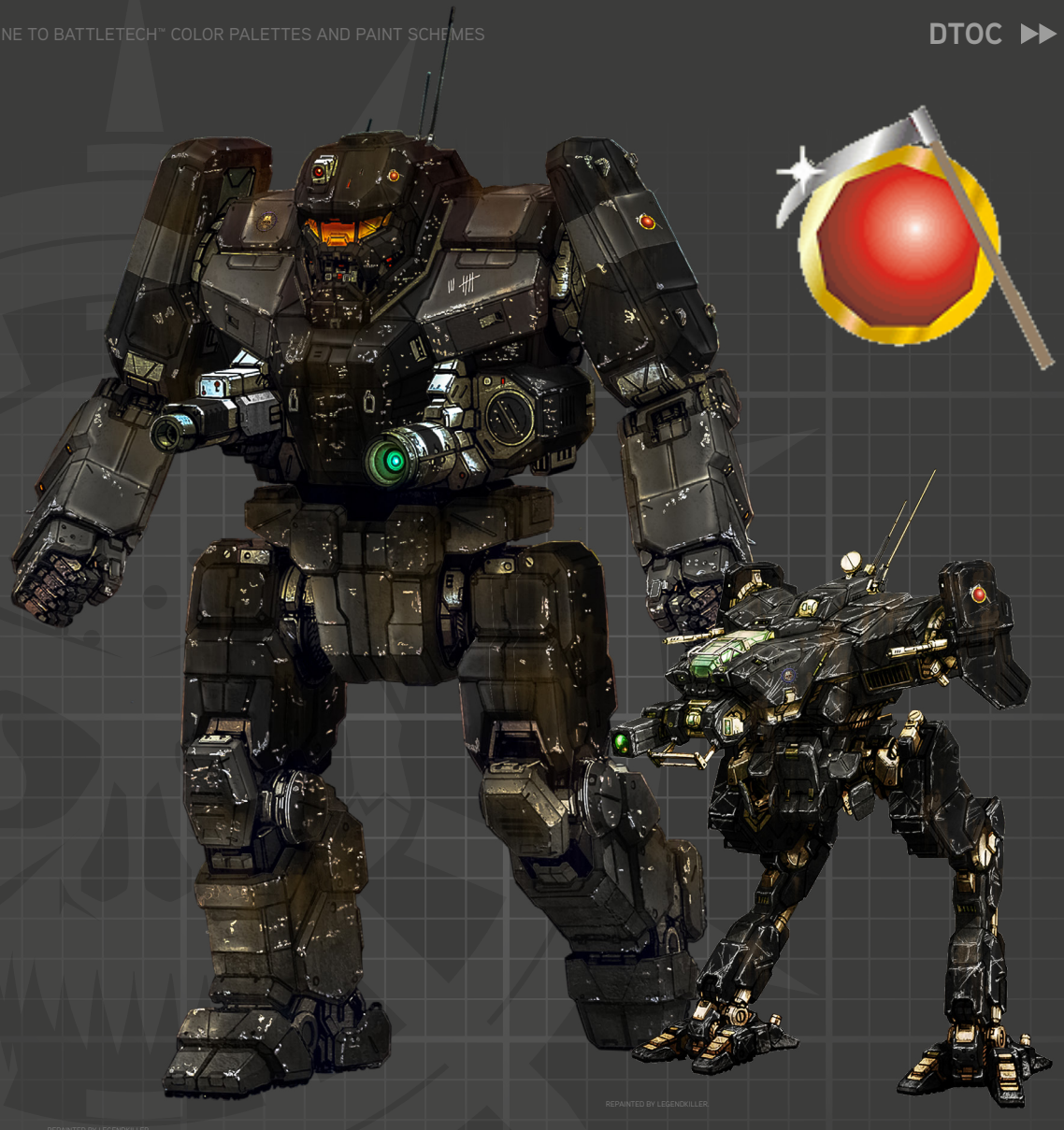
Circinian military leaders have never made any real effort to regulate or standardize uniforms, so each Circinian military unit has its own uniform. This system was established when the Black Warriors began attracting other units to join them, under the belief that unique uniforms help each unit maintain a strong sense of individuality and morale. Detractors of the practice criticize it as yet another source of division between military units in the Federation. However, Circinian military leaders require that all unit uniforms include the emblem of the Federation and that all military personnel wear the emblem somewhere above the waist. Although all Federation units use the same progression of rank, rank insignia varies widely among units.

POST-ILLYRIAN OFFENSIVE

After the failure of the Illyrian offensive, President McIntyre returned to the Federation and attempted to rebuild his military for a renewed offensive against the Palatinate in 3036. However, this attempt was thwarted by an uprising on the newly-conquered planet of Dersidatz that destroyed the garrison forces on planet and overthrew the Federation government. McIntyre ordered a re-invasion of the planet, but quickly rescinded the order amid reports of a troop buildup on the Marik-Steiner common border. He instead deployed all available troops to the border to await the supposedly oncoming offensive. However, when said offensive did not materialize in a few months, President McIntyre stood down the alert and returned his attention to Dersidatz.

When his forces re-invaded the planet, they found that the rebels had prepared substantial defenses on their world that drastically slowed down the Black Warriors down and reduced the fighting to that of a guerilla war, in which the Black Warriors were forced to pursue small bands of rebels all around the planet. This wore down the Warriors and seeded more dissent within the ranks of the military, who hated McIntyre's refusal to retreat from the planet.

Although most of the Dersidatz rebels were subdued by 3040, the Federation had many other problems to deal with. In 3041, a group of Black Warriors, secretly backed by Michael Cirion, attempted to seize power in a coup d'etat. Although forces loyal to McIntyre prevailed in the end, over two-thirds of the Circinan military was destroyed in the fighting. The Federation also suffered other losses when one Captain Hopper Morrison stumbled onto a Star League era cache of weapons in 3042, and deserted the Federation military completely to form a pirate company known as Morrison's Extractors. These events left the Federation weak and demoralized for the near future. *SARNA.NET*



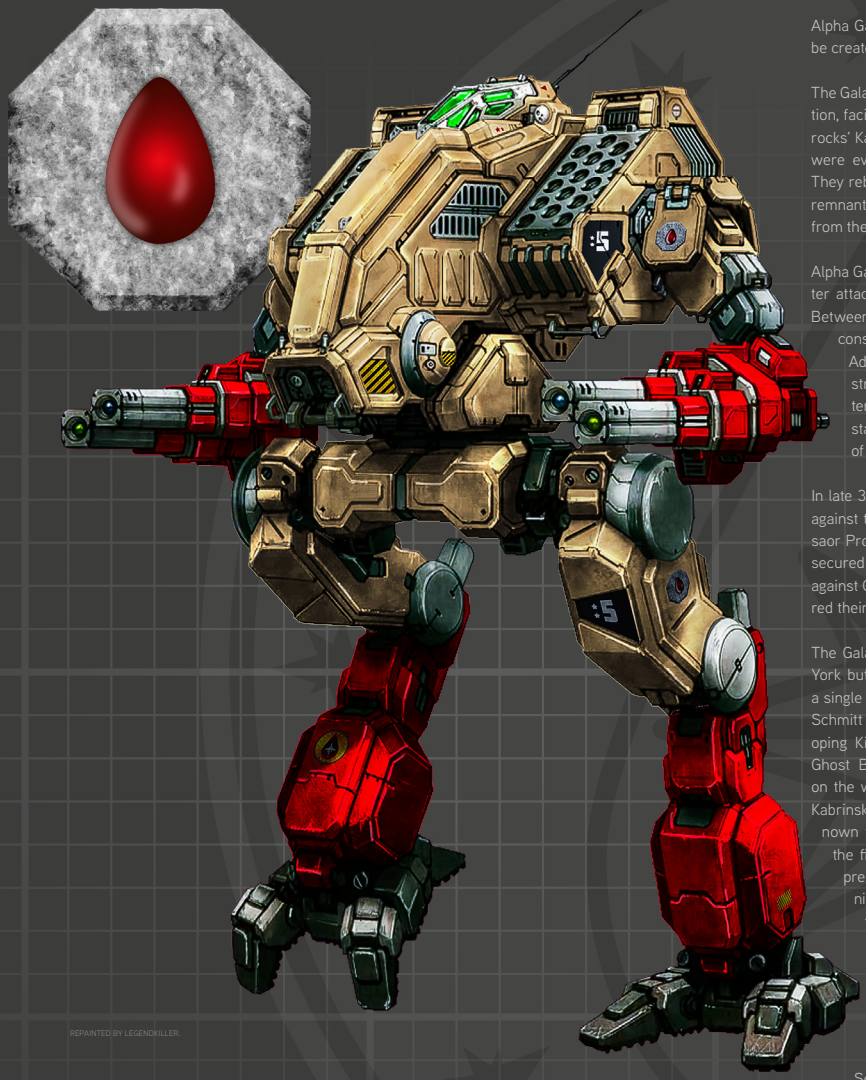
REPAINTED BY LEGENDKILLER

REPAINTED BY LEGENDKILLER

MCINTYRE HOUSE GUARD

Guard units employ a black and dark gray color scheme.

CLAN BLOOD SPIRIT



REPAINTED BY LEGENDKILLER

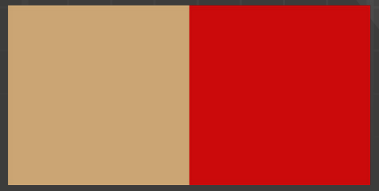
Alpha Galaxy was the first Clan Blood Spirit Galaxy to be created.

The Galaxy attacked Albion during the Burrock Absorption, facing the Star Adder's Alpha Galaxy and the Burrocks' Kappa Galaxy.Initially they met with success, but were eventually forced off-world with heavy losses. They rebuilt quickly and also expanded by taking in the remnants of other Blood Spirit Clusters, including those from the destroyed Delta and Kappa Galaxies.

Alpha Galaxy remained on the defensive on York, counter attacking where possible, at the cost of a Cluster. Between 3059 and 3066 Alpha Galaxy saw almost constant fighting fending off raids by Clan Star Adder. It appears that these raids reduced the strength of the Galaxy to a point where two Clusters were disbanded, although officially the Spirits stated one two were omitted from the Clan roster of 3067.

In late 3069 Khan Schmitt led Alpha and Iota Galaxies against the adders on Albion quickly capturing a Chrysaor ProtoMechfactory and by the end of the year had secured 40% of the planet. The Khan then led Alpha against Clan Steel Viper holdings on Arcadia and captured their Roc ProtoMechcomplex.

The Galaxy was involved in near constant fighting on York but by 3070 had reduced the Adder holdings to a single enclave. In early January 3072 Khan Karianna Schmitt led Alpha Galaxy, the Rocinante and the Stooping Kite to Arcadia, hoping to negotiate with Clan Ghost Bear for the remaining Ghost Bear enclaves on the world. To Schmitt's intense frustration saKhan Kabrinski was completely unwilling to negotiate; unknown to the Blood Spirits, the Ghost Bears were in the final stages of evacuating the small enclave in preparation for moving it to the Ghost Bear Dominion in the Inner Sphere. Attempting to force the issue, Schmitt brought the Rocinante into a close orbit above Arcadia and shelled one of the Snow Peak Mountains. Rather than forcing Kabrinski to negotiate, this instead caused the Ghost Bear saKhan to shut off all communication with Schmitt, although not without insulting Schmitt first. Enraged, Schmitt ordered the Stooping Kite to the nearby jump point with orders to prevent the nearest Ghost Bear vessel from departing. That vessel was the Star Lord-class JumpShip CGB Alshain Sunset, however the JumpShip refused and the Stooping Kite destroyed it. The reaction from the Ghost Bears was to send every spaceworthy ship against the Rocinante, and within seconds the Blood Spirit flagship had been torn apart, Khan Schmitt barely survived. *SARNA.NET*



ALPHA GALAXY

Alpha Galaxy employs a utilitarian scheme of desert tans with blood red highlights. *CANONIZED BY HAUPTMANN FANJOY ON 6/8/2004. INSIGNIA BY HORUS.*





Every member of the Blood Guard Keshik is chosen by the Khan or saKhan. Once chosen the warrior must pass a Trial of Position to join the Keshik, though the Loremaster can veto any warrior's joining the unit. The Loremaster is responsible for vetting the warrior's ability to work with other Clans, so if the Loremaster votes no, it means that the warrior lacks the heart and soul of a Blood Spirit. These tests and evaluations insure that the Keshik is composed of only the finest warriors.

The Blood Guards are equipped with heavy and assault class units, allowing them to engage the enemy in a massive charge. This berserk charge would be disastrous if attempted by other units, but the Guards skill and equipment generally allows them to succeed. *SARNA.NET*

BLOOD GUARD KESHIK

Units of the Guard Keshik are painted a gray base coat highlighted in a stylized black on red camouflage pattern and yellow accents. *CANONIZED BY Z ON 1/12/04.*





BETA GALAXY

The Beta Galaxy Mechs are painted in blood red. Lower parts of the arms and legs as well as highlights are painted in medium gray. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





ZETA GALAXY

Zeta employs white on the upper torso and hips. Blood red is applied to the legs while the sides of the legs are cover in black triangle camouflage pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





DELTA GALAXY

Delta Galaxy uses a simple black base with blood red accents and blood red on the upper half of the torso or fuselage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





IOTA GALAXY

Iota paints its units a sandy tan with fiery orange highlights to honor the Fire Mandrills they fought with. Some of the orange panels are painted with a black triangle camo pattern. *CANONIZED BY SAVAGE COYOTE ON 09/06/05. INSIGNIA BY HORUS.*





KAPPA GALAXY

A red stripe parts the torso in half. The upper part as well as arms and legs are painted gray. Kappa Galaxy uses appropriate camouflage pattern on the lower part of the torso and highlights *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





MU PROVISIONAL GALAXY

Mu Provisional Galaxy employs a utilitarian scheme of desert tans with white and red highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER

OMEGA GALAXY

Omega Galaxy uses a bright white and red paint scheme with red and black checkers. A dark gray is used for the center torso of Mechs and the turrets of vehicles. *CANONIZED BY HAUPTMANN FANJOY ON 6/8/2004. INSIGNIA BY HORUS.*



Raised in 3010 with BattleMechs from the final secret exchange between Clan Blood Spirit and Clan Snow Raven. Remained the smallest front-line Galaxy in Clan Blood Spirit until after the Burrock Absorption, when Omega took in units and warriors from other destroyed Galaxies like Pi, Kappa and Mu.

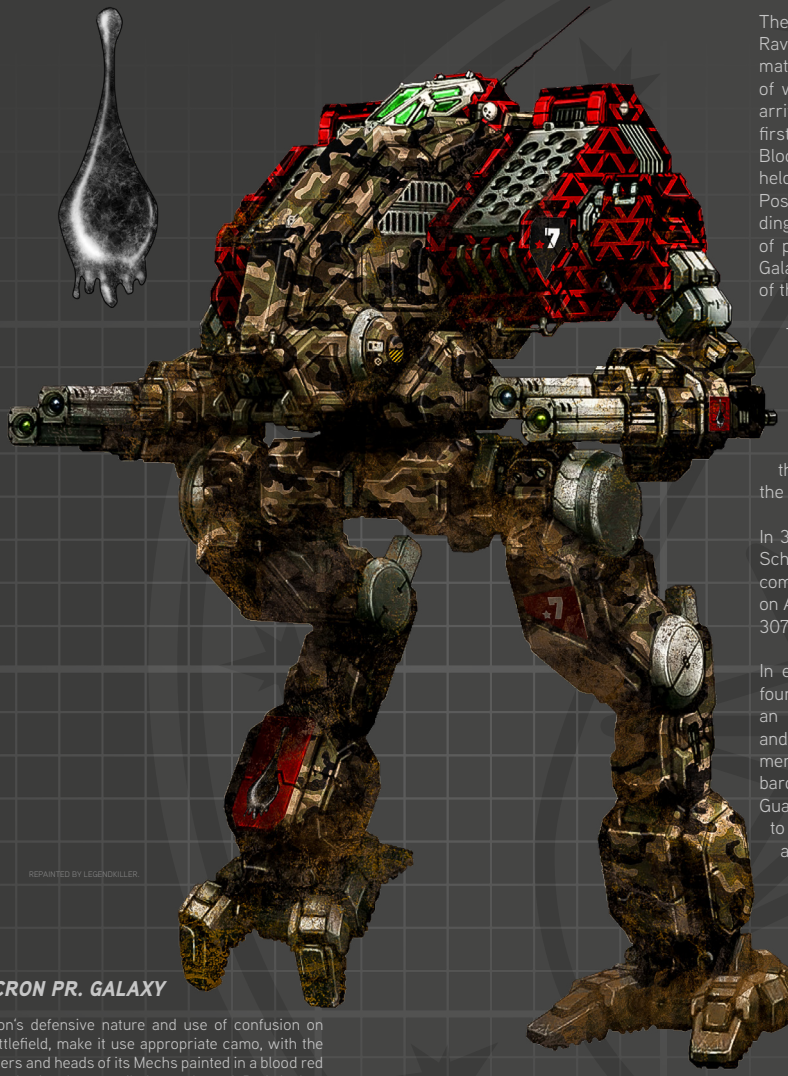
During the Burrock Absorption, Omega garrisoned the Blood Spirit Enclave on Arcadia, where they fought Clan Star Adder's Mu Galaxy who attacked them in retaliation for the Blood Spirit's interference in the Trial. The battles there reduced Omega to less than a Cluster in strength.

Omega Galaxy was black-marked by the other warriors of the Clan, for the shame of losing the Continent of Boques in their fight against Clan Star Adder with the additional loss of two full Clusters.

The Galaxy arrived in Barcella in 3070 led by saKhan Boques and Loremaster Campbell to assist Clan Fire Mandrill fighting against Clan Ice Hellion, during the fighting Loremaster Campbell was killed and Star Colonel Constans Cluff was elected as a replacement. The Galaxy then joined with Sigma and Zeta on Circe. Here they were engaged by Star Adder forces who inflicted heavy casualties on all three Galaxies.

In 3072 the Galaxy was still actively aiding Clan Fire Mandrill in their on going feud with Clan Ice Hellion. The Scarlet Guards were almost wiped out in the fighting on Paxon in December 3072. In 3073 the remnant of the Galaxy commanded by saKhan Constans Cluff moved to Arcadia to rendezvous with Omicron Galaxy. When they made planet fall they found it a dead world. The Galaxy then move to Tokasha in mid 3074 joining with Omicron and Zeta Galaxies in an attempt to take control of the entire planet.

Their plans on Tokasha were halted by the arrival of ilKhan Andrews and a Clan Steel Viper task force in September 3074 who declared a Trial of Possession for the entire planet. All three Spirit Galaxies were bid in defence. The Viper's Gamma Galaxy slammed into Omega an swiftly breached its lines. IlKhan Andrews called out Khan Boques in a Circle of Equals and won ending the fighting on Tokasha. The captured Blood Spirit warriors were offered life as a Viper Laborer or death, most chose death. *SARNA.NET*



OMICRON PR. GALAXY

Omicron's defensive nature and use of confusion on the battlefield, make it use appropriate camo, with the shoulders and heads of its Mechs painted in a blood red with black triangles stenciled over the red. Red slashes on the legs represent kills credited to the pilot. *CANONIZED BY SAVAGE COYOTE ON 03/08/04.*



The Blood Spirits signed a deal with Clan Snow Raven in 2980 that saw large quantities of war material flow through to York, the last shipment of which was used to create Omicron Galaxy arrived in 3010, although it was still one of the first second line formation to be created in the Blood Spirit Touman. In 3059 the Galaxy still held a record of never having lost a Trial of Possession against other Clans while defending. This exceptional record was a matter of pride to the unit and because of this their Galaxy Commander was enraged to be left out of the Burrock Absorption.

The Galaxy was given the honour of retaking the Arcadia enclave from Clan Star Adder in 3066, however the Adders faded at the assault refusing a pitched battle. After a year of such tactics Omicron was reinforced by Upsilon Galaxy. Together they managed to secure the enclave, but at the cost of weakening the York defenses.

In 3069 the Galaxy was led by Khan Karianna Schmitt on Albion capturing several industrial complexes from Clan Star Adder. The holdings on Albion came under several attacks between 3070 to 3072 by Adder forces.

In early 3073 the Galaxy was equipped with four new ProtoMechClusters and launched an assault on Eden against the Star Adder and Clan Hell's Horses enclaves, showing no mercy to the Adders in retribution for the bombardment of York. Leaving the 171st Crimson Guards on Eden the Galaxy moved to Arcadia to rendezvous with saKhan Constans Cluff and the remnant of Omega Galaxy. When they made planet fall they found it a dead world, but were soon ordered to move to Albion. Here they fought and won a Trial of Possession with naval elements of Clan Cloud Cobra for a passage to the planet. On reach the planet the Galaxy made a combat drop straight onto one of the Adder enclaves, which fell quickly. A week later the Galaxy moved against the second Adder enclave, here the fighting was more fierce, the 98th Crimson Guards were wiped out in an ambush that saw the Adders blow up a large portion of the city to prevent its capture, other clusters took heavy damage from aerospace attack before the Spirit withdrew and obliterated both Adder enclaves with orbital bombardment. *SARNA.NET*





RHO PROVISIONAL GALAXY

Rho Provisional Galaxy employs a simple paint scheme. Torso and hip are painted in blood red while the arms and legs are held in gray. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





SIGMA PROVISIONAL GALAXY

Sigma Galaxy paints its units in blood red. A dark smoke color is applied to the arms and legs of BattleMechs, fading toward the torso. Armor and Aerospace use the fade from front to back. *CANONIZED BY SOUNGURU ON 2/6/2006.*





TAU PROVISIONAL GALAXY

Tau uses a black base with red accents and burnished copper on the upper half of the torso or fuselage. *CANONIZED BY HYENA ON 9/6/2005.*



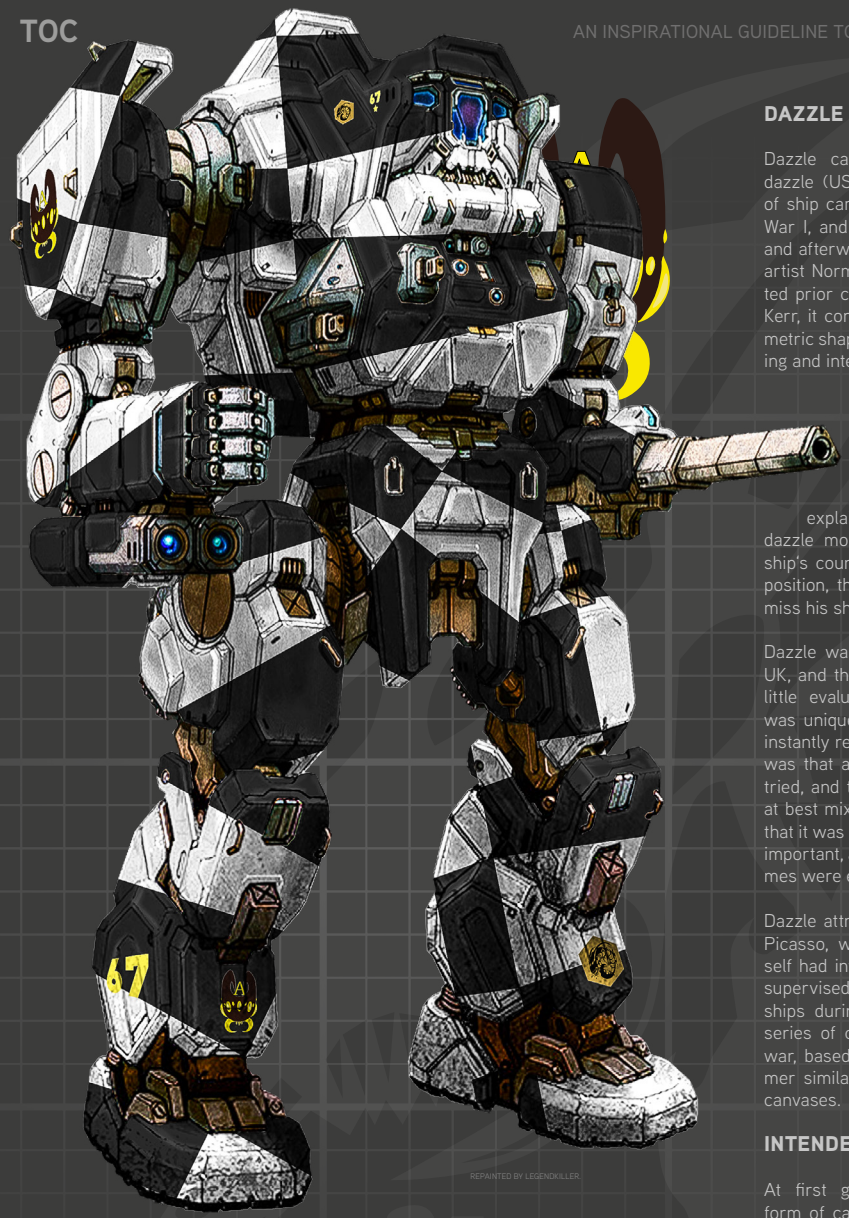


UPSILON PROVISIONAL GALAXY

Upsilon Galaxy uses a gray and blood red scheme. The upper arms, upper legs, and side torsos of Mechs are painted gray, as are the sides of vehicles, protoMechs, and battle armor. The remainder of each unit is painted a randomly-swirled pattern using different shades of red, yellow, and orange. *CANONIZED BY SOUNGURU ON 9/22/2008.*



CLAN BURROCK



REPAINTED BY LEGENDKILLER



ALPHA GALAXY

The Alpha Galaxy of Clan Burrock employs, like all other Mechs and military vehicles of the Clan a mocking, dazzle camouflage pattern. Alpha Galaxy uses plain black and white colors. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

DAZZLE CAMOUFLAGE

Dazzle camouflage, also known as razzle dazzle (US) or dazzle painting, was a family of ship camouflage used extensively in World War I, and to a lesser extent in World War II and afterwards. Credited to the British marine artist Norman Wilkinson, though with a rejected prior claim by the zoologist John Graham Kerr, it consisted of complex patterns of geometric shapes in contrasting colours, interrupting and intersecting each other.

Unlike other forms of camouflage, the intention of dazzle is not to conceal but to make it difficult to estimate a target's range, speed, and heading. Norman Wilkinson explained in 1919 that he had intended dazzle more to mislead the enemy about a ship's course and so to take up a poor firing position, than actually to cause the enemy to miss his shot when firing.

Dazzle was adopted by the Admiralty in the UK, and then by the United States Navy, with little evaluation. Each ship's dazzle pattern was unique to avoid making classes of ships instantly recognisable to the enemy. The result was that a profusion of dazzle schemes was tried, and the evidence for their success was at best mixed. So many factors were involved that it was impossible to determine which were important, and whether any of the colour schemes were effective.

Dazzle attracted the notice of artists such as Picasso, who claimed that Cubists like himself had invented it. Edward Wadsworth, who supervised the camouflaging of over 2,000 ships during the First World War, painted a series of canvases of dazzle ships after the war, based on his wartime work. Arthur Lismer similarly painted a series of dazzle ship canvases.

INTENDED PURPOSES

At first glance, dazzle seems an unlikely form of camouflage, drawing attention to the ship rather than hiding it. The approach was developed after Allied navies were unable to develop effective means to hide ships in all weather conditions. The British zoologist John Graham Kerr proposed the application of camouflage to British warships in the First World War, outlining what he believed to be the applicable principle, disruptive camouflage, in a letter to Winston Churchill in 1914 explaining the goal was to confuse, not to conceal, by disrupting a ship's outline. Kerr compared the effect to that created by the patterns on a series of land animals, the giraffe, zebra and jaguar.
Taking up the zebra example, Kerr proposed that the vertical lines of ships' masts be disrupted with irregular white bands. Hiding these would make ships less conspicuous, and would „greatly increase the difficulty of accurate range finding". However, in the same letter, Kerr also calls for countershading, the use of paint to obliterate self-shading and thus to flatten out the appearance of solid, recognisable shapes. For example, he proposes to paint ships' guns gray on top, grading to white below, so the guns would disappear against a gray background. Similarly, he advised painting shaded parts of the ship white, and brightly lit parts in gray, again with smooth grading between them, making shapes and structures invisible. Kerr was thus hoping to achieve both a measure of invisibility and a degree of confusion for the enemy using a rangefinder. Whether through this mixing of goals, or the Admiralty's skepticism about „any theory based upon the analogy of animals", the Admiralty claimed in July 1915 to have conducted „various trials" and decided to paint its ships in monotone gray, not adopting any of Kerr's suggestions. It had made up its mind, and all Kerr's subsequent letters achieved nothing.

The American artist Abbott Handerson Thayer had developed a theory of camouflage based on countershading and disruptive coloration, which he had published in the controversial 1909 book Concealing-Coloration in the Animal Kingdom. Seeing the opportunity to put his theory into service, Thayer wrote to Churchill in February 1915, proposing to camouflage submarines by countershading them like fish such as mackerel, and advocating painting ships white to make them invisible. His ideas were considered by the Admiralty, but rejected along with Kerr's proposals as being „freak methods of painting ships ... of academic interest but not of practical advantage". The Admiralty noted that the required camouflage would vary depending on the light, the changing colours of sea and sky, the time of day, and the angle of the sun. Thayer made repeated and desperate efforts to persuade the authorities, and in November 1915 travelled to England where he gave demonstrations of his theory around the country. He had a warm welcome from Kerr in Glasgow, and was so enthused by this show of support that he avoided meeting the War Office, who he had been intending to win over, and instead sailed home, continuing to write ineffective letters to the British and American authorities.

The marine artist and Royal Naval Volunteer Reserve officer Norman Wilkinson, agreed with Kerr that dazzle's aim was confusion rather than concealment, but disagreed about the type of confusion to be sown in the enemy's mind. What Wilkinson wanted to do was to make it difficult for an enemy to estimate a ship's type, size, speed, and heading, and thereby confuse enemy ship commanders into taking mistaken or poor firing positions. An observer would find it difficult to know exactly whether the stern or the bow was in view; and it would be correspondingly difficult to estimate whether the observed vessel was moving towards or away from the observer's position.

Wilkinson advocated „masses of strongly contrasted colour" to confuse the enemy about a ship's heading. Thus, while dazzle, in some lighting conditions or at close ranges, might actually increase a ship's visibility, the conspicuous patterns would obscure the outlines of the ship's hull (though admittedly not the superstructure), disguising the ship's correct heading and making it harder to hit.

Dazzle was created in response to an extreme need, and hosted by an organisation, the Admiralty, which had already rejected an approach supported by scientific theory: Kerr's proposal to use „parti-colouring" based on the known camouflage methods of disruptive coloration and countershading. This was dropped in favour of an admittedly non-scientific approach, led by the socially well-connected Wilkinson. Kerr's explanations of the principles were clear, logical, and based on years of study, while Wilkinson's were simple and inspirational, based on an artist's perception. The decision was likely because the Admiralty felt comfortable with Wilkinson, in sharp contrast to their awkward relationship with the stubborn and pedantic Kerr.

Wilkinson claimed not to have known of the zoological theories of camouflage of Kerr and Thayer, admitting only to having heard of the „old invisibility-idea" *WIKIPEDIA*





BETA GALAXY

The Beta Galaxy uses the typical dazzle pattern camouflage of Clan Burrock. It uses a basic color of medium gray and patterns are applied in white, black, standard light blue and standard brown. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





KAPPA GALAXY

Kappa uses typical dazzle pattern camouflage. Like all other Galaxys the pattern varies form cluster to cluster. The pattern is held in white, black, medium gray and standard light blue. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

POSSIBLE MECHANISMS OF DAZZLE CAMOUFLAGE

In 1973, the naval museum curator Robert F. Sumrall suggested a Mechanism by which dazzle camouflage may have sown the kind of confusion that Wilkinson had intended for it. Coincidence rangefinders used for naval artillery had an optical Mechanism, operated by a human to compute the range. The operator adjusted the Mechanism until the two half-images of the target lined up in a complete picture. Dazzle, Sumrall argued, was intended to make that hard, as clashing patterns looked abnormal even when the two halves were aligned, something that became more important when submarine periscopes included such rangefinders. Patterns sometimes also included a false bow wave to make it difficult for an enemy to estimate the ship's speed.

The historian Sam Willis argued that since Wilkinson knew it was impossible to make a ship invisible with paint, the „extreme opposite" was the answer, using conspicuous shapes and violent colour contrasts to confuse enemy submarine commanders. Willis pointed out, using the HMT Olympic dazzle scheme as an example, that different Mechanisms could have been at work. The contradictory patterns on the ship's funnels could imply the ship was on a different heading. The curve on the hull below the front funnel could seem to be a false bow wave, creating a misleading impression of the ship's speed. And the striped patterns at bow and stern could create confusion about which end of the ship was which.

That dazzle did indeed work along these lines is suggested by the testimony of a U-boat captain:

It was not until she was within half a mile that I could make out she was one ship steering a course at right angles, crossing from starboard to port. The dark painted stripes on her after part made her stern appear her bow, and a broad cut of green paint amidships looks like a patch of water. The weather was bright and visibility good; this was the best camouflage I have ever seen.

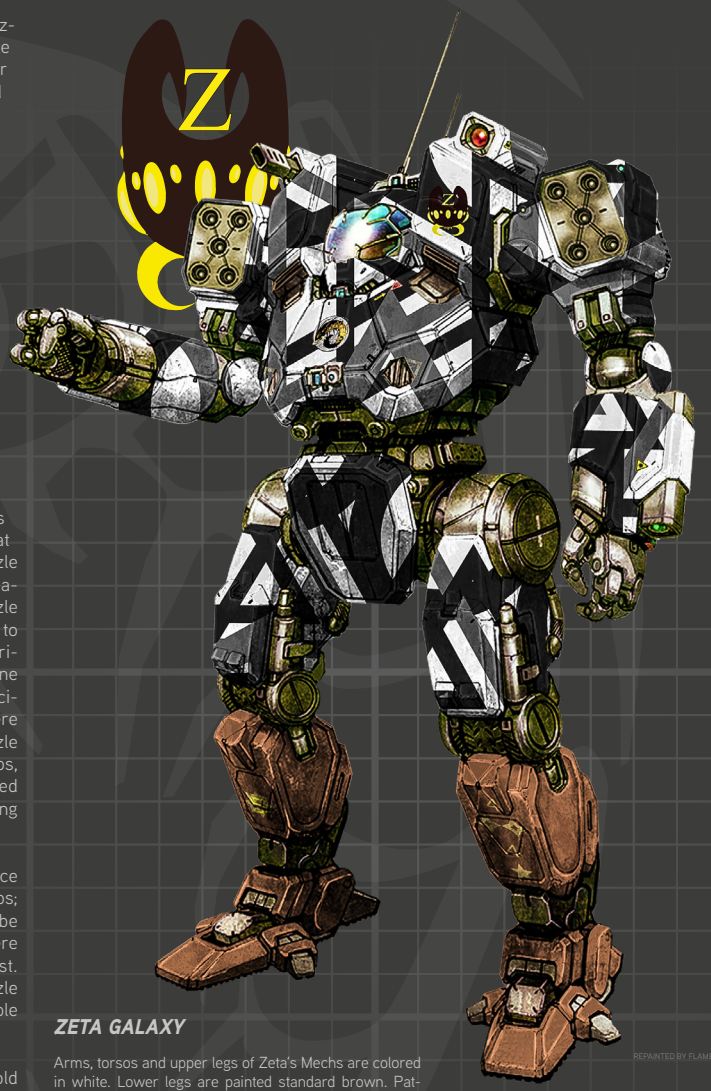
In 2011, the scientist Nicholas E. Scott-Samuel and colleagues presented evidence using moving patterns on a computer that human perception of speed is distorted by dazzle patterns. However the speeds required are much larger than were available to First World War ships: Scott-Samuel notes that the targets in the experiment would correspond to a dazzle-patterned Land Rover vehicle at a range of 70 metres, travelling at 90 kilometres per hour. A confusion in aiming of the observed size, 7%, for a rocket propelled grenade travelling 70 metres in 0.5 seconds, would be 7% of the distance moved by the target, or 90 centimetres, perhaps enough to save life in that situation.

DAZZLE'S EFFECTIVENESS

Dazzle's effectiveness was highly uncertain at the time of the First World War, but it was nonetheless adopted both in the UK and North America. In 1918, the Admiralty analysed shipping losses, but was unable to draw clear conclusions. Dazzle ships were attacked in 1.47% of sailings, compared to 1.12% for uncamouflaged ships, suggesting increased visibility, but as Wilkinson had argued, dazzle was not attempting to make ships hard to see. Suggestively, of the ships that were struck by torpedoes, 43% of the dazzle ships sank, compared to 54% of the uncamouflaged; and similarly, 41% of the dazzle ships were struck amidships, compared to 52% of the uncamouflaged. These comparisons could be taken to imply that submarine commanders did have more difficulty in deciding where a ship was heading and where to aim. However, the ships painted in dazzle were larger than the uncamouflaged ships, 38% of them being over 5000 tons compared to only 13% of uncamouflaged ships, making comparisons unreliable.

With hindsight, too many factors (choice of colour scheme; size and speed of ships; tactics used) had been varied for it to be possible to determine which factors were significant or which schemes worked best. Thayer did carry out an experiment on dazzle camouflage, but it failed to show any reliable advantage over plain paintwork.

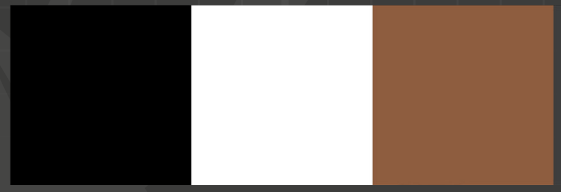
The American data were analysed by Harold Van Buskirk in 1919. About 1,256 ships were painted in dazzle between 1 March 1918 and the end of the war on 11 November that year. Among American merchantmen 2,500 tons and over, 78 uncamouflaged ships were sunk, and only 18 camouflaged ships; out of these 18, 11 were sunk by torpedoes, 4 in collisions and 3 by mines. No US Navy ships (all camouflaged) were sunk in the period. *WIKIPEDIA*



ZETA GALAXY

Arms, torsos and upper legs of Zeta's Mechs are colored in white. Lower legs are painted standard brown. Patterns are applied in black and dark gray on all white areas. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

REPAINTED BY FLAMESTALKER







PI GALAXY

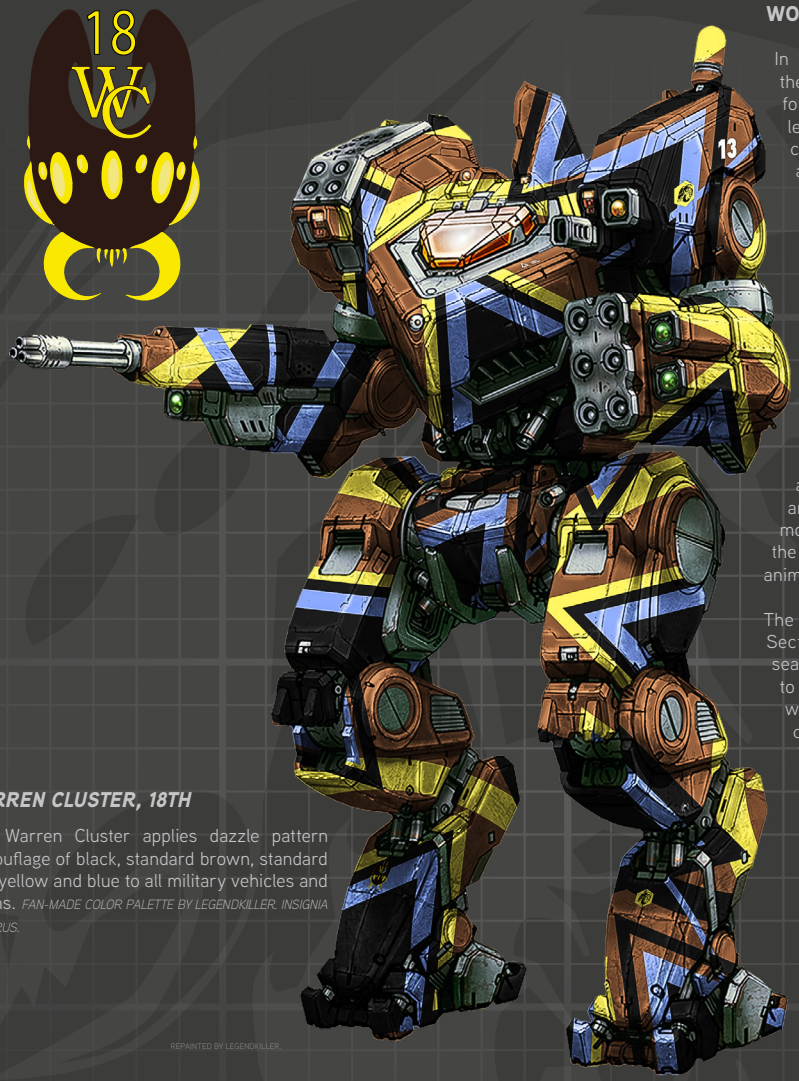
Pi uses uses the typical dazzle pattern camouflage of Clan Burrock. Like all other Galaxys the pattern varies form cluster to cluster. The pattern is held black, medium gray and standard brown. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





OMEGA DEFENSE GALAXY

Omega paints lower legs and arms in standard brown. Other parts of their vehicles use a base color of standard light blue. A dazzle pattern of black, standard light yellow and blue with white is applied to the latter. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER

WARREN CLUSTER, 18TH

18th Warren Cluster applies dazzle pattern camouflage of black, standard brown, standard light yellow and blue to all military vehicles and Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



WORLD WAR I

In 1914, Kerr persuaded the First Lord of the Admiralty, Winston Churchill, to adopt a form of military camouflage which he called „parti-colouring". He argued both for countershading (following the American artist Abbott Thayer), and for disruptive coloration, both as used by animals. A general order to the British fleet issued on 10 November 1914 advocated use of Kerr's approach. It was applied in various ways to British warships such as HMS Implacable, where officers noted approvingly that the pattern „increased difficulty of accurate range finding". However, following Churchill's departure from the Admiralty, the Royal Navy reverted to plain gray paint schemes, informing Kerr in July 1915 that „various trials had been undertaken and that the range of conditions of light and surroundings rendered it necessary to modify considerably any theory based upon the analogy of [the colours and patterns of] animals".

The British Army inaugurated its Camouflage Section for land use at the end of 1916. At sea in 1917, heavy losses of merchant ships to Germany's unrestricted submarine warfare campaign led to new desire for camouflage. The marine painter Norman Wilkinson promoted a system of stripes and broken lines „to distort the external shape by violent colour contrasts" and confuse the enemy about the speed and dimensions of a shipage. Wilkinson, then a lieutenant commander on Royal Navy patrol duty, implemented the precursor of „dazzle" beginning with the merchantman SS Industry. Wilkinson was put in charge of a camouflage unit which used the technique on large groups of merchant ships. Over 4000 British merchant ships were painted in what came to be known as „dazzle camouflage"; dazzle was also applied to some 400 naval vessels, starting in August 1917.

All British patterns were different, first tested on small wooden models viewed through a periscope in a studio. Most of the model designs were painted by women from London's Royal Academy of Arts. A foreman then scaled up their designs for the real thing. Painters, however, were not alone in the project. Creative people including sculptors, artists, and set designers designed camouflage.

Wilkinson's Dazzle camouflage was accepted by the Admiralty, even without practical visual assessment protocols for improving performance by modifying designs and colours. The dazzle camouflage strategy was adopted by other navies. This led to more scientific studies of colour options which might enhance camouflage effectiveness.

After the war, starting on 27 October 1919, an Admiralty committee met to determine who had priority for the invention of dazzle. Kerr was asked whether he thought Wilkinson had personally benefited from anything he Kerr had written. Kerr avoided the question, implying that he had not, and said „I make no claim to have invented the principle of parti-colouring, this principle was, of course, invented by nature". He agreed also that he had not suggested anywhere in his letters that his system would „create an illusion as to the course of the vessel painted". In October 1920 the Admiralty told Kerr that he was not seen as responsible for dazzle painting. In 1922 Wilkinson was awarded the sum of £2000 for the invention. *WIKIPEDIA*



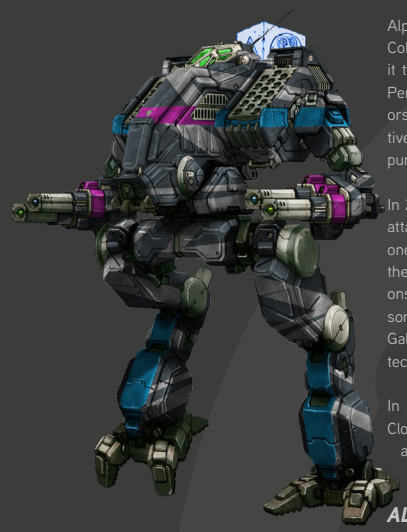


TANIS DRAGOONS, 98TH

98th Tanis Dragoons applies dazzle pattern camouflage of black, standard light yellow and blue to all military vehicles and Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



CLAN
CLOUD COBRA





Alpha Galaxy has been the backbone of the Clan Cloud Cobra Touman since its founding, a fact that has caused it to be rebuilt three times. After the conquest of the Pentagon Cluster, many of the hundreds of new warriors who joined the Galaxy rebelled against the constrictive Clan culture. Khan Rafe Kardaan was forced to purge seventy percent of the Galaxy for their heresy.

In 2872 the Cloud Cobras' mortal enemy, Clan Coyote, attacked the recently-settled world of Priori. Only one of Alpha's Clusters, along with a few hundred of the colony's twelve thousand inhabitants, escaped the onslaught. However, the survivors were able to salvage some of Coyote's OmniMechs, and within five years the Galaxy had recovered and expanded using the stolen technology.

In 2964 the Coyotes attacked again, this time against Cloud Cobra's homeworld of Homer. Alpha Galaxy was able to repel the attackers, though it suffered an eighty percent casualty rate. *SARNA.NET*

ALPHA GALAXY

Alpha Galaxy paints its Mechs and aerospace fighters a bluish dark gray, with some blending camo stripes of a medium gray, and aquamarine and purple highlights, reminiscent of the Clan's totem. *CANONIZED BY FOXBAT ON 10/3/2005.*





ZETA GALAXY

Zeta Galaxy paints its machines a smoky gray color with light gray highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





DELTA GALAXY

Delta Galaxy paints their units a dark blue-green scheme with purple accents. They make extensive use of black and white checker patterns on their machines to represent the cobra's „eyes" *CANONIZED BY JJPENS ON 12/14/2004.*



REPAINTED BY LEGENDKILLER.

BETA GALAXY

Beta Galaxy paints its machines a smoky gray color. *CANONIZED BY TAI-SA DREW ON 5/28/2004.*



Beta Galaxy was raised in 2859 due to Clan Cloud Cobra's expanding possessions, doubling in size from six to twelve Binaries within two decades. Overshadowed by Alpha Galaxy, Beta's accomplishments are lessened by the fact that its two most successful operations were against relatively weak opponents.

The first was in conjunction with Clan Burrock's Alpha Galaxy in 2953 to destroy Burrock defectors who had joined the Dark Caste. The second in 2977 was the conquest of the Tanite Worlds.

Ever since, Beta Galaxy has been rotating between the Pentagon Worlds and Tanite Worlds on five-year assignments. The unit has had little chance to win glory when performing crowd-control and anti-terrorism duties, though recently the Galaxy has been in poor shape to do so. The controversial appointment of a new Commanding Officer, along with disagreements between the Galaxy's mix of Warden and Crusader Cloisters, has resulted in near-open feuding between the Galaxy's three Clusters. For this reason many outsiders deem the Galaxy combat ineffective, incapable of fighting against even bandits.

During the Babylon Diet, Beta Galaxy faced off against Clan Coyote forces and successfully drove them from the world. They then rotated to the Tanis system in 3065.

TACTICS

Because of recent troubles, there is very little cohesion between Beta Galaxy's units, though they are still capable of fighting on their own. *SARNA.NET*



REPAINTED BY LEGENDKILLER



For much of its existence Clan Cloud Cobra had one of the strongest aerospace force of any Clan, which they often use to soften up an enemy with before finishing them off with ground forces. Indeed, they were not above using assault DropShips and WarShips when it was deemed necessary: preserving the honor of the Way took precedence over one's personal honor, and a foe rendered helpless before he can strike is a foe that cannot harm the Clan. This preference for aerospace forces also led to the employment of the first VTOL-capable Battle Armor suit, the Sylph, which debuted in early 3060. Conversely in terms of ground forces they were one of the weakest of any Clan, with these two factors combining to make the Cloud Cobras average as a measure of overall military strength.

The training cycle for Cloud Cobra warriors lasted slightly longer than on average, a process which graduated more warriors but also restricted them from facing their first Trial of Position before the age of twenty-two. The training also emphasized moral character in addition to combat prowess, and indeed an act of self-sacrifice done solely to better the Clan and advance the Way was part of the requirement for graduating. While primary training camps existed for all warriors, a few of the most powerful Cloisters ran their own; these were restricted to select sibkos of certain exclusive legacies to ensure a correct spiritual upbringing. Each of the largest Cloisters also ran its own secondary training facilities, with the smaller ones force to join together to form several colleges. Entrance into a secondary school required that the applicant complete four years of active service in the Cloud Cobra touman, pass a rigorous battery of tests run by that Cloister's EcKhan, and receive the recommendations of at least two of the Cloister's current warriors. Education in the secondary facilities consisted of a two-year course of additional combat training, studying and meditation, the successful completion of which allowed the warrior to be officially inducted into that Cloister as a consecrated member.

The Cloud Cobra touman also differed in that each Galaxy maintained their own reserve contingent. A scheme first instituted by Khan Samson McCloud in 2894, warriors assigned to each contingent fight amongst each other for the right to be the top reserve warrior. This warrior had the honor of filling in the latest open spot in that Galaxy's ranks; those assigned to a second-line Galaxy reserve who earned the top honor could also wait for a position in a front-line galaxy's reserve to open. Warriors were rotated between contingents to allow more opportunities for advancement, training hard in simulators and occasional live practices to keep their skills sharp. The reserve contingents also performed logistical, technical and administrative duties for their parent unit, necessary tasks seen as honorable service in the name of the Way, and in dire need could be dragooned into combat-relate roles: augmenting technical crews, piloting combat vehicles or fighting as conventional infantry. It is because of this reserve system that Cloud Cobra Solahma units, those too old or unfit even for reserve assignment, lack any sort of advanced technology and operate strictly as infantry. These units are assigned mainly garrison duty, with the honor of serving on the front-lines coming rarely.

INTER-CLAN RELATIONS

Clan Cloud Cobra's chief ally was Clan Burrock before its Absorption. That honor then went to Clan Star Adder, especially since their agreement to uphold the Burrock's garrison commitment to the Tanite worlds. The Cloud Cobras also had a good relationship with Clan Diamond Shark, Clan Snow Raven and Clan Ghost Bear, with more covert dealings with Clan Nova Cat and Clan Wolf-in-Exile.

The Cobras' only real enemy was Clan Coyote, which harbored grudges against the Cobras and the Adders.

After the Great Refusal and into the Wars of Reaving, the Cloud Cobras, Clan Star Adder and Clan Steel Viper formed a loose alliance and power bloc within the Grand Council that would come to be known as the Snake Alliance. After the Wars of Reaving and the Steel Viper Annihilation, the close alliance between the Cloud Cobras and Star Adders slowly unraveled due to differences in ideology and politics. By 3090 the relationship between the two Clans had morphed into respectful rivalry, while their civilian castes still worked together as partners. The Cobras also had a respectful relationship with Clan Stone Lion, while the age-old feud with Clan Coyote was given new life due to the Coyotes' involvement in The Society's machinations. The Cobra scientist caste in particular nursed a vehement hatred for the Coyotes, barely avoiding the fostering of a caste war between the two Clans. *SARNA.NET*

COBRA PHARAOH KESHIK

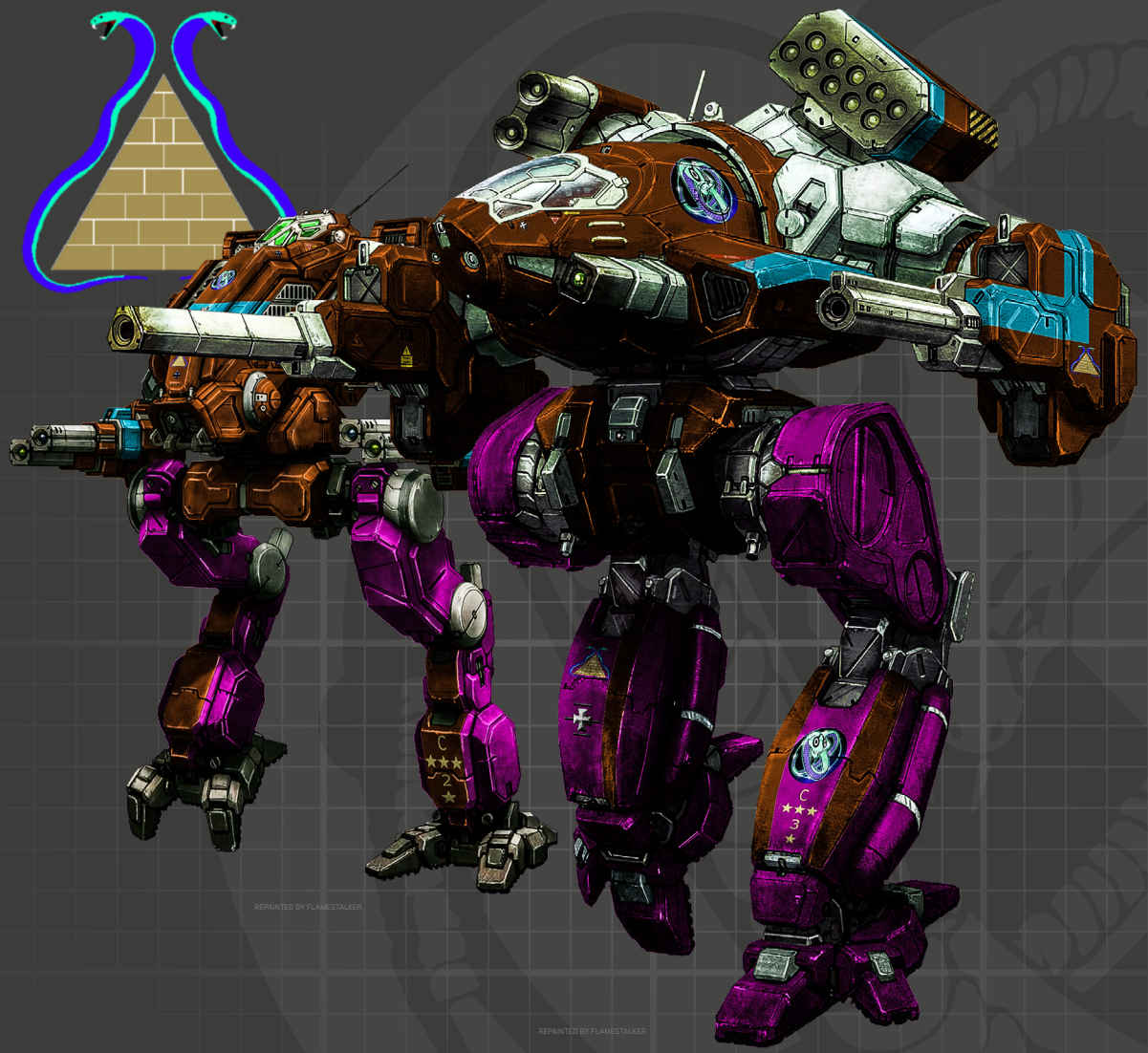
Based on colors found in the Clan`s insignia, the Prophets of Babylon employ a parade scheme consisting of a blue-gray base with accenting aqua blue and violet highlights. *CANONIZED BY MADDOC ON 9/12/2005. INSIGNIA BY HORUS.*





EPSILON GALAXY

Epsilon Galaxy employs a scheme of deep reds and blues, with unifying white highlights. The pattern is split evenly, with red on the right side and blue on the left. *CANONIZED BY JAL PHOENIX ON 10/10/2005.*



COBRA TEMPLE KESHIK

Cobra Temple Keshik Mechs' legs and lower torso are painted in several shades of purple, with bronze highlights on the legs. The upper torso and arms are painted in bronze with turqouise highlights. *CANONIZED BY INSANE KANGAROO ON 3/10/2006. INSIGNIA BY HORUS.*

Clan Cloud Cobra was one of the original twenty Clans founded by Nicholas Kerensky, named after the cloud cobras found on Arcadia. The Clan's identity was heavily shaped by its first Khan, Windham Khatib, a chaplain in the Star League Defense Force and grandson of the Pope of the Church of the Crucifix. The Cloud Cobras liberated Babylon during the Pentagon Campaign but suffered heavy losses, inhibiting their later growth. The Clan would be remembered as among the first to begin the use of genetic manipulation, creating an eugenics program which would be copied by and become synonymous with the Clans for generations. Politically they are moderately Warden, although they maintain little contact with other Clans.

EARLY YEARS

Captain Windham Khatib was one of the few survivors of the 335th BattleMech Division, which had been destroyed in the Amaris Civil War. The horrors of that war, particularly the death of his grandmother Pope Lanai Madonn, inspired Captain Khatib to seek a new beginning for humanity. However, after the Exodus Fleet's arrival at the Pentagon Worlds, ancient rivalries and discontent caused fighting to break out, and Aleksandr Kerensky suffered a heart attack. His son Nicholas gathered his father's loyal disciples, Captain Khatib among them, and led them on the Second Exodus to Strana Mechty, where the Clans would be forged.

Though Windham Khatib was Clan Cloud Cobra's first Khan, Vice Admiral Rafe Kardaan was chosen as his saKhan in order to help make up for Khatib's martial weaknesses. Together with thirty-eight other men and women, the Clan trained extensively, and during Operation Klondike was assigned to capture the world of Babylon alongside Clan Coyote, Clan Ice Hellion and Clan Sea Fox.

UNIT STRUCTURE

The organization of Clan Cloud Cobra Clusters is designed to take advantage of their aerospace superiority and are listed below. Though front-line and second-line Clusters use the same organizational scheme, front-line units almost exclusively use OmniMechs and OmniFighters, while second-line units make due with a larger number of standard 'Mechs and AeroSpace Fighters. In addition, second-line Clusters and Galaxies are often assigned conventional infantry and combat vehicles to augment their defensive responsibilities. *SARNA.NET*



GAMMA GALAXY

Ever-vigilant guardians in name as well as in appearance, Gamma's machines are painted black with gold and blue highlights, in resemblance to the Egyptian god Anubis. *CANONIZED BY HYENA ON 11/8/2004.*



OMICRON GALAXY

Omicron Galaxy paints the torso of its Mechs in a bluish dark gray. Aquamarine and purple is used in a counterchange pattern on the arms and legs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

CLAN COYOTE





ALPHA GALAXY

Alpha Galaxy paints it's equipment light blue with gray accents. After the death of ilKhan Corian Tchernovkov, a black stripe was painted vertically down the left torso and leg. Following Khan Sullivan Koga's death, Alpha has added another stripe alongside the first. *CANONIZED BY SAVAGE COYOTE ON 9/13/2008.*





ZETA GALAXY

Zeta acknowledges its past and paints ancient Terran symbols from the North American deserts on Mechs. The Mechs are still painted in traditional Coyote colors, with torsos being blue and arms and legs being black. *CANONIZED BY SAVAGE COYOTE ON 03/21/04.*





DELTA GALAXY

Delta Galaxy uses the Coyote's traditional colors of blues, blacks and grays, painting the bodies of their Mechs and battle armor blue, while the arms are painted black. Light gray highlights all over the unit. *CANONIZED BY SAVAGE COYOTE ON 3/8/2004.*

Clan Coyote was one of the original twenty Clans founded by Nicholas Kerensky. They proudly take as their totem animal the coyotes brought with the Star League exiles from Terra, which can now be found on Tamaron and many other worlds of the Kerensky Cluster.

MILITARY

Traditionally, the Coyotes had one of the largest toumans of all the Clans and, as the developers of the OmniMech, fielded overwhelming numbers of these Mechs, even in second-line units. Preferences for heavy and assault-class machines gave Coyote units tremendous firepower at the cost of maneuverability, while the Clan's Khans maintained a „hands on" approach to command even at the Galaxy level. During major operations the saKhan personally led the units involved while the Khan observed and directed from a centralized command post; however for smaller engagements the Khans allowed subordinates to command as they saw fit, offering only advice and strategic support. Each Galaxy Commander was expected to lead these operations much as the Khans directed larger ones.

Events leading up to and after Operation Revival saw the Coyotes take heavy losses, which would force a change in their attitude to freeborn warriors. Previously, freeborns were almost unheard-of in line units, as the Clan was more than capable of replenishing losses with trueborn warriors and attitudes towards „freebirths" bordered on contempt. With increases in both combat losses and sibko training-camp drop-outs, the Khans took the unprecedented move of ending the ban on freeborns serving in line units. The resulting uproar finally subsided when the freeborns proved adequate in battle and replenished the Coyote's depleted touman to capacity by 3061, though many trueborns still looked down on them. By 3067 the touman had increased in strength, though it still paled in comparison to its height before the Invasion, and while still favoring heavy and assault machines, efforts at diversity had seen the use of smaller and lighter units. However, even with the creation of superior conventional BattleMech designs like the Rabid Coyote, many warriors still refused to give up their OmniMechs.

In the post-Reaving era, the Coyote Touman was drastically reduced due to decades of warfare. The smaller Clan would also retract its holdings, abandoning several enclaves in order to properly guard the resources that they value the most. *SARNA.NET*





EPSILON GALAXY

Epsilon Galaxy uses standard Coyote colors but in a camouflage pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





LAMBDA GALAXY

Lambda paints their machines in the traditional Coyote colors. The right side of the Mech is painted in blue, while the left side is painted black. Light gray highlights unify the scheme. *CANONIZED BY SAVAGE COYOTE ON 04/03/05.*





NU GALAXY

Nu paints its units a medium gray with light blue highlights. Pilots paint their personal vision guide or symbol on the torso of the Mech. *CANONIZED BY SAVAGE COYOTE ON 09/22/04.*





OMICRON GALAXY

Ancient Coyotes Omicron paints their machines in gray, with arms, wings, and turrets painted in blue. The 246th Strike Cluster mimics Clan Smoke Jaguar paint schemes (albeit with Coyote colors) when in the field, even after that Clan's demise. *CANONIZED BY SAVAGE COYOTE ON 12/14/2007.*



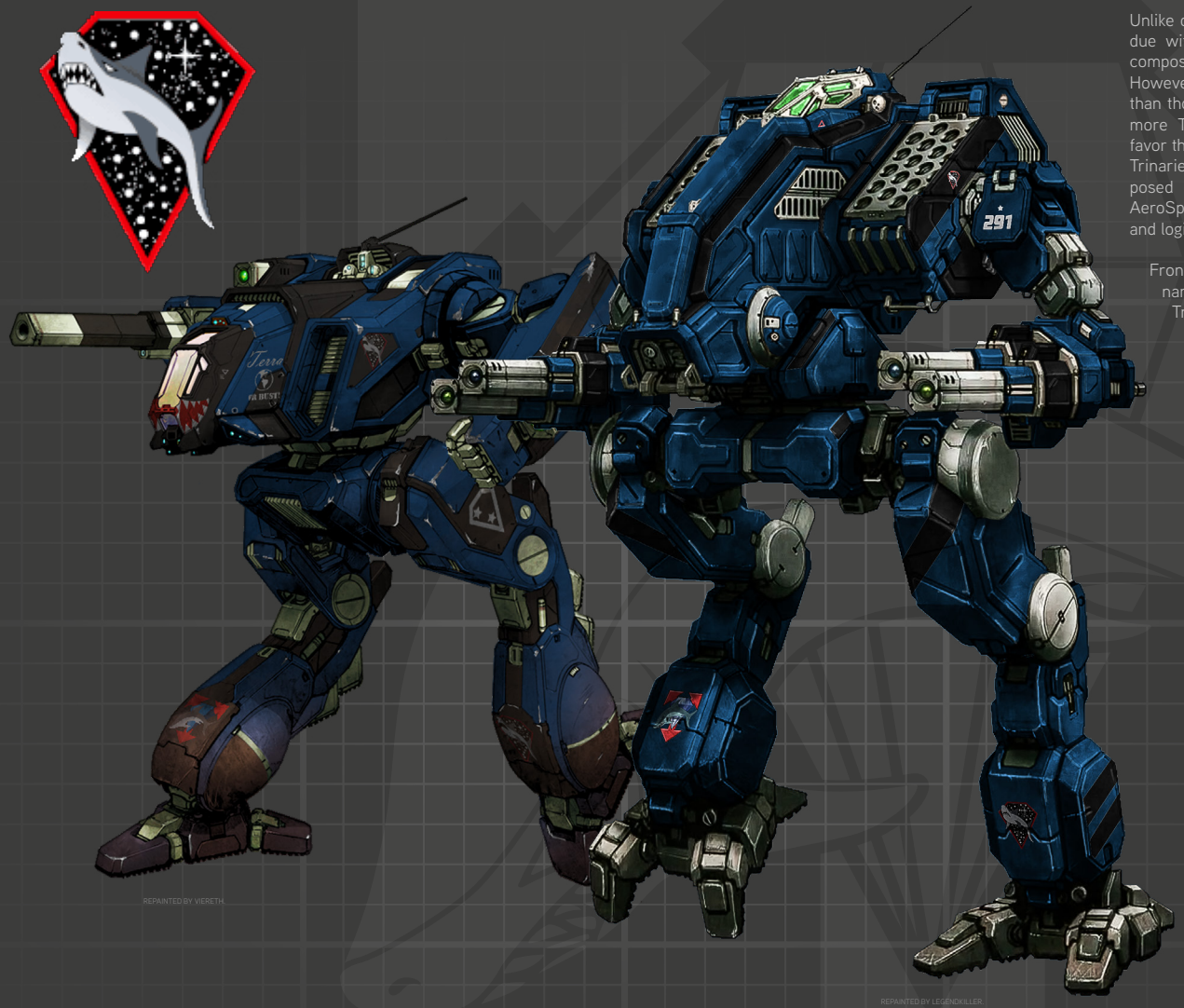


RHO GALAXY

Rho uses standard Coyote colors but in a camouflage pattern. The unit's machines have a disheveled appearance, with large chunks of paint blistered and peeling. They also paint the right upper arms in convict stripes as an indication of their disgust with their treatment by the Khan. *CANONIZED BY INSANE KANGAROO ON 3/5/07.*



CLAN
DIAMOND SHARK / SEA FOX



ALPHA GALAXY

Deathstrike Galaxy warriors paint their Mechs dark blue with black trim. *FM: WARDEN CLANS, PAGE 68.*

Unlike other Clans, the Diamond Sharks make due with fewer Galaxies, which in turn are composed of fewer Clusters, than is typical. However, each Cluster is also much bulkier than those found in other toumans, containing more Trinaries than normal. While Clusters favor the combined-arms approach to warfare, Trinaries are often "pure" formations composed of either Elementals, BattleMechs or AeroSpace Fighters for ease of organization and logistics, though exceptions do exist.

Front-line Clusters number five to six Trinaries, one of which is often a Supernova Trinary, while the Cluster's command Trinary is composed of a command Star (modeled after command Stars as used by Clan Wolf) and a support Binary. These formations want for nothing thanks to the Diamond Shark's mercantile skills and so make heavy use of OmniMechs and OmniFighters. A front-line Galaxy will typically have only four Clusters.

Second-line Clusters are similarly larger, though second-line Galaxies only contain three each. These units also make due with more standard 'Mech and fighter designs than front-line formations, though at least one Cluster in each Galaxy (and all command Trinaries) are outfitted with OmniMechs and OmniFighters. However they do not make use of command Stars.

Garrison forces lack advanced technology like Omni machines, but still receive quality equipment thanks to the fact that they are not looked down upon as in other Clans. Each Galaxy is usually composed of five Clusters each of which contain four Trinaries.

ALPHA GALAXY

As a part of Operation Klondike, Alpha Galaxy's progenitor unit (then known as the Emerald Skate) landed on Babylon and took the primary rebel stronghold at Hammurabi. Since that time, Alpha Galaxy has participated in every one of the Diamond Shark's major offensives.

Alpha Galaxy also spawned the only martial decoration awarded by Clan Diamond Shark, the Deathstrike, awarded to MechWarriors or fighter pilots who can claim to have taken down three times their machine's tonnage in a single battle, or an Elemental when a single Point] takes down fifty-tons of BattleMechs without assistance. Winning the Deathstrike is a requirement for any warrior seeking the rank of Star Colonel within the Alpha Galaxy.

BATTLE OF TUKAYYID

Alpha Galaxy's 19th Heavy Cluster and 39th Strike Cluster were among the five Clusters Khan Ian Hawker bid for the Battle of Tukayyid, assigned to take the primary target city of Kozice Prime. Unprepared for the Com Guard Eighth Army's tactics, both clusters found their advance though the Kozice Valley blocked by the veteran 31st Division and the green 85th Division, buying enough time for the 182nd Division to outflank and hold both clusters of Alpha in a brutal days-long stalemate.

The stalemate dragged on so long that the defeat of Clan Smoke Jaguar freed up Com Guard reinforcements, the Sharks totally unprepared when the fresh troops of the Fifth Army performed a combat drop behind their front lines, cutting off the clusters of both Alpha and Gamma Galaxy from their landing zones and supply depots. Unable to break stranglehold of the encircled Com Guard forces, only the arrival and sacrifice of the reserve forces of the Freeborn 3rd Shark Regulars allowed the shattered 19th and 39th to withdraw in defeat.

POST-TUKAYYID ERA

While all five clusters suffered horrific damage on Tukayyid, the Alpha Galaxy's 39th Strike Cluster was the only one the Shark Khans chose to maintain. With Clan Diamond Shark's ejection from the Inner Sphere, Alpha Galaxy returned to the Clan Homeworlds.

JIHAD ERA

In 3070 the Galaxy was detected to Itabaiana and Tukayyid, the missing 39th Strike Cluster was stationed at this time in the Periphery region. *SARNA.NET*





BETA GALAXY

Predator Galaxy uses a dark blue and green paint scheme. *FM: WARDEN CLANS, PAGE 69.*





GAMMA GALAXY

The Snapping Jaws Galaxy employs a dark green color scheme with blue and silver accenting. *FM: WARDEN CLANS, PAGE 70.*

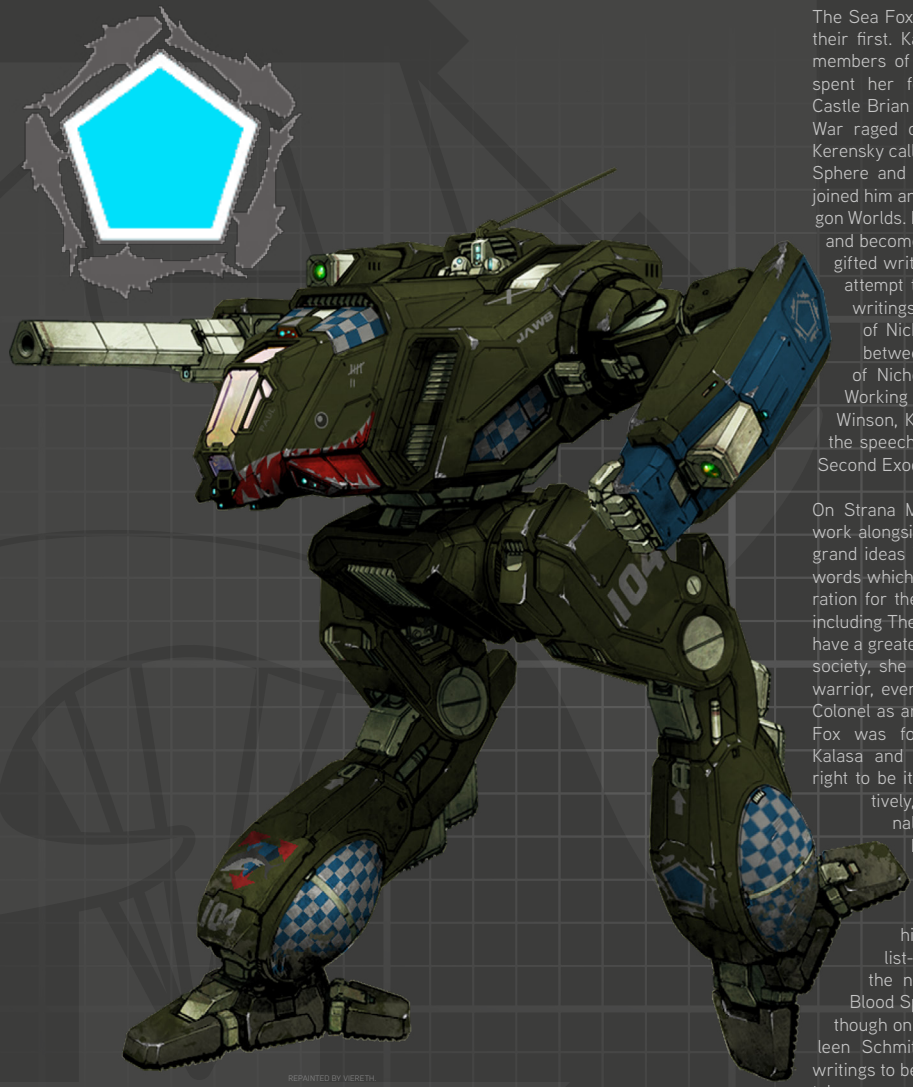
GAMMA GALAXY

Two Clusters from Gamma were among the five Khan Ian Hawker bid for the Battle of Tukayyid, assigned to take the secondary target city of Urcunat. Unprepared for the Com Guard Eighth Army's tactics, both clusters found their advance stalled and were reassigned to combat attacks from 31st, 56th, 85th Divisions against the Sharks supply lines. Winning the bid to destroy the raiders, the 222nd Assault Cluster quickly encountered the green 85th Division, but neither side were able to gain the advantage over the other as the fighting became increasingly brutal.

After the 85th tied up the Shark's supply lines for an entire day, Star Colonel Seth Davis's patience ran out, breaking batchall to order the 369th Striker Cluster to assist in obliterating the infuriating Eighty-Fifth. While the 85th finally crumbled in the face of both clusters, the victory was especially costly for the Sharks with the doomed division taking the 222nd down with them and the 31st and 56th Divisions avenging the sacrifice of the 85th by tearing the 369th apart. The losses suffered by both Clusters were so extensive that the Diamond Shark Khans opted to disband both, dispersing their survivors to other Clusters, primarily Alpha Galaxy's Thirty-Ninth Striker.

To rebuild Gamma Galaxy, Angus Labov turned to more experienced warriors from Spina and Garrison Galaxies as well as reservists who had excellent skills. This resulted in a unit whose average age was higher than the norm. After being rebuilt by Angus Labov, Gamma proved itself by fighting the Jade Falcons on Tokasha.

Between 3065 and 3079 Gamma Galaxy was stationed on Twycross. Though the majority of the Galaxy had been seen by observers, the Emerald Skate and the WarShip assigned to the 8th Assault Cluster weren't seen in the system. Their location was a mystery. *SARNA.NET*



REPAINTED BY VIERETH.



The Sea Foxes' most influential Khan was not their first. Karen Nagasawa, daughter of two members of the Star League Defense Force, spent her formative years hiding within a Castle Brian on Dieron while the Amaris Civil War raged on. Afterwards, when Aleksandr Kerensky called for the SLDF to leave the Inner Sphere and save itself, the Nagasawa family joined him and settled on Arcadia in the Pentagon Worlds. Karen would graduate from school and become a journalist, where she used her gifted writing skills in an ultimately fruitless attempt to stop the coming civil war. Her writings did bring her to the attention of Nicholas Kerensky and in a meeting between the two Karen was convinced of Nicholas' vision for a better society. Working alongside Nicholas and Jennifer Winson, Karen was responsible for writing the speeches in which Nicholas proposed a Second Exodus.

On Strana Mechty, Karen would continue to work alongside Nicholas Kerensky, turning his grand ideas into eloquent and understandable words which would become a source of inspiration for the present and future generations, including The Remembrance. Feeling a need to have a greater role in the formation of this new society, she also began training to become a warrior, eventually achieving the rank of Star Colonel as an aerospace pilot. When Clan Sea Fox was formally created however, David Kalasa and Dianne Sennet would earn the right to be its first Khan and saKhan, respectively, and Karen Nagasawa was originally assigned to Clan Blood Spirit. However, David Kalasa agreed to take his new position only on the condition that Star Colonel Nagasawa was transferred to his Clan, arguing that the journalist-turned-warrior better exemplified the noble spirit of the Sea Fox. The Blood Spirits initially resisted this request, though only as a matter of form - Khan Colleen Schmitt thought some of Nagasawa's writings to be dangerously liberal - and ultimately approved the transfer. *SARNA.NET*

ZETA GALAXY

Zeta Galaxy uses a green base color on all war machines, accented with dark blue and white.
FM: WARDEN CLANS, PAGE 75.



LAMBDA SPINA GALAXY

Lambda Spina has adopted a blue and silver paint scheme. *FM: WARDEN CLANS, PAGE 71.*



OMEGA GALAXY

The Galaxy employs a color scheme of dark green with blood-red accents. *FM: WARDEN CLANS, PAGE 73. INSIGNIA BY HORUS.*

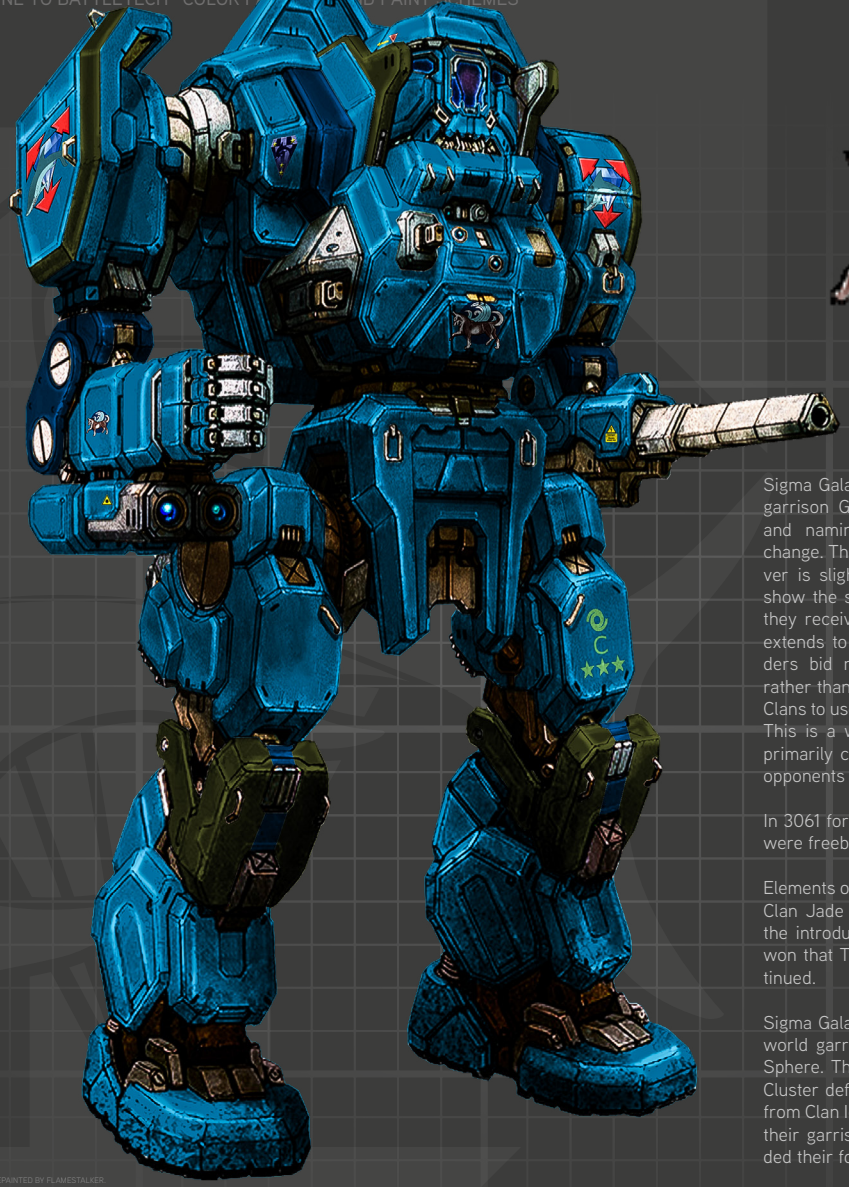


Rho Spina Galaxy makes extensive use of Elementals and Supernovas. Traditionally it has faced Clan Ice Hellion and Clan Hell's Horses and so it is also equipped with combat vehicles (only one of two Galaxies to do so). The unit believes in preparing for any type of conflict, and so trains in a variety of situations rather than specializing in one type of combat. This broad base of tactical knowledge has saved them several times.

Though it has many Elementals, Rho Spina lacks AeroSpace support. *SARNA.NET*

RHO SPINA GALAXY

The Steelsoul Galaxy employs a blue-gray base color with iridescent accents. *FM: WARDEN CLANS, PAGE 72.*



REPAINTED BY FLAMESTALKER.



Sigma Galaxy is one of Clan Diamond Shark's garrison Galaxies. It continues the traditions and naming from before the Clan's name change. The way it honors its opponents however is slightly different from the norm. They show the same honor to their opponents that they receive from their opponents. This even extends to their bidding, where the commanders bid reflects their opponent's strengths rather than the abstract honor that leads other Clans to use individual duels and single combat. This is a wise policy considering that Sigma primarily consists of BattleMechs where their opponents typically field OmniMechs.

In 3061 forty percent of Sigma Galaxy's troops were freeborns.

Elements of Sigma Galaxy fought a Trial against Clan Jade Falcon after the Falcons protested the introduction of the Ha Otoko. The Sharks won that Trial and sales of the Ha Otoko continued.

Sigma Galaxy was uprooted from their Homeworld garrison posts and moved to the Inner Sphere. The Moonstone Skate and 79th Strike Cluster defended against a Trial of Possession from Clan Ice Hellion. They then withdrew from their garrison posts while Clan Coyote defended their former holdings.. *SARNA.NET*

SIGMA GALAXY

Sigma Galaxy employs a paint scheme of aquamarine with blue and green accents. *FM: WARDEN CLANS, PAGE 74.*



CLAN
FIRE MANDRILL



Kindraa Beyl-Grant was known for the high quality of its AeroSpace pilots. Freeborns in this Kindraa could not become MechWarriors due to a lack of resources. In 3062 the Beyl-Grant Kindraa began to develop a rivalry with Kindraa Mick-Kreese, but the rivalry was limited to their WarShips and neither side was moving towards a serious confrontation.

Kindraa Beyl-Grant leaned towards the Warden side of the Clan political spectrum. In 3066 Kindraa Beyl-Grant inadvertently destroyed the Mandrill's newfound unity when they challenged for the position of saKhan in an attempt to bring more Warden causes before the Clan Council. Kindraa Sainze, holder of the office, was infuriated and struck at the Beyl-Grant with three Clusters. The fighting was fierce and Beyl-Grant stood a good chance of being annihilated but Kindraa Payne and Kindraa Faraday-Tanaga intervened and forced the Sainze warriors to withdraw. In June 3066 Kindraa Beyl-Grant and Kindraa Payne merged, forming Kindraa Payne-Beyl-Grant. *SARNA.NET*

KINDRAA BEYL-GRANT

Mechs and fighters are painted red and orange. *FM:CRUSADER CLANS, PAGE 50.*



This kindraa sat out most of the Warden/Crusader debate, which allowed it to become the second most powerful kindraa in the Fire Mandrills. When the time came for the Trials for invasion corridors, however, Faraday-Tanaga fought alongside four other Kindraas. Kindraa Faraday-Tanaga often believed that Kindraa Sainze abused whatever power it had gathered and so only supported that Kindraa after careful consideration.

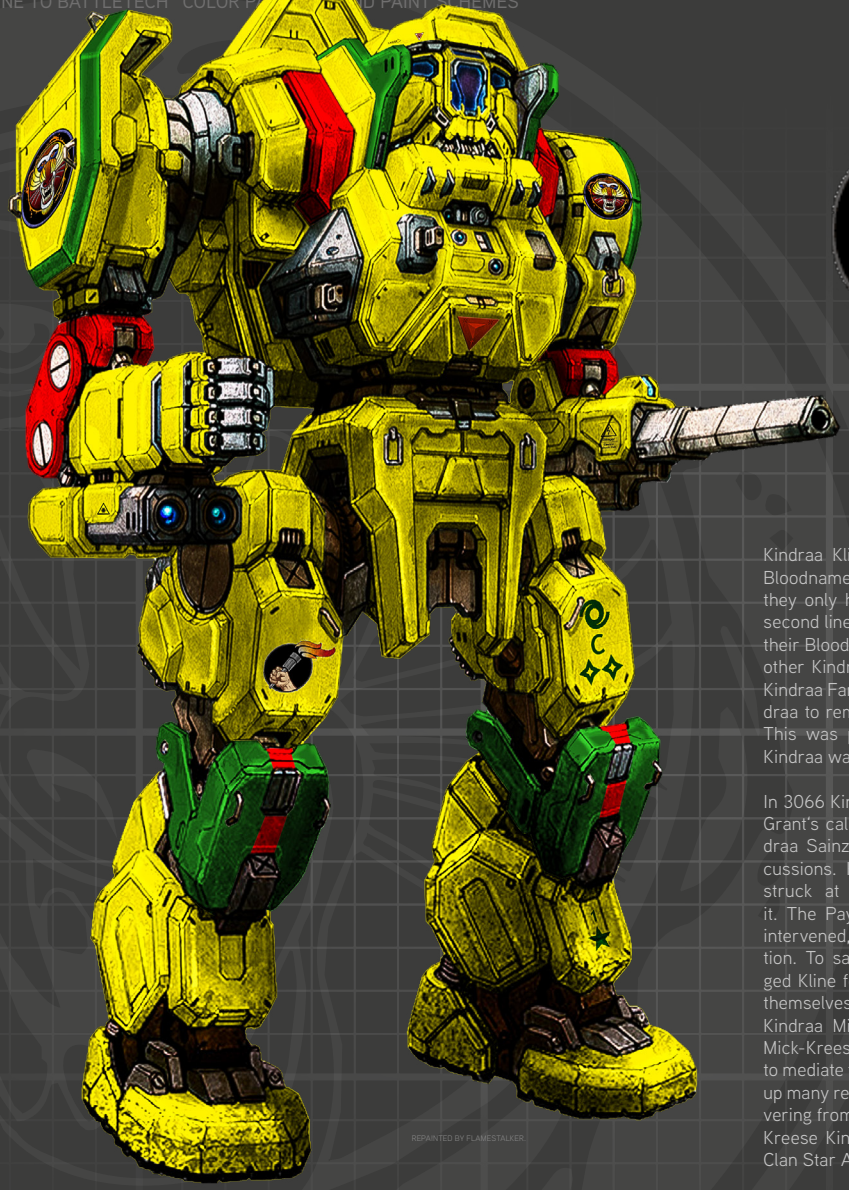
When Kindraa Sainze assaulted Kindraa Beyl-Grant, Faraday-Tanaga intervened. In 3067 Cassandra Faraday, the Kindraa's leader and Clan Fire Mandrill Loremaster, was working with Clan Blood Spirit warriors in an attempt to bring the Spirit's close regard for each other into the Mandrills as a whole. *SARNA.NET*



KINDRAA FARADAY-TANAGA

Faraday-Tanaga Mechs and Fighters are painted green with red accents. *FM:CRUSADER CLANS, PAGE 47.*







Kindraa Kline had a large number of quality Bloodnames available to its troops. Though they only had one front line Cluster and four second line Clusters in 3059, the high quality of their Bloodnames and their ability to work with other Kindraa (particularly Kindraa Payne and Kindraa Faraday-Tanaga) allowed the Kline Kindraa to remain independent of other Kindraas. This was particularly important because the Kindraa was so small compared to its fellows.

In 3066 Kindraa Kline backed up Kindraa Beyl-Grant's call for a Trial of Position against Kindraa Sainze. This action had dramatic repercussions. Kindraa Sainze was infuriated and struck at Beyl-Grant and nearly destroyed it. The Paynes and Faraday-Tanaga Kindraas intervened, preventing Beyl-Grant's destruction. To satisfy their rage, the Sainzes engaged Kline forces in several large raids. Seeing themselves being destroyed, the Klines asked Kindraa Mick-Kreese for assistance, and the Mick-Kreese brought in a Clan Blood Spirit ilChi to mediate the dispute. Kindraa Kline had to give up many resources to the Sainzes. Barely recovering from this, the Klines allied with the Mick-Kreese Kindraa and Clan Blood Spirit against Clan Star Adder. *SARNA.NET*



KINDRAA KLINE

Kindraa Kline paint schemes use yellow with green and red accents. *FM:CRUSADER CLANS, PAGE 51.*





KINDRAA MATTILA-CARROL

War machines of the Kindraa are painted yellow with red and/or black accents. *FM:CRUSADER CLANS, PAGE 49.*

Consisting of two front line and two second line Clusters in 3059, Kindraa Mattila-Carrol clusters were largely populated by Binary-sized units. These smaller formations are more tactically flexible, and allow the Kindraa to harass enemy forces. These formations provide the same number of troops as a Trinary-sized Cluster, but provides more units to the commanders. The Kindraa allows freeborn and bondsmen to serve in the second line Clusters, but only the absolute best of these troops can hope for promotion to front line Clusters.

In 3067 Kindraa Mattila-Carrol suffered several political setbacks and changed its role from mediator to isolationist force. The Kindraa also began improving their second line forces to prepare for assaults by larger Kindraa. The 71st Firestorm, 202nd Firebrand, and 301st Firebrand Clusters were assigned a Binary of assault class combat vehicles. The three Binaries of 'Mechs and Elementals were used to form the core of the First Fire Assault Cluster.

By 3069 the Kindraa had added almost two clusters worth of ProtoMechs to their forces and in a deal with Clan Coyote added several new warriors straight from the Coyote Sibkos.

In 3072 Clan Steel Viper forces attacked the Kindraa's industrial complex of Molten. The Sixty First Firestorm Cluster put up a solid defence, losing half it's warriors before being forced to surrender. Those that managed to retreat joined up with the First Fire Assault Cluster at Mockva. Desperate for revenge the the First attacked Reston which had recently fallen to the Seventy-ninth Blood Hussars of Clan Blood Spirit the fighting saw both sides take heavy losses. In December the 301st Firebrand Cluster forced by starvation attacked the Hellion enclaves on Marshall, but found them more heavily defended than first thought, but by Dark Caste warriors. The Mandrills ran straight into prepared positions and were quickly disabled and captured leaving their own holdings undefended.

By October 3072 the Kindraa's warship Rage had been captured by Clan Coyote and pressed into service. The Kindraa had also lost at least three clusters worth of warriors.

A Clan Goliath Scorpion force moved to Glory in September 3073 and found the shattered remnant of their allies Kindraa Mattilla-Carrol under heavy attack from Steel Viper forces. As the Scorpions landed near the city of Portage their fighters bombed the Viper positions allowing their ground troops to sweep in behind the Vipers and crush them against the Mandrill forces. A dispute broke out between the allied Clan forces, but as they were settling their differences in a Trial of Refusal the Vipers counter-attacked. Both Clans were caught off guard and Khan Carrol was killed. With her death the Mandrills fell into disarray breaking down into small pockets that were easily overwhelmed and wiped out. The Scorpions called down orbital bombardment to halt the Viper attack, but were unable to dislodge them from the planet. Left in control of the remaining Fire Mandrill holdings the Scorpions absorbed the civilians and prepared for a counter assault.

By late 3073 the 202nd Firebrand Cluster represented the last remnant of their Kindraa. Stationed on Niles they had not heard from their high command for over two years. Under attack by forces of Clan Coyote they readily accepted aid from the Blood Spirits Alpha Galaxy and were absorbed by them. *SARNA.NET*



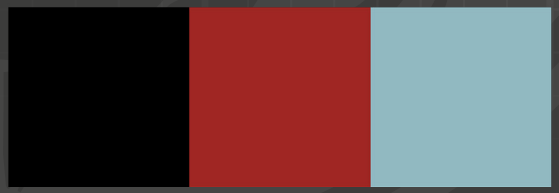
REPAINTED BY ODANAN.



Kindraa Mick-Kreese was one of the strongest Crusader factions in Clan Fire Mandrill. They provided the Fire Mandrills with some of their best aerospace fighter pilots. In addition they provided several of their best Elementals.

In 3062 the Mick-Kreeses were developing a feud with Kindraa Beyl-Grant, but the few encounters between the Kindraa's WarShips hadn't exploded into violence. All that happened was some desultory insults and minor weapons fire. If the two Kindraa came to blows, one or the other would probably be Absorbed.

With their emphasis on aerospace assets, the Mick-Kreese Kindraa only had one front line Cluster and three second line Clusters. To compensate, they crewed two WarShips. The Mick Bloodname was responsible for Elementals, as was the Goulet Bloodname. The Kreese Bloodname was known for its AeroSpace pilots and WarShip commanders. The Kindraa's Bloodname houses were able to staff their needs, so bondsmen and freeborns had a hard time entering those branches. MechWarriors and Elementals had an easier time of entering the Clusters, however. *SARNA.NET*



KINDRAA MICK-KREESE

War machines are painted black with red accents. *FM:CRUSADER CLANS, PAGE 52.*



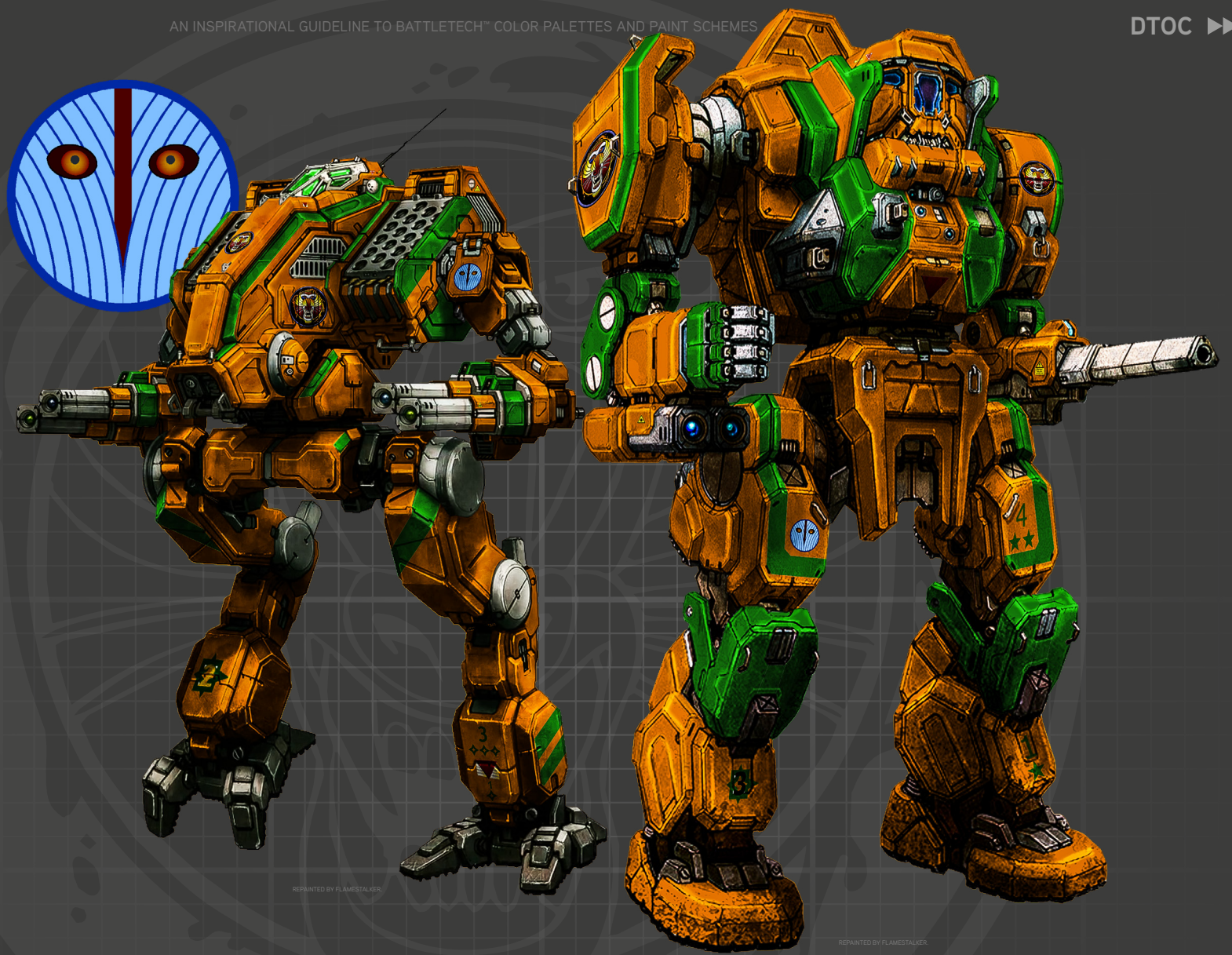
KINDRA PAYNE

Payne war machines are painted black and orange, often with jack-o-lantern faces. *FM:CRUSADER CLANS, PAGE 48.*



KINDRAA SAINZE

Mechs and fighters are painted a combination of red and orange. *FM:CRUSADER CLANS, PAGE 46.*



REPAINTED BY FLAMESTALKER.

REPAINTED BY FLAMESTALKER.

KINDRAA SMYTHE-JEWEL

Kindraa Smythe-Jewel paint schemes use orange with green accents. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

CLAN GHOST BEAR & RASALHAGUE DOMINION

First commanded by one of Clan Ghost Bear's founding Khans, Hans Ole Jorgensson, Alpha Galaxy has been the premier fighting unit of the Ghost Bears' touman and traditionally fights at the forefront of all its major operations.

OPERATION REVIVAL

During Operation REVIVAL Alpha Galaxy played a critical role in the conquest of many Inner Sphere worlds, none more so than the capture of Alshain. Under the personal command of saKhan Aletha Kabrinski the Golden Bears managed to successfully combat the DCMS' use of mobile harassment and fortified positions to drive off the defending Kurita units. Alshain would go on to serve as the Ghost Bears' headquarters during the rest of the fifth invasion wave and eventually became the capital of the Ghost Bear Dominion.

TUKAYYID

Alpha Galaxy was assigned to take the objective city of Spanac. They landed unopposed, then were engaged in hit-and-run attacks by the 308th Division, which did not seriously impede Alpha's progress. Alpha made it into the suburbs of Spanac, where they faced the 103rd Division and the newly-arrived 91st Division. The 91st Division, not having time to dig in, were overrun when Beta and Delta Galaxies arrived. The three Ghost Bear Galaxies were able to force the 103rd Division to retreat from Spanac.

With Beta and Delta Galaxies directed to hold Spanac, Alpha was ordered to take Luk, where they mauled the Fourth Army, which came close to breaking, until the 103rd Division, reinforced by elements of the 308th Division launched an attack on Alpha Galaxy's main supply depot, forcing Alpha to turn back to defend it. Alpha subsequently took casualties heavy enough to make it impossible to take Luk, and retreated to Spanac, where the Ghost Bear campaign ended.



REPAINTED BY FLAMESTALKER.

ALPHA GALAXY

Alpha Galaxy uses shaded charcoal grays, blended with a blue/gray camo pattern and white dotting. The dotting is outlined in crescent moon-style black trimming. *CANONIZED BY INSANE KANGAROO ON 12/1/2004.*

FIRST DRACONIS COMBINE/GHOST BEAR WAR

The First Draconis Combine / Ghost Bear War erupted following an attack on Alshain by rogue elements of the Alshain Avengers brigade of the Draconis Combine Mustered Soldiery in 3062, and as expected Alpha Galaxy played a prominant part in the Ghost Bear's retaliation against the Draconis Combine Mustered Soldiery. The First Bear Guards struck at Idlewind while the Third Bear Guards attacked Garstedt. Star Colonel Ragnar and the First Rasalhague Bears acted in what the Ghost Bears considered to be a noble fashion when they repulsed a raid by the Free Rasalhague Republic, and as a reward Ragnar and his Cluster were given a prominant role when the Ghost Bears responded to the opportunistic invasion of the Ghost Bear Occupation Zone by Clan Hell's Horses in 3063.

The Hell's Horses were acting at the urging of the Khan of Clan Wolf, Vladimir Ward and the Ghost Bears responded with their own counterattack; a number of worlds were targeted in particular, one of which was the world of Rasalhague, a world of particular significant to the native population of the former Free Rasalhague Republic. Alpha Galaxy deployed the First Rasalhague Bears and the Fiftieth Striker Cluster to capture Rasalhague, an act that was well-received by the Rasalhagian natives within the Ghost Bear Occupation Zone.

JIHAD

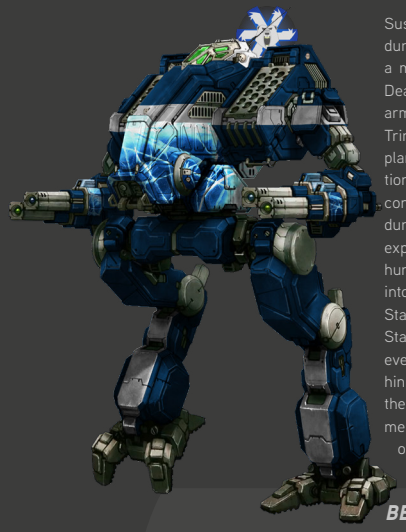
Alpha Galaxy was involved in the heaviest fighting against the Word of Blake. During their near-continual fighting, Alpha received reinforcements and new troops from other Galaxies in the touman. Without these near constant replacements, the Galaxy would have been destroyed. This fate actually befell the Fiftieth Striker Cluster. The unit was so heavily damaged that it was disbanded and the survivors used to shore up other Alpha Galaxy Clusters.After the Jihad ended, Alpha Galaxy was assigned to garrison Alshain.

LUTHIEN

The lead galaxy in the December 3074 Ghost Bear attack against the Blakist presence on Luthien, Alpha engaged in absolutely no communications with their targets. Bystanders, Kuritan loyalist or rebel, were swept aside if they were caught between the two opposing forces. The Blakists were executed, whether they surrendered or not, and no salvage was gathered.

DYEV

After landing on Dyev during a wave of attacks against worlds in the Word of Blake Protectorate in July 3076, Alpha Galaxy found itself facing a Blakist counteroffensive in December when a task force breached the blockade of Ghost Bear and Snow Raven ships in orbit and landed six Divisions of troops on the surface of Dyev. The Blakists landed around Trogport and the planetary capital, Novaya Mensk, before deploying outwards. Alpha Galaxy found itself fighting alongside Omega Galaxy against the 28th Militia Division and the 3rd Bryant and 1st Lipton Protectorate Militia Divisions; the Blakists used the Tupik Chasm and various mining tunnel complexes that connected to the chasm as fortifications to try and resist the Ghost Bear attack. History records that the 32nd Militia Division was subsequently destroyed on Dyev before the end of 3076. *SARNA.NET*



Susquehanna was the first target for Beta Galaxy during the second wave of the invasion; defended by a mercenary BattleMech company named the Regal Death with support from two battalions of heavy armor, the Fourteenth Battle Cluster deployed a single Trinary, the Ninety-sixth Battle Trinary, to capture the planet. The Ninety-sixth arrived at the agreed location to find no sign of their opponents; based on the conduct of a mercenary unit named the Black Omen during the first wave of the invasion, the Ninety-sixth expected to find no sign of their oppositionbut began hunting for them anyway, only to have Bravo Star walk into an ambush in the Vernaw Woods. The other two Stars arrived in time to save the last survivor of Bravo Star, attacking the mercenaries with such ferocity that every member of the Regal Death was killed. Many within the Ghost Bears were appalled with the conduct of the Regal Death, and a substantial number declared mercenaries to be dezgra, leading to mercenary units often failing to receive a batchall and few mercenary soldiers being taken as bondsmen. *SARNA.NET*

BETA GALAXY

Beta usually paints its machines in arctic camouflage. For parade, a dark blue with white and slate gray trim is used. A pattern of white and slate gray resembling cracked ice encircles the waist and arms of Mechs. *CANONIZED BY HAUPTMANN FANJOY ON 7/10/2004. INSIGNIA BY HORUS.*

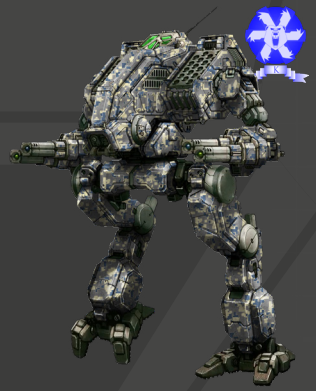


REPAINTED BY FLAMESTALKER.



DELTA GALAXY

Delta Galaxy uses shades of light and dark grays painted in a faded pattern. They accent their Mechs and Battle Armor with light blue highlights. *CANONIZED BY JJPENS ON 7/10/2004 INSIGNIA BY HORUS.*



KAPPA GALAXY

Kappa Galaxy uses a camouflage pattern of grays and blues with off-white splotches. *CANONIZED BY INSANE KANGAROO ON 2/26/07*

ZETA GALAXY

Zeta usually paints its machines in arctic camouflage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





OMEGA GALAXY

Warriors in Omega Galaxy paint their machines a dark gray with white dots. Ice blue is added for highlights. *CANONIZED BY TAI-SA DREW ON 5/18/2004.*

PI GALAXY

Pi Galaxy uses gray or blue camouflage schemes. A Nordic motif is used for trim and additional detail. *CANONIZED BY HAUPTMANN FANJOY ON 9/14/2005. INSIGNIA BY HORUS.*





POLAR GALAXY

Polar Galaxy retains a simplistic paint scheme of dark blue and a grayish light blue. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

RASALHAGUE GALAXY

Rasalhague Galaxy paints its equipment blue, with banded gold and silver panels placed on the shoulders and legs of 'Mechs, representing the unity of the Dominion. The Gunzburg Eagles cluster differs by using a light gray-blue with dark yellow in place of the banded gold and silver. *CAMOSPECS; CANONIZED BY MASTERGUNZ 2/11/13. INSIGNIA BY HORUS.*

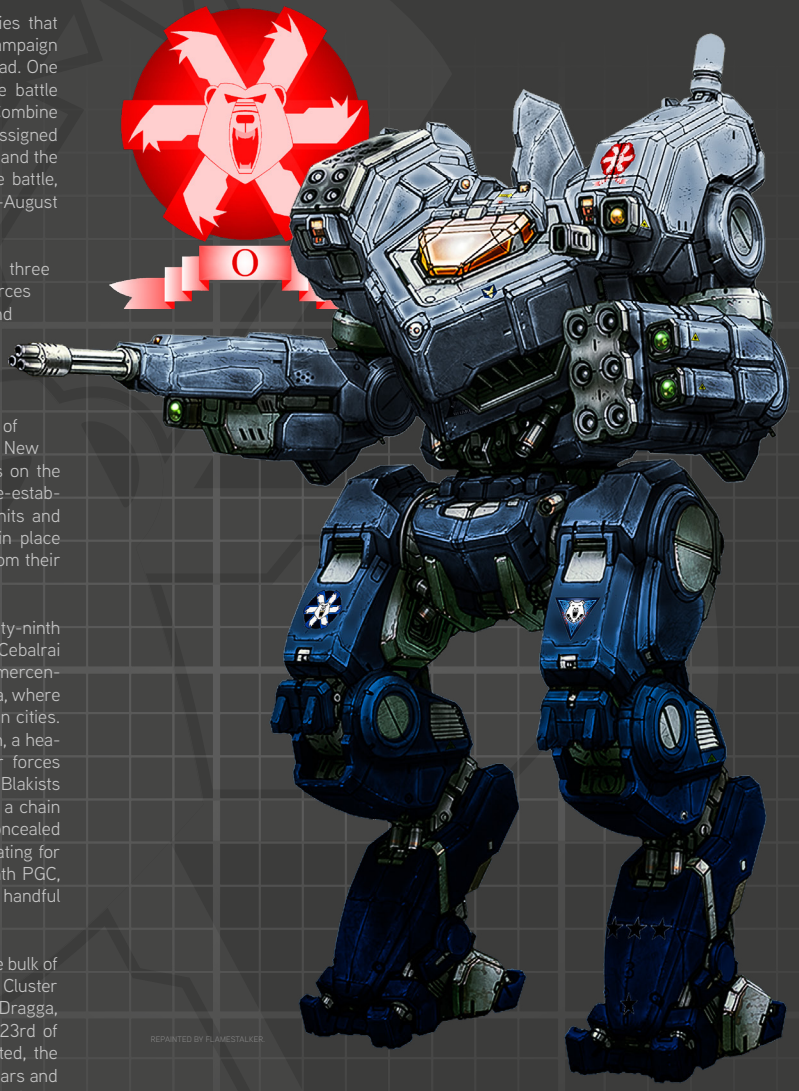
Omicron Galaxy was one of the galaxies that took part in the Clan Ghost Bear campaign against the Word of Blake during the Jihad. One particularly noteable campaign was the battle for control of the former Draconis Combine world of Cebalrai. Omicron Galaxy assigned Sixty-ninth Provisional Garrison Cluster and the First and Seventh Bear Regulars to the battle, with the three units deploying in mid-August 3075.

Having established landing zones, the three units swiftly pushed the defending forces from the Cebalrai Protectorate Militia and their supporting mercenaries off the continent of Lennori and continued to pursue them across Sarrina, a pursuit that culminated in a bloody three-day campaign to seize control of New Wade, the capital city of Cebalrai. New Wade was secured by the Ghost Bears on the 18th of August and the government re-established; concerns about rogue Blakist units and supporters led to the First remaining in place to both act as guards and recuperate from their losses.

The Seventh Bear Regulars and the Sixty-ninth PGC continued to harry the retreating Cebalrai Protectorate Militia and their supporting mercenary forces, pursuing them back to Dragga, where the Blakists still controled the three main cities. The main Blakist strength was at Kamrin, a heavily industrial city, and the Ghost Bear forces were driving deep into the city when the Blakists acted out of desperation and detonated a chain of five neutron bombs that had been concealed under the city. The results were devastating for the Seventh Regulars and the Sixty-ninth PGC, who were collectively reduced to just a handful of survivors.

With the Ghost Bears still in control of the bulk of Cebalrai the Tenth Provisional Garrison Cluster was deployed to the planet to secure Dragga, a campaign that took until at least the 23rd of August; even with the Blakists annihilated, the casualties inflicted on the Seventh Regulars and the Sixty-ninth PGC were such that Omicron Galaxy halted offensive operations temporarily to reassess the campaign and attempt to recover its strength.

The Republic of the Sphere established a memorial to the Ghost Bears who died liberating Cebalrai; a huge sculpture of a Ghost Bear, carved from obsidian, was placed in the center of Kamrin, the location of the final conflict between the Ghost Bears and the Blakists. *SARNA.NET*



REPAINTED BY FLAMESTALKER

OMICRON GALAXY

Omicron Galaxy paints their Mechs midnight blue at bottom, fading to a light, cloudy or misty gray at the topage Kills are marked with bright blue claw marks on the unit's upper surface or weapons. *CANONIZED BY OGRE ON 6/1/2007*



RHO GALAXY

Rho paints their units in appropriate camo, but on parade adds a snow bank of white and ice blues, or a painted pelt of the Ghost Bear for those that have passed the Clawing ritual, on the heads, upper torsos and shoulders of their Mechs and Battle Armor. *CANONIZED BY SAVAGE COYOTE ON 03/27/04. INSIGNIA BY HORUS.*



One of Clan Ghost Bear's second-line garrison Galaxies transferred from the Clan Homeworlds with the Clan's shift to the Ghost Bear Dominion, Sigma Galaxy underwent a curious transformation upon its arrival in the Inner Sphere. While the majority of the front-line invading Clusters in the Clan Ghost Bear Occupation Zone were unfriendly if not outright hostile to integration with the arriving Homeworld BattleMech and Elemental garrison troops, they were totally resistant to working with Combat Vehicle units at all. With Sigma Galaxy under the command of a veteran tank commander, many conventional vehicle troops requested transfer to the more welcoming Galaxy, swelling its TOE with tanks, hovercraft, VTOLs and other support vehicles. The expanded Sigma would dispatch its forces to reinforce the Bear's other Galaxies as needed, though only the second-line ones would request the vehicle galaxy's aid; the front-line galaxies would never request or accept such assistance. SARNA.NET

SIGMA GALAXY

When not utilizing operational camouflage, Sigma's subtle parade scheme is navy blue with grayish-blue edging. Mechwarriors, Elementals and armor crews also highlight their units with blue and white checkerboard trim. *CANONIZED BY MADDOC ON 1/31/10.*



TAIGA GALAXY

A white stripe parts the torso in half. The upper part as well as arms and legs are painted gray. Taiga Galaxy uses gray camouflage pattern on the lower part of the torso and highlights *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

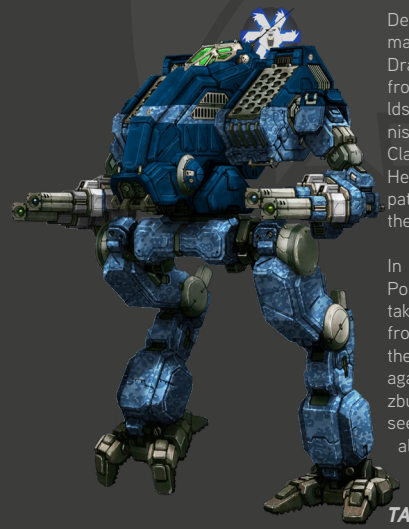
The immigration of Clan Ghost Bear to the Inner Sphere resulted in the founding of the Ghost Bear Dominion in 3060, in a region of space formerly possessed by the Free Rasalhague Republic and the Draconis Combine. During the Word of Blake Jihad, relations between the Ghost Bear Dominion and the remaining Free Rasalhague Republic worlds became increasingly cordial, and in 3103, the two realms officially united as the Rasalhague Dominion.

The key negotiations between the Ghost Bear Dominion and the Free Rasalhague Republic began on the 21st of August 3070, when Ragnar Magnusson spoke to the Free Republic's government on Orestes, beginning negotiations on an accord it was hoped would cover „all Rasalhagian peoples."

In March 3076 the Ghost Bear Dominion suffered four raids on worlds close to or bordering the Periphery from Clan Ice Hellion left straggling after the failed Ice Hellion invasion of the Clan Jade Falcon Occupation Zone earlier in the Jihad. The Hellion units successfully raided Holmsbu, Constance and Pinnacle before being pinned down on Damian by KungsArmé forces.

The Dominion suffered from a degree of internal turmoil in October 3076 when resentment over the Clan protocols and Trials process implemented as a part of integrating the Rasalhague and Ghost Bear militaries into a Dominion defense force resulted in two clusters, the 2nd Freemen and 1st Kavalleri Clusters refusing to join in the Trials of Position and instead mutinying. The Ghost Bears responded by stalling their combat actions against the Word of Blake Protectorate to allow them to return all of the deployed units that were ethnically Rasalhaguian commands back to Dominion space to deal with the mutiny. The various units departed for Dominion space on the 5th of November, and by the end of December the revolt had failed, with the various Free Rasalhague resistance groups in Dominion space going dormant.

The Dominion world of Alshain was rocked by a terrorist bombing on the 31st of December 3078, for which the Motstånd terrorist group claimed responsibility. The explosion killed several hundred Rasalhagian and Ghost Bear civilians, several members of the Unity Council and the former First Prince, Christian Månsdottir. *SARNA.NET*



Despite being a garrison force Tau Galaxy commands were heavily tasked during the First Draconis Combine / Ghost Bear War. Clusters from Tau were responsible the capture of worlds held by both Clan Nova Cat and the Draconis Combine, as well as reprisal raids against Clan Wolf and Clan Hell's Horses following the Hell's Horses invasion of the Ghost Bear Occupation Zone as a result of the machinations of the Wolf Khan, Vlad Ward.

In fact, Tau's performance in various Trials of Possession were responsible for the Bears taking Itabiana from the Nova Cats and Kiamba from the Combine, then recapturing Goito from the Hell's Horses before seizing Stanzach - again, from the Hell's Horses - and then Gunzburg from the Wolves, the latter campaign seeing the Second Bear Regulars operating alongside the 304th Assault Cluster from Beta Galaxy. *SARNA.NET*

TAU GALAXY

Tau uses blue on the torso, fuselage or turret of its units. Blue and gray camo covers all other surfaces. White and blue stripes are painted on the arms of Mechs. A claw mark for each kill is made on these stripes. *CANONIZED BY SOUNGURU ON 2/13/2006*



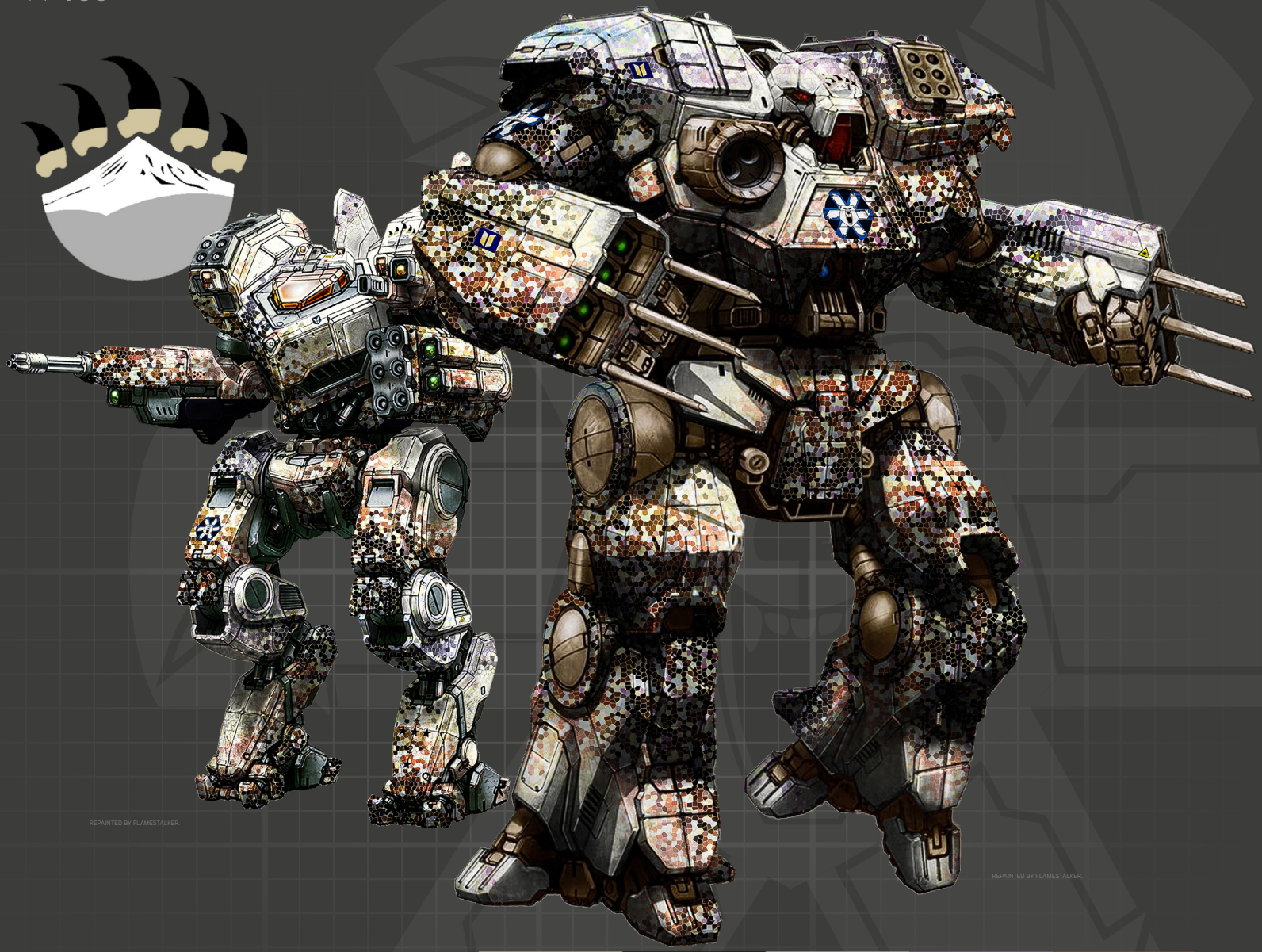
THE OURSE KESHIK

The Ourse Keshik paints its equipment in mottled light blues, with light and/or dark gray highlights. *CANONIZED BY JAL PHOENIX ON 3-20-2009*



THETA GALAXY

Theta uses a white paintscheme darkening to gray on the left arm and right leg . Blue flames shooting up the right arm and left leg. Bloodnamed warriors may substitute a spattering of blood to the right arm's flames. *CANONIZED BY FOXBAT ON 11/21/2007.*





VALKYRIE GALAXY

The Galaxy uses Dark blue on the fuselage with white on the wings and metallic gold highlights. *CANONIZED BY CSO 9/7/14. INSIGNIA BY HORUS.*



XI GALAXY

Xi recently changed its scheme. The new scheme features blue and white checkered highlights. Xi typically paints the checkers over a drab gray base, though camouflage may be substituted for missions. *CANONIZED BY NACHTWOLFE ON 11/21/2007.*

TUNDRA GALAXY

The Galaxy uses various Tundra colors but always applys them in digital camouflage patterns to their machines. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



CLAN
GOLIATH SCORPION



ALPHA GALAXY

Alpha Galaxy' s Standard paint scheme is slate gray with black highlights or camouflage mottling. *FM: WARDEN CLANS, PAGE 111.*



BETA GALAXY

The Galaxy's paint scheme is sandy beige or gold with black accents. *FM: WARDEN CLANS, PAGE 112.*



CHI GALAXY

Chi Galaxy uses a practical scheme of browns with golden yellow accents. They do not yet display insignia. Warriors are permitted to decorate their preferred dueling weapon with a bright green ‚poison' design. *CANONIZED BY DAK ON 6/1/2007. INSIGNIA BY HORUS.*



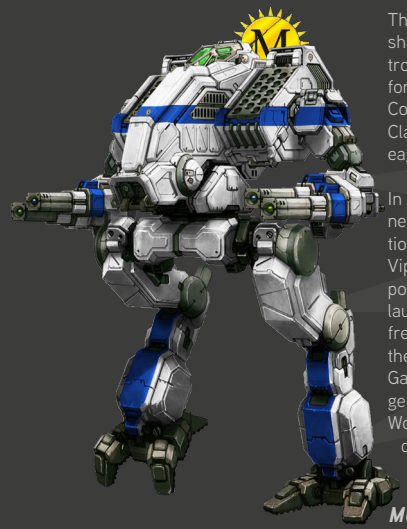
DELTA GALAXY

The units' Mechs and battle armor are painted black with orange and red highlights resembling molten lava. *FM: WARDEN CLANS, PAGE 114.*



GAMMA GALAXY

The unit's blood-red and gold color scheme is prominent throughout its Clusters' insignia, paint schemes and uniforms. *FM: WARDEN CLANS, PAGE 113.*



The Mu Galaxy was the garrison unit for Marshall. The unit had a reputation as a home for troublemakers, but the Galaxy often defeated forces from Clan Ice Hellion who raided the Coyote enclaves. Mu had less success against Clan Jade Falcon however, which left them eager to prove themselves.

In 3071 Mu Galaxy landed on Grant's Station near the city of New Thebes and took up positions surrounding it. Alpha Galaxy of Clan Steel Viper had been engaging Clan Wolf forces for possession of the city and when Mu arrived launched an attack against their lines. The fresh warriors from Mu Galaxy easily replused the Viper attack and forced them to retreat. Galaxy Commander Allison Baba then challenged the Wolf commander, Star Colonel Derin Wolf to single combat for the city. Derin was defeated and the Scorpions claimed their prize. *SARNA.NET*

MU GALAXY

The unit's paint scheme consists of a bright white base coat accented with royal blue highlights; appropriate camouflage patterns are used where the situation demands. *FM: WARDEN CLANS, PAGE 117.*



OMEGA GALAXY

Omega Galaxy's standard paint scheme is slate gray with appropriate camouflage patterns on the arms and legs. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER. INSIGNIA BY HORUS.*



RHO GALAXY

The unit's paint scheme is sandstone red with dark gray highlights. *FM: WARDEN CLANS, PAGE 115.*



TAU GALAXY

The unit's paint scheme is hunter green with black accents. *FM: WARDEN CLANS, PAGE 116.*

CLAN
HELL'S HORSES



REPAINTED BY ODANAN.

ALPHA KESHIK

The Keshik uses a black paint scheme with red highlights, trimmed at the edges in gold. *FM:CRUSADER CLANS, PAGE 64. INSIGNIA BY HORUS.*



Clan Hell's Horses is one of the original twenty Clans founded by Nicholas Kerensky, named for the Hell's Horses genetically engineered for the highland deserts of Circe. The Clan lives by the motto that „man comes before machine," a philosophy which values the individual soldier over whichever tool of warfare he uses. While this philosophy has resulted in some battlefield practices unique among the Clans, it also permeates other aspects of Clan Hell's Horses, such that all Clan members are treated as an integral part of the greater whole, regardless of their birth. Clan Hell's Horses are also famous for giving birth to what would become Elementals, genetically modified super-soldiers who have formed an important part of Clan warfare since their introduction. Despite being led by Crusaders the Clan did not take part in Operation Revival, though it managed to secure a number of Inner Sphere worlds in its aftermath.

Clan Hell's Horses was founded by Lieutenant General John Fletcher, commander of the 35th Infantry Division of the Star League Defense Force. General Fletcher, a staunch loyalist of General Aleksandr Kerensky, took part in the invasion to liberate Terra from Stefan Amaris during the Amaris Civil War. Fletcher's loyalty to Kerensky and the ideals of the Star League would inspire him to join the First Exodus from the Inner Sphere in the wake of that terrible conflict and settle on the Pentagon Worlds to start anew.

However old divisions among the population soon festered into a new civil war, and despite gathering together like-minded soldiers to restore order in Kerensky's name Fletcher was unable to prevent the outbreak of warfare. When Kerensky died Fletcher accompanied his son, Nicholas Kerensky, on the Second Exodus to the Kerensky Cluster where the Clans were formed.

For his loyalty Fletcher was made Khan of Clan Hell's Horses, and he chose Colonel Patricia Cobb, one of his most able Mechbattalion commanders from the Thirty-fifth, as his saKhan. Together they forged their Clan into one which placed its focus first and foremost on its warriors. For this reason they requested a smaller share of BattleMech forces in return for a larger share of conventional armor and approval to train additional infantry from decommissioned WarShip crews. In short order they were able to put together an impressive combined-arms army, bucking current military orthodoxy that saw the Mechas the supreme battlefield weapon. While their critics foresaw the Clan's demise, the Hell's Horses' performance would eventually cast aside the myth of Mechdominance. *SARNA.NET*





ALPHA GALAXY

The Galaxy paint scheme is flat, dark gray with red highlights. *FM:CRUSADER CLANS, PAGE 65.*





BETA GALAXY

Beta's paint scheme is soft gray with black trim. *FM:CRUSADER CLANS, PAGE 66.*





ZETA GALAXY

The Galaxy colors are black with navy blue highlights. *FM:CRUSADER CLANS, PAGE 70.*





DELTA GALAXY

Delta's favored color scheme is a reddish-brown desert camouflage pattern with black streaking. *FM:CRUSADER CLANS, PAGE 68.*



EPSILON GALAXY

Epsilon's colors are shades of gray common to urban camouflage. *FM:CRUSADER CLANS, PAGE 69.*



GAMMA GALAXY

Gamma Galaxy's color scheme is dark red with black accents. *FM:CRUSADER CLANS, PAGE 67.*



IOTA GALAXY

The official Iota Galaxy color scheme is solid black, without trim or highlighting. However, many Iota warriors have taken to painting their equipment in several outrageous colors. *FM:CRUSADER CLANS, PAGE 73.*



KAPPA GALAXY

Kappa employs a bold scheme reminiscent of the Circian hell's horse - scarlet with yellow highlights. *CANONIZED BY HYENA ON 2/20/07. INSIGNIA BY HORUS.*

Their peculiar philosophy led most of the other Clans to dismiss them. The Hell's Horses tended to keep to themselves until the development of the Elemental infantry armor by Clan Wolf. Eager to obtain the Elemental armor, the Hell's Horses entered a series of trials with Clan Wolf where the armor was put up against the infantry breeding protocols that the Hell's Horses had developed. These gigantic warriors would be known as ‚Elementals'.

The Hell's Horses won one of the three trials and so obtained the Elemental armor. Other Clans challenged the Hell's Horses for the breeding rights, among them Clan Fire Mandrill. In 2870, Kindraa Smythe-Jewel of the Fire Mandrills used deceptive bidding tactics to give the impression of a much smaller force and won the trial. Kindraa Payne would take the brunt of the Trial of Possession, while the Smythe-Jewels walked away with new Elemental breeding protocols and Battle Armor. The Horse's Khan Eric Amirault demanded a Trial of Annihilation but was denied by a Grand Council vote. As the Hell's Horses prepared to move against the Fire Mandrills, Clan Coyote's Khan Manfred Hollifield stepped in. They too had been cheated by Kindraa Smythe-Jewel in their bid for the OmniMecha few years prior.

Seeing the wisdom in joining together, the Hell's Horses arranged for a contract bid to include the Coyotes in the Hell's Horses trial against the Kindraa. The combined Hell's Horses-Coyote task force descended on the Smythe-Jewel enclave on Foster and challenged them to a Trial that saw the death of the Kindraa Smythe-Jewel. Half the genetic legacies and most of the battle salvage was taken by the Horses and the Coyotes took the enclave, the bondsmen, and the rest of the legacies, with small shares of each going to Kindraa Payne, which had joined in the final stages of the battle, trapping the last Smythe-Jewels as they attempted to flee. The Clans each parted with great respect for one another. This action did much to win the Hell's Horses a good measure of respect from the rest of the Clans as well.

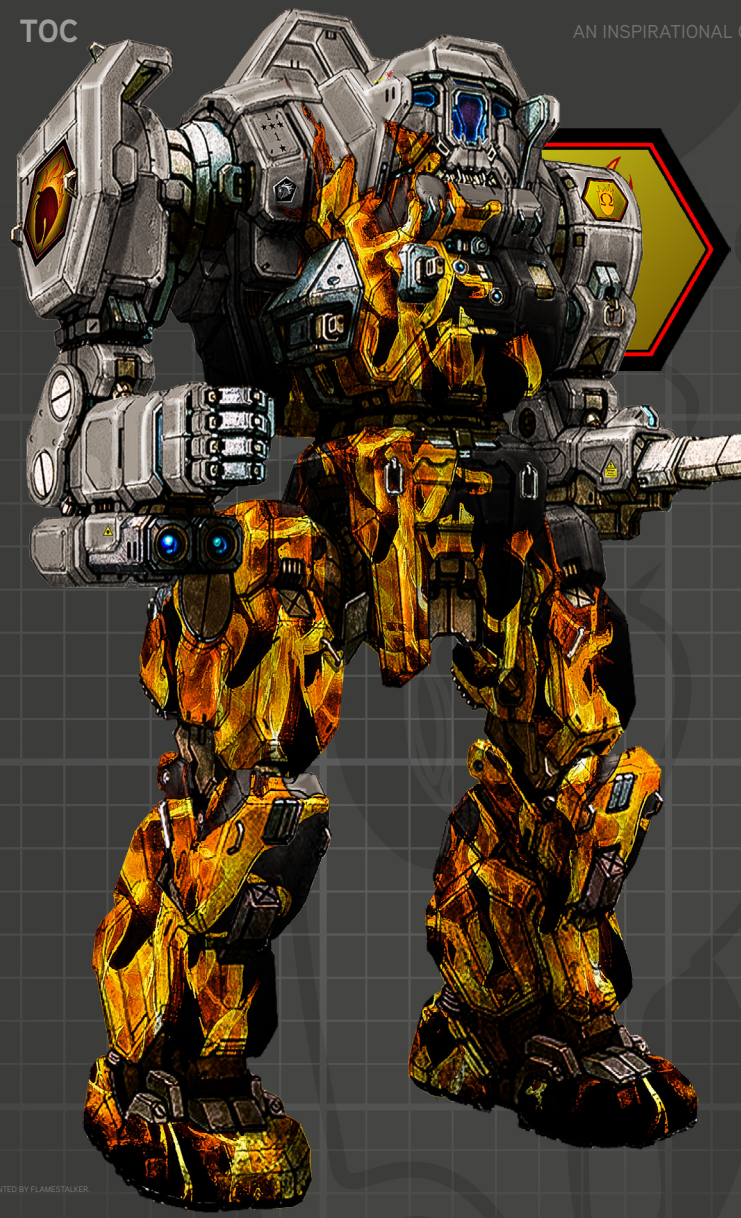
For a time it looked as though the Hell's Horses might shift away from their combined-arms, heavy reliance on vehicle philosophy and more towards the use of BattleMechs. But all that changed when Mechworks Alpha on Tokasha, their primary Mechfactory, was targeted by Clan Ghost Bear during a Trial of Possession. The Horses bid an entire Galaxy in its defense which the Bears matched. It was a fierce, pitched battle but seemed to favor the Hell's Horses until a stray shot slew the beloved Ghost Bear Khan Kilbourne Jorgensson. The outraged Ghost Bears tore into the Hell's Horses in a berserk fury, forcing them to withdraw. *SARNA.NET*



REPAINTED BY FLAMESTALKER.

ETA GALAXY

Eta Galaxy's color scheme is a dull gray with black spots. *FM:CRUSADER CLANS, PAGE 71.*



REPAINTED BY FLAMESTALKER



The loss of Metal Works Alpha and Kilbourne Jorgensson sparked a fierce feud between the Hell's Horses and Ghost Bears. When the Ghost Bears launched a Trial of Possession for Industriplex Alpha on Niles (Clan planet), the Hell's Horses' homeworld, another fierce battle ensued. Though the Horses emerged victorious they lost their Khan, Lair Seidman. He was replaced by Malavai Fletcher, an Elemental who was horribly injured in that battle.

Fletcher, a staunch Crusader, managed to appoint enough Crusaders in his Clan to leadership positions to push the Horses into the Crusader camp, despite the fact that many among the Horses' rank and file were Wardens. This political shift helped to make Operation Revival a reality after Comstar's Outbound Light appeared over the Smoke Jaguar world of Huntress in 3048. The Horses would be eliminated from the invasion early on, but this did not bother Khan Fletcher too much. His leadership during the invasion years kept his Clan out of much of the infighting in the Clan Homeworlds, instead keeping them focused on building their strength.

THE INVASION

When Clan Ice Hellion's Khan Asa Taney formed his Home Clan Coalition in the wake of Tukayyid, Khan Fletcher stood by him, supporting the effort to renew the invasion. Though they would not get the invasion they wanted, the Harvest Trials presented their own opportunity.

Though the Horses did not win a place in the invasion, they did manage to find a way to obtain worlds in the Inner Sphere. When Khan Vladimir Ward of the Wolves started the Harvest Trials, Khan Fletcher convinced him to bid Hell's Horses units in contract bids (much as the Hell's Horses had done with the Coyotes) without first winning those units to the Wolves. Khan Ward agreed and ceded three worlds in the Clan Wolf Occupation Zone: Stanzach, Vorarlberg, and Engadin to Clan Hell's Horses.

OMEGA GALAXY

Omega Galaxy has kept the basic gray scheme indicative of it's Clan Wolf origins, but has added „hellish" accents to its equipment. *CANONIZED BY JAL PHOENIX ON 3/29/2008. INSIGNIA BY HORUS.*

During the Great Refusal on Strana Mechty, the Hell's Horses fought against and lost to the Free Rasalhague Republic's Third Drakøns.

During the numerous Trials of Possession that were launched following the Annihilation of the Smoke Jaguars, Abjuration of the Nova Cats, and relocation of the Ghost Bears, the Hell's Horses have managed to seize large portions of Bearclaw, Hoard, and Tokasha, pitting them against forces from the Jade Falcons, Ice Hellions, and Snow Ravens. The Horses also managed to seize the last portion of Kirin making it an exclusive Hells' Horses possession.

Not long afterwards the Horses raided the Ghost Bear Occupation Zone (renamed the Ghost Bear Dominion) while the Ghost Bears were at war with the Draconis Combine. However, after the war with the Combine ended, the Bears retaliated and seized all three of the Hell's Horses worlds, sending them back to Clan Space. Khan Malavai Fletcher's leadership was challenged and he was slain by James Cobb, a Warden, who assumed the Khanshipage

CULTURE

Clan Hell's Horses' philosophy of valuing the individual's role in the greater whole permeates all levels of society. While caste and birth prejudice still exists within the Clan, it is kept in check by ongoing efforts which extol cooperation among and within all Clan castes. This unity extends from the lowliest laborer toiling in the factories to the Khans themselves, and none are held in less esteem than is earned. Even freeborns and solahma warriors are given respect where other Clans would tolerate or mistreat them; only dezgra warriors are exempt from this rule.

Politicking is mostly shunned by the Hell's Horses, even at the Grand Council level where the Khans see their duty in leading their Clan as more important than backroom bargaining. As far as Clansmen go the Hell's Horses are seen as docile and unswervingly obedient to the chain of command, making their Clan far more stable than others where internal power plays are the norm, though this lack of personal initiative has hampered their efforts to expand beyond their already-considerable homeworld enclaves. Their use of contract warfare, allowing warriors of different units or even Clans to include each others' forces in a single bid, would seem to run counter to this idea, however the Hell's Horses view it as a strategic matter to ensure victories that go beyond the Clan's own concerns.

MILITARY

Clan Hell's Horses incorporate a number of unique features into their military doctrine which sets them apart from other Clans, most notably their use of conventional infantry and armor even in front-line units. Their model of combined-arms warfare means roughly two-thirds of all Mechstars are part of a Nova formation, while all vehicle Stars contain an equal number of infantry Points. As a result their touman numbers fewer Mechs than normal but make up for it in a disproportionate amount of infantry and support.

The Clan is also unique for instituting the official ranks of Nova Commander and Nova Captain to command Novas and Supernovas. The existence of such ranks also means more positions for warriors to fight over in a Trial of Position and means many more warriors are found in the middle ranks than in other Clans. *SARNA.NET*





THETA GALAXY

All Mechs and equipment in Theta Galaxy feature forest camouflage with reddish-brown streaks. *FM:CRUSADER CLANS, PAGE 72.*

CLAN
ICE HELLION

Clan Ice Hellion was one of the original twenty Clans founded by Nicholas Kerensky, named after the ice hellion found on Hector. A fiercely proud and quarrelsome Clan, in battle they favored speed over brute strength to win victories, a doctrine of „blitzkrieg" heavily influenced by their founding Khan, Stephan Cage. Staunch Crusaders, the Ice Hellions were fairly traditional in their distrust of the merchant caste and scorn for freeborn warriors. Bondsmen rarely became abtakha warriors as most other Clansmen had difficulty adjusting to the Hellion's esoteric battle philosophy idealizing speed above everything else.

MILITARY

Ice Hellion military doctrine emphasized fast thinking, hand-eye coordination and rapid reaction above all else; a warrior who hits first was prized over one who took time to think over her course of action. While allowing them to win many battles, this philosophy also cost the Ice Hellions just as many defeats, with warriors making hasty decisions only to see them backfire. Though they acknowledged this deficiency, the Ice Hellions believed the advantages they gained from taking the initiative outweighed the flaws. Ice Hellion tactical doctrine was relatively sound, based on swift attacks and the agility necessary to respond to a changing battlefield. Coordination between units was also emphasized to avoid confusion during combat, although in high-pressure situations some Star Captains and Star Commanders had a propensity to make poor decisions.

Ice Hellion warriors often practiced the philosophy of ‚first-strike victory': in a Trial of combat, whoever landed the first blow won. Even in cases where a Hellion was too slow on the draw but succeeded in destroying their enemy, such a victory was tainted by the knowledge they had been bested at the outset of the fight. Since this same mindset wasn't shared by the other Clans, such a practice was largely limited to internal Trials between Hellion warriors.

Also in keeping with the pack mentality of their totem animal, many Hellion warriors engaged in group attacks when fighting the enemy; as many as a Star of Mechs facing off against a single opponent. Such an attack would continue until the group had „drawn blood," after which they would withdraw and bid amongst themselves for the right to finish the opponent off. Warriors traded away their ability to use individual weapons and systems to attain this honor, with the winner fighting the enemy in a one-on-one duel to the death. This practice was controversial many other Clans - and some Hellion warriors as well - given its seeming violation of zellbrigen. Those who did engage in group attacks believed it to be honorable only so long as it was a group of light and medium-weight Mechs attacking a heavy or assault-weight opponent.

Training of Ice Hellion warriors was equivalent to that of other Clans without being exceptionally brutal. Prospective candidates first traveled to the coldest regions of Hector's frozen plains to pass a series of tests. Those who succeeded were transferred to one of three facilities in the planet's warmer regions; it was also at this point that members of a sibko are broken up, depending on which camp they are sent to, as the Ice Hellions placed less emphasis on keeping these companies together. The first camp was primarily for trueborns (theoretically a freeborn could seek a Trial to enter the camp, though it rarely happened) and conducted a final Trial of Position per standard procedures. This included forgoing the Ice Hellion practice of a first-strike victory, forcing the cadet to kill at least one enemy Mechso as to gain experience fighting against other Clan forces. The third camp was solely for freeborn warriors and produced most of the Clan's garrison forces; its status also made these warriors the butt of most jokes by their so-called betters, a reputation both cadets and trainers fought hard to overcome. Third camp cadets also fought a standard Trial of Position to earn their position, though they used standard Mechs instead of OmniMechs. The second camp, technically subordinate to the first one, was unusual both for the fact it accepted trueborns and freeborns and that cadets were given two Trials of Position. The first Trial was the same as the one fought by those in the first and third camps, but the second Trial had them leading a Star of fellow cadets against a Star of their superiors, with success or failure determined by whether they could achieve an objective set for them by their instructors. A second camp cadet could achieve their rank through success in either the first or second Trial. *SARNA.NET*





ALPHA GALAXY

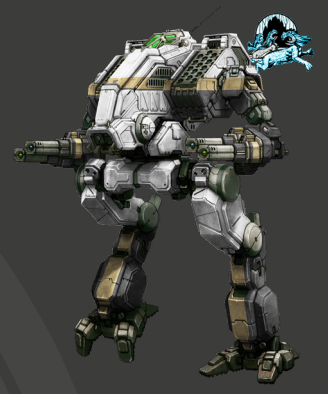
Hellion warriors in Alpha Galaxy paint their Mechs a light to heavy brushing of white over blue, creating an interesting camo blending. They also paint „Hellion stripes" on their Mechs. *CANONIZED BY INSANE KANGAROO ON 3/7/2005.*





BETA GALAXY

Mechs are painted in a fade pattern of blue, from dark blue (almost black) at the feet up to light blue (almost white) at the head. Mechs are then covered head-to-toe in a speckled white pattern made to resemble a snow storm. In winter environments, or even night operations, Beta has often found no need to use camouflage. *CANONIZED BY CHEWIE ON 5/28/2004.*





ZETA GALAXY

Zeta Galaxy often paints its machines in a solid white scheme, with gray and tan trim. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





ZETA PRIME GALAXY

Zeta Prime Galaxy often paints its machines in a solid white scheme, with blue and purple trim to match the Clan insignia (which is proudly displayed on the left side of all units). *CANONIZED BY HAUPTMANN FANJOY ON 9/24/2004.*





DELTA GALAXY

Delta Galaxy paints its machines gray and white with black tiger stripes. Individual trinaries use different highlight colors. *CANONIZED BY FOXBAT ON 2/21/07.*





THETA GALAXY

Theta Galaxy paints its machines a light tan, with black on the upper arms and upper legs. *CANONIZED BY PSYCHO ON 8/4/2011.*



CLAN
JADE FALCON



REPAINTED BY FLAMESTALKER.



ALPHA GALAXY

Alpha uses a blue-black base for their machines. For each mission a warrior survives, a new symbol is added. These symbols can take any form the individual warrior desires, from customized works of art to hand-painted graffiti. *CANONIZED BY SOUNGURU ON 3/29/08. INSIGNIA BY HORUS.*

Alpha Galaxy was formed by Khan Marthe Pryde in late 3060s as part her efforts to fortify Jade Falcon's Touman. The Alpha was formed by unusual means, where Khan Pryde took used good but lesser desired warriors whom were not old enough solahma ranks. The unit became what „Last Chance" combat to these warriors, who ranged from undesirables to criminals. As step to prevent the Galaxy to be seen as political move, she ordered no more than one Bloodnamed warriors to be assigned to Alpha. She then placed the unit under the command of Loremaster Kael Pershaw.

FALCON INCURSION OF 3068

During chaotic openings of the Jihad, Clan Jade Falcon received a Batchall from Lyran Alliance world of Blue Hole. In January 3068, elements of the Alpha Galaxy arrived on planet fight Blue Hole's defenders, which included local naval militia and mercenary forces. Planetary government placed large quantity of supplies in a underwater bunker off the Cokery Isle chain. After the ensuing battle with Lyran aligned forces, Blue Hole surrendered to the Clan.

OPERATION SCOUR

During Operation SCOUR Alpha Galaxy was assigned to the Lyran Commonwealth front. They, along with several Clan Wolf and Clan Ghost Bear units, attacked New Earth. Despite having nearly four Galaxies on the world, the Clans couldn't hold it. After staging several Trials of Possession for supplies, Alpha Galaxy and the Clan Wolf's Delta Galaxy left Rigel Kentarus. During the invasion of Terra Elementals from Alpha Galaxy were assigned to take Luna alongside Clan Wolf's Delta Galaxy, a DEST unit, and the Star Seeds mercenary command. The Elementals breached the line while the DEST forces infiltrated the base.

DARK AGE

During the Dark Age Era Alpha Galaxy was also known as the „Turkina Galaxy." In 3134 Alpha Galaxy led Delta and Zeta Galaxys into The Republic of the Sphere's Prefecture IX. They faced strong opposition from the Republic Armed Forces, but the Lyran Commonwealth didn't engage them at all. Alpha and its supporting units created the Falcon's Reach and took Skye, but the Galaxy spent most of the next ten years garrisoning the new systems it had secured. *SARNA.NET*



DELTA GALAXY

The machines of Delta Galaxy are painted in a bright green with yellow highlights. *CANONIZED BY MADDOC ON 3/1/2005.*





ZETA GALAXY

The galaxy utilizes a parade scheme of jade green and light gray. *CANONIZED BY MADDOC ON 3/19/2005.*



EPSILON GALAXY

The Galaxy's color scheme is light green and black. In addition to the Galaxy's distinctive insignia, individual units also commonly display the Epsilon character. *CANONIZED BY MADDOC ON 12/14/2004.*



GAMMA GALAXY

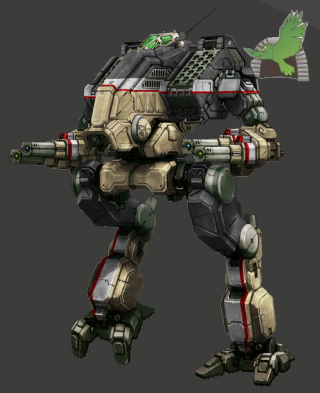
Gamma Galaxy uses appropriate camouflage. Clusters trim their machines and equipment with jade, except the 9th Talon, which has blue trim. *CANONIZED BY DARKMARAUDER ON 4/4/2006.*





IOTA GALAXY

Iota Galaxy uses an emerald green base coat with highlights in bone white and silver. The Iota Galaxy emblem is prominently displayed on the left torso of Mechs or the left wing of aerospace fighters. *CANONIZED BY JAL PHOENIX ON 11/8/2004.*





LAMBDA GALAXY

Lambda paints its Mechs in sandy tan and dark gray, with light gray and blood red highlights. *CANONIZED BY HAUPTMANN FANJOY ON 11/1/2004.*

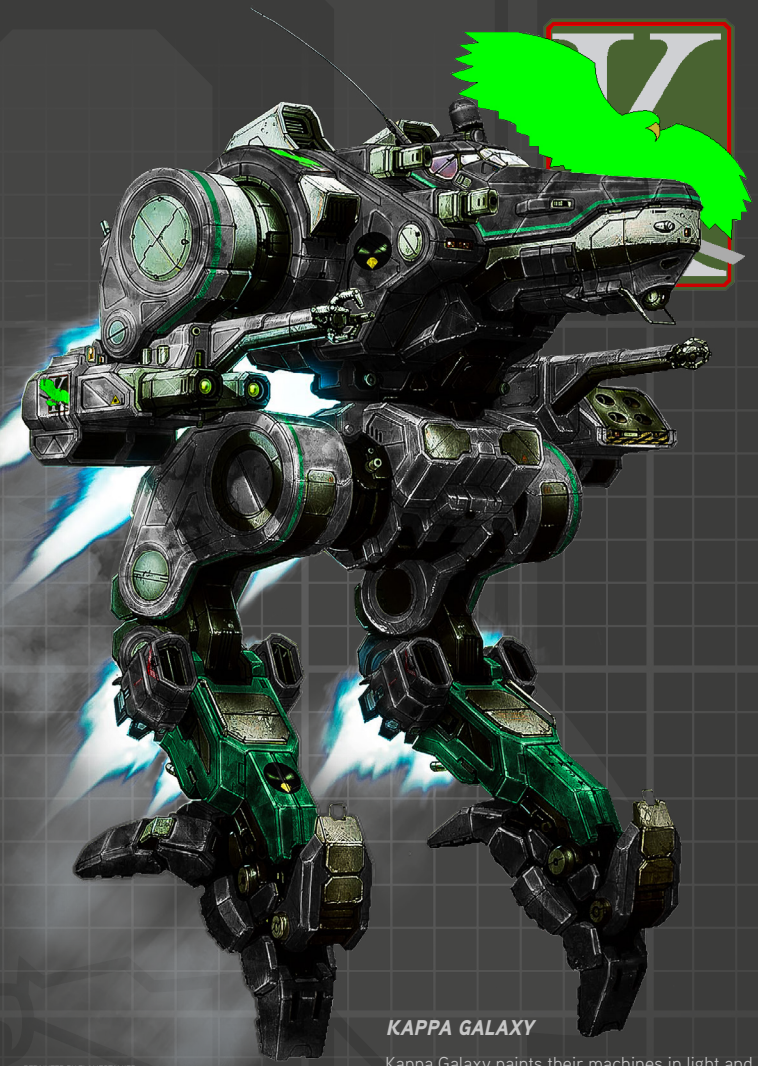
Clan Jade Falcon is one of the original twenty Clans created by Nicholas Kerensky. It was named for the Jade Falcon, a genetically engineered mix of peregrine and gyrfalcon, which the Clan's founding Khan Elizabeth Hazen was the first to tame. A strictly traditionalist and ardent Crusader Clan, the Jade Falcons long viewed Clan Wolf as their most hated rival for their strength, ideological position, and (most of all) possession of the coveted Kerensky Bloodname. The Jade Falcons participated in the initial invasion of the Inner Sphere and seized many Lyran worlds from the Federated Commonwealth. They were the first Clan to taste defeat at the hands of Inner Sphere forces, losing on Twycross in 3050. Achieving a draw with the ComGuards in the Battle of Tukayyid, they later schemed and plotted to undo the resulting Truce. They were nearly destroyed by their Refusal War with the Wolves in an attempt to do just that, losing many warriors in the fight and both of their Khans in subsequent politicking. Their new Khan launched a daring strike at Coventry in the Lyran Alliance and managed to restore the Jade Falcons' strength by winning possession of other Crusader units in the Harvest Trials. The Jade Falcons beat the ComGuards during the Great Refusal on Strana Mechty and then pushed the Steel Vipers out of their Occupation Zone; after that, they seized (and lost) several more Lyran worlds during the FedCom Civil War. They still eye Terra and have not given up hope of claiming it.

FOUNDING

Among those who joined Aleksandr Kerensky during the initial Exodus from the Inner Sphere were four individuals who would be recognized as founders of Clan Jade Falcon. First and foremost among them was Elizabeth Hazen, a commander in the Royal Black Watch Regiment at the time of the Amaris Civil War who led a resistance movement against Stefan Amaris on Terra. She became a lover to General Aaron DeChevilier and joined Kerensky's command staff for the Exodus. Daniel Mattlov was a fighter pilot of the 11th Royal BattleMech Division and fought against Amaris through to the liberation of Terra, when he was badly injured. His loyalty to General Kerensky caused him to join the Exodus and forsake his title as Duke of Caph. Carl Icaza was a commander in the 17th Jump Infantry Division when his unit was wiped out during a rescue mission to Epsilon Eridani and he was taken prisoner; by some miracle he survived the Usurper's prison camp and joined the Exodus, probably hoping to put this experience behind him. The last was Lisa Buhallin, rumored to have been a member of the Blackhearts special operations group, who served with Hazen in her guerrilla unit and later joined Kerensky's security staff.

During the journey, Major Hazen was among the troops sent in to quell the Prinz Eugen Mutiny. Afterwards, when the Pentagon Worlds were settled and the Star League-in-Exile was set up, the four founders went about trying to build new lives. This was also the time when the Legend of Turkina began to take shape, as Elizabeth Hazen became the first person to tame a jade falcon. It wasn't long before the Pentagon Worlds erupted into civil war though and all four were again compelled to choose the path of Exodus, this time following Nicholas Kerensky to Strana Mechty.

On Strana Mechty the four founders were instrumental not only in shaping their new Clan but the others as well. Elizabeth Hazen became the Clan's senior Khan, endowing the Jade Falcons with her tenacity, and Lisa Buhallin became the Clan's saKhan and Loremaster, using her scholarly background to help Kerensky shape the Clans' laws and traditions. Daniel Mattlov, who had become friends with Hazen during their time together, displayed the same sense of determination when his injuries prevented him from flying anymore by successfully becoming a Jade Falcon Mechpilot. And it was Carl Icaza who rose to command of the Jade Falcon Clan's infantry forces, and was responsible for training all Clan infantry units in new formations and tactics, though only the Jade Falcons continue to recognize his contributions in this field.
SARNA.NET

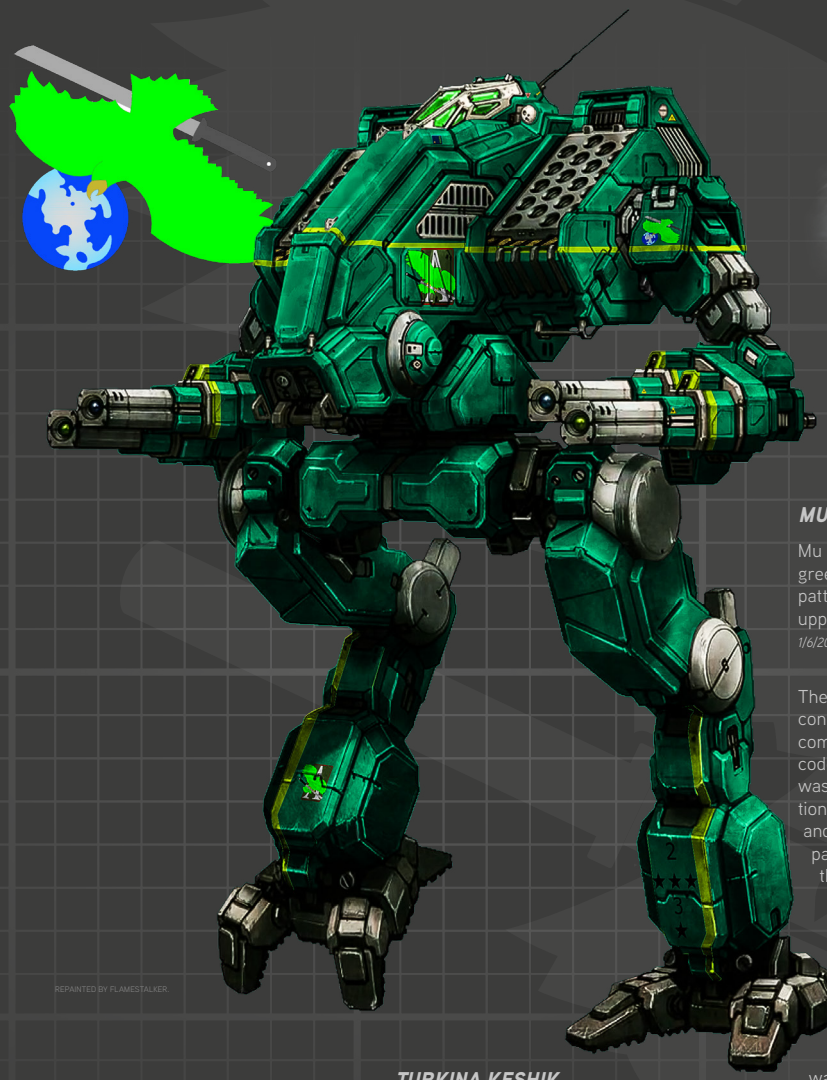


REPAINTED BY FLAMESTALKER

KAPPA GALAXY

Kappa Galaxy paints their machines in light and medium gray, with jade green accents. *CANONIZED BY MADDOC ON 9/12/2005. INSIGNIA BY HORUS.*





TURKINA KESHIK

The Turkina Keshik colors its Mechs turquoise green with lime green highlights. A gold pearl glaze is then applied, changing the green aspect in varied lighting. Wanting their enemy to know exactly whom they are fighting, all MechWarriors adorn their machines with large falcon murals. Camo (usually shades of green) is used only on the orders of the Khan. *CANONIZED BY INSANE KANGAROO ON 2/18/2005. SUMMONER, FM: CRUSADER CLANS (PLATE 6)*



MU GALAXY

Mu Galaxy's parade scheme is a dark forest green. BattleMechs and Elementals use a jade pattern to highlight edges and panels on the upper half of the torso. *CANONIZED BY MADDOC ON 1/6/2006.*

The JFUDC was the code by which Jade Falcon Stars were classified and used as a way of communicating messages with each other. The code itself consisted of three parts: the first was a four-character alphanumeric combination signifying the Star's parent Galaxy, Cluster, and Trinary/Binary in that order. The second part was by their Star composition as listed the table above. The third was the number designation which helped distinguished Stars of the same composition from each other. The full code was only used when communicating with Stars in separate Galaxy, with portions being dropped off as needed, right down to Stars within the same Trinary/Binary (although in such cases it was common for Jade Falcon warriors to informally identify the Star by its Star Commander).

Example: „G7RD Beak 2" translates to the second Beak Star of Trinary Delta, 7th Falcon Regulars, Gamma Galaxy. If a unit from Gamma Galaxy but in a different Cluster were to communicate with them, they would use only 7RD Beak 2. Same if they were in the same Cluster but in a different Trinary (D Beak 2). If both units were in the same Trinary they would simply use the last two parts of the code (Beak 2). *SARNA.NET*



OMEGA GALAXY

Omega employs a scheme of metallic emerald green on top and a steel finish on the lower halves of their equipment. Red paint is splattered on the feet and shins of their Mechs to indicate their intentions with the Viper Clan. *CANONIZED BY INSANE KANGAROO ON 2/21/07.*



SIGMA GALAXY

Sigma Galaxy uses a color scheme consisting of a rough gray base color with forest green accents. *CANONIZED BY MADDOC ON 6/1/2007.*



RHO GALAXY

A departure from the more common Falcon schemes, Rho Galaxy paints its units in a bluish-gray. Portions of the upper torso as well as hands and/or weapon tips are highlighted with a light aqua-blue. *CANONIZED BY MADDOC ON 9/14/2005.*



VAU GALAXY

Peregrine Galaxy uses a simple scheme of gray with blood red highlights. Bloodnamed warriors may trim their equipment with gold. *CANONIZED BY JAL PHOENIX ON 3/29/2008.*



CLAN MONGOOSE

The Clan Mongoose home planet of Shadow was also where the clan's totem-animal originated. Adopted from the animal that killed the dangerous Venom Worms, which were a great threat to humans, and as such endeared the mongoose to the Clan. The Clan is no longer in existence.

OPERATION KLONDIKE

Assigned to liberate Circe during Operation Klondike, Clan Mongoose failed to match several other Clans during the post-Pentagon period of colonization of the Kerensky Cluster.

INTERCLAN CONFLICTS

After the annihilation of Clan Wolverine, Khan Loris of Clan Mongoose attempted to exert control over Clan Snow Raven, which had been badly wounded by the Wolverines. Loris withdrew his attempts at Absorption when the Snow Raven Khan Stephen McKenna threatened to give the Grand Council tapes proving a personal connection between Khan Loris and Khan Sarah McEvedy of the Wolverines. Clan Mongoose also struck ruthlessly at Clan Blood Spirit, often disregarding Clan rules of engagement.

In 2844, motivated by jealousy, the Mongoose warriors struck at Clan Star Adder and ruthlessly massacred the Adder colonists on Marshall. The outraged Star Adders took their revenge by wiping out the entire Mongoose attack force. In retaliation, the same Star Adder commander moved and conquered the Mongoose colony on Tokasha. They, then had entire former Mongoose population of the enclave transported to Marshall where they were used to repopulate Star Adder's enclave. The Mongoose Clan was no match for the Star Adders but once they obtained the OmniMechtechnology, they hit the Star Adders in force. However, they overextended themselves and the Adders managed to obtain the new technology and struck back. Just as the Star Adder assaults were winding down, Clan Mongoose attacked Clan Smoke Jaguar, but was soundly beaten.

All Mongoose assets became the property of the Smoke Jaguars, greatly enriching them. The Grand Council would even allow them to trade land to certain Clans for the right to take an unspecified amount of WarShips (but not many) from naval caches in order to recoup losses to their shattered fleet. But Khan Osis would cast aside the genetic legacies of all Mongoose warriors, boasting that his Clan „will never use the tainted genes of these schemers", desiring that the vanquished Clan fade away. Later, the Cloud Cobras led by a bold Khan Josef Mannix would bid for and win the rights to over 70 legacies from 11 different Bloodnames, mostly aerospace pilot legacies. The Smoke Jaguars would be angry over the Cloud Cobra's decision to activate these lines, but there was little they could do to defend legacies that they had scorned.

By 3067, a single WarShip of the Clan remained in mothballs in the Clan Capital system of Strana Mechty. The ancient Du Shi Wang-class Battleship, the Quicksilver Mongoose, had faithfully served the Clan until the Clan's ultimate demise. *SARNA.NET*





ALPHA GALAXY

All Galaxies of Clan Mongoose use the same base color of dark grayish blue, almost black. Alpha Galaxy adds light turquoise highlights. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



SHADOW GALAXY

All Galaxies of Clan Mongoose use the same base color of dark grayish blue, almost black. Shadow Galaxy adds amber highlights. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



REPAINTED BY FLAMESTALKER.





BETA GALAXY
Beta Galaxy adds light purple highlights.

ZETA GALAXY
Zeta Galaxy adds dark purple highlights.

DELTA GALAXY
Delta Galaxy adds light red highlights.

EPSILON GALAXY
Epsilon Galaxy adds dark blue highlights.

GAMMA GALAXY
Gamma Galaxy adds light green highlights.

NU GALAXY
Nu Galaxy adds dark green highlights.

QUICKSILVER GALAXY
Quicksilver Galaxy adds silver highlights.

XI GALAXY
Xi Galaxy adds dark red highlights.



CLAN NOVA CAT



ALPHA GALAXY

Though Clan Nova Cat tends toward appropriate camo in the field, Alpha Galaxy sometimes uses a scheme of black with a stream of blue stars, painted along the center chest of Mechs. *CANONIZED BY CSO ON 8/9/2009.*



ZETA PROVISIONAL GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*

The Clan Nova Cat Touman comprises all military assets owned by Clan Nova Cat. Once one of the strongest Clan Toumans, recent changes caused by the Nova Cat's Abjuration and other conflicts have left it a shell of its former self. Rebuilding difficulties have been compounded with a lack of resources.

Clan Nova Cat warriors place a high priority on accuracy, and were known to challenge the Goliath Scorpions for marksmanship prior to the Nova Cat Abjuration. Nova Cat Warriors have a marked preference for laser armed designs, a practice that originated from the Nova Cats perfecting the ER Lasers in use by Clan forces to this day. Recently, Nova Cat warriors have been lead to cross train across a wide variety of unit types, the better to disguise the Touman's issue with low resources.

Nova Cat 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 Nova Cats particularly prize the ‚Hover-Drop' maneuver. In the ‚hover-drop', Nova Cat Mechs will deploy from their dropships while still in the lower atmosphere, removing the need for reentry cocoons. While dangerous, it allows the Mechs to fire while descending and minimises enemy reaction time. In some cases, Nova Cat Mechs are known to disembark at low level, allowing the dropship to engage with its own weapon and provide additional cover fire. Nova Cat units have also seen an increase in the use of combined arms tactics, more out of necessity then want.

Clan Nova Cat are opportunistic when it comes Clan honor. They still adhere to zellbrigen when possible, but are quick to drop it when refused.

GROUND FORCES

Traditionally, Nova Cat Clusters were standardized into one of eight types. Nova Cat units were focused on Mechs, specifically the OmniMech, as the core of their Touman. Their forces appeared to favor medium and light designs, and those types continue to be the predominant Mechsize seen in Nova Cat units. Clan Nova Cat maintained a typical Clan distribution of unit, with front line units using OmniMechs, second line units using standard BattleMechs and with vehicles being reserved for Solahmna units. The use of armored infantry was unpopular with the Nova Cats, but not forgotten.



REPAINTED BY FLAMESTALKER.

CHI PROVISIONAL GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*

Since their Abjuration, heavy losses, combined with a lack of resources, have radically changed the make up of a Nova Cat cluster. The Nova Cats are no longer able to maintain any sort of purity with their forces, with standard BattleMechs, and even vehicles now appearing in front line formations. It has also seen the increased use of older machines, taken from Brian Caches, as well as Inner Sphere designs imported from outside governments. Nova Cat forces have also started the use of ProtoMechs and seen an increased focus on armored infantry.

CHI PROVISIONAL GALAXY

Chi Galaxy was defeated in a Trial of Possession for a Mechfactory on Brim by Clan Star Adder in 2947. After this defeat, Chi Galaxy became known as the worst in the Nova Cat touman. Unlike many other „sink units" however, the warriors in this Galaxy essentially chose to come here by failing various Trials of Position. This reputation as the worst Nova Cat Galaxy remained until Angelique West assumed command and the formation of Zeta Galaxy. In the early 3060's Chi engaged ComStar's Twelfth Division in a series of wargames.

Chi Galaxy was destroyed during the first war between the Draconis Combine and Clan Ghost Bear. *SARNA.NET*

BETA GALAXY
GAMMA GALAXY
KAPPA PROVISIONAL GALAXY
RHO PROVISIONAL GALAXY
UPSILON PROVISONAL GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter.

Clan Nova Cat was one of the original twenty Clans founded by Nicholas Kerensky. Named for the Nova Cat of Dagda dues to its alert readiness towards danger, the Clan was known for its unconventional practices, including the use of mystical visions to guide their decisions. Originally the Clan fell in with the Crusader cause and joined in the Clan Invasion of the Inner Sphere, but after their defeat they not only switched to the Warden philosophy but joined the Inner Sphere in creating a Second Star League. For their actions the Clan was Abjured by the other Clans and they were forced to settle on worlds inside the Draconis Combine with the blessing of the Combine leadershipage The Clan was eventually wiped out by Draconis Combine forces after supporting a rebellion against the Dragon Throne. A splinter group, the Spirit Cats, is now all that remains of the once-mighty Nova Cats.

BEGINNINGS

The Nova Cats are unique for being the only Clan whose founding Khan was not a former member of the Star League Defense Force. Major Phillip Drummond had been a member of the 832nd Amaris Dragoons and proud supporter of the Rim Worlds Republic and it's leader Stefan Amaris. When the Usurper betrayed the Star League by murdering the First Lord and starting the Star League Civil War, Major Drummond's confidence was shattered and he willingly gave himself up to Aleksandr Kerensky when the SLDF invaded Apollo, spending the rest of the war fighting for General Kerensky against his former leader. At the same time a young Anna Rosse, orphaned during Stefan's attack on Terra and fleeing her home in Italy, was taken in by a highly spiritual, all-female resistance cell operating in Greece. The group helped Anna heal her emotional scars, and in return Anna offered her services to hit back at the Usurper. Her contributions made a real difference and pretty soon she had become a prominent figure in the Terran resistance, traveling to different cells to offer her expertise in communications. As it was Anna Rosse was in Moscow when General Aleksandr liberated Terra, and it was here that she first met Captain Peter Karpov of the SLDF. The two fell in love and married shortly thereafter.

When Aleksandr Kerensky made his plea to the surviving SLDF to leave the Inner Sphere and save the heart of the Star League from the coming conflagration, Drummond and Rosse joined him, as did Peter Karpov. The young officer was soon disillusioned by the General's leadership and joined other officers in carrying out the Prinz Eugen Mutiny. Peter was executed for his role in the mutiny, an act which shocked Anna and caused a nervous breakdown. Once the fleet reached the Pentagon Worlds, a grief-stricken Anna joined several of Peter's relatives in settling on Circe, where she began a long healing period. Simple mental meditations drawing on memories of love she felt for her late husband soon transformed into small personal rituals as she came to terms with her loss. It was during these months that she met and became friends with Phillip Drummond, who had tested out of a demobilizing SLDF and taken up work as a scientist. This friendship soon became something more and, while never officially marrying, the couple began a family together with three children.

Unfortunately the Star League-in-Exile was starting to come at the seams as old hatreds reemerged. While trying to escape the escalating violence on their world, an attack on Marik nationalists by Lyran traditionalists killed two of their children, leaving Sandra Rosse as their only child. Caught between grief and rage the two joined the planetary government in fighting against the rebels as the Pentagon Civil War broke out. However the sheer barbarity displayed by all sides sickened both Drummond and Rosse, and when Nicholas Kerensky broadcast his call for those still loyal to join him on a Second Exodus the pair agreed.

Settled on Strana Mechty, Phillip used his combat skills to test into the Warrior Caste of the nascent Nova Cat Clan while Anna joined its Merchant Caste. Even during these early days a proscription against intercaste relationships was taking form, however the two continued to see each other and kept their relationship a secret while Anna raised Sandra. When it came time for the Clans to elect Khans to lead them, the Nova Cats chose Phillip Drummond as their senior Khan; Nicholas Kerensky may have used some of his influence to achieve this result, partly as a reward for Phillip's loyalty to his family and so the former Rim Worlds Army soldier could serve as a symbol for the erasure of past loyalties. Khan Drummond set about honing his skills and those of his Clan's for their eventual return to the Pentagon Worlds.
SARNA.NET



DELTA GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*



LACHESIS KESHIK

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*



LAMBDA GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*



NOVASTAR KESHIK

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*



OMEGA PROVISIONAL GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*



OMICRON PROVISIONAL GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *CANONIZED BY DAK ON 10/29/2003.*



SHIVA KESHIK

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER. INSIGNIA BY HORUS.*







SIGMA GALAXY

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*





TAU GALAXY

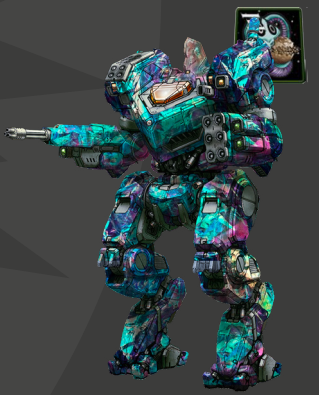
The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*





VISION KESHIK

The Nova Cats tend to paint their Mechs in appropriate camouflage. After all, the nova cat is a subtle hunter. *FAN-MADE COLOR PALETTE BY LEGEND-KILLER.*



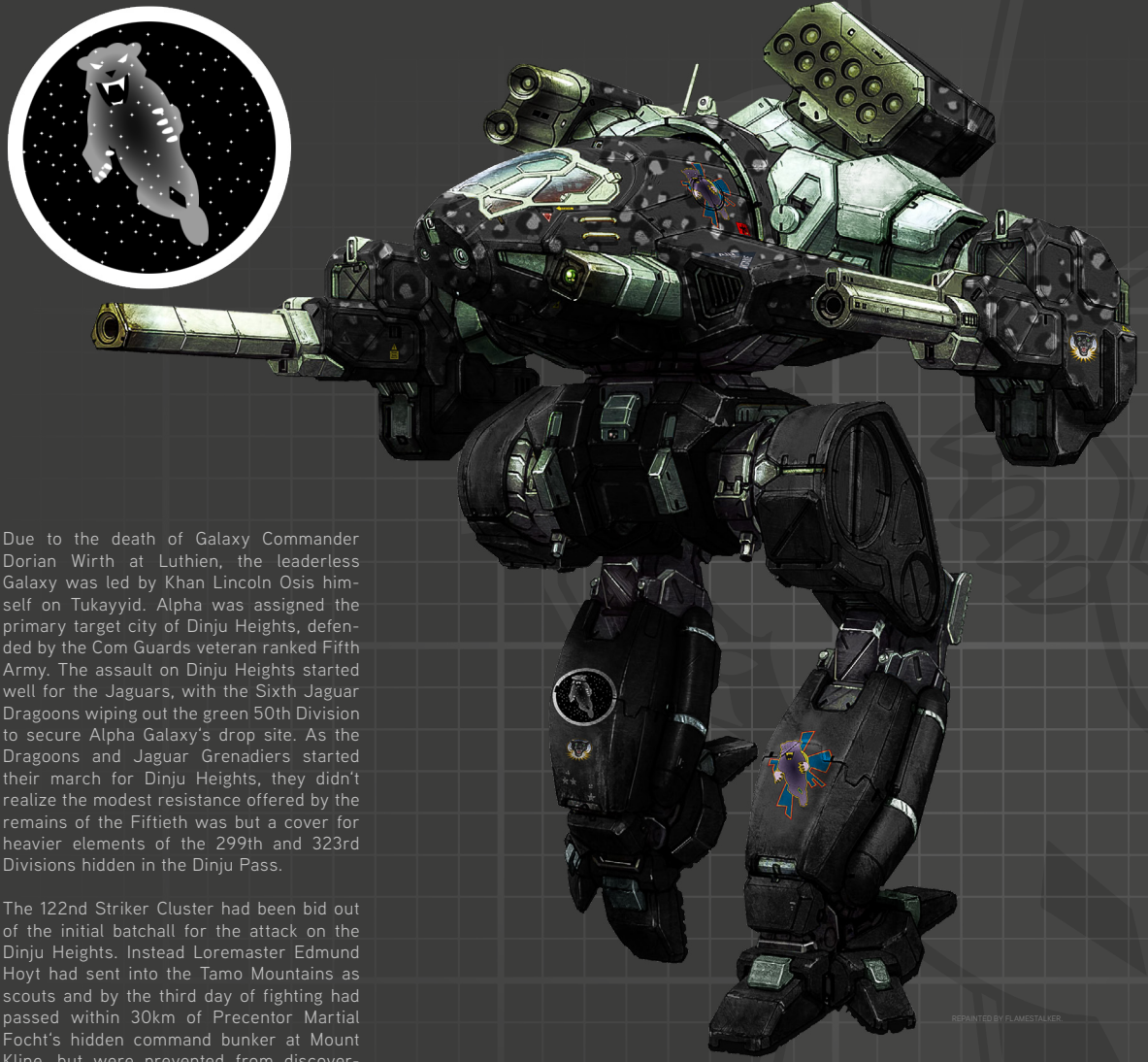


XI GALAXY

Unlike the rest of the Nova Cats, which paint their units in appropriate camouflage colors, the warriors of Xi paint their Mechs in neon colors and ancient glyph symbols that can be very distracting to enemy warriors. *FM: COMSTAR, PAGE 120.*



CLAN
SMOKE JAGUARS



Due to the death of Galaxy Commander Dorian Wirth at Luthien, the leaderless Galaxy was led by Khan Lincoln Osis himself on Tukayyid. Alpha was assigned the primary target city of Dinju Heights, defended by the Com Guards veteran ranked Fifth Army. The assault on Dinju Heights started well for the Jaguars, with the Sixth Jaguar Dragoons wiping out the green 50th Division to secure Alpha Galaxy's drop site. As the Dragoons and Jaguar Grenadiers started their march for Dinju Heights, they didn't realize the modest resistance offered by the remains of the Fiftieth was but a cover for heavier elements of the 299th and 323rd Divisions hidden in the Dinju Pass.

The 122nd Striker Cluster had been bid out of the initial batchall for the attack on the Dinju Heights. Instead Loremaster Edmund Hoyt had sent into the Tamo Mountains as scouts and by the third day of fighting had passed within 30km of Precentor Martial Focht's hidden command bunker at Mount Kline, but were prevented from discovering it through a swift assault by Adept Rita Brand under the cover of an ECM net.

When the Grenadiers reached the Dinju Pass, Star Colonel Brandon Howell suspected a trap and ordered two Stars forward to flush out any hidden Com Guard units, while the rest of the Grenadiers were ordered to rush the pass at flank speed while hugging its walls. While almost completely obliterating the probe force, the 299th and 323rd Divisions could only briefly engage the bulk of the Grenadiers before they raced past, inflicting heavy losses but unable to prevent a sizable portion of the Jaguar unit making it through to reach the outskirts of Dinju Heights. However when the Sixth Jaguar Dragoons attempted to make their own run, the Two-Hundred and Ninety-Ninth and Three-Hundred and Twenty-Third had emerged from hiding and were crowding the floor of the pass, creating a gauntlet of overwhelming firepower with Khan Osis seemingly killed as the Dragoons took heavy casualties.

With Khan Osis's apparent demise followed shortly after by the death of saKhan Sarah Weaver during Beta Galaxy's push to the secondary target city of Port Racice, when Precentor Martial Anastasius Focht reinforced the Fifth Army with divisions from Com Guards Second Army, ilKhan Ulric Kerensky was forced to terminate the Jaguar campaign. While the demoralized Beta Galaxy dutifully obeyed, those in Alpha Galaxy were enraged by what they felt was a Wolf Clan snub to their sacrifices and vowed to fight to the death. Unable to fight their way back through the pass to save the outnumbered Sixth Dragoons from destruction at the hands of the 299th and 323rd, the Grenadiers launched a desperate assault against the 82nd and 322nd Divisions outside Dinju Heights which pushed the Com Guard units back and allowed the surviving Grenadiers an opening to withdraw to their DropShips.

Lincoln Osis' was indebted Brendon Corbett the warrior that had pulled him alive from Tukayyid. He backed Corbett in his Trial of Position for Star Colonel in the reforming 6th Jaguar Dragoons. The ambitious Corbett then petitioned for the re-formation of Alpha Galaxy and won the title of Galaxy Commander for himself. *SARNA.NET*



ALPHA GALAXY

Alpha Galaxy uses a flat gray scheme with jaguar spots on the upper surfaces of Mechs and vehicles. *CANONIZED BY Z ON 11/6/2004.*





BETA GALAXY

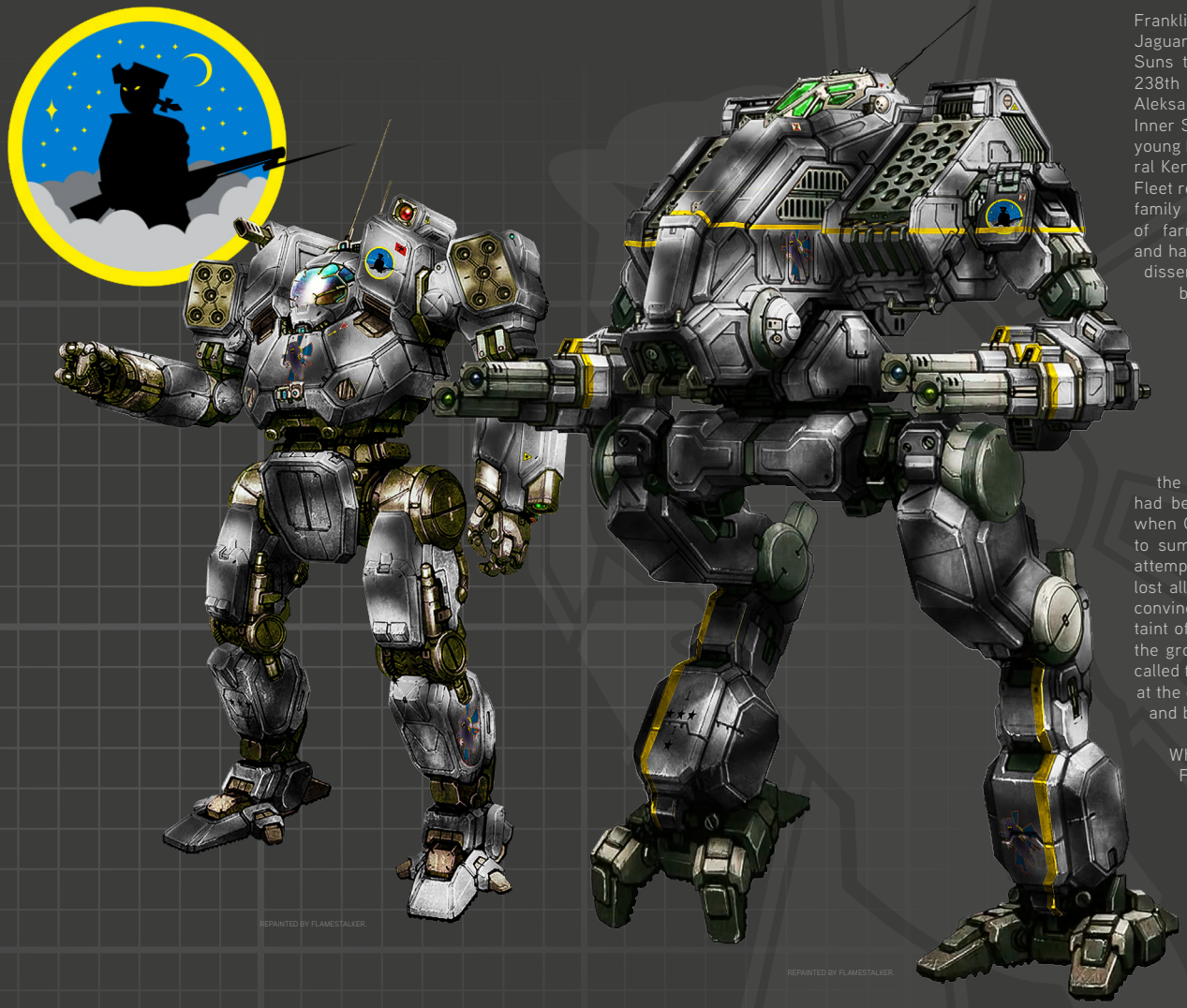
Beta Galaxy paints its Mechs in a multilayered gray camouflage consisting of horizontal streaks, meant to represent a mist. The Elementals of Beta Galaxy have been seen in both this scheme and the traditional jaguar spot camo. *CANONIZED BY CHEWIE ON 11/6/2004.*





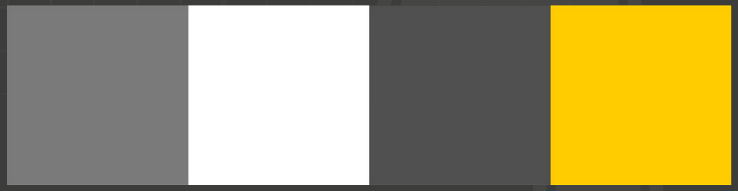
ZETA GALAXY

Zeta Galaxy paints its machines gunmetal gray with red highlights. Their insignia is a pouncing black jaguar with a red Greek letter Zeta in the background. *CANONIZED BY HYENA ON 11/6/2004. INSIGNIA BY HORUS.*



DELTA GALAXY

Delta Galaxy's color scheme is a medium and dark gray mottle with yellow highlights. *CANONIZED BY MADDOC ON 11/6/2004.*



Franklin Osis, the first Khan of the Smoke Jaguar Clan, was born in the Federated Suns to parents who served in the SLDF 238th Armored Division. They followed Aleksandr Kerensky in his exodus from the Inner Sphere and over the years instilled in young Franklin the same blind trust in General Kerensky as they had. When the Exodus Fleet reached the Pentagon Worlds, the Osis family settled on Eden and turned to a life of farming. However, ancient prejudices and hatreds began to resurface and caused dissension among the colonists. Franklin's brother Simon joined a pro-Suns gang and eventually Franklin himself was forced to join for protection, though he always tried to avoid confrontations or end them bloodlessly. However in 2800 he was arrested and forced to perform hard labor on Circe. When he returned to Eden he was all but broken in spirit and the first battles of the Exodus Civil War had begun. The final straw for him came when General Kerensky ordered his troops to summarily execute all rebels in a final attempt to put down the revolt. Franklin lost all faith in his former idol and became convinced humanity could never escape the taint of war without rebuilding society from the ground upage When Nicholas Kerensky called for a Second Exodus, Franklin jumped at the chance, bringing with him his parents and brother.

When they reached Strana Mechty Franklin found a measure of peace wandering the planet's lush jungles, taking an interest in the wildlife and particularly the smoke jaguar as a means to heal the mental wounds he had suffered. Unfortunately in the spring of 2809, while Franklin and Simon were observing a pack of smoke jaguars, one of them leaped down from a tree branch and knocked Simon to the ground. Franklin was frozen in terror and could do nothing as the animal savaged his brother. Finally, his brother's dying screams cut short as the animal tore out his throat. A berserk fury overcame Franklin; he leaped onto the animal, armed only with a small hunting knife, and slew it in a brief, frenzied butchery. As the smoke jaguar lay dead at his feet, for the first time in his life Franklin took pleasure in the violence, seemingly wiping away the stain of cowardice which had cost Simon his life.

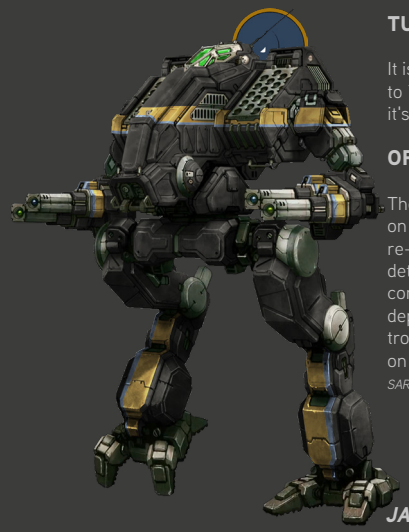
At Nicholas Kerensky's urging, Franklin went on to train as a MechWarrior, taking every opportunity to face danger and conquer it through combat. Soon he began to outmatch his trainers in both the ferocity and tenacity of his attacks which, while impressive, also worried Nicholas with the thought that he might become nothing more than a mindless killing machine. Thus Nicholas designated Franklin for officer training, hoping to temper his rage so that it may be controlled during battle. Within two years Franklin won command of a Trinary in the newly-formed Clan Smoke Jaguar. The ferocity and skill with which Franklin Osis displayed eventually won the admiration of the other Smoke Jaguar members, who elected him their Khan. *SARNA.NET*





EPSILON GALAXY

Epsilon typically paints its Mechs in a dull reddish orange with yellow trim, though sometimes traditional jaguar-spot camo is used in the field. The Clan logo is always displayed prominently on the center torso, and columns of smoke are painted on the legs. *CANONIZED BY HAUPTMANN FANJOY ON 11/6/2004.*



TUKAYYID

It is unclear if the Khan led the Jaguar's Den on to Tukayyid or opted to led Alpha Galaxy from it's own Command Trinary instead.

OPERATION SERPENT

The Jaguar's Den saw notable combat action on Huntress during its invasion by Inner Sphere-forces. Elements of the Jaguar's Den were detached to Galaxy Commander Hang Mehta's command, to serve as reinforcements for her depleted troops. The unit was effectively destroyed on Huntress, but the last warriors fell on Strana Mechty during the Great Refusal. *SARNA.NET*



JAGUARS' DEN

The Jaguars' Den paints their Mechs a dark smoky gray with blue smoky gray highlights and heavy gold panelling. *CANONIZED BY INSANE KANGAROO ON 11/6/2004. INSIGNIA BY HORUS.*





KAPPA GALAXY

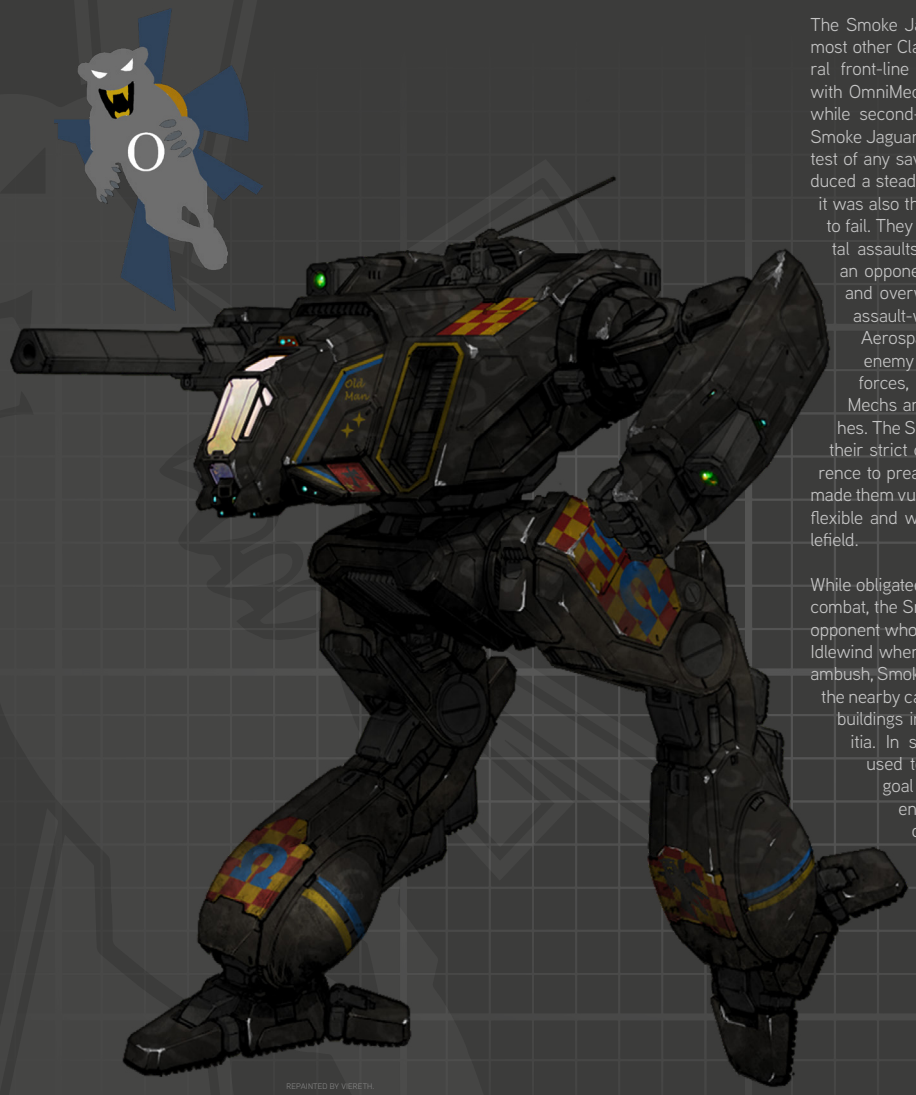
Kappa paints the upper body of their machines light blue and fades to black on the legs. The machines are accented with red and black highlights. *CANONIZED BY SAVAGE COYOTE ON 11/6/2004.*





NU GALAXY

Nu Galaxy uses a blood red and gray paint scheme. A blue Greek letter Nu is the Galaxy insignia. *CANONIZED BY HYENA ON 11/6/2004.*



REPAINTED BY VIERETH.



OMEGA GALAXY

Omega paints their machines as a black variation on the traditional jaguar spotted camo. Though frequently assigned to garrison duty, Omega's Mechs add red/yellow checkers when pirate hunting or used in some other offensive capacity. *CANONIZED BY CHEWIE ON 11/6/2004. INSIGNIA BY HORUS.*

The Smoke Jaguar touman was similar to how most other Clans organized their military - several front-line Galaxies organized into Clusters with OmniMechs, Elementals and OmniFighters, while second-line units provided support. The Smoke Jaguar training regime was also the strictest of any save Clan Steel Viper; while this produced a steady stream of highly-skilled warriors it was also the most deadly for any unfortunate to fail. They were infamous for the use of frontal assaults to smash through and obliterate an opponent, counting on aggressive tactics and overwhelming numbers of heavy- and assault-weight Mechs to achieve victory. Aerospace forces were used to attack the enemy and provide air cover for ground forces, while Elementals supported the Mechs and provided overwatch for ambushes. The Smoke Jaguars were also known for their strict chain of command and rigid adherence to prearranged battle plans, a trait which made them vulnerable to a force which was more flexible and willing to adapt to a changing battlefield.

While obligated to follow Clan honor rules during combat, the Smoke Jaguars reacted poorly to an opponent who broke them: such was the case on Idlewind where, after surviving a booby-trapped ambush, Smoke Jaguar forces rampaged through the nearby capital city, killing civilians and razing buildings in a search for the „cowardly" militia. In such cases Elementals were also used to form „headhunter" units whose goal was to seek out and destroy the enemy's headquarters, killing the offending unit's commanders and leaving them leaderless. *SARNA.NET*



Hard-hitting and totally unforgiving of the weakness of others, the Smoke Jaguars quickly established themselves as the most brutal and aggressive of the Clans. Originally led by their founder, Khan Franklin Osis, the Smoke Jaguars' leadership would continue to set extreme standards for members of their warrior caste throughout their history. Khan Osis' lust for battle led the Jaguars to many victories in the Clan's early days; his vision of the Jaguars being the ultimate warrior Clan inspired his troops to greater feats of prowess on the battlefield, assuring their prominence amongst the Clans.

During the campaigns of Operation Klondike, Khan Osis' savagery and sheer fighting prowess set the pattern for Clan Smoke Jaguars' future. However, the warrior caste's view that they are the epitome of Clan society and all others are beneath them has caused numerous problems with the lower castes over the centuries. While all Clans give preferential treatment to its warrior caste, they still acknowledge the debt they owe to the civilian castes; the Smoke Jaguars took it to the extreme, valuing them less and less as the years went on until they scorned their very existence. The harsh discipline maintained by the warrior caste meant that any transgression by the lower castes would be dealt with severely, as would infamously happen during the Londerholm Revolt during the Golden Century. The disdain they showed the lower castes would have its own negative effect on the Clan as civilian pursuits such as trade and resource extraction went underdeveloped; only by constantly raiding other Clans were the Smoke Jaguars able to maintain their prominence.

Clan Smoke Jaguar was easily the most violent and aggressive of all the Clans. They were, however, not as brash and headstrong as Clan Jade Falcon; they were quicker to battle, but also quicker to think before acting. This made for a deadly combination. *SARNA.NET*



PROVISIONAL GALAXY

The provisional Galaxy uses a simple paint scheme of light blue. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

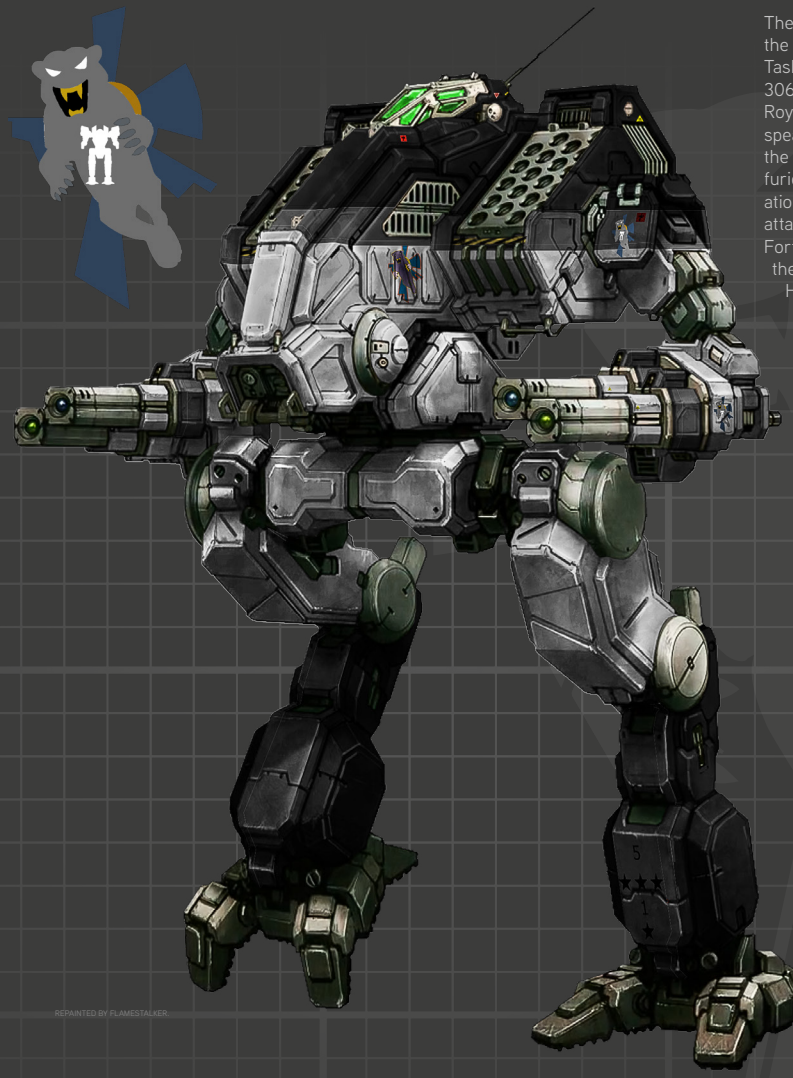


PSI GALAXY

Psi Galaxy paints its units a medium gray with blue highlights and adorns their Mechs with bloody Jaguar claw marks. Psi's insignia is a bloodied claw. *CANONIZED BY SAVAGE COYOTE ON 11/6/2004. INSIGNIA BY HORUS.*

PI GALAXY

Pi Galaxy paints their equipment in a grayish tan mottled camouflage pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



The Forty-eighth was defending Pahn City and the large factory complex that was there when Task Force Serpent attacked on 12th March 3060. The Inner Sphere forces included the Royal Black Watch Company. These formed the spearhead of the attack and drew the bulk of the fire from the warriors of the Forty-eighth furious at the claims of the unit and its association with the new Star League. In an effort to attack the Black Watch, many warriors of the Forty-eighth had simply ignored the bulk of the invading force made up of the Northwind Highlanders. Star Colonel Cara realised too late that this had opened huge holes in her battle line and allowed forward elements of the Highlanders to bypass the Jaguars and enter Pahn City. Taking heavy casualties and at a tactical disadvantage she was forced to order a retreat.

As the Highlanders approached the factories they came under attack by a Binary of ProtoMechs, the surprise of meeting the unknown unit and the arrival of the rest of the Forty-eighth forced the mercenaries to withdraw and regroup. The fighting lasted for several hours longer, the renewed assault by the Highlanders destroyed an entire 'Mech Trinary and several Points of ProtoMechs. The few survivors of the Forty-eighth were forced to retreat into the Jungle.

Here the survivors had formed up with Galaxy Commander Russou Howell and remnants of other Clusters that had fought in the area. The Forty-eighth Battle Cluster was destroyed fighting on Huntress in 3060, *SARNA.NET*



THE WATCHMEN GALAXY

The Watchmen use black for the upper- and lowermost parts of the Mech. A light gray is used on lower torso, hips and upper legs. Highlights are held in a dark gray. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





SHROUD KESHIK

The Shroud Keshik paints their Mechs a smoke gray with lighter gray trimming and heavy silver panelling. *CANONIZED BY INSANE KANGAROO ON 11/6/2004. INSIGNIA BY HORUS.*





THE JAGUARS HEART GALAXY

The Galaxy paints their Mechs in a mottled gray camouflage using Smoke Jaguar colors. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





THE IRON GUARD GALAXY

The Iron Guard Galaxy uses a simple paint scheme of black base color with dark gray highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





TAU GALAXY

Tau's machines are painted in various shades of gray with blood red highlights. Tau Galaxy's insignia is simply an orange Greek letter Tau. *CANONIZED BY HYENA ON 11/6/2004. INSIGNIA BY HORUS. INSIGNIA BY HORUS.*

CLAN
SNOW RAVEN



ALPHA GALAXY

When not using appropriate camo, Alpha paints its machines a light gray which is accented by white feathers, the coloring of the Clan's totem animal. *CANONIZED BY SAVAGE COYOTE ON 07/10/04.*

Nicholas Kerensky decreed that the remaining 800 warriors loyal to him be divided into twenty ‚clans.' Each clan, consisting of forty warriors would emulate a beast endemic to the Kerensky Cluster. In his wisdom, the warriors under Stephen McKenna were designated to embody the attributes of the snow raven, a snow-white bird common to the harsh tundra flats of Strana Mechty. Snow ravens are known to never waste anything, picking the bones of a carcass clean and then eating the bones as well. Snow ravens were also documented to co-operate with other animals, such as the introduced Terran wolf or the ghost bear, often sharing a kill. Like many other Clans, the Snow Ravens have followed their totem to a fault, often to the extent of ridicule. Indeed, Snow Ravens of all castes are often known to be conniving, cold, and more humorously, extremely garrulous to the point of being more verbose than even those of the Ice Hellion Clan; moreover, Snow Ravens are unable to keep secrets of great purport. Members are colloquially referred to as ‚the Unkindness,' the word used for a gathering of greater corvids.

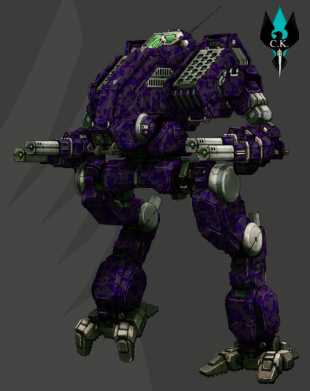
For the past several centuries, it has been more famine than feast for the Snow Ravens. Very early in their history the Snow Ravens were struck down by fate. During Operation Klondike, the struggle to reclaim the Pentagon Worlds. Fighting on the northern continent of Circe alongside Clan Wolverine, with Clans Mongoose and Nova Cat on the other continent, many of the greatest events of Clan Wolverine's fall from the clans were shaped. The Ravens captured their future capital Dehra Dun, later destroyed by Clan Wolverine. And Snow Raven saKhan Joyce Merrell reportedly died in a battle possibly due to intentional actions by Clan Wolverine.

Overall the Snow Ravens fielded one of the most mixed forces in the Clans. With a high proportion of AeroSpace and Infantry elements and only half of their forces being Mechs, they had a flexible fighting force that, ultimately, was weaker than others might have been. The Snow Ravens lost almost half their ground units to enemy forces, and, although in the end the Ravens were victorious, the Raven touman, particularly its Mechforces, were severely diminished. Khan McKenna sought ways to increase the strength of his touman, and found his answer in the many caches of Star League equipment stored in various places in the Pentagon Worlds. At the time, other Clans were scrambling madly for equipment out of caches as well, thus it was impractical for an already weak Clan to face other, stronger Clans in this matter. Khan Stephen McKenna, a naval commander during the Amaris Crisis and during the Exodus, suggested the Clan's warriors stage trials of possession for WarShips, which were less sought after--- other Clans sought after Mechs and the WarShips ran against the warrior ethos of the nascent Clans. Before the other Clans could react, the Snow Ravens fielded a considerable naval force as well as gaining a stranglehold on almost all naval shipyards in Clan space. *SARNA.NET*



BETA GALAXY

Beta Galaxy uses a color scheme of teal and dark olive gray with yellow and light gray highlights. *CANONIZED BY DAK ON 3/19/2005.*



CORVUS KESHIK

Corvus Keshik uses a muted night camouflage with shades of purple or blue. *CANONIZED BY HAUPTMANN FANJOY ON 3-20-2009. INSIGNIA BY HORUS.*



ZETA GALAXY

Zeta paints its machines solid black with a large green diamond design similar to the Clan emblem's backdropage The green diamond appears across the top of vehicles and aerospace units and the torso of all other units. *CANONIZED BY HAUPTMANN FANJOY ON 3/20/2009. INSIGNIA BY HORUS.*



DELTA GARRISON GALAXY

Delta Galaxy paints their vehicles with a light tan base and medium blue highlights. *CANONIZED BY MADDOC ON 4/15/2005.*



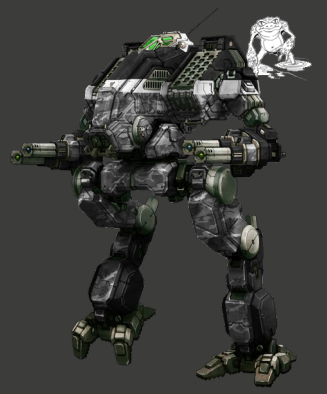
EPSILON GARRISON GALAXY

When not using camouflage, Epsilon's machines are painted black with teal highlights. Each cluster has a color applied as a trim with the 4th Regulars using silver, 7th Garrison using blue, and 8th Garrison using light gray. Epsilon Sohlama Cluster uses no trim. *CANONIZED BY SAVAGE COYOTE ON 3/29/2008.*



GAMMA GARRISON GALAXY

Gamma Galaxy typically paints its machines in solid white, though camouflage is used occasionally. A thick red band always appears on the right arm and torso of Mechs, and a black and white checker pattern is used for trim. *CANONIZED BY HAUPTMANN FANJOY ON 9/22/2004.*



KAPPA GARRISON GALAXY

A white stripe parts the torso in half. The upper part as well as arms and legs are painted black. Kappa Galaxy uses gray appropriate camouflage pattern on the lower part of the torso and highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



CLAN
STAR ADDER



Clan Star Adder's Alpha Galaxy was originally formed from the equipment and warriors of the 146th Royal BattleMech Division. The unit has fought in every major conflict that Clan Star Adder has been involved in. It is considered their show piece unit, receiving the best warriors and equipment as it is always the first into battle. Alpha Galaxy was rebuilt after the Burrock Absorption by taking in warriors from the decommissioned Beta Galaxy. It made a strong showing in the Harvest Trials, and by 3067 was considered at full strength.

TACTICS

Alpha lacks speed and prefers longer campaigns. Adept at most terrain it employs its fighters to wear down an enemy before the heavy and assault units finish the task. *SARNA.NET*



ALPHA GALAXY

Alpha Galaxy uses Clan Star Adder's standard colors of black and dark blue, highlighted with gold trim. *FM:CRUSADER CLANS, PAGE 123.*





BETA GALAXY

Beta Galaxy uses standard Adder black and dark blue, with yellow and tan highlights. *CANONIZED BY BONES AND GAIITEN ON 6-28-09. INSIGNIA BY HORUS.*





COMMAND KESHIK

Star Adder war machines are painted black and deep blue. *FM:CRUSADER CLANS, PAGE 118.*





DELTA GALAXY

Blue-and-white highlights the standard Adder colors of black and dark blue on Delta's equipment. *FM:CRUSADER CLANS, PAGE 125.*





EPSILON GALAXY

Epsilon Galaxy uses Clan Star Adder's standard colors of black and dark blue, with silver and dark gray highlights. *FM:CRUSADER CLANS, PAGE 126.*





GAMMA GALAXY

Gamma Galaxy uses Clan Star Adder's standard colors of black and dark blue, highlighted with crimson trim. *FM:CRUSADER CLANS, PAGE 124.*





KAPPA PROVISIONAL GALAXY

Kappa paints its equipment in classic Star League colors: white and gray, with blue and silver trim. *FM:CRUSADER CLANS, PAGE 127.*

One of the original twenty Clans created by Nicholas Kerensky, Clan Star Adder was long known for their practicality and desire for unity. Like their namesake, the star adder of Arcadia, the warriors of this Clan viewed themselves as perfect hunters, unhindered by corrupting distractions. For this reason they largely kept themselves aloof from Clan politics, though they joined the Crusader faction in calling for a return to the Inner Sphere. While the Star Adders failed to take part in the invasion, after the Burrock Absorption they quickly became one of the largest and most powerful Home Clans. In the Great Refusal they achieved one of the few wins for the Clans and expanded their already-considerable holdings during the Wars of Possession. Though the Wars of Reaving were very destructive to the Clan homeworlds, the Star Adders were able to weather the firestorm and emerge in a strong leadership position among the survivors.

FOUNDING

Absalom Truscott, a Major in the Star League Defense Force, met and became friends with Nicholas Kerensky after his father's liberation of Moscow during the Star League Civil War. He followed the Kerenskys on their exodus from the Inner Sphere, settling on the Pentagon Worlds and testing high enough to earn a promotion as commander of the 149th BattleMech Division. When the Pentagon Civil War began, he was the only division commander to back Nicholas' claim of succeeding his father's position, and was among the first to join him in his Second Exodus.

On Strana Mechty, Nicholas' trust in his old friend and mentor prompted him to select General Truscott as one of the first Khans and create his own Clan. Khan Truscott in turn picked Master Sergeant Devon LeFabre as his saKhan and the two set about shaping the Star Adders. They built the Clan centered around teamwork, working off of the esprit de corps already present in SLDF soldiers, rather than high-minded idealism. When it came time for planning Operation Klondike, Khan Truscott was Nicholas' chief military advisory, and it was Clan Star Adder which provided the WarShips and JumpShips used to scout the Pentagon worlds and gather the intelligence needed to plan the reconquest. *SARNA.NET*





MU PROVISIONAL GALAXY

Mu paints its equipment in stardard Adder black and dark blue with blue and green highlights. *FM:CRUSADER CLANS, PAGE 128.*





OMICRON PROVISIONAL GALAXY

Omicron paints its Mechs in standard Adder black and dark blue with violet and blue trim. *FM:CRUSADER CLANS, PAGE 130.*

FENDING OFF MONGOOSES

Prior to Operation Klondike, Khans Truscott and LeFabre had examined the possibility of conquering the small number of human colonies which had been set up outside the Pentagon Cluster. With Klondike over and LeFabre in command, the Star Adders immediately began the process of extending their territory into the Kerensky Cluster; by 2834 they had succeeded in colonizing areas in four separate systems. Three years later Clancy Truscott, blood son of Absalom Truscott and newly elected Star Adder Khan, moved his Clan's capital from Arcadia to Sheridan as a symbol of his commitment to expanding Star Adder territory.

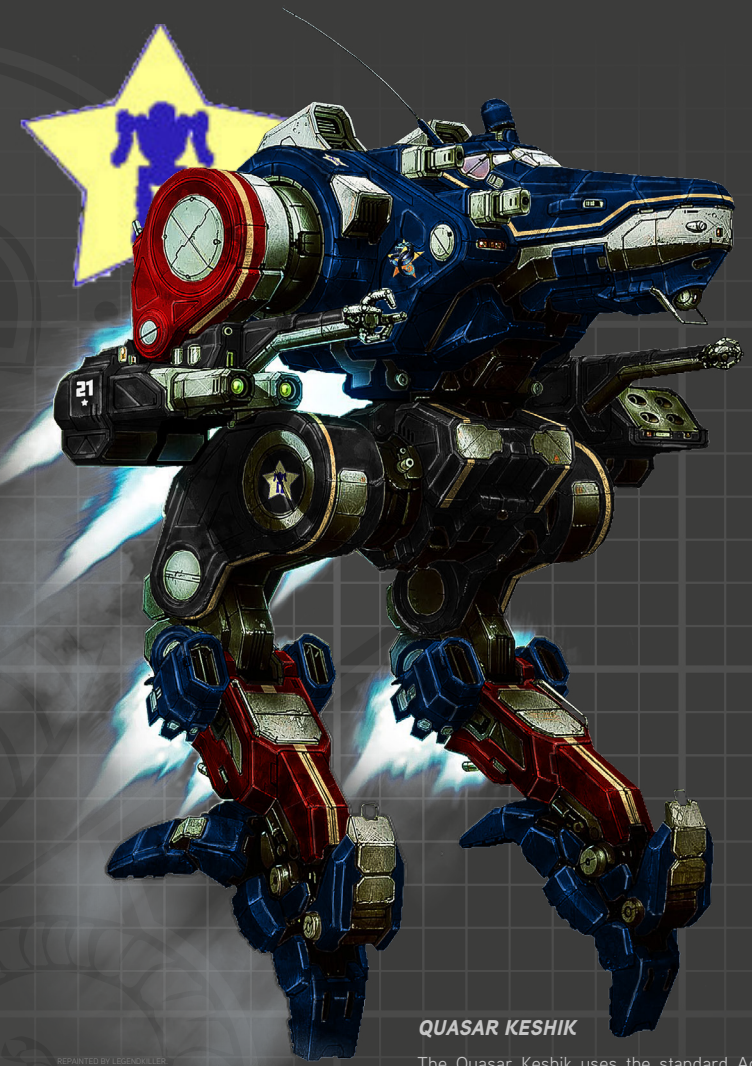
Clan Mongoose saw this expansion as a direct threat to them, and in 2844 launched two attacks against Star Adder holdings on Tathis and Marshall. The Trinary of Mongoose Mechs sent to take Tathis were defeated in battle with the Quasar Keshik, under the command of saKhan Dembe N'Buta. On Marshall though the Mongooses deployed an entire Cluster, commanded by Star Colonel Miguel Riley, against just two Binaries and a few garrison troops. The Mongoose warriors made no effort to limit collateral damage, charging through built-up civilian areas and laying waste to everything in pursuit of Adder forces; the Star Adders would later claim that this destruction of their infrastructure was done on purpose. Within a week the Star Adder warriors had been defeated, but such was their anger at the Mongosses' disregard for their property that the civilians took up arms against them. In response Star Colonel Riley ordered the civilians massacred, killing tens of thousands and leaving the colony in flames.

SaKhan N'Buta pursued Star Colonel Riley to Tokasha, where he proceeded to hunt down and kill every single Mongoose warrior who had been involved in the massacre. N'buta himself personally executed Riley and his last remaining officers, then sent the headless corpse to Mongoose Khan Davis Riley with a message: „This is your surkairede. To forgive is expected; to forget is impossible." Claiming the planet as isorla, he forcibly relocated the entire Mongoose population to Marshall.

Clan Mongoose was undaunted by the response though and for the next two decades, as the Golden Century began, they continued to harry the Star Adders without much success. This changed in 2863 when they deployed their newly-acquired OmniMechs en masse against the Star Adders. Multiple worlds fell to the Mongoose advance; sensing an opportunity, Clan Coyote launched their own attack on the Star Adders as well. By the time the two invasions had run their course Star Adder territory had been cut in half.

The Star Adders had salvaged enough OmniMechs to begin building their own though, and in 2868 launched a multi-Galaxy attack on the Mongooses. The timing was most unfortunate for Clan Mongoose, currently embroiled in conflict with Clan Smoke Jaguar, forcing the Mongoose Khan Walter Martindale to try and plead his case in the Grand Council for a reprieve from the Smoke Jaguars to focus on the Star Adder threat. This attempt at politicking horribly backfired and instead the Smoke Jaguars were granted the right to Absorb the Mongooses, much to the chagrin of the Star Adders given their historical rivalry with Clan Mongoose. Before the Trial could begin Smoke Jaguar Khan Theodore Osis was informed of the current Adder assault on the Mongooses, a fact which greatly angered him given his recently-won right to Absorb a hated foe. The Grand Council managed to mollify the Khan's rage, allowing for the Star Adder's assault to end just as the Trial of Absorption began.

Even after succeeding in assimilating his enemy, Khan Osis was still angered at what he saw as the Star Adders interference. He brought up charges against the Star Adders in the Grand Council, claiming they had denied the Smoke Jaguars the „full measure of victory" by softening up the Mongooses before the Jaguars finished them off. The Grand Council denied such preposterous allegations and recognized the Star Adders' right to extract recompense for previous Mongoose attacks. Khan Osis was forced to back down, but his attempt to ‚punish' the Star Adders, and the fact the Smoke Jaguars had taken Mongoose assets which the Star Adders still believed belonged to them, started a simmering feud between the two Clans. *SARNA.NET*



REPAINTED BY LEGENDKILLER

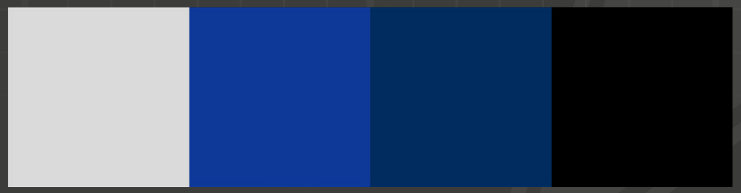
QUASAR KESHIK

The Quasar Keshik uses the standard Adder colors of black and deep blue, adding red and gold highlights. *CANONIZED BY CSO ON 6/7/2005.*



RHO PROVISIONAL GALAXY

Rho adds blue and silver highlights to the standard Adder black and dark blue. *FM:CRUSADER CLANS, PAGE 131.*



After the Absorption of Clan Mongoose, the Star Adders sought to rebuild their strength by expanding their territory, though their losses over the previous years had diminished their capacity for such expeditions. After seeing the successes of Clan Nova Cat with their re-introduction of futures trading, saKhan Harian N'Buta approached Clan Burrock with a similar proposal: in exchange for transporting their exploration and colonization teams to various worlds, the Burrocks would receive a percentage of any new discoveries. Burrock Khan Stephen Linn agreed to the proposal, and the two Clans prospered massively from the resulting exploitation of valuable minerals and other natural resources.

By this time the Golden Century had given way to the Political Century, and Clan society was increasingly polarized into two camps: Crusaders seeking a violent return to the Inner Sphere and Wardens who wished to remain isolated. Most Star Adder MechWarriors believed in the Crusader cause, but felt that firstly the Clans had to unite in order for any invasion to succeed.

Clan Coyote was more bitterly divided between the two factions, and in this division Star Adder saKhan Carson Graves saw a chance to overthrow a rival Clan. He met with a number of Crusader-leaning Bloodname House leaders from the Coyote Clan, ostensibly about providing support and possible reinforcements to their attempt to overthrow the Warden leadershipage In truth saKhan Graves intended to use these meetings to bring fraudulent charges before the Grand Council and convince it to allow their Absorption by the Star Adders.

Coyote Khan Tatiana Steele discovered the plot, and the resulting Blood Scandal caused the Reaving of all eight traitorous Bloodhouses. In response to saKhan's involvement in the scandal, Khan Eamon Phoushath declared a Trial of Grievance against his subordinate and defeated him in combat. The Adder saKhan was stripped of rank and, along with his genetic legacy, was given over to Khan Steele as surkairede. Khan Steele had him executed and his legacy destroyed, but then demanded that the Star Adders perform a Reaving of his Bloodhouse as well. The Adder Khan refused, an act which reignited the feud between the two Clans. *SARNA.NET*





SIGMA PROVISIONAL GALAXY

Sigma paints its equipment with yellow and red accents over the standard Adder black and dark blue. *FM:CRUSADER CLANS, PAGE 132.*





TAU PROVISIONAL GALAXY

Tau Galaxy uses the standard Adder black and dark blue with maroon and gold highlights. *FM:CRUSADER CLANS, PAGE 133.*





UPSYLON PROVISIONAL GALAXY

Deviating from standard Adder colors, Upsilon Galaxy uses a scheme of yellow and orange with black highlights, evocative of a burning flame. Distinguished warriors often utilize an actual flame scheme. *CANONIZED BY CSO ON 7/16/2007. INSIGNIA BY HORUS.*





XI PROVISIONAL GALAXY

Xi uses traditional Adder black and dark blue with light gray trim. *FM:CRUSADER CLANS, PAGE 129.*

CLAN STEEL VIPER





ALPHA GALAXY

Alpha Galaxywarriors display a bold steel-gray and blood-red striped scheme on their equipment. *CANONIZED BY BIBFLYER ON 3/10/2006.*





BETA GALAXY

Beta Galaxy uses a burnt steel paint scheme with metallic green accents and panels of a dark green snake scale pattern. *CANONIZED BY HAUPTMANN FANJOY ON 3/8/2004.*





ZETA GALAXY

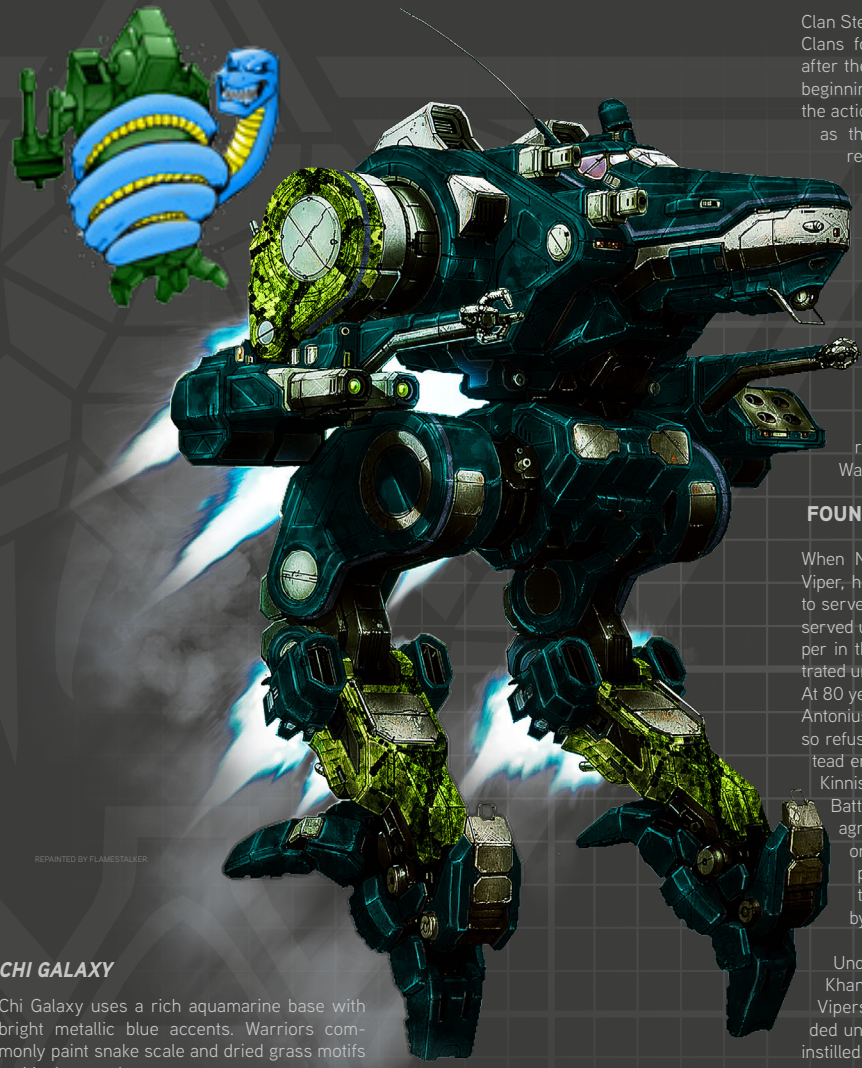
The machines of Zeta Galaxy are usually left a bright silver. For formal trials, a Steel Viper is painted on each Mech, winding its way from the limbs across the torso. Each cluster paints the snake in a different metallic color. *CANONIZED BY HAUPTMANN FANJOY ON 9/24/2004.*





DELTA GALAXY

Delta Galaxy utilizes snake skin patterns on all their equipment. The pattern is overlayed by a black and dark gray stripes pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



REPAINTED BY FLAMESTALKER.

CHI GALAXY

Chi Galaxy uses a rich aquamarine base with bright metallic blue accents. Warriors commonly paint snake scale and dried grass motifs on Mechappendages. *CANONIZED BY DAK ON 5/28/2004.*

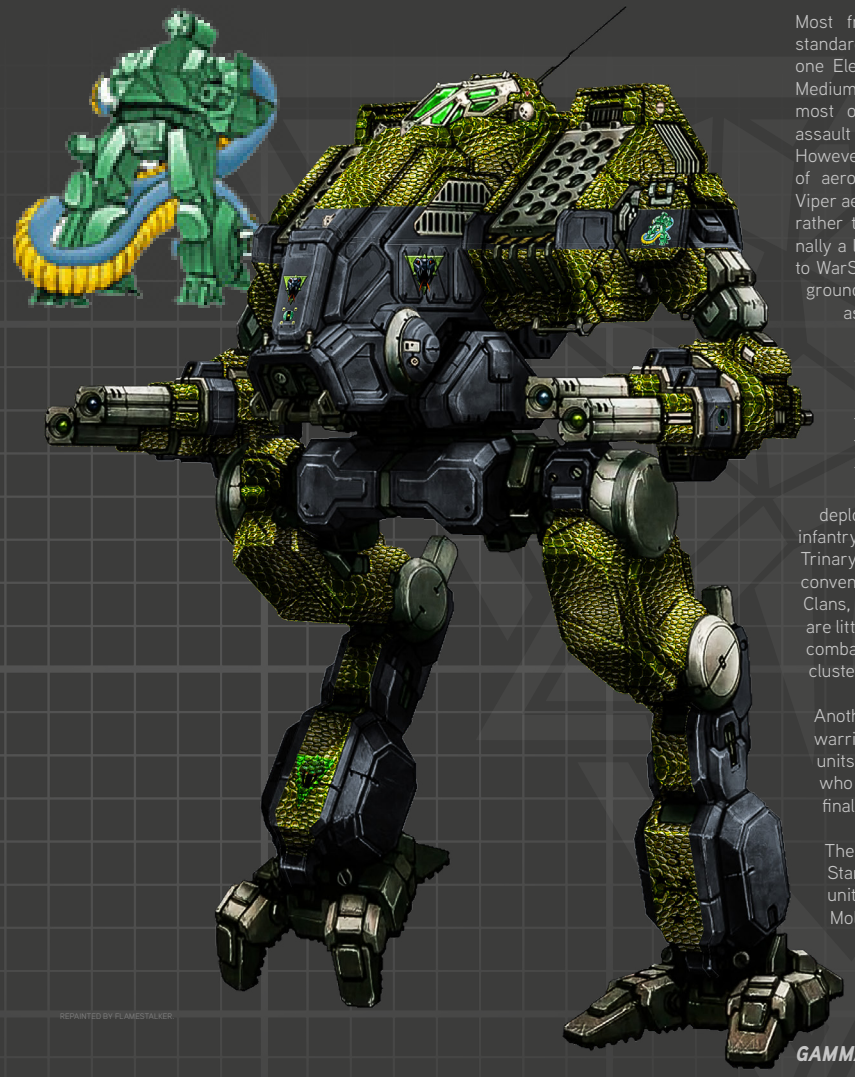


Clan Steel Viper was one of the original twenty Clans founded by Nicholas Kerensky, named after the Steel Vipers found on Babylon. Their beginnings were marked by treachery due to the actions of their founder, now simply known as the Traitor Khan, and they were long regarded by other Clans as self-serving. However, the Steel Vipers would eventually find their calling in espousing the recreation of the Star League, not through conquest but cooperation with the Inner Sphere. Despite this decidedly Warden philosophy many warriors within the Clan hold to the Crusader viewpoint, and the Steel Vipers took part in the Clan Invasion. While capturing many Inner Sphere worlds the Steel Vipers were eventually driven back to Clan space by their rival, Clan Jade Falcon, and during the Wars of Reaving the Clan was Annihilated.

FOUNDING

When Nicholas Kerensky founded Clan Steel Viper, he originally endorsed Antonius Zalman to serve as its first Khan. Antonius Zalman had served under Nicholas' father fighting the Usurper in the Star League Civil War and demonstrated unshakable loyalty to the Kerensky family. At 80 years of age and in failing health however, Antonius knew he was unfit for the honor and so refused. Instead he asked that Nicholas instead endorse a protégé of his: Lieutenant Ellie Kinnison, a former member of the 131st Royal BattleMech Division. In turn Ellie Kinnison agreed to accept this responsibility only on the condition that Antonius accept the position of saKhan. Antonius agreed to this arraignment and both were voted in by their Clan.

Under her mentor's continued guidance Khan Kinnison helped shaped the Steel Vipers into an effective fighting force molded under the new Clan military system. She instilled in them those qualities which had served Antonius so well in his fight against the Usurper: flexibility, adaptability, and independence. Khan Kinnison's role in shaping the Clan would be expunged in later Clan histories which instead emphasized saKhan Zalman, eventually referring to him as their true spiritual founder. Regardless, saKhan Zalman died after just two years of service when a training accident took his life. His loss would force the Steel Vipers to vote in Star Colonel Steven Breen as his replacement prior to their return to the Pentagon Worlds. *SARNA.NET*



REPAINTED BY FLAMESTALKER



Most front-line Clusters conformed to the standard Clan doctrine of three OmniMech, one Elemental and one OmniFighter Trinary. Medium and heavy-weight Mechs comprise most of these Mechassets, with light and assault Mechs restricted to specialist units. However, though they field the same number of aerospace fighters as other Clans, Steel Viper aerospace Points contain only one fighter rather than the standard two, and proportionally a large number are assigned escort duty to WarShips and other spacecraft. This leaves ground units much more vulnerable to air assaults than other Clan units.

Second-line Clusters vary their composition based on their specialist role. Fang Clusters deploy three BattleMech Trinaries and a conventional infantry Trinary while Phalanx Clusters reverse this by deploying three infantry Trinaries and one Mech. Legion Clusters deploy two each of Mechand conventional infantry, and all three include an aerospace Trinary. This willingness to use non-solahma conventional infantry is unique among the Clans, though for the most part these forces are little seen outside garrison Clusters. While combat vehicles are also used by second-line clusters, they are less common.

Another unique feature is all Steel Viper warriors are trueborn; even second-line units are composed of truebirth warriors who simply did not test well during their final Trial of Position.

The Steel Vipers also maintain specialist Star formations which are almost all „pure" unit types, the exception being Rattler and Molt Stars. *SARNA.NET*

GAMMA GALAXY

In the days before the Steel Vipers occupied the Inner Sphere, Gamma painted its machines a gun metal blue-gray with a Steel Viper snake skin covering many of the surfaces. Once the invasion was underway, the warriors of Gamma Galaxy changed their scheme to use the serpents of Terra. The Galaxy Commander always uses the original Steel Viper Gamma scheme. Warriors are not allowed to display the Gamma insignia until their first kill. *CANONIZED BY CHEWIE ON 4/7/2005.*





NU GALAXY

Nu Galaxy uses appropriate camouflage, but its parade scheme is a gray-blue with yellow trim. Additionally, warriors may paint a steel viper on their machine for each Point of confirmed kills. *CANONIZED BY HYENA ON 11/18/2004.*





OMEGA GALAXY

Omega Galaxy paints the limbs of its Mechs with a dull steel color, while torsos are left a flat black. In addition, each cluster chooses its own highlight color. *CANONIZED BY JAL PHOENIX ON 5/19/2006.*





PSI GALAXY

Psi Galaxy uses a paintscheme of flat black with yellow scales down the back of it's Mechs. As a sign of the unit's dezgra status, this scheme is employed at all times *CANONIZED BY CYTTORAK ON 1/18/2011. INSIGNIA BY HORUS.*

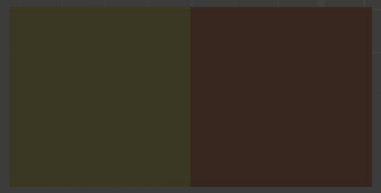




RHO GALAXY

Rho Galaxywarriors use Crimson with steel-coloured accents; thorn patterns decorate the limbs and torso. *CAMOSPECS; HORN AND FANG.*





TRIASCH KESHIK

The Keshik uses Dull green and brown striped camouflage. *FM: WARDEN CLANS COLOUR PLATES. INSIGNIA BY HORUS.*

The command structure of Clan Steel Viper's touman emphasized a clear delegation of authority and well-defined areas of operations. The Khans laid out the grand strategy of a campaign, which was enacted by Galaxy Commanders who formed the strategic command of each operation and delegated tactical responsibilities to their Star Colonels. The effect was that individual commanders were given considerable leeway in how they completed their objectives. However, cooperation between Steel Viper Galaxies was poor, as each commander recognized only the authority of the Khans and the Clan Council, and even within a Galaxy the Cluster commanders would only accept orders from their immediate superior. For large-scale operations then one of the Khans must be present in order to coordinate multiple Galaxies, with a similar problem for multi-Cluster operations. This heavy reliance on senior officers rendered the Steel Vipers especially vulnerable to headhunter operations; as happened on Tukayyid, should senior command be incapacitated, cooperation breaks down and individual units can be isolated and destroyed in force.

On the tactical scale Steel Viper units relied on maneuverability and firepower, with many battle plans centered around these concepts such as the Viper's Maw or The Coil. The Steel Vipers' attitudes towards zellbrigen however was one of pragmatism and adaptability, a fact which ensured success over the centuries. Against a respected Clan foe the rules of honorable combat were staunchly followed. For those considered dishonorable such as Inner Sphere forces or a mortal enemy like the Jade Falcons, whatever was deemed necessary to ensure victory was permitted.

Clan Steel Viper warriors underwent the toughest training of any other Clan save the Blood Spirits, which took place at the Sandsea Training Camp on New Kent or the Fer-de-lance facility on Arcadia. Where most sibkos would graduate four or five warriors, Steel Viper siboks would graduate one or two at most. The Trial of Position to become a warrior also differed in that it forced cadets to face another member of their sibko to ensure only the very best graduated. The issue of graduating fewer warriors per sibko was somewhat alleviated by the practice of training twice as many cadets as other Clans, resulting in only a slightly smaller touman. Because of the ban on freebirths serving in the touman, the Steel Vipers also allowed a cadet to fight a second Trial of Position and so earn a place in the conventional infantry ranks; these „seconds" however were treated no better than the freebirths they replaced.

Most front-line Clusters conformed to the standard Clan doctrine of three OmniMech, one Elemental and one OmniFighter Trinary. Medium and heavy-weight 'Mechs comprise most of these 'Mech assets, with light and assault 'Mechs restricted to specialist units. However, though they field the same number of aerospace fighters as other Clans, Steel Viper aerospace Points contain only one fighter rather than the standard two, and proportionally a large number are assigned escort duty to WarShips and other spacecraft. This leaves ground units much more vulnerable to air assaults than other Clan units.

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Another unique feature is all Steel Viper warriors are trueborn; even second-line units are composed of truebirth warriors who simply did not test well during their final Trial of Position.

The Steel Vipers also maintain specialist Star formations which are almost all "pure" unit types, the exception being Rattler and Molt Stars. *SARNA.NET*



CLAN
STONE LION

Named from the feline inhabiting the northern mountains of Tokasha, Clan Stone Lion was created from the remaining Homeworld members of Clan Hell's Horses after the Abjuration of their Inner Sphere portion in 3075.

On the 30th of April of 3075, the Grand Council met during the so-called Wars of Reaving. IlKhan Brett Andrews pointed out that there was still a tainted Clan among them, the Hell's Horses. Hell's Horses Galaxy Commander Magnus DelVillar stood in place of his Khans and Loremaster, refuting this charge. Andrews presented evidence of the Hell's Horses dealings with the Exiled Wolves, and in turn, the Kell Hounds mercenary band. DelVillar's only reply was to point out that the Hell's Horses in the Homeworlds had never even been to the Inner Sphere. The ilKhan then changed his tack, calling for the Abjuration of all Hell's Horses currently in the Inner Sphere, a vote that passed the council by a slim majority. A Trial of Refusal was fought against Clan Star Adder, who accepted all of the Hell's Horses' assets in the Homeworlds after their victory. But in a surprise twist, Khan N'Buta declared the existence of a new Clan, called Clan Stone Lion, bequeathing them with the former Horse assets and legacies left behind and DelVillar as Khan.

Khan DelVillar recognized the need to establish the Clan quickly and distance it from their former Hell's Horses existence. He instituted a series of Trials for resources and material across Clan space, though they are still considered a political pawn of Clan Star Adder by many.

By 3088, the Lions had established a strong resource network. Their merchant caste is the smallest in Clan space, but the Lions struck several deals with Clan Coyote merchants, resulting in a flourishing partnershipage

TOUMAN STRUCTURE

The Stone Lions favor mobile forces, which allow them to chase down lighter opponents and choose the optimum range to fight against heavier or slower opponents. Like the Hell's Horses, the Stone Lions prefer to use combined arms formations, and make heavy use of combined arms tactics.

CURRENT GALAXIES

After the Viper annihilation the Stone Lions had roughly only three clusters worth of troops, but by 3078 they had rebuilt Zeta Galaxy to four full clusters. They then started a policy of harvest trials for entire Stars of warriors in an effort to build not only their Touman, but also their genetic legacies.

ZETA GALAXY

Zeta Galaxy started as a solahma Galaxy of Clan Hell's Horses dedicated to hunting down the Bandit Caste. The Galaxy was known as the Wrath From Heaven. Following the Golden Century the expansion of the Horses allowed Zeta to acquire better equipment and troops, and so became one of the Hell's Horses offensive second line units. This in turn allowed them to gain some respect among their fellow warriors. Zeta continues to search and destroy Bandit Caste holdings, but they have also blunted several strikes by Clan Fire Mandrill. Unlike most second line units, Zeta was assigned a permanent WarShip so it can go on hunting missions. Although this warship was reassigned in 3070/1 for the Horses' operations in the Inner Sphere.

During the Wars of Possession that followed the Great Refusal, Zeta was used by the Horses to counter challenges to Horse territory. During this time they saw action on Niles, Tokasha, Kirin, Hoard, and Strato Domingo. Despite the heavy schedule, Zeta suffered few losses.

After the creation of Clan Stone Lion in 3075 during the Wars of Reaving, the Galaxy became part of that Clan's Touman. The Galaxy took part in the annihilation of Clan Steel Viper, although they fought mainly on the periphery of the action on Circe and New Kent in supporting roles. By the end of the fighting the Galaxy had barely three clusters of warriors left, although the losses were rapidly replaced by captured Viper material.

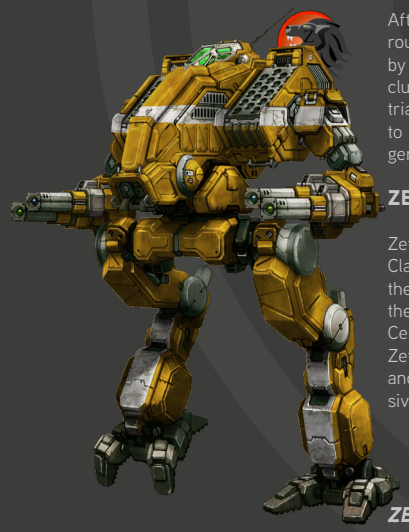
PSI GALAXY

Psi Galaxy was created by Clan Stone Lion during the Wars of Reaving with two clusters originally from Zeta Galaxy.

In 3083 Psi Galaxy was bid against Clan Blood Spirit in an attempt to capture several holdings on Haven and managed to capture several mining and agricultural enclaves as well as two ProtoMechfactories. The battered remains of two clusters, led by Loremaster Ravenwater, repulsed the Spirit counter attack.

In 3087 saKhan Houan led elements of Psi Galaxy in a major Trial of Possession on Dagda against Clan Star Adder gaining an enclave on that world.

SARNA.NET





REPAINTED BY FLAMESTALKER

ZETA GALAXY

Zeta paints their equipment an overall yellow-brown with gray stone-colored accents - which may be marbled or granite-patterned - and the Clan's insignia is prominently displayed on the upper torso or arms of Mechs. *WARS OF REAVING SUPPLEMENTAL, PAGE 13. INSIGNIA BY HORUS.*

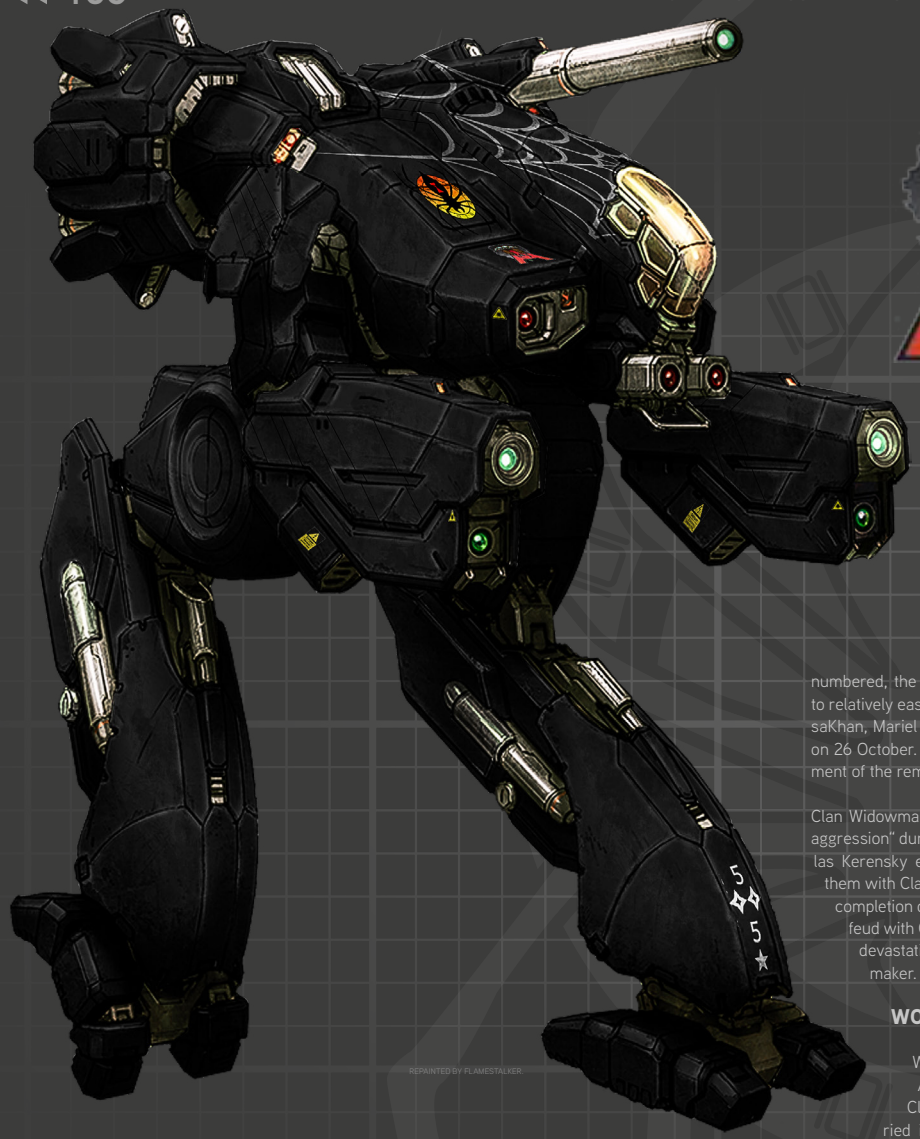




PSI GALAXY

The galaxy now paints their machines in a stone pattern appropriate to their operating environment. Yellow-brown trim accents their machines. *WARS OF REAVING SUPPLEMENTAL, PAGE 13.*

CLAN WIDOWMAKER





ALPHA GALAXY

Alpha Galaxy uses black color for their equipment and each Mechwarrior decorates his Mechwith individually different gray spider webs and eight read spider eyes around the cockpit. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



Clan Widowmaker was assigned to liberate Dagda during Operation Klondike, alongside Clan Burrock, Clan Fire Mandrill, and Clan Goliath Scorpion. Though their attack was initially delayed by JumpShip problems, Clan Widowmaker landed on Dagda alongside Clan Burrock on 17 August 2821, in the port city of Folke. Their main opponents were Ryan's Roughnecks and the Oriente Dominion. Although outnumbered, the Clans' cohesion and leadership led to relatively easy victories, though the Widowmaker saKhan, Mariel Sanders, was killed by an assassin on 26 October. This led to increasingly harsh treatment of the remaining opposition.

Clan Widowmaker earned a reputation for „undue aggression" during the campaign, and ilKhan Nicholas Kerensky eventually benched them, replacing them with Clan Wolf and Clan Jade Falcon for the completion of the Dagda campaign. This began a feud with Clan Wolf that would eventually have devastating consequences for Clan Widowmaker.

WOLVERINE ANNIHILATION

When Clan Wolverine was ordered Annihilated by the Grand Council, Clans Widowmaker and Wolf carried it out. However, Clan Widowmaker had an adversarial relationship with Clan Wolf, expressed during the run-up to the Trial of Annihilation against Clan Wolverine, when the Widowmakers forced the Wolves to bid below the accepted cutdown.

ABSORPTION

In the summer of 2834, the Widowmakers massacred their own merchants during a caste dispute. Though the Widowmakers blamed the Wolves of stirring up the merchants, the Grand Council agreed with Khan Jerome Winson of Clan Wolf to question their right to rule and gave the Wolves the right to absorb them.

The Trial of Absorption, staged on Ironhold, had unforseen and tragic consequences. When members of the Widowmaker touman intervened in a duel between Khan Winson and Khan Cal Jorgensson of the Widowmakers, the referees--led by ilKhan Nicholas Kerensky--intervened. Whether by design or by accident, Khan Jorgensson killed ilKhan Kerensky, sending the Wolf Clan into a frenzy of vengeance. The subsequent attacks, a virtual Trial of Annihilation, left few Widowmaker warriors alive.

The last warriors of the Widowmakers, led by saKhan Kyle Vordermark attempted to ambush Clan Wolf forces on Roche but they were foiled by Ethan Moreau of Clan Goliath Scorpion. Clan Wolf later ceded the Widowmaker enclave on Roche to Clan Goliath Scorpion.

KHAN JASON KARRIGE

Jason Karrige (born January 3rd 2769 - died 2823) was the first Khan of Clan Widowmaker. Karrige was known to have a ruthless streak in him after the death of his father. He was known for his way of smooth talking and his keen intelligence. His strong ambitions drove him, and would be the source of his demise.

In 2801, Major General Nicholas Kerensky called his fellow SLDF members to join him on the Second Exodus. Jason was among those who chose to answer the call.

On the Star League-In-Exile colony world of Strana Mechty, Nicholas Kerensky began his work to re-format society, starting a series of brutal Trials among the SLDF soldiers in order to retain only the strongest. After passing Kerensky's brutal trials, Kerensky would choose Jason for his drive and determination to lead one of his Clans, despite his family's past. As Khan Karrige, he became the founder of Clan Widowmaker, with his saKhan Mariel Sanders.

He and saKhan Sanders would shape their Clan's principal 40-warrior Cluster into a hard-hitting combined arms force. He would employ frontline Stars of Mechs, while having the bulk of the vehicles and infantry forces act as security. The Khan's forces were shaped in such a way as to stealthily loop outside of Nicholas Kerensky's 40 warrior limit. *SARNA.NET*



BETA GALAXY

Beta Galaxy uses black color for their equipment and each Mechwarrior decorates his Mechwith individually different red spider webs. Medium gray is used for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



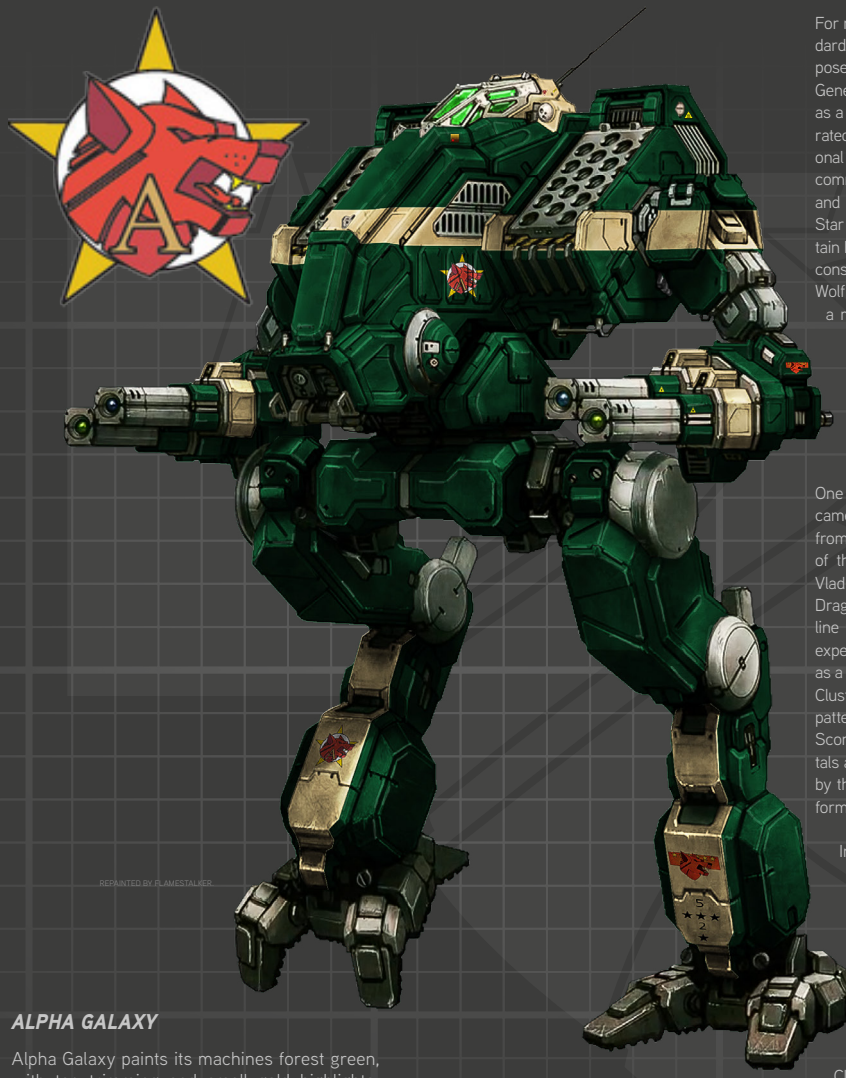


PROVISIONAL GARRISON CLUSTER, 5TH

The 5th Provisional Cluster colors all machines in a simple charcoal gray with no accents or highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



CLAN WOLF



ALPHA GALAXY

Alpha Galaxy paints its machines forest green, with tan trimming and small gold highlights. *CANONIZED BY INSANE KANGAROO ON 12/1/2004.*



For most of it's history Clan Wolf adhered to the standard Clan military structure, with each Cluster composed of five Trinaries, Binaries and/or Supernovas. Generally one of these five units would be designated as a command unit from which the Star Colonel operated, although some Clusters had instead an additional command Nova or Star, while each Galaxy was commanded by it's own keshik. Generally Trinaries and Binaries were „pure" units consisting of all one Star type, with some notable exceptions such as certain Rogue formations or the use of Support Trinaries consisting of aerospace and artillery support. Clan Wolf was also one of the few to pioneer the use of a mixed unit known as a strategic command Star. This unit combined four Points of either Elementals or Mechs with a single Point of fighters. The aerospace support provides valuable reconnaissance and escort services to the rest of the Star. The composition's success has seen a limited adoption of these command Stars by other Clans.

One of the more systematic use of mixed Trinaries came from the capture of Star Colonel Vlad Dinour from Clan Goliath Scorpion in 3012. As commander of the Goliath Scorpion's elite Heartvenom Cluster, Vlad Dinour had been responsible for training Wolf's Dragoons into a fighting force the equal of any front-line formation and Clan Wolf wanted to bring in his expertise. He was quickly adopted after being taken as a bondsman and given command of the 4th Striker Cluster with which to experiment. Each Trinary was patterned after the Battle Trinary used by Clan Goliath Scorpion, consisting of a Star each of Mechs, Elementals and fighters. While this doctrine was not adopted by the other front-line Clusters, it became the model formation for the second-line units of Epsilon Galaxy.

In the wake of the devastating Refusal War many warriors and machines were lost and the new Khan Vladimir Ward had to undertake some unprecedented actions, including the raising of an entire garrison Galaxy to front-line status and initiating the Harvest Trials. By the early 3060s Khan Ward's efforts had paid off and many units, while still under-strength, were in better fighting shape than before. By this time an average Wolf Cluster consisted of a command or Supernova Trinary, a MechTrinary, an Elemental Trinary and either a Binary or Trinary of OmniFighters. The exact organization varied between units, with a common variation being the mixing of Mechs with Elementals in a single Trinary, while the Wolves still maintain use of their famous strategic command Stars. While standard Mechs still made up the majority of even front-line units' strength, by 3062 many front-line Clusters were expected to have their full compliment of OmniMechs thanks to increased production from the Homeworlds. *SARNA.NET*





BETA GALAXY

The machines of Beta Galaxy are painted a sandy tan on the upper half and dark gray on the lower half. When not using appropriate camo or designated scheme, Wolf units paint their equipment in flat grays. *CANONIZED BY HAUPTMANN FANJOY ON 12/14/2004.*





DELTA GALAXY

Delta paints their machines in a lowland camouflage. The bottom half of their units are predominantly gray with black accents; the remaining top half is a medium brown with random black triangles. Delta's parade colors differ only by the exclusion of the black triangle pattern. *CANONIZED BY B1BFLYER ON 9/21/2004.*





GAMMA GALAXY

Gamma Galaxy employs a green scheme that fades to brown at the feet. *CANONIZED BY FOXBAT ON 11/22/2007.*





IOTA GALAXY

Iota Galaxy paint their machines in mottled tans with blood red highlights, preferring to allow their fighting prowess to do the talking. *CANONIZED BY INSANE KANGAROO ON 11/22/2007.*





KAPPA GALAXY

Kappa Galaxy units paint their Mechs and vehicles in the colors of the wolf; light gray, with heavy dark gray paneling and tan trim. *CANONIZED BY OGRE ON 11/22/2007.*

OMEGA GALAXY

In disfavor with the Khan because of their warden views, Omega Galaxy finds itself woefully short of basic supplies, including paint. As a result, all units simply employ the standard gray colors of Clan Wolf. *CANONIZED BY JAL PHOENIX ON 3/29/2008.*





TAU GALAXY

Tau Galaxy paints it's machines khaki, with upper surfaces highlighted in light gray. Areas around the cockpit are paneled in red. *CANONIZED BY MADDOC ON 11/22/2007.*

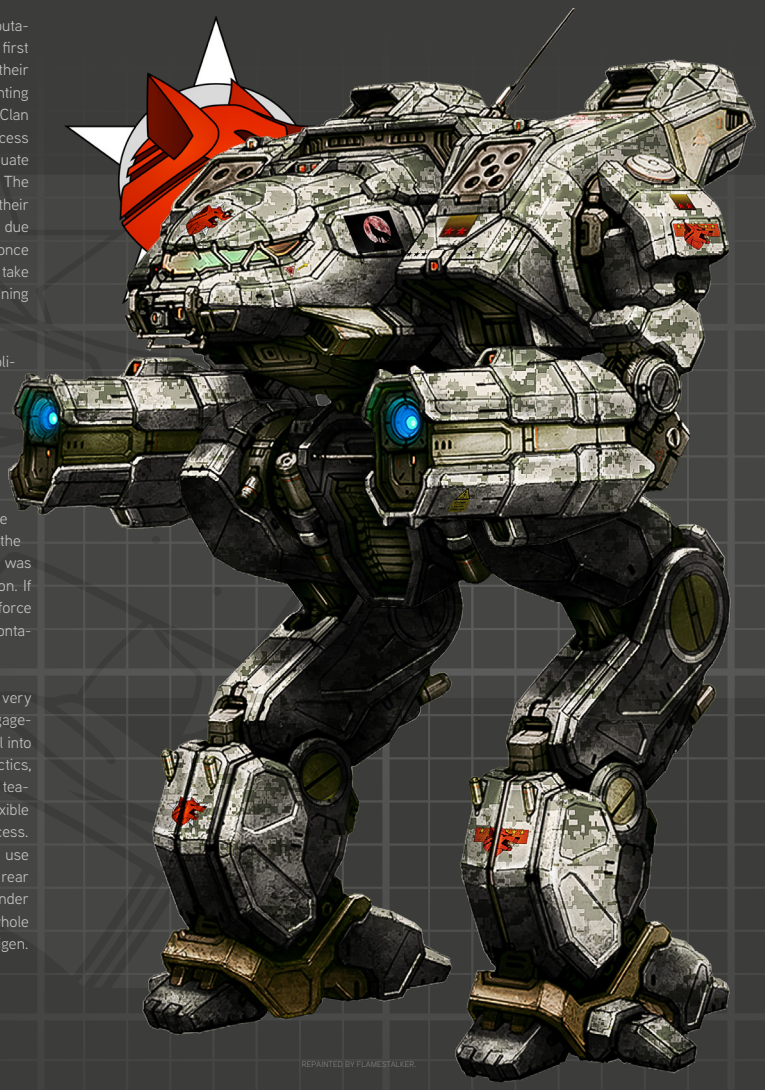
THETA GALAXY

Theta Galaxy paints its units in a scheme of Terracotta/Clay Brown with arms painted white. In desert operations, these colours are sometimes mottled. *CANONIZED BY INSANE KANGAROO ON 12/31/2005.*

The military successes of Clan Wolf have been attributable to a doctrine broken down into three stages. The first is acquiring accurate intelligence of your enemy: their willingness to study and analyze Inner Sphere fighting styles early in during the Clan Invasion allowed Clan Wolf to better plan their attacks and so achieve success with fewer losses. The second is to ensure adequate preparation before undertaking a military campaign. The breakneck pace of the Wolf invasion, and indeed their success in the battle of Tukayyid, was thanks only due to the diligent work given over to logistics. Finally once battle commenced a commander has to be willing to take calculated risks, as often this could be the determining factor in winning or losing a fight.

Just as they have been known as consummate politics, so too were the Wolves particularly skilled in the batchall and the art of bidding. To the casual observer a Wolf warrior engaged in bidding appears to take on a care-free attitude as they bid away whole units, but in truth every Wolf warrior knows that the very outcome of the coming battle hangs in the balance during this phase and so bids accordingly. When necessary though the Wolf Clan's penchant for precision-low bidding was dispensed with, as occurred during the Clan invasion. If a world could be taken more quickly with a larger force then that was preferable to a more drawn-out confrontation which wasted resources.

For the same reason Clan Wolf historically had a very liberal attitude towards the traditional rules of engagement or zellbrigen. Though the other Clans may call into question the honorable nature of some of their tactics, to Clan Wolf they adhered to the Great Founder's teachings of conserving resources; what's more this flexible mindset was responsible for their tremendous success. For example it was Clan Wolf which pioneered the use of Headerhunter units for infiltrating the enemy's rear to decapitate their command structure. However under the leadership of Khan Vlad Ward the Clan as a whole took on more conservative view regarding zellbrigen. *SARNA.NET*



REPAINTED BY FLAMESTALKER.

EPSILON GALAXY
LAMBDA GALAXY
MU GALAXY
SIGMA GALAXY
UPSILON GALAXY

When not using appropriate camo or designated scheme, Wolf units paint their equipment in flat grays. *CAMOSPECSONLINE*



THE BLUE KESHIK

The Blue Keshik paints its machines tan on the lower half and blue to blue-gray on the upper half, with blood red trim. *CANONIZED BY HYENA ON 11/22/2007.*



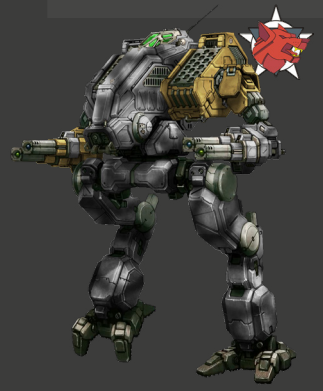
THE BRONZE KESHIK

The Keshik uses gray base with 2-tone mottled green camo pattern. Selected panels on the torso, lower arms and lower legs are painted bronze. Freeborn Ristars adorn the left torso of their machines with a kill marker for each Trueborn they defeat in combat. *CANONIZED BY BOMBTECH ON 11/22/2007.*



THE GOLDEN KESHIK

On occasion, The Golden Keshik paints its machines slate gray, with dark blue-gray trimming and small gold highlights. *CANONIZED BY ADRIAN GIDEON & PENDRAGON ON 11/22/2007.*



THE GRAY KESHIK

The Keshik paints its units in a mottled medium and dark gray camo pattern, with areas of simulated gray wolf fur applied at the pilots discretion. Any weapon used to deliver a confirmed kill-shot can be painted in gold. *CANONIZED BY OGRE ON 11/22/2007.*



THE RED KESHIK

The Red Keshik paints its machines dark gray, which blends into red-brown highlights on the upper surfaces and select panels. *CANONIZED BY PSYCHO ON 11/22/2007.*



THE SILVER KESHIK

The Silver Keshik displays a distinct paint scheme from the rest of Beta Galaxy. A brown base color is decorated in a subtle rippled effect of lighter and darker browns. Olive green panels and silver highlights complete the scheme. *CANONIZED BY PSYCHO ON 11/22/2007.*

The ilKhan implemented a number of brutal measures in the months following the success of Operation Klondike, seeking to bring about a total reform of society and prevent any more devastating infighting, although these measures also brought about mounting criticisms from some of the other Clans. Chief among these critics was Clan Wolverine, whose opposition to the ilKhan crystallized in October 2823 when they were forced to give up a Brian Cache they claimed as theirs and theirs alone. Their actions, including ultimately the use of a nuclear weapon to destroy the genetic repository of Clan Snow Raven, gave the ilKhan all the evidence he needed to call for a Trial of Annihilation: the Grand Council voted unanimously on 11 October to approve the measure.

Over the next few days all of the Clans bid for the right to carry out the Grand Council's decision, until eventually it came down to a contest between Clan Wolf and Clan Widowmaker. Already there was bitter enmity between these two Clans and, according to the Wolves, the Widowmakers deliberately drove the bidding down to dangerous levels before withdrawing. This meant that Clan Wolf would be outnumbered when they finally confronted the Wolverines, a fact which very much pleased Clan Widowmaker.

Nonetheless the Wolves began their assault on 25 October and for two days confronted the traitors on land, in the air and in space around Circe. Despite being outnumbered Clan Wolf succeeded in driving Clan Wolverine from their homeworld and for the next nineteen days continued to hunt the survivors as they fled across Clan space. In the end the Wolverines' warriors were completely wiped out, although the Wolf force had suffered heavy losses themselves with almost eighty percent killed. The next two months were spent completely dismantling the Wolverines' infrastructure, terminating all Wolverine sibkos and sterilizing the Clan's civilian survivors.

When a final report was made on 22 January, 2824, the Wolf Clan Loremaster noted numerous discrepancies between official Wolverine records and battlefield kill tallies. While the majority of front-line warriors were accounted for, it appeared a number of second-line troops and some civilians were missing, along with a sizable cache of equipment. Ultimately these were rationalized as shoddy bookkeeping, although in truth the Grand Council suspected that part of Clan Wolverine had escaped.

SARNA.NET



THE GREEN KESHIK

The Green Keshik employs the colors of Terra's North American Gray Wolf. Light gray on the upper half of Mechs and white for the lower half of Mechs. Red highlights are added for contrast at the warrior's discretion. *CANONIZED BY JAL PHOENIX & PENDRAGON ON 11/22/2007.*



THE WOLFKIN KESHIK

Wolfkin Keshik incorperates the colors of the American Wolf of Terra. Dark brown fades to light tan at the feet, hands, and torso/head. Aero fades to light tan at the wingtips and nose. Vehicles fade to light tan at the front. *CANONIZED BY PENDRAGON ON 11/22/2007.*



CLAN
WOLF IN EXILE



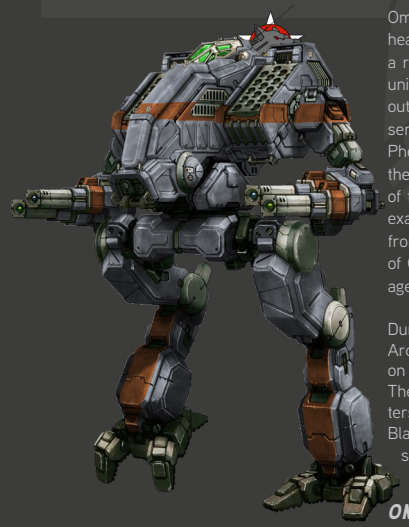


ALPHA GALAXY

Alpha uses a brown or reddish-brown paint scheme, with dark accents. *FM:Warden Clans, page 158.*

BETA GALAXY

Beta Galaxy uses primarily white and gray paint, with the exception of the Wolf Spiders, who have kept their unit's original black-and-red paint scheme. *FM:Warden Clans, page 159.*

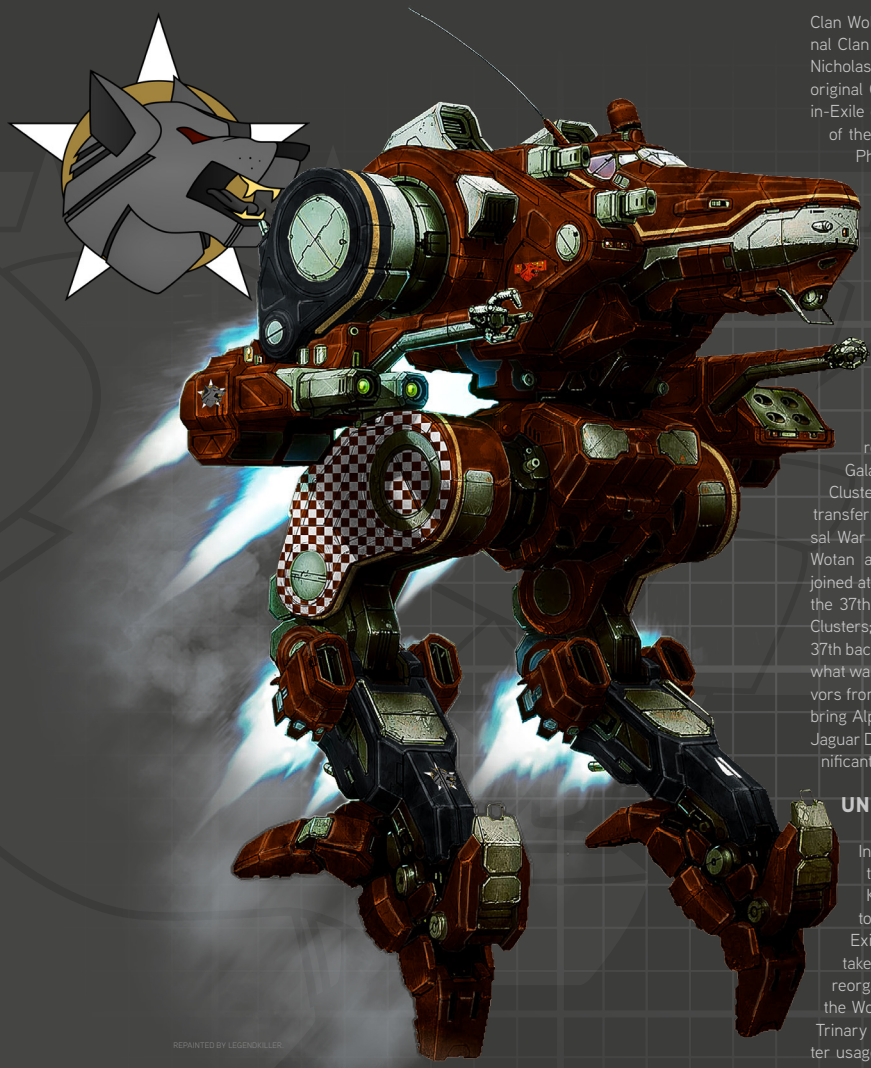


Omega Galaxy was stationed on planets at the heart of the Wolf Occupation Zone. It was held as a reserve force to aid any hard pressed garrison unit. It could be moved rapidly with deteriorating the outer Wolf defences. For this reason it was chosen, at the command of Ulric Kerensky, to follow Phelan Ward into exile in 3057. During the chaos of the flight to Morges and the constant reorganisation of the Wolf forces as more survivor poured in the exact composition of Omega Galaxy was very fluid from December 3057 to early 3058. Identification of Clusters was compounded by the Inner Sphere agencies inability to identify mixed units of warriors.

During the Jihad Omega Galaxy mostly garrisoned Arc-Royal. The First and Second Wolf Guards were on the world when the Word of Blake hit it in 3072. The assault inflicted serious losses on the two Clusters. Later the Fourth Wolf Guards would repay the Blakists as they destroyed the 50th Shadow Division on Bountiful Harvest. *SARNA.NET*

OMEGA GALAXY

Omega Galaxy uses a steel finish on its machines and armor, with bronze accents. *FM:Warden Clans, page 160.*



REPAINTED BY LEGENDKILLER

Clan Wolf-in-Exile is a splinter faction of the original Clan Wolf, one of the twenty Clans created by Nicholas Kerensky. Born from the destruction of the original Clan Wolf in the Refusal War, the Wolves-in-Exile continued to uphold the Warden traditions of their forebears under the leadership of Khan Phelan Kell by siding with the Inner Sphere. Despite being Abjured by the other Clans and considered bandits by them, the Exiles continue to maintain their claim to the Wolf name and uphold their interpretation of the Clan way of life.

MILITARY

When Clan Wolf-in-Exile first arrived on Arc-Royal it was with Alpha Galaxy and the Omega Provisional Garrison Galaxy. The 13th Wolf Guards had been transferred to Beta Galaxy, so in their place Alpha Galaxy's Golden Keshik had been increased to Cluster size and the 16th Battle Cluster had been transferred to Phelan Kell's control. After the Refusal War the 13th Wolf Guards managed to escape Wotan and regroup with the Exiles. They were joined at the same time by the Warden survivors of the 37th Striker, 352nd Assault and 341st Assault Clusters; all three were later used to rebuild the 37th back to full strength. Finally a few months later what was left of the Bronze Keshik with a few survivors from Gamma Galaxy arrived and were used to bring Alpha Galaxy back to full strength. The Sixth Jaguar Dragoons, captured nearly intact, added significant strength to the Wolf-in-Exile touman.

UNIT STRUCTURE

In the years following the Refusal War and the sundering of Clan Wolf, Khan Phelan Kell had a much harder time rebuilding the touman of the newly-formed Clan Wolf-in-Exile. By late 3059 though, some stability had taken place and a sense of order restored as reorganizations were completed. Like the Wolves the Wolves-in Exile make use of the same mixed Trinary and Cluster formations, along with greater usage of the command Star, though the use of Supernova Trinaries remains rare and reserved for special purposes. Galaxy composition is also the same, with four Clusters for front-line Galaxies and and three for second-line ones. *SARNA.NET*

THE GOLDEN KESHIK

The Keshik uses the same scheme as Alpha Galaxy: a brown or reddish-brown paint scheme, with dark accents. Accenting their machines and armor in gold is the Keshik's only nod to special colors or insignias. *FM: WARDEN CLANS, PAGE 158. INSIGNIA BY LEGENDKILLER.*

CLAN WOLVERINE

In June 2822, Khan Sarah McEvedy was called to task by ilKhan Kerensky for allowing her people the ability to migrate between castes, against his vision of Clan society. McEvedy had allowed some shifting to the Laborer caste to increase the food output of her Clan, and Clan Widowmaker (spying on Clan Wolverine without the ilKhan's approval) discovered this and reported it to the ilKhan. This would be the beginning of The Watch, the Clan intelligence service. It was a multi-Clan effort initially created to spy on Clan Wolverine, answerable to the ilKhan alone.

The other Clans began to step up military activity against the Wolverines, and when McEvedy discovered that the ilKhan himself was spying on her clan, she tasked Star Colonel Franklin Hallis with developing a Wolverine intelligence service to ferret out the enemy spies and perform counter-intelligence. This would eventually rebound on her and be taken as further evidence of Clan Wolverine's disregard for Clan ways.

Further opposition began to solidify itself as the Wolverines completed development of several advanced Mechdesigns, and an improved ER PPC. Clans Wolf, Jade Falcon, Smoke Jaguar, Coyote, and Ghost Bear began to be more belligerent in sessions of the Grand Council. McEvedy quickly realized that her Clan was being singled out as a dangerous threat to the balance of Clan power.

In July 2823, a Brian Cache was discovered in the Tiki Province on Circe. Though technically in Wolverine territory, Clan Jade Falcon attempted to win the Cache in a Trial of Possession. They failed, but Jade Falcon Khan Lisa Buhallin brought the matter to the Grand Council in August 2823, issuing a formal protest. Due to the existence of nuclear weapons in the cache, the ilKhan determined that it would be treated as a council matter, and the Wolverines were initially allowed to complete the inventory of the Cache.

When the inventory was completed and presented to the ilKhan, he determined that no one Clan should have possession of the entire Cache, and that Trials of Possession would be necessary to fairly distribute the contents. McEvedy immediately requested a Trial of Refusal over the decision, which would be fought in October 2823 (and unfortunately lost) by her and her saKhan, Dwight Robertson (who was killed in the battle).

McEvedy then raised Star Colonel Franklin Hallis to the rank of saKhan, without a trial - another breach of Clan tradition. She then began the planning of Operation Switchback, an audacious plan to secede from the authority of the ilKhan and Grand Council and return to the Inner Sphere. While McEvedy attended the Grand Council, Hallis headed to the Norfolk Boneyard to liberate WarShips from the mothballed Exodus fleet. Another Wolverine team performed a similar mission in the San Diego Boneyard.

On 8 October 2823, McEvedy protested the results of the Trial of Refusal, claiming that the Grand Council was interfering in the internal affairs of Clan Wolverine. She then revealed the existence of The Watch and claimed that no fair trial was possible in the current climate, claiming (correctly) that as she was not asked to contribute to The Watch, that it was meant to work against the Wolverines. Realizing that nothing she could say or do would stop the inevitability of her Clan's destruction, she repudiated the ilKhan and left the Council chamber.

Two days later, McEvedy was back in the Council Chamber, this time with saKhan Hallis, though he would not be recognized by the ilKhan. As he did not win his position in a trial, he was removed from the Chamber. As the Council took up the Brian Cache matter again, McEvedy refused to take part, denouncing the ilKhan's actions and refusing to give up the Cache without a fight.

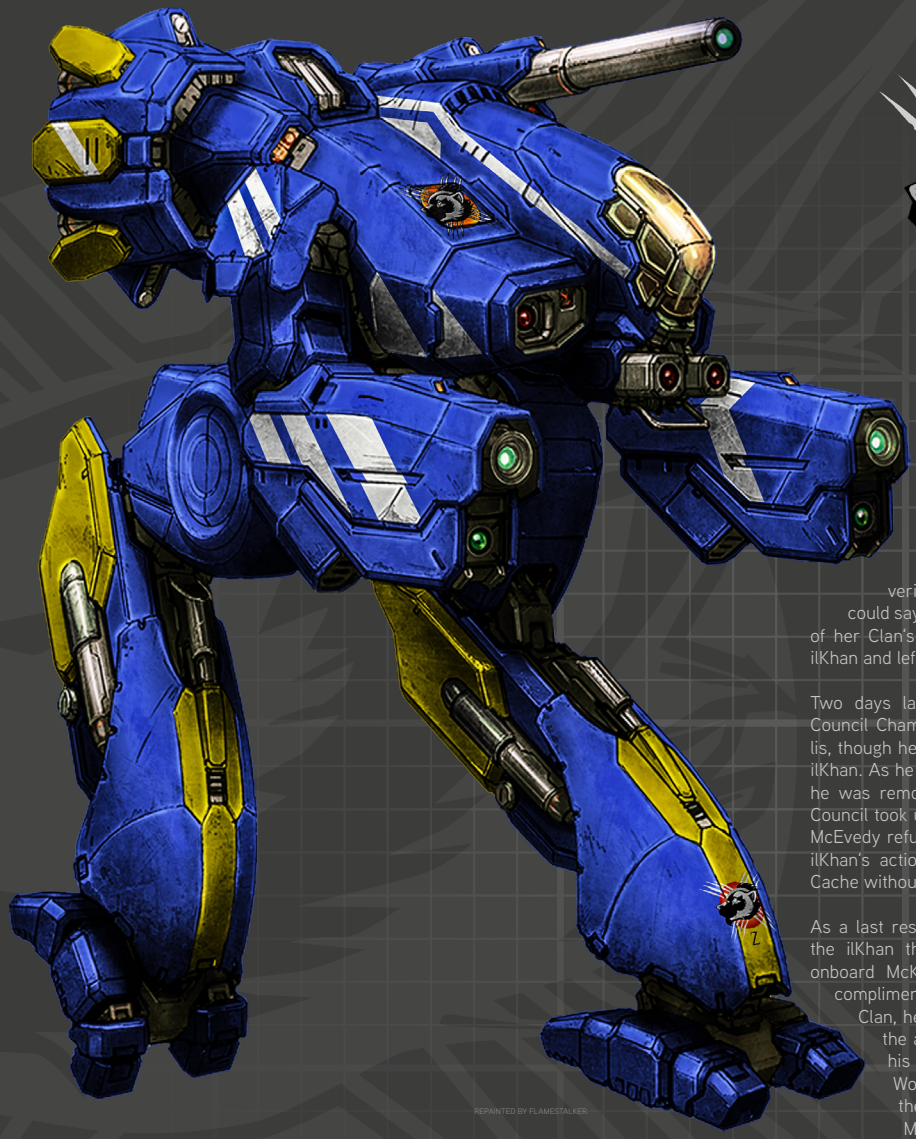
As a last resort, McEvedy met privately with the ilKhan the next day, 10 October 2823, onboard McKenna's Pride. While the ilKhan complimented her on the strength of her Clan, he expressed disappointment over the attempts to liberalize and change his vision. He made it clear that the Wolverines would be destroyed by the other Clans as an object lesson. McEvedy made several offers to avoid that outcome, but the ilKhan was adamant. *SARNA.NET*





BETA GALAXY

Beta Galaxy uses the colors of their totem. Black transitions from the legs into a brown on the torso. White is used for accenting and a grayish-brown is used to color complete panels. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



REPAINTED BY FLAMESTALKER



ZETA GALAXY

Zeta Galaxy uses medium blue with significant white markings and gold highlights; alternatively SLDF olive drab with blue and yellow stripes on the arms. *BETRAYAL OF IDEALS, CAMOSPECS.*

COMSTAR

The Com Guards, formally referred to as the ComStar Guards and Militia, is the military arm of ComStar. Kept hidden by the supposedly politically neutral organization until after the Fourth Succession War, the Guards are a force on par with the militaries of the Successor States. Originally serving as garrison troops for ComStar's HPG compounds, they have shifted towards a role as defenders of the Inner Sphere, most famously their victory against the Clans in the Battle of Tukayyid. The Guards suffered heavy losses combating the Word of Blake during their fanatical brethren's Jihad and publicly disbanded after that conflict.

The Com Guards were founded in the wake of the collapse of the Star League by Jerome Blake, who created them as a source of order for the Inner Sphere should the Successor States attempt to attack Terra or any HPG stations across the Sphere. The Com Guards were kept hidden by Blake and his successors far from the prying eyes of the Successor State militaries, and, due to this, escaped much of the technological downgrades that said militaries suffered over the course of four Succession Wars.

Settling with five regiments worth of full-time troops as part of a compromise with liberal elements on the First Circuit, Hollings York placed the new ComStar Guards and Militia under the shared control of the Primus and First Circuit. Building his military around the core of the now disbanded Bandersnatches and outfitted from ComStar's SLDF stockpiles, York tapped the vast resources of ROM to fund its creation as well as convincing the First Circuit to approve millions of C-Bills to transform the Sandhurst Royal Military College from a ROM training school back into a full military academy again. Upon publicly announcing the formation of the branch to the stunned House Lords, York took great pains to convince them the ComStar Guards would be a light infantry force trained only for defensive purposes and stationed strictly on Terra. In truth York set in motion the creation of the most powerful military since the collapse of the Star League, featuring extensive BattleMech, Combat Vehicle and AeroSpace Fighter support bolstered by the construction and refurbishment of WarShips, by that point extinct in all Successor State navies.

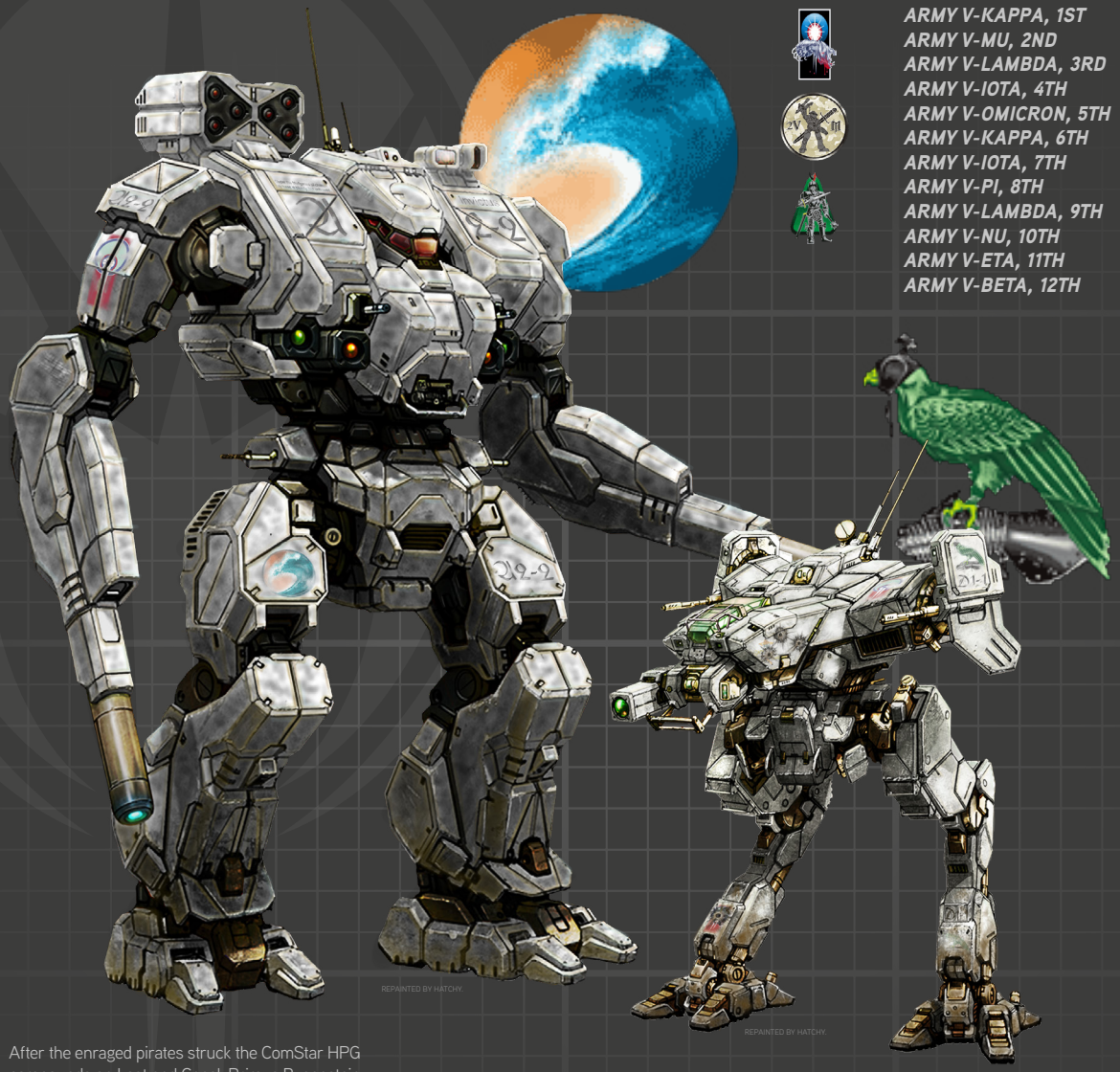
However the large volume of funding required for York's dream drew heavy criticism from both members on the First Circuit such as Adrienne Sims and ROM, whose overall funding was reduced to pay for the Guards expansion. While York would attempt to soothe tensions with Sims by naming her his successor as Primus, he increasingly antagonised the Order's intelligence agency, ultimately proposing in the spring of 2947 to formally disband ROM to a full gathering of all Precentors on Terra, with its intelligence-gathering and security role to be re-assigned to the ComStar Guards.

The ComStar Guards and Milita would lose its patron two months after this history-making speech when Hollings York was assassinated at the corner-stone-laying ceremony for the refurbished Sandhurst Royal Military College. One of the most strident critics of both York and the Guards and Militia, his successor Adrienne Sims reversed plans to disband ROM, restoring its funding and transforming his ComStar Guards and Milita into a mere division of the Order's intelligence agency as she focused on her own pet project, the Explorer Corps.

The fortunes of the ComStar Guards and Milita would improve under Sim's successor Yin Takami with the successful completion of their first combat action in 2979 during the so-called Tripitz Affair. After ROM learned that the Taurian Concordat had discovered an ancient Black Lion-class battlecruiser, the SLS Tripitz, in orbit around New Vandenburg, Primus Takami ordered the 1st Division to destroy the ship before the Taurian Concordat could recover it. Takami ordering them to paint their equipment stark white to prevent any link to the Order, despite their lack of practical combat experience, the 1st's advanced Star League-era equipment allowed them to defeat the Taurian forces in under an hour with only three deaths, before obliterating the WarShipage

Despite reservations in the First Circuit that an offensive response was against the neutrality professed by Jerome Blake, Takami countered that as long as the identity of ComStar's forces had been not discovered he had not breached the divine will of Blake. The 1st's success earned them new respect from the Order and Primus Takami specifically, who authorised an expansion of the Militia's Mechelement based on their actions. Takami's order to paint ComStar Guard fighters white would later become the standard parade scheme for ComStar's military after their public unveiling.

The ComStar Guards and Militia's next combat action in 3004, though ultimately successful, was very nearly a disaster. When ComStar's Jolly Roger plan to provide material support to pirate bands to inflame the fighting along the Periphery borders of the Draconis Combine and Lyran Commonwealth went sour after the pirates struck out on their own, then Primus Allen Rusenstein dispatched the 1st Division CO to negotiate with the renegades to bring them back into line, only to make matters worse.



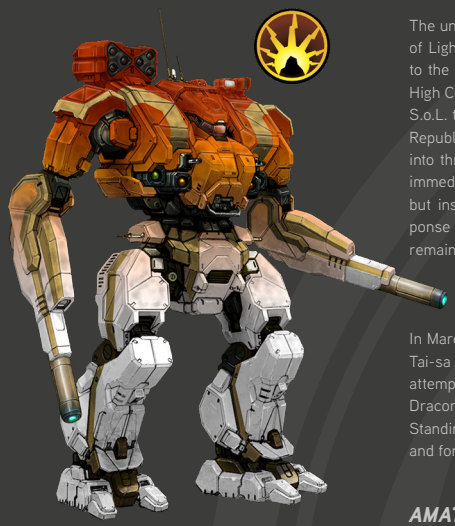
ARMY V-KAPPA, 1ST
ARMY V-MU, 2ND
ARMY V-LAMBDA, 3RD
ARMY V-IOTA, 4TH
ARMY V-OMICRON, 5TH
ARMY V-KAPPA, 6TH
ARMY V-IOTA, 7TH
ARMY V-PI, 8TH
ARMY V-LAMBDA, 9TH
ARMY V-NU, 10TH
ARMY V-ETA, 11TH
ARMY V-BETA, 12TH

After the enraged pirates struck the ComStar HPG compounds on Lost and Canal, Primus Rusenstein ordered the 1st Division to wipe out „Black" Jack McGirk's forces. Tracking the pirates to the unmapped world of Trisha eight jumps into the Periphery, the 1st fought against McGirk's band for the better part of three days. While the 1st successfully completed their mission, the greater combat experience of the pirates gave them a 2.3 to 1 kill ratio against the numerically superior but still relatively untested ComStar forces. *SARNA.NET*

COMSTAR UNITS

The Com Guards simply paint their vehicles white for official occasions and use appropriate camouflage for combat.

DRACONIS COMBINE





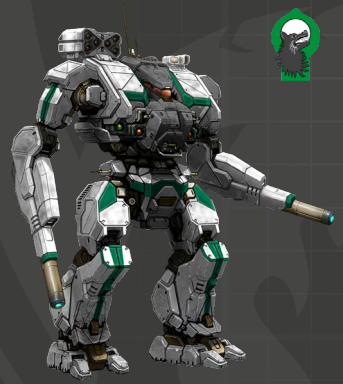
The unit was formed from elements of the 9th Sword of Light, a Light BattleMech regiment that was gifted to the Republic when that nation was born. The RAF High Command took a unique approach with the Ninth S.o.L. troops: Unlike most of the forces that joined the Republic, the companies of the Ninth were reformed into three battalion-sized units. These units were not immediately integrated into other Republic formations, but instead left intact to serve as special rapid response forces. By 3085 however only the Amaterasu remained intact, with the Tsukuyomi having been destroyed and the Fujin merged with another Republic unit to create the 8th Principes Guards.

In March 3133, a detachment of the Amaterasu under Tai-sa Ngaire McAllister was sent to attack Vega in an attempt to bring the world back under the banner of the Draconis Combine. Unfortunately, the Vega Republic Standing Guard put up an unexpectedly stiff resistance and forced the invaders into retreat. *SARNA.NET*

AMATERASU

White base with red, black, and gold trim colors. Some use of yellow and orange transitions and highlights are acceptable. *FAN-MADE COLOR PALETTE BY DAV.*







The Alshain Regulars first saw action during the War of 3039, but their inexperience showed and Tai-shu Hassid Ricol was chastised for their lacklustre performance. Ricol subsequently instituted an intense training regime to whip the Regulars into shape, the program including frequent practice raids against one another and into both the Free Rasalhague Republic and Lyran Commonwealth. Their persistence in raiding bore fruit, by 3049 the overall skill of the Alshain Regulars was far beyond the Pesht Regulars despite the young age of the brigade. Additionally, Ricol assigned some of the brigade's better MechWarriors into a special training battalion to hone their skills, these officers intended to replace battalion and regimental commanders when those positions open up either due to death, retirement or dismissal for incompetence. A highly unusual arrangement, the Internal Security Force monitored the battalion for any sign Ricol was attempting to plant officers personally-loyal to him across the brigade's regiments. *SARNA.NET*

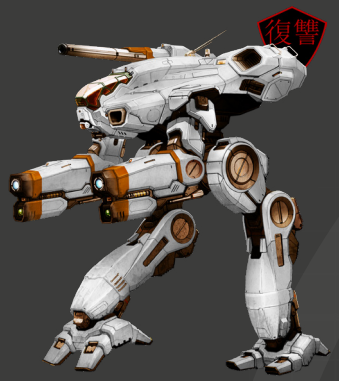
ALSHAIN REGULARS, 1ST-11TH

The Alshain Regulars' color their vehicles and Mechs white, jade green, and gray. *FM:DRACONIS COMBINE.*

ALTENMARKT MILITIA

The Altenmarkt Militia favors a red and white paint scheme which. Red is applied to the right side and white to the left side of all their equipment. Dark gray is used on weapons. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*







ALSHAIN AVENGERS

The Eighth Alshain Avengers paint their Mechs and aerospace fighters white or gray with burnt-orange accents. *FM:DRACONIS COMBINE, PAGE 36. INSIGNIA BY HORUS.*





AN TING LEGION, 1ST-6TH

The An Ting paints its Mechs in dark blue with narrow silver lines as accents. *FM:DRACONIS COMBINE, PAGE 98.*



REPAINTED BY VIERETH.



Their origins muddied, either as units formed in the mold of the Chain Gang Missions or as mercenaries directly employed by Amphigean Agriculture Inc. and loaned to the Combine, the Amphigean Light Assault Group generally serve as high speed shock troops with a pack mentality to combat.

Elements of the Amphigean Light Assault Group fought on Sevren in 2990. They faced the 15th Lyran Guards and lost a company to the Commonwealth troops.

In the wake of the Jihad as the DCMS rebuilt from the losses taken, the Amphigean Light Assault Group found themselves falling somewhere between the second and third tier of units when it came to replacements and supplies. Because of the smaller size of the Amphigean brigade compared to the Regulars, the Amphigean units found themselves a lower priority for rebuilding than the Regulars, but were accorded considerably more support than the Ghost Regiments or the Legions of Vega.

As of 3085, they were condensed into only one regiment with slightly less than two battalions and little hope of obtaining replacements. They would soon build up however and by 3145, they were able to field 2 regiments again.

CLAN INVASION

During the Clan Invasion the First learned that their sister regiments had been destroyed by the Clans. They wanted to avenge their fallen comrades, but were restricted to garrison duty by the Truce of Tukayyid. To appease their honor, the First was assigned to raid several worlds in the Clan occupation zone. They raided Cyrenaica, Irece, and Avon. These raids were intended to disrupt any Clan invasion plans by seizing or destroying Clan supply depots. These raids were frequently successful, and the First inflicted heavy losses on the garrison units on those worlds as well.

AMPHIGEAN LIGHT ASSAULT GROUP

The groups rely on camouflage schemes. When forced to participate in public parades, the adopt their „junkyard camo", painting their vehicles a combination of flat gray highlighted with rust-brown splotches and black scorch marks. *FM:DRACONIS COMBINE, PAGE 94.*

OPERATION BULLDOG

Volunteers from the unit formed the The Swarm Provisional Company as part of Operation Bird Dog. The 1st Amphigean also raided the world of Byesville, losing only a lance to enemy forces.

FEDERATED SUNS INCURSION

In 3066 the First Amphigean defeated the 1st Ceti Hussars on Kesai IV, bringing the planet into the Draconis Combine.

JIHAD

Faced off against the Word of Blake on Atria in the early 3070's. They rotated to Dromini VI in 3073 and faced the Blakists a month later. The First Amphigean destroyed half the Blakist's DropShips with artillery fire, and continued to sting the invaders for months. Shortly before Operation SCOUR started, the High Command reinforced the First with infantry and armor assets.

REPUBLIC ERA

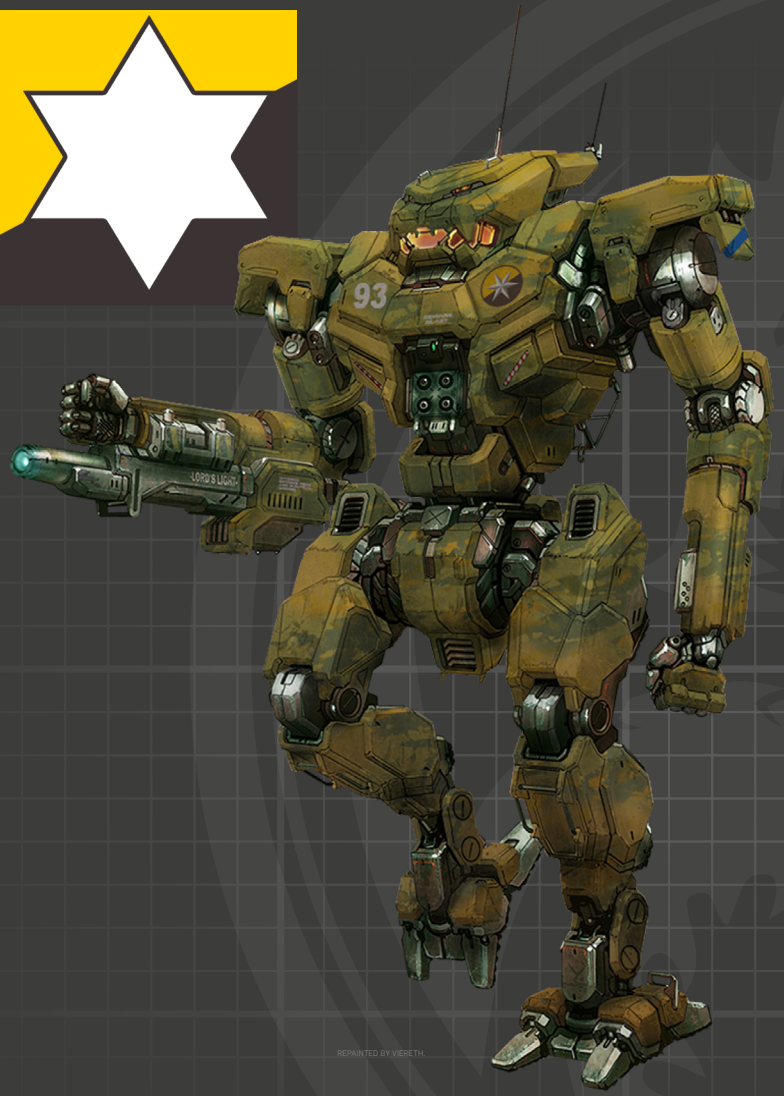
The First continued to hold the Combine-Blakist Protectorate border throughout Operation SCOUR, and after the Jihad ended. At the end of the Jihad the unit had been reduced to two battalions, but they realized that the Quartermaster wouldn't send them replacements. The First sent technical and recovery teams to battlefields in nearby systems, and recovered nearly a company of 'Mechs. They spent the next few years acquiring new warriors and equipment and by 3085 they had rebuilt to regimental strength.

3085 found them garrisoning Bjarred and Salford, acting as a quick-response force for the Pesht Military District.

DARK AGE

The First Amphigean Light Assault Group joined the 2nd Amphigean Light Assault Group in battling the Nova Cat's Gamma Galaxy on Avon during the Nova Cat Rebellion. Though the two Light Assault Groups were eventually able to destroy the Nova Cats, they sustained heavy losses during the fighting.

As of 3145 the First are posted to New Samarkand, to bolster the defense of the planet with the short-handed Twelfth New Samarkand Regulars. *SARNA.NET*





In 2497, the Combine moved to take control of the planets held by the Azami. However, a virus to which the Azami themselves were immune killed the Kurita forces, leaving the determined natives victorious. After this, the Combine decided to grant the Azami limited autonomy in return for their loyalty and service. This included being able to continue practicing their branch of Islam, which is forbidden in the Combine. To make use of their spirit, they were trained as MechWarriors and granted three regiments worth of light and medium 'Mechs. These forces, known as the Arkab Legions, specialize in lightning-quick reconnaissance and raiding. Their unit colors are desert tan or dark green. They are not required to wear the Draconis Combine crest, due to their partial autonomy. The Legions are normally stationed on their homeworlds, but are expected to go where needed; the Lyran Commonwealth and the Federated Suns have suffered many raids conducted by the Azami warriors.

STAR LEAGUE ERA

In 2765 the Arkab Legions consisted of five BattleMech regiments, each of which was supported by three regiments of armor and three regiments of infantry. At this time the Legions were quite certain that they were allies of the Dragon instead of its subjects. Despite this, they usually received their supplies in a rapid fashion.

JIHAD

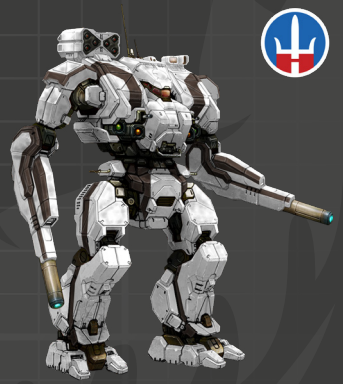
In 3071 the world of Arkab was hit by an asteroid strike. This strike was caused by the Word of Blake, and the Arkab Legions waited for six months for the Dragon to send aid. In the chaos of the Jihad aid was slow to arrive, and so the Arkab Legions withdrew from their garrison assignments to return to their homeworlds and begin recovery operations. This unilateral action was met with a threat of force from the Coordinator's office. The message was reinforced when the Draconis Combine WarShip Siriwan arrived in orbit around Algedi. The earlier threat issued by the Coordinator's office was from Kanrei Kiyomori Minamoto, who ordered the ship to bring the Arkab Legions back into line. The Arkabs responded by destroying the WarShip with two Peacemaker nuclear missiles and capturing the DCMS survivors. They also declared themselves independent of the Combine. With that declaration they began expanding their industry.

DARK AGE

As of 3145, Arkab Legion commanders insist that half their number remain within the Azami worlds at all times. So far the Coordinator has agreed to this, however with the demands of the invasion of the Federated Suns, may lead to addition demands. The Arkab Legions are also remarkable by that they were not compelled to split into additional forces like many other regiments did. This has allowed for the Legions to maintain their overall quality by remaining together. *SARNA.NET*

ARKAB LEGION, 1ST-6TH

The three Arkab Legions paint their Mechs in tans and dark greens. *FM:DRACONIS COMBINE, PAGE 100.*





BENJAMIN REGULARS, 1ST-45TH

The Third Regulars' regiment uses the standard Benjamin white to off-white with brown or dark red striping. *FM:DRACONIS COMBINE, PAGE 40.*





ASSAULT GUARDS, 4TH

The 4th Assault Guards use appropriate camouflage pattern to paint their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





BENJAMIN REGULARS, 2ND

The Second Regulars employ a light gray and brown paint scheme that blends well in a city environment. *FM:DRACONIS COMBINE, PAGE 41.*





While the Benjamin Military District is one of the smallest, the DCMS High Command uses the Benjamin Regulars as a ready-reserve to bolster both defensive and offensive operations.

HISTORY

During the Jihad the Benjamin Regulars as a whole were seriously wounded. In fact only the 2nd and 17th Regulars survived the Jihad. After losing many warriors and machines to attacks from the Word of Blake and the Federated Suns, as of 3079 the Benjamin Regulars are not expected to be ready for combat operations for at least a decade. These rebuilding efforts are further hindered by the fact that most of their replacement units consist of armor and infantry forces.

The loss of the Dieron Military District to the Republic of the Sphere meant that the Benjamin Regulars were called upon to do more front-line defensive work. These efforts were hampered however by the betrayal of the Sixth Benjamin Regulars during the Jihad. To prevent further collaboration with the Black Dragon Society, the Second and Seventeenth Benjamin Regulars were stationed as far away from each other as possible, while the new Forty-third Regulars were stationed on Benjamin under the watchful eye of the ISF.

THIRD BENJAMIN REGULARS

The Third Benjamin Regulars is an assault BattleMech regiment in the Draconis Combine Mustered Soldiery. The Third Regulars' regimental insignia is a ring of stars, the topmost one very bright. These stars represent Benjamin's sun and the twenty artificial „semi-suns" that surround the planet. *SARNA.NET*





The DCMS staged an assault on Saffel in April 2787, intent on capturing the world, but the Sixth Benjamin Regulars soon discovered that the Twenty-first Rim Worlds Regiment - a former Rim Worlds Army and Amaris Empire Armed Forces regiment that had become a part of the Blue Star Irregulars mercenary unit - were active on Saffel. The Twenty-first was evidently attempting to secure a cache left behind by the Amaris Empire, and Warlord Jinjiro Kurita - son of the Coordinator - had issued very specific instructions to his forces along the border with the Federated Suns and conducting operations inside the former Terran Hegemony; any encounters with the AFFS, mercenaries in AFFS employ or possible allies of the Federated Suns were to be met with the minimum necessary force, so as to preserve the illusion that the Combine was focussed on operations against the Lyran Commonwealth, while Jinjiro massed forces for an imminent invasion of the Federated Suns. *SARNA.NET*

BENJAMIN REGULARS, 6TH

The Sixth employs a brown and dark red color scheme, which blends well in some open-field settings. Down the right torso of each BattleMech and in an appropriate place on other vehicles is written the motto „to serve the Dragon" in Japanese hiragana script. *FM:DRACONIS COMBINE, PAGE 43.*









BENJAMIN REGULARS, 3RD

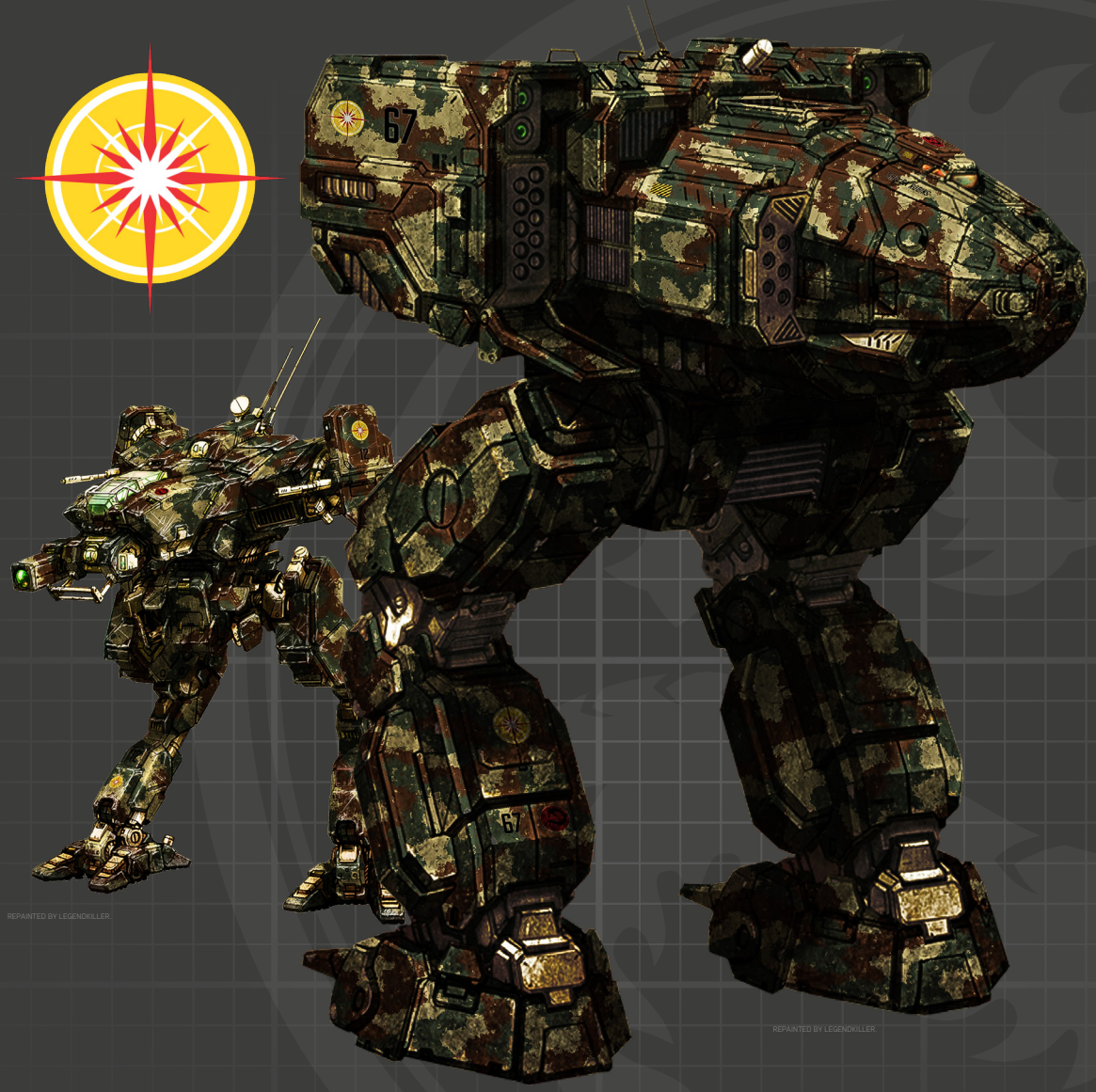
The 3rd Benjamin Regulars use a light gray and dark red to color all their equipment in a distinct paint scheme. *FAN-MADE COLOR PALETTE BY VIERETH.*

BENJAMIN REGULARS, 15TH

The Fifteenth currently employs a tan and brown color scheme. *FM:DRACONIS COMBINE, PAGE 45.*

CHIAN MILITIA

The Chian Militia uses khaki and white to color all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



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DIERON REGULARS, 1ST-45TH

The Dieron Regulars disdain parade-style color schemes, preferring appropriate camouflage. When orders require parade dress, the Regulars paint their Mechs white with gold trim. *FM:DRACONIS COMBINE, PAGE 48.*

In 2316 the Dieron Federation joined the Terran Hegemony. Despite this, there were enough citizens of the former Dieron Federation who wanted to join the Draconis Combine for the Combine to form the Dieron Regulars. The members of the Dieron Regulars were called "exiles waiting for the chance to go home." They frequently toured the Hegemony/Combine border, and as a result their senior officers were extensively trained in diplomacy. In the Star League Era the Dieron Regulars had their own academy, the Dieron Warriors' Academy. The Academy was based on Shimonita. At this time, each Dieron Regular BattleMech regiment was supported by three armor and three infantry regiments.

During the Succession Wars members of the Dieron Regulars were required to know the terrain, cities, and strategic locations of every planet in the Dieron Military District. Usually well-supplied by the Department of Procurement, the Dieron Regulars were considered the best of the regular formations of the DCMS. As there was so much interaction with the LCAF and AFFS the Dieron Regulars didn't usually support other forces outside the Dieron District.

The Coordinator selected Isoroku Kurita as the new warlord of the Galedon Military District in 3057. As a cousin to Theodore Kurita he was in a position where his ambitions and loyalty could be proven. The Galedon District lost many of its units to other Districts and without a sufficient force as a foundation, the new Warlord could not harm the position of Theodore. Furthermore the ISF had increased the resources allocated to keep an eye on him.

During the Jihad, four regiments of the Dieron Regulars were destroyed. With the formation of The Republic of the Sphere, the Dieron Military District ceased to exist. The surviving members of the Dieron Regulars were transferred to the New Samarkand Military District to become the New Samarkand Regulars.

During the Dark Age, when the Dieron Military District was officially reborn in 3135 restored the Regulars to four regiments. *SARNA.NET*



DIERON REGULARS, 3RD

The 3rd Dieron Regulars use a distinct color scheme, light gray with dark gray trim. *FM:DRACONIS COMBINE, PAGE 50.*



DRACONIS ELITE STRIKE TEAMS

The DEST color scheme is black and silver. *SARNA.NET. INSIGNIA BY HORUS.*





DRAGOON REGIMENT, 361ST

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab and light blue on the left side of the mech. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*

GENYOSHA, 1ST-2ND

Both Genyosha regiments originally used the same paint scheme, ash gray with no accents, but after its return to service in 3057 the Second has added thin black stripes to accent its machines. *FM:DRACONIS COMBINE, PAGE 75.*





GHOST REGIMENTS, 1ST-12TH

The Regiments employ white color to paint their Mechs and add broad stripes that show green dragon scales. *FM:DRACONIS COMBINE, PAGE 113. INSIGNA BY HORUS.*

HANOVER MILITIA

Yellow and white dominate with occasional highlights in red. *FAN-MADE COLOR PALETTE BY SPARTAKUS. INSIGNIA BY HORUS.*



Assigned to protect the largest section of the Combine bordering the Federated Suns and the Periphery, along with the former capital New Samarkand, the Galedon Regulars enjoy good relations with the Sun Zhang Mechwarrior Academy and Draconis Combine Port Authority thanks their location in the Galedon Military District.

Though the Galedon Military District was renamed the New Samarkand Military District, Galedon Regulars units that survived the Jihad were not renamed. New units raised in the New Samarkand Military District were raised as New Samarkand Regulars, however.

16TH GALEDON REGULARS

The Sixteenth fought well during the Third and Fourth Succession Wars, but was relegated to garrison duty in 3033 after offending the Warlord of Galedon. During the Ronin Wars, the unit's commander threatened to side with the rebellious Warlord of Dieron unless his unit was given a better assignment. This action hurt the unit's reputation and priority listing for new equipment. The commanding officer who threatened to side with the Ronin forces was relieved of command.

WAR OF 3039

The Sixteenth was assigned to assault Thestria and remove the AFFS forces that were on the world. The Dioscuri's Castor Regiment faced the Sixteenth and engaged in a bloody series of battles that inflicted heavy losses on the Regulars. The 1st Proserpina Hussars arrived to support the Regulars, and the CO of the Hussars offered the mercenaries a chance to withdraw. Outraged by this, Tai-sa Leonard Kobayashi (a strong traditionalist) ordered his Sixteenth Regulars to attack the mercenaries. The Dioscuri troops destroyed the Regulars battalion while the Proserpina Hussars just watched. The mercenaries then took as much salvage from the wreck of the Regulars as they could and left the world. Tai-sa Kobayashi and several other high ranking officers committed seppuku to atone for their poor performance. *SARNA.NET*

GALEDON REGULARS, 2ND-42ND

Most Galedon Regular units use color schemes based on light blue, tan, white and gray. Parade colors are usually gray with light blue stripes or tan with white stripes. *FM:DRACONIS COMBINE, PAGE 59.*



HUSSAR REGIMENT, 114TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



IZANAGI WARRIORS

The Warriors use a gold paint scheme with black accents, the opposite of the regular Otomo. *FM:DRACONIS COMBINE, PAGE 81.*

While still tainted by the stigma of being a collection of misfits and malcontents unsuitable to serve in other DCMS units, the Legion of Vega regiments were among the first to follow the modern military doctrine of Theodore Kurita.

The Legion of Vega was conceived of by Takashi Kurita as a „sink" unit where soldiers who were unable to die honorably in battle, mercenaries who fell prey to the Combine's Company Store ploys, misfits, troublemakers, and malcontents could be isolated from the rest of the DCMS. These warriors weren't expected to do anything other than die for the Combine, and were often spent in battle with little thought to their honor or effective use. The Legion lived down to these expectations, but had an annoying habit of surviving.

After Theodore Kurita was assigned to command the Legion, things began to change. The Legionnaires saw that he was just as hated as they were, which bound the units to him. As the rest of the DCMS thought they had no honor, the Legion became a place for Theodore to experiment with „dishonorable" tactics that would offend other DCMS units. These tactics resulted in the Legion not only surviving, but succeeding in their objectives.

After Theodore was elevated to Gunji-no-Kanrei the DCMS saw the Legions in a different light: Instead of being the dumping ground for the useless or honorless, it served as a unit where shamed warriors could earn back their honor while still serving the Dragon. Part of this recognition was the regiment's renaming from „The Pillagers", „The Boozers", and „The Looters" to names that were more fitting for DCMS troops.

In the immediate aftermath of the Jihad, the Legion of Vega found itself facing dramatic supply problems; by accident or by design, as late as mid 3081 the DCMS was failing to deliver any supplies to the brigade because the brigade's homeworld of Vega had been incorporated into the Republic of the Sphere. This neglect at the hands of the Combine led senior figures in the Republic to speculate that offering to base the Legions on Vega again might persuade the Legions to defect to the Republic en masse.

The Legion of Vega actually gained some respect for its performance during the Jihad. Unfortunately since the end of the Jihad the Warlords of the Combine have seen fit to reassign their troublemakers to the Legion. The increased number of malcontents allowed the Legion to field a new unit, the Seventh Legion of Vega. This preponderance of soldiers who don't hold to the samurai ethic means that the post-Jihad Legions of Vega have to use more conventional assets in place of BattleMechs.

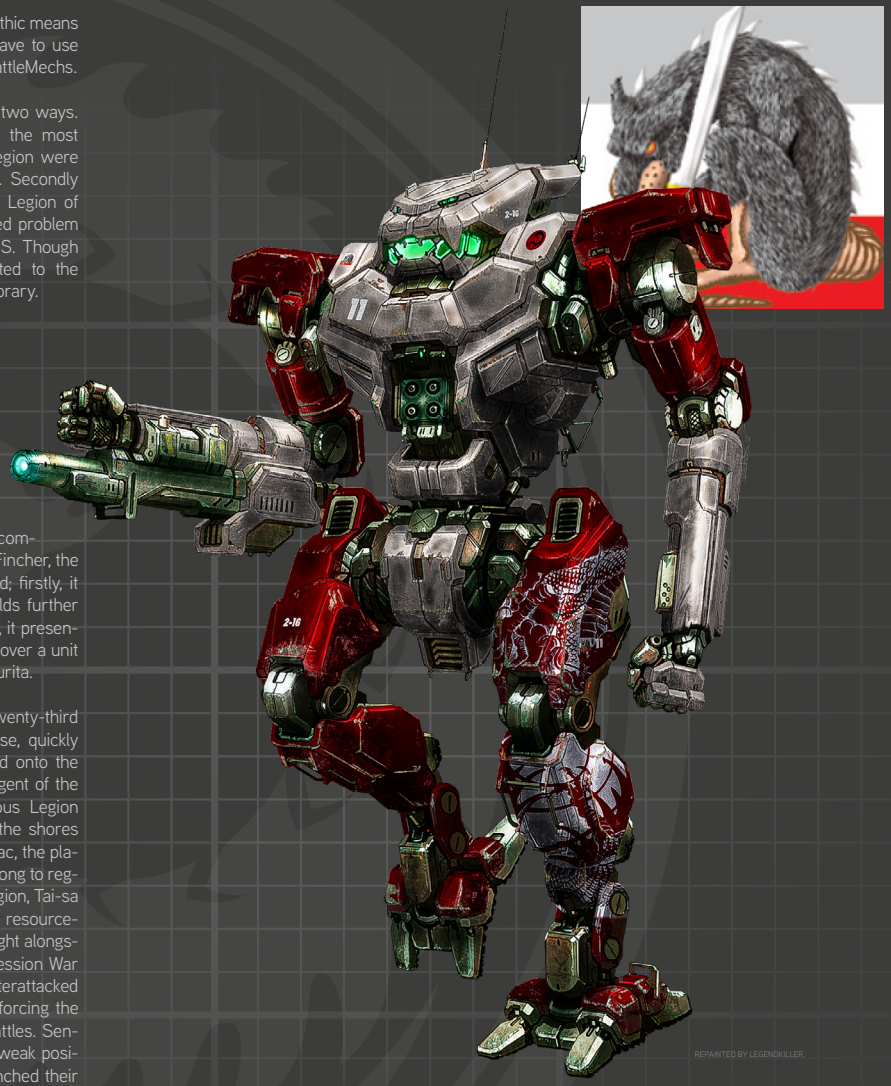
By 3145 The Legion was suffering in two ways. Firstly the warriors who had shown the most improvement in their time with the Legion were transferred out to more worthy units. Secondly the Legion's new regiment the Eighth Legion of Vega, was populated with the unwanted problem children of regiments across the DCMS. Though still highly motivated the troops posted to the Legion still hope their stay is only temporary.

11TH LEGION OF VEGA

Alrakis was a target in the first wave of the Federated Commonwealth attacks on the Lyran front of the War of 3039. In mid-April, the first of two major units assigned to attack the world, the Twenty-third Arcturan Guards RCT dropped onto the planet. Landing on the 16th of April under the command of Leutnant-General Jacqueline Fincher, the intention in taking Alrakis was two-fold; firstly, it would act as a stepping stone to worlds further into the Combine interior, and secondly, it presented the opportunity for a moral victory over a unit personally associated with Theodore Kurita.

The decisive, aggressive drop by the Twenty-third caught the Eleventh Legion by surprise, quickly forcing them out of their barracks and onto the back foot. Even as the advance contingent of the 23rd was pushing the more numerous Legion back, a second contingent landed on the shores of Lake Carantha and seized Sigmundrac, the planetary capital. The Eleventh didn't take long to regroup; the commanding officer of the Legion, Tai-sa Esau Olivares, was well-known for his resourcefulness and determination, and had fought alongside the Kanrei during the Fourth Succession War in the fighting on Marduk. Olivares counterattacked in an attempt to gain an the initiative, forcing the Twenty-third into a bloody series of battles. Sensing that Olivares was striking from a weak position, Fincher and the Twenty-third launched their own offensive, pushing and harrying the Legion back and attempting to pin them up against the Caradhradene Mountains. On Marfick in the previous war, Olivares had personally led the rearguard action that allowed Theodore Kurita to escape; acting with the same insight, Olivares knew that to be trapped against the mountains would result in the destruction of the Legion, and he ordered a retreat to save as many of his troops as possible.

The Legion evacuated Alrakis shortly after. *SARNA.NET*



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LEGION OF VEGA, 2ND-28TH

The Legion regiments lack a formal color scheme, though most units lean towards reds and grays. *FM:DRACONIS COMBINE, PAGE 121.*



LIGHT HORSE REGIMENT, 28TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



MATAR MILITIA

The Matar Militia uses pale lemon green and white to color all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



NEW SAMARKAND REG., 1ST-45TH

The New Samarkand Regulars paint their equipment khaki. Individual warroriors and crews may add red and/or white highlights as a nod to the New Samarkand flag. *(DEADBORDER).*



NIGHT STALKERS, 1ST-3RD

The Night Stalkers favor blacks, grays and dark blues. *FM:DRACONIS COMBINE, PAGE 104.*



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OTOMO

The Otomo Mechs use a flat black paint scheme with gold highlights in battle and on parade. *FM:DRACONIS COMBINE, PAGE 80.*

The Otomo are the Palace Household Guard of the Draconis Combine. Slightly more than a regiment in size, their sole purpose is to protect Unity Palace on Luthien and the Coordinator. Members of the Otomo are taken from Sword of Light regiments and the five military districts. The Coordinator assembles a list of potential members, who are then investigated by the ISF. Unit composition is a mix of Mechs, armor, and infantry. Traditionally, only a member of the Kurita family can become commander of the Otomo.

FOURTH SUCCESSION WAR

As the Coordinator's bodyguard unit, the Otomo spent the Fourth Succession War on Luthien.

CLAN INVASION

The Otomo fought in the battle of Luthien. In the course of the fighting the Otomo separated into company-sized units and opened lines of retreat, stalled enemy breakthroughs, and filled gaps that appeared in the DCMS lines. When outnumbered and isolated, they fought multiple foes at once to ensure that the Dragon would face fewer enemies. As a result of this, they took heavy casualties. The regiment was not rebuilt to complete strength until 3054.

OPERATION BULLDOG

The Kokuryu-kai elements of the Otomo turned on Coordinator Theodore Kurita. However, the mercenary command Camacho's Caballeros and the 9th Ghost Regiment intervened and stopped the traitors. Also, the Coordinator's illegitimate son, Franklin Sakamoto, had arrived to defend his father. The Otomo went through a brutal purge, with Sakamoto becoming the commander of the Otomo infantry companies.

DARK AGE

The Otomo as of 3145 now carries more than a full regiment of BattleMechs and an expanded battalion of battlesuit infantry. Though there is much criticism of this as other units struggle to fill their ranks. The only justification given is that of it's CO says the extra security is needed due to the current war with the Federated Suns, and in order to not let a failure like the death of Vincent Kurita happen again. *SARNA.NET*





PESHT REGULARS, 1ST-21ST

The Pesht District Regular Forces use a color scheme built around white and gray, with green and dark blue accents. *FM:DRACONIS COMBINE, PAGE 69.*

The Proserpina Hussars grew out of a tank division that fought for Shiro Kurita even before the Draconis Combine existed.

The emblem of the Hussars was created in 2798 when Tai-sa Imohu wanted the unit's hit-and-run tactics to resemble that of "a pack of ravenous blood limpets".

In the wake of the Jihad as the DCMS rebuilt from the losses taken, the Proserpina Hussars found themselves falling somewhere between the second and third tier of units when it came to replacements and supplies. Because of the smaller size of the Hussars' brigade compared to the Regulars, the Hussars found themselves a lower priority for rebuilding than the Regulars, but were accorded considerably more support than the Ghost Regiments or the Legions of Vega.

FIRST PROSERPINA HUSSARS

The First Proserpina Hussars were one of the first units formed by Shiro Kurita. They actually pre-date the formation of the Draconis Combine, serving under Shiro as he conquered Benjamin and other important colony worlds. Originally an armor unit, the First Proserpina Hussars were equipped with BattleMechs when they joined the DCMS. Their early experience with planetary assaults continued, being well-suited to the Hussars. They were used to assault many systems that fell under the Dragon's wings, rarely staying in place for longer than a month. Prior to the War of Davion Succession, the First Proserpina Hussars had their own JumpShips and even two WarShips (DCS Iwate and DCS Wakayama) assigned to support their operations.

The War of Davion Succession marked a turning point for the Hussars, however. The DCMS positioned the Hussars as defending forces and split them into battalion sized groups. The fighting on Junction, Proserpina, and Klathandu IV inflicted heavy losses on the Hussars as they had to trade their interstellar mobility for defensive fortifications. At the same time, the DCMS High Command reassigned the WarShips and several JumpShips the Hussars used for surveillance, leaving them vulnerable to AFFS strikes. The losses the Hussars suffered were still being rebuilt in 2750.

CLAN INVASION

The First Proserpina Hussars had a series of successes against the Smoke Jaguars. On Port Arthur, they managed to maneuver the Clan into a field of automated defense weaponry, inflicting heavy casualties, but were eventually forced to abandon the planet. After rebuilding, the First pulled off a series of raids against front-line Jaguar units. In 3057, a combined raid by the First and Third netted the unit an entire trinary of Clan OmniMechs as salvage. As of 3059, the First was stationed on Yumesta.

OPERATION BULLDOG

The First Proserpina Hussars were eager to fight the Smoke Jaguars, but the commanders assigned them to attack worlds held by Clan Nova Cat instead. They faced a hard fight on Kanowit, but took Mualang by winning a round of miniature golf. This obviously minimized further losses. They also took Yamarovka.

JIHAD

During the Jihad the First Proserpina Hussars declared their support for the Black Dragon Society. They joined forces with the 15th Dieron Regulars, and took several planets in the Xinyang Prefecture. The 5th Sword of Light destroyed them on Baruun Urt around 3075. In response to the treachery espoused by the First, the Combine struck the regiment from DCMS rolls. *SARNA.NET*



PROSERPINA HUSSARS, 1ST-4TH

The First Proserpina Hussars employ a color scheme of blue with heavy green and silver accents. *FM:DRACONIS COMBINE, PAGE 108.*





RASALHAGUE REGULARS

The Regulars rely on appropriate digital camouflage for all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

Trained by and created in the mold of the legendary Wolf's Dragoons mercenary unit, the Ryuken represent some of the most devoted adherents to methods of warfare practiced in the modern Draconis Combine Mustered Soldiery, stained by their failure to defeat their former friends.

In 3023 Takashi Kurita hired Wolf's Dragoons to train a regiment in their tactics and tactical doctrines. The Ryuken regiment trained with and fought alongside Wolf's Dragoons, learning how to fight like the Wolf's Dragoon's. The Ryuken succeeded beyond expectations, causing Takashi Kurita to order the regiment broken into companies and to train and expand into their own regiments.

In 3027 the Dragoons contract with the DCMS expired and Jaime Wolf decided to leave Combine space. Warlord Grieg Samsonov did not want to allow the elite mercenary unit to leave his service and ordered several Ryuken regiments to stop them. The newly-formed Ryuken regiments met the Dragoons but proved not to be their match. Though almost crippled in the conflict, the Dragoons decimated four of the Ryuken regiments before leaving Combine space. *SARNA.NET*



REPAINTED BY LEGENDKILLER

RYUKEN

All Ryuken units paint their BattleMechs charcoal gray. The members of Ryuken-yon adorn their Mechs with dark blue accents. *FM:DRACONIS COMBINE, PAGE 129.*



SPIRIT OF THE DRAGON, 1ST

The 1st Spirit of the Dragon uses a black colour scheme with red trim. *HEARTS OF CHAOS. INSIGNA BY HORUS.*



STRIKE REGIMENT, 3RD

The colors of the 3rd Striker Regiment are gray and light blue applied in a counterchange pattern, with simple gold highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



The Sun Zhang Academy Cadres consists of graduates from the first phase of training from the Sun Zhang MechWarrior Academy. Their training continues as active duty in the Cadres. The students are evaluated after tours of duty that lasts nine months, after which those that pass graduate.

HISTORY

Located on the Draconis Combine's original capital world of New Samarkand, the Sun Zhang MechWarrior Academy is particularly notable in that it graduates the most MechWarriors per year of any training facility in the Inner Sphere at over four hundred. The Academy also has an AeroSpace Fighter pilot program. It is considered the most prestigious military academy in the Draconis Combine and all of its graduates receive a daisho sword. The Sun Zhang MechWarrior Academy boasts Coordinator Theodore and his son Hohiro Kurita among its alumni.

Though traditionally the Academy trained only MechWarriors and AeroSpace Fighter pilots, the arrival of the Clans prompted the DCMS to add a course of study for Battle Armor infantry as well.

After the Jihad the ISF and O5P added severe psychological and loyalty testing to their evaluations to prevent another Black Dragon Society coup. During the Jihad the Thirteenth and Sixteenth Cadres were used along the Combine's border with Clan Ghost Bear. The Fifth was stationed on Kessel, and suffered heavy losses against the Word of Blake. The Fourteenth Cadre was effectively destroyed on Luthien, with the few survivors being drafted into the 1st Genyosha.

As of 3145 the rigors of recent years has strained the Academy, the best cadets are whisked away to line units before they can serve in one of the Cadres. Though this meets the demands for units bulking out their forces, it starves these cadets of finishing their training. With the same orders to expand their rosters, the Academy has increased it's enrollment tenfold. This has lead to the creation of the 17th, 18th and 19th Cadres. *SARNA.NET*



SUN ZHANG ACADEMY CADRE, 1ST-19TH

The Cadre paints their machines white with dark blue stripes along the arms and legs of their BattleMechs. *FM:DRACONIS COMBINE, PAGE 90.*







TYRELL'S TERRORS

Tyrell's Terrors paint their machines black and medium gray with dark red highlights. *COMBAT MANUAL KURITA; BATTLETECH INTRODUCTORY BOX SET. INSIGNIA BY HORUS.*

The Sword of Light represent the elite of the Draconis Combine Mustered Soldiery's BattleMech arm. In order to join, one must have five years of flawless service in another regiment and pass a series of mental, physical, spiritual, and political tests. Non-combat staff are tested in the same manner. Sword of Light regiments receive top priority for supplies, and even have their own dedicated JumpShips and DropShips. The Sword of Light regiments are not tied to a specific area of deployment, but travel the realm to assist where needed. Their Mechpaint scheme is usually flat red, with the Kurita crest on the left shoulder.

Numbering twelve regiments until 2740 when the number of regiments in the Sword of Light was reduced to five, with each regiment representing one of the five Pillars of Combine society, to compensate for the smaller brigade the regiments themselves reorganised to consist of four battalions instead of three. *SARNA.NET*

SWORD OF LIGHT, 1ST-15TH

All Sword of Light regiments use a flat red paint scheme in the field and on parade. *FM:DRACONIS COMBINE, PAGE 83.*

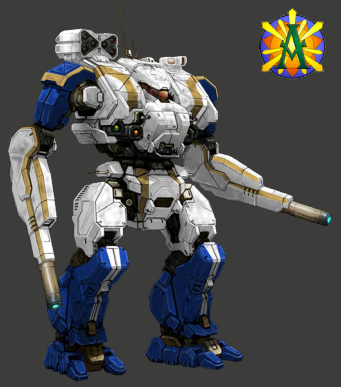
Salvadore Tyrell was the only survivor of a ploy by Sho-sa Victor Garreth that destroyed Tyrell's Raiders, a small mercenary unit, around 3024. Almost a year later he came to the attention of Duke Hassid Ricol. During a short interview the Duke determined that, although dispossessed, Tyrell was a resourceful MechWarrior who had been wronged by Lord Garreth, whom Ricol regarded as a liability to his nation.

Having lost several 'Mechs in his private service during a venture in the Lyran Commonwealth a few years before, Ricol recruited him to create and train a private BattleMech company for the Red Duke.

Salvadore Tyrell did just that, and named the unit "Tyrell's Terrors" in memory of his late father's Dragon.

Tyrell's Terrors were subsequently deployed on several worlds to pursue the Duke's interests, including Rodigo and Verthandi. Following Duke Ricol's return from a venture in the Free Worlds League (implied to be the recovery of the Helm Memory Core as narrated in the novel The Price of Glory), the unit was ordered to meet Duke Ricol at the Kajikazawa starport to escort him to Luthien. On the sidelines, Salvadore Tyrell was given a chance to meet Victor Garreth at a reception on Kajikazawa. He jumped at the chance to exact vengeance for his father, and challenged Lord Garreth to a duel to the death in which he killed Garreth, with Ricol's consent. *SARNA.NET*

FEDERATED SUNS & FEDERATED COMMONWEALTH



ALBION TRAINING CADRE, 1ST-2ND

The colors of the Albion Military Academy are white, blue and gold, and unless assigned to field operations, all Cadre equipment is painted in those colors. *FM: FEDERATED SUNS, PAGE 125.*



ARAGON BORDERERS, 1ST

The Aragon Borderers have a blue and white parade paint scheme. *FM:FEDERATED SUNS, PAGE 45.*



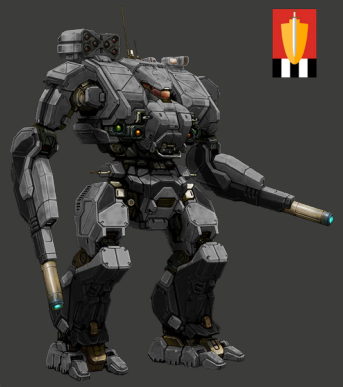
ARCADIAN CUIRASSIERS, 1ST-2ND

Units in service with the Cuirassiers used a simple color scheme of deep green and brown, touched with a small amount of cerulean blue trim. *SARNA.NET*



ARGYLE LANCERS, 1ST

The unit uses black with red and white for ceremonial duties. *FM:FEDERATED SUNS, PAGE 46*



AVALON HUSSARS, 1ST-56TH

The Hussar use light gray and unit-specific highlights for ceremonial duties. *FM:FEDERATED SUNS, PAGE 52*



BATTLE REGIMENT, 2004TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with white highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



BLACKJACK TRAINING BATTALION

The Battalion uses Burgundy with Gold highlights. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



CAPELLAN DRAGOONS, 1ST

The colors of the 1st Capellan Dragoons are green and black applied in a counterchange pattern, with simple gold highlights. *CANONIZED BY JAL PHOENIX ON 1/17/2006*



CAPELLAN MARCH MILITIA

Capellan March Militia colors are dark green and red. *FM: FEDERATED SUNS, PAGE 109.*



CETI HUSSARS, 1ST-4TH

The unit uses dark blue with red or light blue highlights during ceremonial duties. *FM:FEDERATED SUNS, PAGE 62.*

The Davion Brigade of Guards are the descendants of the personal bodyguard that Lucien Davion created to defend the President of the Federated Suns. Over time the Brigade evolved into a modern military unit and was eventually integrated into the AFFS. Today, the Royal Brigade serves as the elite of the Davion military, and though its soldiers were once drawn solely from New Avalon, they now come from all over the realm and their loyalty to House Davion ensures the unit's devotions to the Federated Suns as a whole.

HISTORY

The origin of the Davion Brigade of Guards lies in the personal guard of the Davion family; originally responsible for protecting members of the family, the brigade took on wider responsibilities as the Federated Suns evolved. When Reynard Davio became President in 2340 the brigade took on the responsibility of protecting the leader of the Federated Suns, and when Simon Davion became the first person to hold the title of First Prince in 2418 the brigade was officially incorporated as the Royal Brigade.

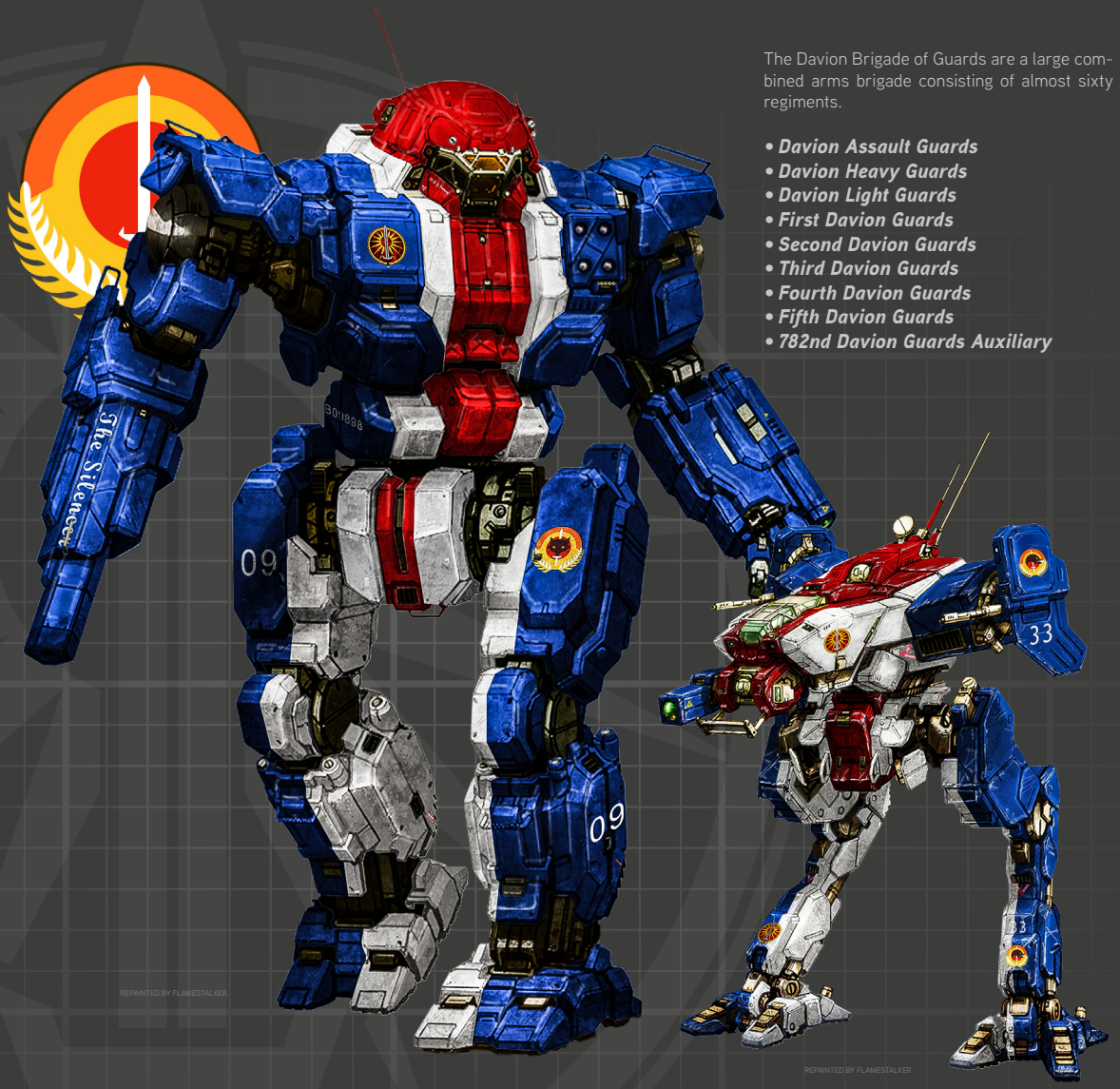
The Davion Brigade of Guards continued to grow in importance as time passed, occupying a prominant role in the Federated Suns military; the First Davion Guards joined the First Avalon Hussars as the first units within the Federated Peacekeeping Forces to receive BattleMechs, and the Brigade was able to draw on the best candidates for its manpower. When the Star League formed, every brigade within the Armed Forces of the Federated Suns contributed manpower or complete units to the nascent Star League Defense Force - with the exception of the Brigade of Guards. Such was the Brigade's collective loyalty to the Federated Suns and House Davion that none of the personnel within the Brigade were approached to join the SLDF, and when the Star League Council enacted the Council Edict of 2650, mandating the drawdown of each of the Great House's military, the Brigade was the only brigade in the AFFS to escape untouched - not a single unit was deactivated.

The Davion Brigade of Guards differed from similarly prestigious units in the militaries of the other states, however; unlike many such units, the Brigade was often the first into battle in every campaign, and during the Star League era the Brigade continued to enjoy access to the best recruits, the best equipment and the best of those personnel retiring from the SLDF. By 2765 the Brigade was effectively the same size and strength of an SLDF Corps and had been since before the Reunification War; the Brigade was also the first of the Federated Suns Mechformations to receive permanently-attached conventional forces, with each regiment serving alongside armor, infantry, artillery and aerospace assets. While the Brigade did have some internal issues with personnel, the ethos within the Brigade was to solve problems internally, and was the formation within the AFFS least likely to require action to be taken by the Judge Advocate on individual cases.

The entire Brigade being loyal to Victor Steiner-Davion, the Davion Brigade were involved in every phase and every major operation of the FedCom Civil War. Because of this they took tremendous casualties, particularly during the final battle on New Avalon, but were critical in winning the war for the Allies. Immediately after the Civil War almost all of its units were removed from the active duty rolls, but the brigade's position as the peak of the AFFS ensured that all but the Fourth and Fifth Guards were quickly rebuilt and restored to combat readiness by the time the Jihad broke out.

Of the Davion Guards units who survived the FedCom Civil War, two were completely destroyed by the Word of Blake during the Jihad while the rest of the units took heavy losses. The Davion Light Guards and Third Davion Guards were destroyed on New Avalon by Blakist forces. The First was damaged, but rebuilt quickly by drafting members of other units. The First then went on to participate in Operation SCOUR. The Second joined the First in facing the Word of Blake. After landing on Terra, more than 95% of the unit was destroyed by nuclear strikes fired by the defending Blakists. As of 3079 the Second remained on the rolls as an honor guard, but was little more than a company currently attached to the First Davion Guards.

Thanks to their elite position within the AFFS and the extreme sacrifice and dedication shown by them during the Jihad, the Davion Brigade was rebuilt in short order as full-sized RCTs rather than as smaller defensive LCTs sweeping across the Davion military. Even this composition varies from the pre-Jihad era, each RCT's BattleMech component reduced to a standard regiment but offset by a reinforced AeroSpace Fighter wings and a complete regiment of Battle Armor. The Brigade's units had ample opportunity to show off their new layout in the years directly following the fighting on Terra with two regiments taking part in Operation MATADOR with another helping to bolster the newly formed Periphery March's border regions. *SARNA.NET*



The Davion Brigade of Guards are a large combined arms brigade consisting of almost sixty regiments.

- ***Davion Assault Guards***
- ***Davion Heavy Guards***
- ***Davion Light Guards***
- ***First Davion Guards***
- ***Second Davion Guards***
- ***Third Davion Guards***
- ***Fourth Davion Guards***
- ***Fifth Davion Guards***
- ***782nd Davion Guards Auxiliary***



DAVION BRIGADE OF GUARDS

The Brigade of Guards use the Davion family colors for parades and ceremonial duties, royal blue on the left and right side, bright red in the front and back, and white spacing the blue and red panels. *FM:FEDERATED SUNS, PAGE 75*





CHRISHOLM'S RAIDERS, 1ST-2ND

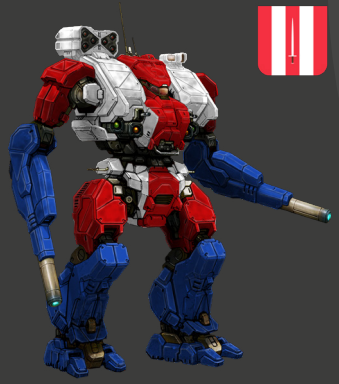
The Raiders' Mechs and vehicles lack a cohesive paint scheme, but all bear the Chisholm's Raiders insignia. *FM:FEDERATED SUNS, PAGE 60.*





CRUCIS LANCERS, 1ST-8TH

The Crucis Lancers use green and regional highlights for their parade colors. *FM:FEDERATED SUNS, PAGE 69.*





CRUCIS MARCH MILITIA

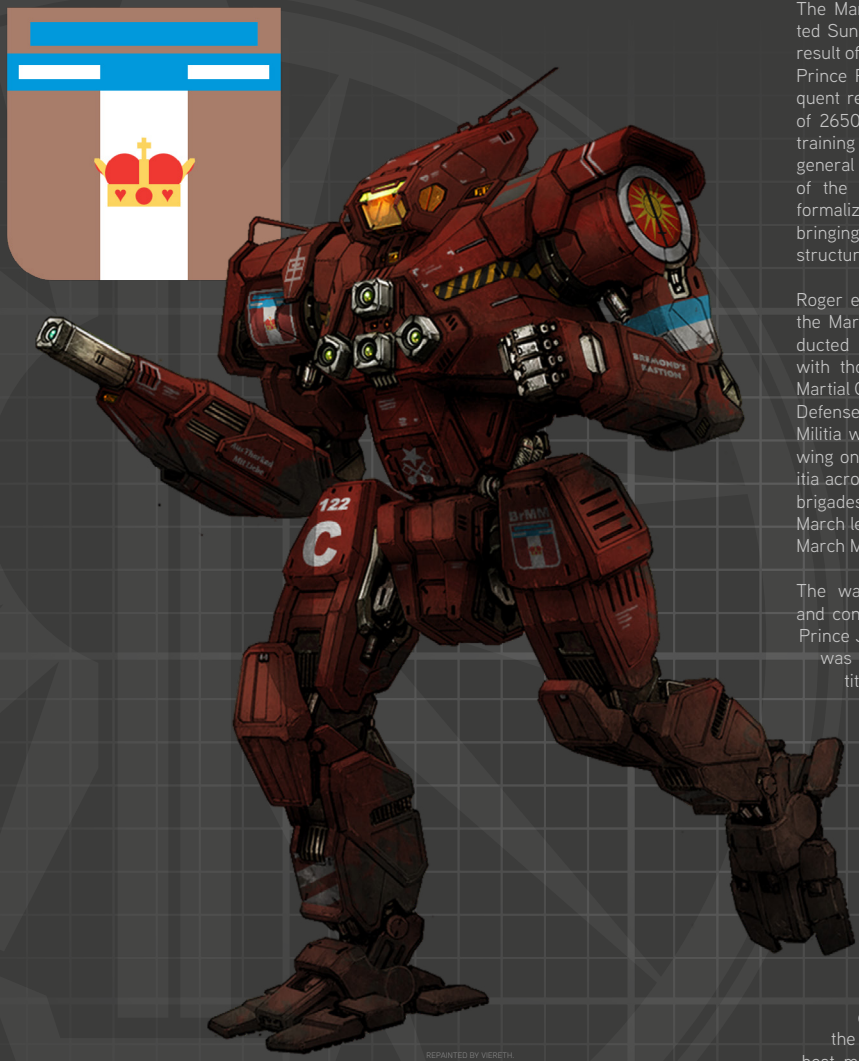
The Crucis March Militia colors are blue, white and red, similar to the Davion Brigade of Guards. *FM: FEDERATED SUNS, PAGE 114.*





DENEB LIGHT CAVALY, 3RD-15TH

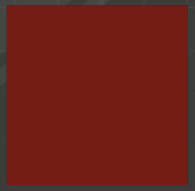
The unit generally fields light tan units for all ceremonial and combat duties, in any theater.



REPAINTED BY VIERETH.

DRACONIS MARCH MILITIA

The Draconis March Militia RCTs paint their equipment a deep red. *FM: FEDERATED SUNS, PAGE 119.*



The March Militias found across the Federated Suns were originally formed in 2754 as a result of the Preparedness Act enacted by First Prince Roger Davion in 2735 and the subsequent repeal of the Star League Council Edict of 2650 in 2752. Roger established a formal training programme aimed at increasing the general readiness level of the Armed Forces of the Federated Suns reserve forces and formalized the structure of the March Militias, bringing the planetary militias into a common structure.

Roger established a system whereby each of the Marches within the Federated Suns conducted internal wargames every two years, with those wargames being inspired by the Martial Olympiad conducted by the Star League Defense Force every four years. Each March Militia was formed as an ad-hoc brigade drawing on the winners from each planetary militia across each Combat Region. These ad hoc brigades then competed against each other at a March level to earn the title of "Best Prepared" March Militia within each of the three Marches.

The wargames proved to be very popular and continued under Roger's successor, First Prince John Davion; by 2750 the prestige that was associated with the "Best Prepared" title inspired troops in every combat region to give their best effort, with some commands making plans years in advance to try and ensure that they were ready. After the close of the 2754 games Prince John activated all of the Combat Region commands as federal troops and formed them into the March Militias; while this move was contraversial and provoked a flurry of judicial cases opposing the creation of the commands, it also added twenty BattleMech-equipped combat commands to the AFFS in a single stroke. Many of the planets that provided troops for the games were resentful of having their best militia troops pressed into federal service, and it would be 2763 before the last of the cases worked its way through the courts. With the final ruling going in favor of Prince John, he then moved to allay many of the fears expressed by the planets involved by laying down specific instructions that the March Militias wouldn't be deployed outside their home combat regions except under a small number of very rare and clearly-defined exceptions.

SARNA.NET



The origins of the Dragonlords lay in the formation of the Star League and the establishment of the Star League Defense Force. With the significant drawdown of military forces in the wake of the formation of the SLDF, large quantities of military personnel - including some of the best and brightest - found themselves unemployed. Many carried on with the only skills they had, engaging in piracy and brigandage; as a result, the Star League initiated the United Triumph Military Exercises (UTEs) in 2572 as an attempt to deal with some of the problems. *SARNA.NET*



DRAGONLORDS, 1ST-5TH

The Dragonlords paint a scale pattern on their equipment. The 1st uses flat blue with silver trim. The third uses black with yellow trim. *CAMOSPECSONLINE.*





DRAGOON REGIMENT, 149TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





DRAGOON REGIMENT, 199TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with black highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*





ERIDANI GUARDS

The Eridani Guards uses Khaki and Sand colors for all its equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



Outfitted with the finest equipment and with personnel from all parts of the Federated Commonwealth, the Federated Commonwealth Corps represented the first new units belonging solely to the Armed Forces of the Federated Commonwealth. The fortunes of the FedCom RCTs has mirrored the nation of their birth, the collapse of the Commonwealth and the bitter and divisive role the Corps played in the FedCom Civil War leading to their disbandment. *SARNA.NET*



FEDCOM RCT, 1ST-12TH

The parade colors of the Federated Commonwealth Corps was navy blue with gold banding on the arms and legs. Gold is also used on the upper torso of the Mechs and the turrets of armor units to highlight panels, resulting in a checkerboard pattern. *SARNA.NET*





FED. SUNS ARM. CAVALRY, 1ST-3RD

For ceremonial duties the Armored Cavalry use a simple color scheme of Davion green with white highlights. *FM:FEDERATED SUNS, PAGE 48*





FEDERATED SUNS LANCERS, 1ST-4TH

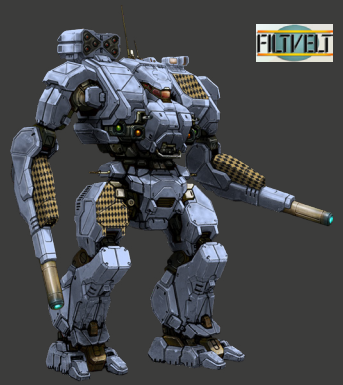
The Lancers retain the blue and gold colors of the 1st FedCom RCT, but shades and patterns may vary. Some warriors also add gray highlights to symbolize their questionable place in the post-Civil War AFFS. *CANONIZED BY JAL PHOENIX ON 3/21/2006. FALCONER, CB: MINIATURES RULES PAGE 19.*





FED. SUNS REGI. TRAIN. BATTALIONS

Plain white color is used for all its Mechs. Trainee Mechs have a two-color band on the right arm and left leg, identifying the Mech's company and lance. The wider company band (green, orange, or yellow) has the lance band (red, white, or blue) in the middle. *CANONIZED BY OGRE ON 6/1/2007. WARRIOR: EN GARDE (PAGE 26). INSIGNIA BY HORUS.*





FILTVELT ACADEMY TRAIN. BATTALION

Mechs are painted light blue with Patches of Gold and Black Diamond Chequerboard. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*



GOSHEN WAR COL. TRAIN. BATTALION

The College paints its machines maroon with white on black highlights. *CANONIZED BY FOXBAT ON 6/1/2007. INSIGNIA BY HORUS.*

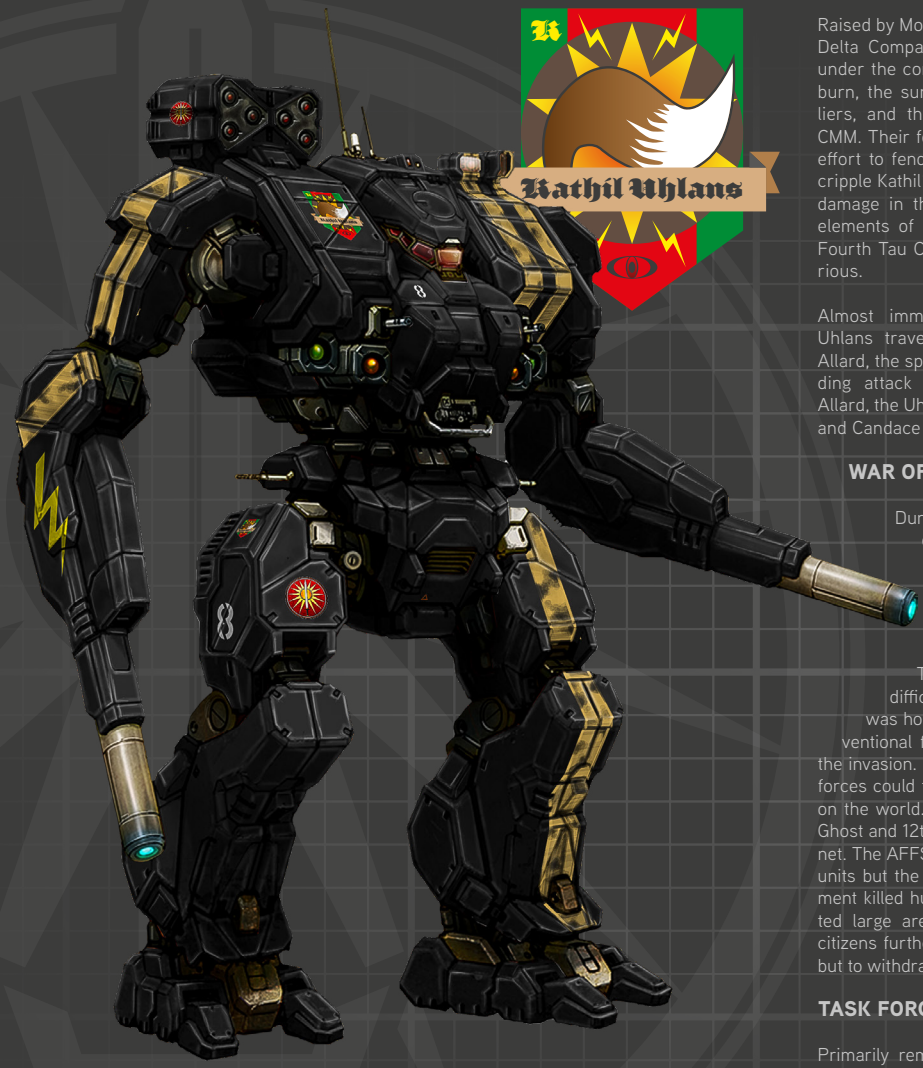


HEAVY ASSAULT REGIMENT, 91ST

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with dark olive-brown highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

HEAVY ASSAULT REGIMENT, 1008TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



KATHIL UHLANS, 1ST

The Kathil Uhlans paint their machines black, with vertical gold striping on the arms and left side of Mechs, or left side of vehicles and fighters. *CANONIZED BY CSO ON 8/9/09. INSIGNIA BY LEGENDKILLER.*

Raised by Morgan Hasek-Davion in 3029 from Delta Company of the Davion Light Guards under the command of Captain Andrew Redburn, the survivors of the Fifth Syrtis Fusiliers, and the Third Battalion of the Kathil CMM. Their formation was part of a last ditch effort to fend off a Capellan raid intended to cripple Kathil's shipyards. The unit took heavy damage in the operation, where they faced elements of the Death Commandos and the Fourth Tau Ceti Rangers, but emerged victorious.

Almost immediately after the battle, the Uhlans travelled to Sian to extract Justin Allard, the spy who had warned of the impending attack on Kathil. Besides picking up Allard, the Uhlans also extracted Alexi Mallory and Candace Liao.

WAR OF 3039

During the war the Uhlans were part of an task force together with the 1st Kestrel Grenadiers. The task force had the goal to conquer the planet Matar for the AFFS as future base for the following up waves. The 1st Phase of the invasion was difficult, because the local population was hostile to the invaders and the conventional fighter unit of the DCMS slowed the invasion. Only with additional conventional forces could the AFFS secure strategic points on the world. The DCMS would send the 11th Ghost and 12th Ghost as relief force to the planet. The AFFS unit could separate the 2 DCMS units but the fighting in heavy urban environment killed hundreds of civilians and devastated large areas. That angered the Combine citizens further, leaving AFFS no other choice but to withdraw the task force from that world.

TASK FORCE SERPENT

Primarily remaining on station on its homeworld of Kathil immediately before and after the Clan Invasion.

In 3059 they formed part of Task Force Serpent and assaulted Clan world of Huntress in the following year.

After the heavy losses on Huntress the unit was dissolved in 3062 and most of its members joined the SLDF's newly founded 1st Royal BattleMech Regiment. *SARNA.NET*



Heavily damaged in a reconnaissance raid on the Capellan Confederation before the Fourth Succession War. The raid took place in 3026 at the behest of Michael Hasek-Davion. Apparently the Capellan defenders were equipped with several experimental Cataphracts that used Electronic Warfare equipment to great advantage. The Duke of Kestrel intervened to prevent the unit's deactivation. Rebuilt by Hanse Davion by incorporating MechWarriors from independent units and elements of Capellan forces who had defected to the Federated Suns. *SARNA.NET*



KESTREL GRENADIERS, 1ST

The Grenadiers use a black paint scheme with blue flames, complementing the unit's insignia. For each kill, a Mechwarrior is allowed to paint a red lightning pattern on his Mech's left side. *CANONIZED BY JAL PHOENIX ON 4/15/2005*





KNIGHTS DEFENSOR

The Knights Defensor hold their machinery in blue and white. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





KILBOURNE ACAD. TRAIN. BATTALION

The Academy paints its Mechs Davion green with pale blue highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



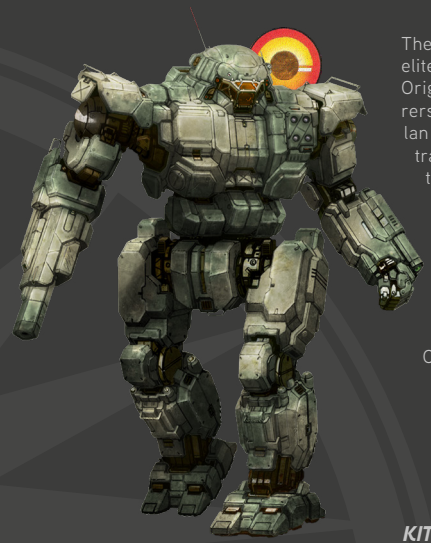


The McKinnon's Company better known as McKinnon's Raiders or The Fox's Teeth is a Special Operations BattleMech Company. Originally a SLDF combat unit, the company defected to House Davion at the breakup of the League. During the next three hundred years the Raiders became, as an independent part of the 7th Crucis Lancers, one of the most famous commands of the Federated Suns until they chose to join the Republic of the Sphere after the Jihad.

The Fox Company, 2nd Battalion, 142nd Battle Regiment, 251st BattleMech Division under command of Captain Kieran McKinnon was stationed at the Star League depot on Kesai IV when they refused to follow General Kerensky into exile and chose instead to join the AFFS in return for titles and lands on Kestrel. *SARNA.NET*

MCKINNON'S COMPANY

Tan with red and blue trim, Often found in their prefered tan and green camo when on the field. *STARTERBOOK SWORD AND DRAGON.*



The 1st Kittery Borderers emerged as an elite garrison during the Succession Wars. Originally a bolstered garrison, the Borderers have participated in raiding the Capellan Confederation for quite some time. The traditional enemies of the Borderers were the St. Ives Armored Cavalry; despite the friendship between the St. Ives Compact and the Federated Suns, it took 30 years before the Borderers had let go of traditional hatreds. No longer an elite unit, the Borderers were the personal vanguard of Kuan-Yin Allard Liao during her mercy missions to the Compact. *SARNA.NET*



KITTERY BORDERERS, 1ST

The Kittery Borderers have retained the green on green camo scheme used by the planetary militia when the world belonged to the Capellan Confederation. They prominently display the Federated Suns' Sword and Sunburst on their units. *CANONIZED BY FOXBAT ON 2/3/2006.*





NAIS CADRE, 1ST-3RD

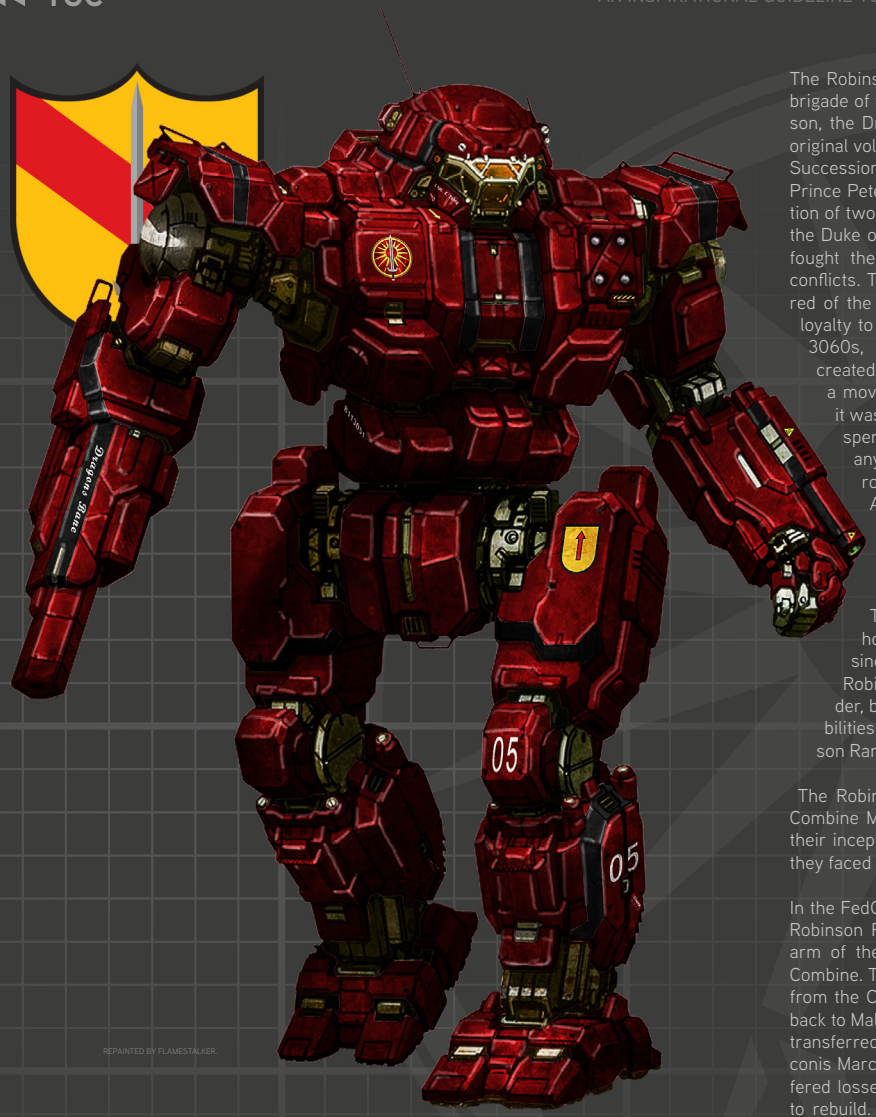
For ceremonial purposes, the Cadres paint their equipment in the standard Davion green. *FM: FEDERATED SUNS, PAGE 127.*





NEW IVAARSEN CHASSEURS, 1ST-2ND

The New Ivaarsen Chasseurs use a dark blue, red and gold paint scheme for all occasions. *FM: FEDERATED SUNS, PAGE 97.*



REPAINTED BY FLAMESTALKER.



ROBINSON RANGERS, 1ST-3RD

The Rangers use a deep red color with black trim as their unit colors. *FM.FEDERATED SUNS, PAGE 100.*

The Robinson Rangers starting their life as a brigade of volunteers in the defense of Robinson, the Draconis March capital world, these original volunteers were wiped out in the First Succession War. To honor these volunteers, Prince Peter Davion authorized the construction of two BattleMech regiments, financed by the Duke of Robinson. The Robinson Rangers fought the Draconis Combine in five major conflicts. Two things define the Rangers: Hatred of the Combine, and more importantly, a loyalty to the Duke of Robinson. In the early 3060s, Archon Katherine Steiner-Davion created the Third Rangers. While publicly a move to reinforce the Draconis March, it was more a political move, and the unit spent more time on New Avalon than anywhere else. The Third was destroyed during the final battle of New Avalon, with no plans to rebuild the destroyed unit.

HISTORY

The Rangers have acted as the honor guard for the Sandoval family since their inception. The Duke of Robinson was nominally their commander, but given the Duke's many responsibilities the daily operations of the Robinson Rangers usually fell to an AFFS officer.

The Robinson Rangers fought the Draconis Combine Mustered Soldiery from the time of their inception. In the Fourth Succession War they faced elements of the Benjamin Regulars.

In the FedCom Civil War the First and Second Robinson Rangers were the primary striking arm of the Duke's invasion of the Draconis Combine. The First quickly took several worlds from the Combine, but was eventually forced back to Mallory's World to rebuild. The Second transferred from the Lyran Alliance to the Draconis March and attacked Quentin. They suffered losses and withdrew to Mallory's World to rebuild. The Second was then part of the task force that attacked New Avalon and freed it from Katharine Steiner-Davion. They took heavy losses at this time. The Third Rangers were a political unit, and were destroyed in the fighting on New Avalon.

During the Jihad several ComGuard units integrated with the AFFS forces on Robinson.

After the Jihad the AFFS High Command, with the consent of the Duke of Robinson, sought to limit the Rangers ability to get into trouble. As such, the First Robinson Rangers were the only Ranger unit, with other Robinson units being named the Robinson Strikers. These units were still loyal to the Duke of Robinson, but were less likely to cause problems or launch unauthorized strikes because they lacked the institutional hatred of the Rangers.

The Rangers and Strikers were caught up in a civil war in the Sandoval family in 3095. The units were distracted and the Raven Alliance and Draconis Combine took advantage of this to take control of Draconis March systems. This internal conflict exhausted the various units involved and prevented the Rangers from mounting any kind of effective defense. The Draconis Combine then came across the border, further shattering the units.

FEDCOM CIVIL WAR

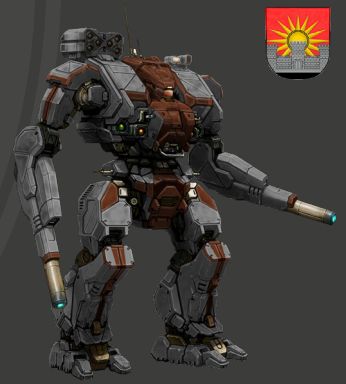
During the FedCom Civil War the First Robinson Rangers were a key unit in Duke Sandoval's attack on the Draconis Combine. They attacked Proserpina along with the 8th Crucis Lancers and Robinson Battle Academy Training Battalion. There they destroyed the 9th Benjamin Regulars. Later the Rangers attacked Ashio and faced the 46th Dieron Regulars. The 46th and the Robinson Rangers inflicted heavy losses on each other, but eventually the 46th's command of the local terrain led Mai Fortuna to relocate to a new city on Ashio. What the Rangers didn't know was that the city was controlled by yakuza, and the Rangers soon found themselves dealing with a guerrilla war. The yakuza held no love for the Combine, but they did want to control the planet and used the conflict to their own advantage. Eventually the Rangers lost patience when they couldn't find the parties responsible, and began leveling whole buildings in the city. The final straw was a conflict at a munitions factory that was being guarded by the Robinson Battle Academy cadets attached to the Rangers. The yakuza lured elements of the Dieron Regulars to the factory and started a fight between the two forces. When the cadets and Regulars were fully committed, the yakuza blew up the munitions plant. The resulting explosion killed every cadet and most of the Regulars who were involved in the battle. The Rangers and Regulars fought even harder, believing that the other side was responsible for the bombing. When the 12th Dieron Regulars arrived to reinforce the survivors of the 46th, however, the Robinson Rangers had no choice but to withdraw from the planet. They went to Mallory's World. *SARNA.NET*





PERIPHERY MARCH GUARD, 1ST-3RD

The Periphery Guard paints their equipment a dark gray, with a red, white and blue stripe down the left side. *CAMOSPECSONLINE.*





PERIPHERY MARCH MILITIA

The Periphery March Militia uses a scheme of gray heavily highlighted with brown. *CANONIZED BY CSO, 5-9-2012.*



POINT BARROW ACAD. TRAIN. BAT.

Point Barrow Academy paints it's Mechs blue-gray with thin gold stripes. Since all thier training is done on live equipment rather than in simulators, they use a paint scheme that's easily repaired. *FM: FEDERATED SUNS.*



ROBINSON STRIKERS, 1ST-2ND

The Strikers use a dark red scheme with yellow highlights. *CANONIZED BY CSO, 5-9-2012. INSIGNIA BY HORUS.*



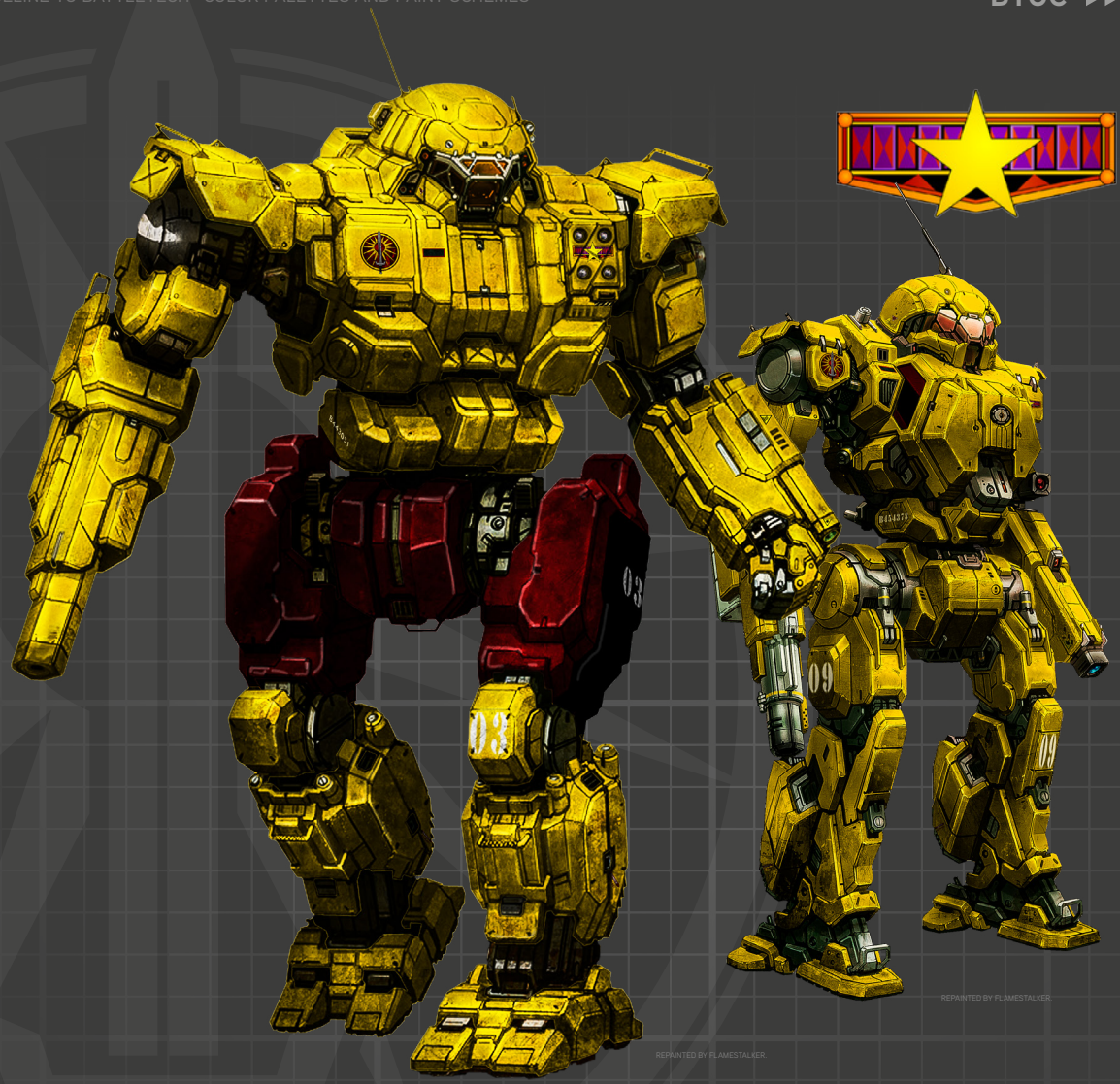
ROBINSON CHEVALIERS, 1ST-37TH

The color scheme used by the Robinson Chevaliers was gold on black. *SARNA.NET*



ROYAL CAVALIERS, 1ST

The colors of the Cavaliers are red and gray, applied as the MechWarrior sees fit. In addition, warriors who served in the Civil War often paint a black band on the arm of their Mechs to honor those killed in their accidental use of chemical weapons on Tsamma. *CANONIZED BY JAL PHOENIX ON 4/4/2006. INSIGNIA BY HORUS.*



ROBINSON BATTLE ACADEMY

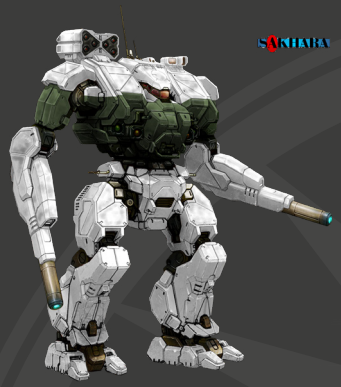
Academy Mechs are painted a bright yellow when first assigned a pilot. As cadets advance, they are allowed to paint more armor sections of their equipment in black and red, the colors of the Robinson Rangers. *CANONIZED BY 00DAWG ON 1/18/2011.*





ROYAL NEW CAPETOWN TRAINING BAT.

Mechs are painted White with black/gold epaulettes with vertical Blue/Gold/Blue stripes up and over, starting left leg up the torso and over. Insignia over the stripe on left torso. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*





SAKHARA ACAD. TRAIN. BATTALION

The Sakahra Academy Training Battalion uses a white scheme with a Davion green horizontal stripe across their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





SOMERSET ACADEMY TRAINING BAT.

A tan and lighter green large camo pattern with green and silver acting as accents. *FAN-MADE COLOR PALETTE BY MEISOHAITYU.*





SYRTRIS AVENGERS

Avengers paint their machines in olive drab with khaki accents. Some individual warriors and crews have taken to adding flames, mushroom clouds and other nuclear-inspired art to their machines, symbols of the retribution they still seek against the Taurian Concordat. *CANONIZED BY CSO, 5-9-2012.*

In September 3057, the FWLM attacked the Callison, Denebola, Marcus, Van Diemen IV, Talitha and Wasat systems. These six systems were each attacked by three FWLM regiments. The systems were chosen specifically because they were garrisoned by Federated Commonwealth troops.

Callison was attacked by the 4th Free Worlds Legionnaires, 1st Free Worlds Guards, and Silver Hawk Irregular's Falcon regiment. The 11th Lyran Guards withdrew in good order from the system, basically leaving the system to the FWLM forces. The remaining planetary militia resisted for several days.

Denebola was taken by the 6th Free Worlds Legionnaires, Atrean Hussars, and 4th Marik Militia. Though normally defended by a Sarna March Militia unit, the Denebola FTM was conducting exercises on Caph with Gustafson's Grenadiers which left the system's defense to the small planetary militia. The planetary militia surrendered without firing a shot.

The attack on Marcus was very different from the Callison and Denebola attacks. Defended by the 12th FedCom RCT, Marcus was attacked by the 7th Free Worlds Legionnaires, 5th Marik Militia, and 12th Atrean Dragoons. The FedCom 'Mech regiment attacked the larger force in a suicidal attempt to provide time for the rest of the FedCom defenders to withdraw. This attack destroyed a third of the Seventh Legionnaires, but the Fifth Militia and Twelfth Dragoons circled behind the Twelfth FedCom's 'Mechs and destroyed them.

On Van Diemen IV the FedCom defenders successfully held off the 10th Marik Militia and 23rd Marik Militia regiments, and the 3rd Oriente Hussars until December, when the 1st Sirian Lancers reinforced the FLWM.

Talitha was secured for the Free Worlds League by the 6th Marik Militia and Atrean Hussars.

The 2nd Republican regiment was destroyed on Wasat by the Thirteenth Marik Militia, 4th Oriente Hussars, and 2nd Sirian Lancers. *SARNA.NET*

SARNA MARCH MILITA

Sarna March Militia uses Davion Green with patches of Liao Green and Black Chequerboard on all their equipment. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*





In 3020, Archon Katrina Steiner of the Lyran Commonwealth issued a „Peace Proposal" to all of the Great Houses of the Inner Sphere; only First Prince Hanse Davion of the Federated Suns responded, and the two states began a long-running dialogue. In 3020 the two Successor States signed the FedCom Accords, a treaty which formalized military, scientific and economic exchange between the two states. However, included in the document was a secret provision, promising the marriage of Prince Hanse and Archon-Designate Melissa Steiner, which would unite the two in a vast political entity, the Federated Commonwealth. This provision would become known to the other States in 3027 during the Silver Eagle Incident.

However, the Federated Suns and Lyran Commonwealth did not share a common border, complicating their eventual union. At the behest of Prince Hanse, to rectify this problem the two realms began increasing their military readiness and began training together for an eventual campaign of conquest, launching Operation Galahad. On 20 August, 3028, at the marriage ceremony of First Prince Hanse and Archon-Designate Melissa, with all the leaders of the Great Houses in attendance, Hanse made his fateful announcement: „Wife, in honor of our marriage, in addition to this morsel... I give you the Capellan Confederation!"

With the launch of the Fourth Succession War, the combined forces of the Federated Suns and Lyran Commonwealth began a massive campaign aimed largely at the Capellan Confederation and the Draconis Combine. The war would end two years later on 10 January 3030 with roughly a third of the Capellan Confederation conquered, along with some 53 Combine and 13 Free Worlds League planets. The conquered worlds would be incorporated into the Federated Commonwealth as the Sarna March and form a corridor between the two halves of the new super-state.

On 12 April 3030, Melissia gave birth to Victor Steiner-Davion, the future ruler of the Federated Commonwealth. While practically born in the aftermath of the Fourth Succession War, the Federated Commonwealth would only technically come into existence once Hanse and Melissa stepped down and allowed their son to assume his rightful position. Efforts were increased to further unify the two States politically and militarily in expectation of his ascension. Both the AFFS and LCAF increased work on combining their command structure, ranking system and battle doctrines into a single unified organization.





SYRTIS FUSILLIERS, 1ST-20TH

The brigade fields its vehicles with a standard dark green color scheme. *FM:FEDERATED SUNS, PAGE 104.*

Following the disastrous War of 3039, the FedCom would go through a period of rebuilding and integration. Learning their lesson from the war, in early 3041 the Armed Forces of the Federated Commonwealth was officially established. In order to eliminate confusion, the two militaries were reorganized into State Commands, one for each realm, with full authority over all troops within their area of operation regardless of origin. The LIC and MIIO was similarly grouped into the Intelligence Secretariat, which was charged with coordinating the disparate agencies under its command. The industrial and economic might of the two realms also helped them to recover swiftly from the aftermath of the war. The Skye March in particular was seen as an opportunity for corporations in both realms, such that in 3036 Archon Melissa was forced to intervene to prevent the exploitation of entire planets by greedy industrialists.

However, FedCom's enemies also took the time to regroup: the Draconis Combine had proved itself more than a paper tiger, while the Capellans were eager to avenge their losses, and the Free Worlds League emerged from the Andurien Crisis with its house in order. A Fifth Succession War was seen as inevitable. *SARNA.NET*





TANCREDI LOYALISTS, 7TH-13TH

There were no official brigade parade colors for the Tancredi Loyalists; instead, the units within the brigade used camouflage schemes and patterns appropriate to the theaters they were deployed in. *SARNA.NET*





TANCREDI WARRIORS BRIGADE

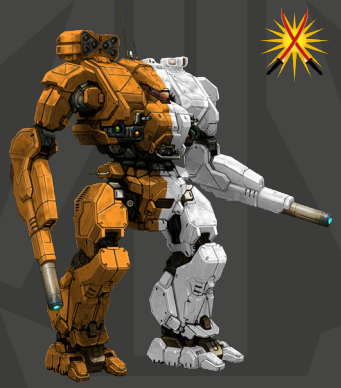
The Tancredi Warriors units are painted Davion green with, blue white and gold highlights. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*





TERRAN BRIGADE

The Terran Brigade paint their vehicles Davion Green, with light blue and green highlights. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*





TIKONOV MARTIAL ACAD. TRAIN. BAT.

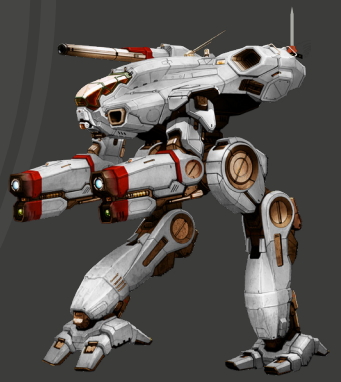
The Tikonov Martial Academy Training Battalion paints its Mechs orange on the left side and white on the right. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





VALE RANGERS

The Vale rangers paint their units Davion green with a lighter green and brown highlights. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*





WOTAN TAMAR MARCH MILITIA

The Wotan TMM use a silver paint scheme with red highlights on their combat equipment unless circumstances dictate otherwise. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*

MILITARY CAMOUFLAGE

Military camouflage is the use of camouflage by a military force to protect personnel and equipment from observation by enemy forces. In practice, this means applying colour and materials to military equipment of all kinds, including vehicles, ships, aircraft, gun positions and battledress, either to conceal it from observation (crypsis), or to make it appear as something else (mimicry). The French slang word camouflage came into common English usage during World War I when the concept of visual deception developed into an essential part of modern military tactics. In that war, long-range artillery and observation from the air combined to expand the field of fire, and camouflage was widely used to decrease the danger of being targeted or to enable surprise. As such, military camouflage is a form of military deception.

RECONNAISSANCE AND RIFLEMEN

Ship camouflage was occasionally used in ancient times. Vegetius wrote in the 4th century that „Venetian blue" (bluish-green, like the sea) was used for camouflage in the years 56–54 BC during the Gallic Wars, when Julius Caesar sent his scout ships to gather intelligence along the coast of Britain. The bluish-green scout ships carried sailors and marines dressed in the same colour.

The emphasis on hand-to-hand combat, and the short range of weapons such as the musket, meant that recognition and cohesion was more important than camouflage in combat clothing well into the baroque period. The introduction of infantry weapons with longer range, especially the Baker rifle, opened up new roles which needed camouflaged clothing. In the colonial Seven Years' War (1756–1763), the rifle-armed Rogers' Rangers wore gray or green uniforms. John Graves Simcoe, one of the unit's later commanders, noted in 1784:

Green is without comparison the best colour for light troops with dark accouterments; and if put on in the spring, by autumn it nearly fades with the leaves, preserving its characteristic of being scarcely discernible at a distance.

The tradition was continued by British Rifle Regiments who adopted rifle green for the Napoleonic Wars.

During the Peninsular War, Portugal fielded light infantry units known as Caçadores, who wore brown-jackets which helped conceal them. The brown color was considered to be more adequate for a concealment in the landscape of most of Portuguese regions, in general more arid than the greener landscapes of Central and Northern Europe.

Other nations soon followed suit, dressing their rifle regiments and sometimes also light troops in suitable drab tones, usually variations of green or gray.

The first introduction of drab general uniform was by the British Corps of Guides in India in 1848. Initially the drab uniform was specially imported from England, with one of the reasons being to „make them invisible in a land of dust". However, when a larger quantity was required the army improvised, using a local dye to produce uniform locally. This type of drab uniform soon became known as khaki (Urdu for dusty, soil-coloured) by the Indian soldiers, and was of a similar colour to a local dress of cotton coloured with the mazari palm.The example was followed by other British units during the mutiny of 1857, dying their white drill uniforms to inconspicuous tones with mud, tea, coffee or coloured inks. The resulting hue varied from dark or slate gray through light brown to off-white, or sometimes even lavender. This improvised measure gradually became widespread among the troops stationed in India and North-West Frontier, and sometimes among the troops campaigning on the African continent.

RIFLE FIRE

While long range rifles became the standard weapon in the 1830s, armies were slow to adapt their tactics and uniforms, perhaps as a result of mainly fighting colonial wars against less well armed opponents. Not until the First Boer War of 1880/81 did a major European power meet an opponent well equipped with and well versed in the use of modern long range repeating firearms, forcing an immediate change in tactics and uniforms. Khaki-coloured uniform became standard service dress for both British and British Indian Army troops stationed in British India in 1885, and in 1896 khaki drill uniform was adopted by British Army for the service outside of Europe in general, but not until the Second Boer War, in 1902, did the entire British Army standardise on khaki (officially known as „drab") for Service Dress.

The US military, who had green-jacketed rifle units in the Civil War, were quick to follow the British, going khaki in the same year. Russia followed, partially, in 1908. The Italian Army used grigio-verde („gray-green") in the Alps from 1906 and across the army from 1909. The Germans adopted feldgrau („field gray") in 1910. By the outbreak of the First World War in 1914, France was the only major power to still field soldiers dressed in traditional conspicuous uniforms.

THE FIRST WORLD WAR

The First World War was the first full scale industrial conflict fought with modern firearms. The casualty rate on the Western Front forced the French to finally relinquish their blue coats and red trousers, adopting a grayish „horizon blue" uniform.

The use of rapid firing machine guns and long range breech loading artillery quickly led to camouflaging of vehicles and positions. Artillery pieces were soon painted in contrasting bold colours to obscure their outlines. Another early trend was building observation trees, made of steel with bark camouflage. Such trees became popular with the British and French armies in 1916. The observation tree was invented by French painter Lucien-Victor Guirand de Scévola, who led the French army's camouflage unit, the first of its kind in any army. He also invented painted canvas netting to hide machine gun positions, and this was quickly taken up for hiding equipment and gun positions from 1917, 7 million square yards being used by the end of the war.

The First World War also saw the birth of aerial warfare, and with it the need not only to conceal positions and vehicles from being spotted from the air, but also the need to camouflage the aircraft themselves. In 1917, Germany started using a lozenge camouflage covering Central Powers aircraft, possibly the earliest printed camouflage. A similarly disruptive splinter pattern in earth tones, Buntfarbenanstrich 1918, was introduced for tanks in 1918, and was also used on the Stahlhelm (steel helmet), becoming the first use of a standardized camouflage pattern for soldiers.

CAMOUFLEURS

In 1909 an American artist and amateur zoologist, Abbott Thayer published a book, Concealing-Coloration in the Animal Kingdom, which was widely read by military leaders, though his advocacy of countershading was unsuccessful, despite his patent for countershading submarines and surface ships.

The earliest camouflage artists were members of the Post- Impressionist and Fauve schools of France. Contemporary artistic movements such as cubism, vorticism and impressionism also influenced the development of camouflage as they dealt with disrupting outlines, abstraction and colour theory. The French established a Section de Camouflage (Camouflage Department) at Amiens in 1915, headed by Lucien-Victor Guirand de Scévola. His camoufleurs included the artists Jacques Villon, André Dunoyer de Segonzac, Charles Camoin and André Mare.

Camouflage schemes of the First World War and Interwar periods that employed dazzle patterns were often described as „cubist" by commentators, and Picasso claimed with typical hyperbole „Yes, it is we who made it, that is cubism". Most of the artists employed as camoufleurs were traditional representative painters, not cubists, but de Scévola claimed „In order to deform totally the aspect of the object, I had to employ the means that cubists use to represent it."

Other countries soon saw the advantage of camouflage, and established their own units of artists, designers and architects. The British established a Camouflage Section in late 1916 at Wimereux, and the U.S. followed suit with the New York Camouflage Society in April 1917, the official Company A of 40th Engineers in January 1918 and the Women's Reserve Camouflage Corps. The Italians set up the Laboratorio di mascheramento in 1917. By 1918 de Scévola was in command of camouflage workshops with over 9,000 workers, not counting the camoufleurs working at the front itself.

FROM THE SECOND WORLD WAR

Printed camouflage for shelter halves was introduced for the Italian and German armies in the interwar period, the „splotchy" M1929 Telo mimetico in Italy and the angular Splittermuster 31 in Germany. During the War, both patterns were used for paratrooper uniforms for their respective countries. The British soon followed suit with a brush-stroke type pattern for their paratrooper's Denison smock, and the Soviets introduced an „amoeba" pattern overgarment for their snipers.

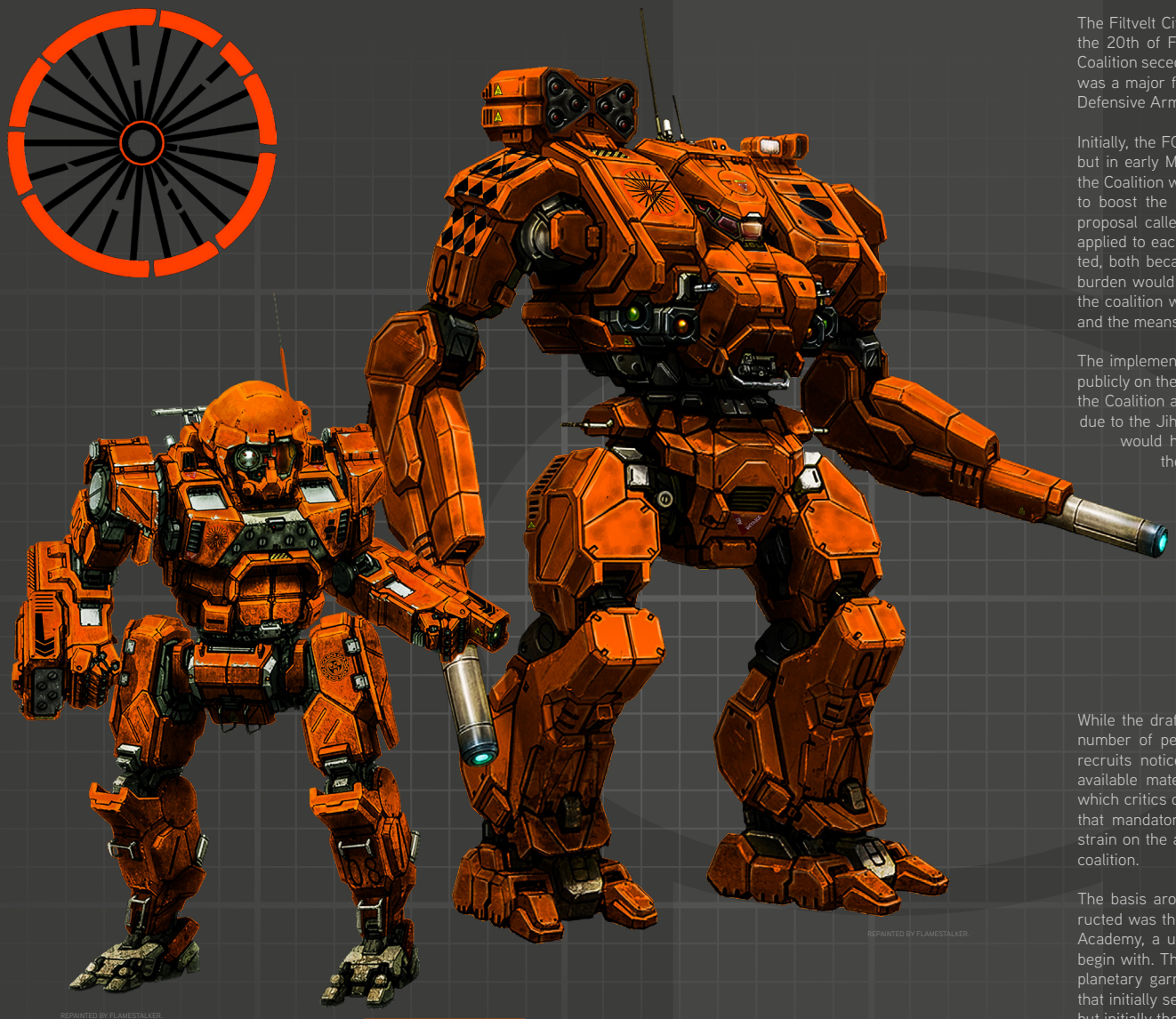
Hugh Cott's 1940 book Adaptive Coloration in Animals systematically covered the different forms of camouflage and mimicry by which animals protect themselves, and explicitly drew comparisons throughout with military camouflage: The principle is one with many applications to modern warfare. In the Great War it was utilized by the Germans when they introduced strongly marked incidents of white or black tone to conceal the fainter contrasts of tone made by the sloping sides of overhead camouflage-screens, or roofing, as seen from the air. The same principle has, of course, a special application in any attempt to reduce the visibility of large objects of all kinds, such as ships, tanks, buildings, and aerodromes.—Hugh Cott

Both British and Soviet aircraft were given wave-type camouflage paintwork for their upper surfaces throughout the war, while American ones remained simple two-colour schemes (different upper and under sides) or even dispensed with camouflage altogether. Italian and some Japanese aircraft wore sprayed-on spotted patterns. German aircraft mostly used an angular splint-pattern camouflage, but Germany experimented with different schemes, particularly in the later stages of the war. They also experimented with various spray-on camouflage patterns for tanks and other vehicles, while Allied vehicles remained largely uni-coloured.

The British Middle East Command Camouflage Directorate, consisting mainly of artists recruited into the Royal Engineers, developed the use of camouflage for large-scale military deception. Operations combined the disguise of actual installations, vehicles and stores with the simultaneous display of dummies, whether to draw fire or to give a false idea of the strength of forces or likely attack directions. In Operation Bertram for the decisive battle at El Alamein, a whole dummy armoured division was constructed, while real tanks were disguised as soft-skinned transport using „Sunshield" covers. The capabilities so developed were put to use not only in the western desert, but also in Europe as in the Operation Bodyguard deception for the Invasion of Normandy, and in the Pacific campaign, as in the Battle of Goodenough Island.

The introduction of strategic bombing led to efforts to camouflage airfields and strategic production centres. These forms of position camouflages could be quite elaborate, and even include false houses and cars. With the threat from nuclear weapons in the post-war era such elaborate camouflage was no longer seen as useful, as a direct hit would not be necessary with strategic nuclear weapons to destroy infrastructure. The Soviet Union's military doctrine of maskirovka (literally: disguise, camouflage, concealment) defines the need for surprise through deception, including camouflage, based on experiences such as the Battle of Kursk where camouflage helped the Red Army to overwhelm a powerful enemy. *WIKIPEDIA*

FILTVELT COALITION



REPAINTED BY FLAMESTALKER.

REPAINTED BY FLAMESTALKER.

FILTVELT CITIZEN'S MILITIA, 1ST-4TH

The Militia's shortage of supplies often leaves their equipment in locally-produced black primer, but units with the means have adopted a bright orange as their standard color. *CANONIZED BY CSO. INSIGNIA BY HORUS.*

The Filtvelt Citizen's Militia was established on the 20th of February 3072 when the Filtvelt Coalition seceded from the Federated Suns and was a major formation in the newborn Filtvelt Defensive Army.

Initially, the FCM was a volunteer organization, but in early March 3072 word leaked out that the Coalition was considering instituting a draft to boost the strength of the FCM. The draft proposal called for an enlistment quota to be applied to each world and was widely supported, both because it ensured that the defense burden would be shared across the worlds of the coalition whilst also providing employment and the means to repel pirate attacks.

The implementation of the draft was launched publicly on the 23rd of March, with the rulers of the Coalition announcing a state of emergency due to the Jihad and that the enlistment quota would help jump-start the formation of the Coalition military. The actual draft wasn't accepted without resistance - a number of worlds raised objections - but the draft itself contained a large number of categories under which those who were considered essential to the future prosperity of the Coalition were excluded, and the draft was only applicable to a narrow range of people based on age.

While the draft did provide an increase in the number of personnel available, the supply of recruits noticeably outstripped the supply of available material with which to equip them, which critics of the scheme seized on as proof that mandatory enlistment was an unneeded strain on the already stressed economy of the coalition.

The basis around which the FCM was constructed was the training battalion of the Filtvelt Academy, a unit that was poorly equipped to begin with. This core was augmented with the planetary garrisons of the twenty-one worlds that initially seceded from the Federated Suns, but initially the FCM could only muster two battalions of BattleMechs, and those were mostly older 'Mechs discarded by other, better-equipped formations. The Coalition had little by way of military manufacturing to make up the shortfall, being reliant on the products produced by a subsidiary of the Quikscell Company and a small Cal-Boeing production line.

THE JIHAD

The FCM was in a relatively poor state for much of the Jihad, a key factor in the decision made by the Coalition to augment its military with privateer bands through letters of marque - a tactic that proved to be a disaster for the neighbouring Malagrotta Cooperative. Despite the problems with obtaining supplies the FCM was able to expand, with the first brigade growing through the addition of a sizeable infantry detachment and armor forces. In 3073 the FCM expanded further following the Coalition using mercenary cut-outs to acquire two battalions-worth of Inner Sphere Standard battle armor.

The FCM expanded sharply when, following a coup by the pirate band known as the Death's Consorts, General Garman Doucette defected to the Filtvelt Coalition, bringing with him almost a third of the Malagrotta Crucis March Militia. The Malagrotta CrMM was incorporated into the FCM, giving a substantial boost to the BattleMech strength of the FCM, although not enough to make the FCM a creditable threat to an invading force, and the FCM was still outnumbered by the privateer contingent operating under Coalition letters of marque. Unfortunately for the FCM, the Malagrotta CrMM personnel quickly demonstrated how it was the the Cooperative had come to fall to the pirates so easily - the CrMM was chronicly undertrained.

The coup in the Malagrotta Cooperative also led to the Coalition closing its borders to traffic from the Cooperative as well as the rapid creation of the Third Filtvelt Defenders, the third of the FCM's combined arms brigade, with the Third Defenders being rushed into service and deployed to the border.

By 3079 the various Filtvelt Defenders brigades - Filtvelt Defender being another name for Filtvelt Citizen's Militia brigades - had expanded substantially, although the primary expansion was through large contingents of homegrown infantry forces, rather than BattleMechs, but the various units all lacked experience. Criticisms of the lack of experience and training within FCM were valid, but the Militia didn't lack for determination; with so many local troops in its ranks, the Militia was literally fighting to defend the homes of it's soldiers. *SARNA.NET*

FREE RASALHAGUE REPUBLIC





DRAKØNS, 1ST-4TH

Drakøns use a bluish grey base color with red trim. *COMBAT MANUAL: KURITA.*





FREEMEN, 1ST-3RD

Freemen use a drab green scheme with upper torsos painted to resemble a wooded skyline at dusk. In arctic environments a white, tan and gray camo is used instead. In either case, the upper arms are painted silver and red nordic runes highlight their machines. *CANONIZED BY HAUPTMANN FANJOY ON 3/31/2006. INSIGNIA BY HORUS.*





GUNZBURG EAGLES

The Gunzburg Eagles use light grey torso with blue limbs and a gold trim. *COMBAT MANUAL: KURITA.*





HUSSARS, 1ST-3RD

Hussars use a splinter camouflage scheme of blue, gray, and teal. *CANONIZED BY DAK ON 3/21/2004.*

The Free Rasalhague Republic was a nation born in the wake of the Fourth Succession War, which enjoyed less than two decades of independence before being almost totally overrun by the invasion of the Clans.

As part of Operation Rosebud, Primus Myndo Waterly of ComStar convinced Theodore Kurita of the advantages of granting Rasalhague independence. It would relieve the Combine of its most rebellious citizens, create a buffer state on the border with the Commonwealth, pressure the Lyrans to disgorge their Rasalhagian conquests to the new republic, and perhaps inspire secessionists in the Lyran Isle of Skye. She also promised him military equipment from ComStar's secret stocks in exchange.

Rasalhague's proclamation of independence on March 13, 3034 was quickly recognized by ComStar and the Draconis Combine. Some Kuritan troops refused to obey Theodore's orders, but he crushed them in the Ronin War. As foreseen by Waterly, Lyran ruler Katrina Steiner turned over captured Rasalhague planets to the Free Rasalhague Republic (FRR). The new state sought to appease both the Commonwealth and the Combine through scrupulous neutrality, even adopting a policy of equal trade.

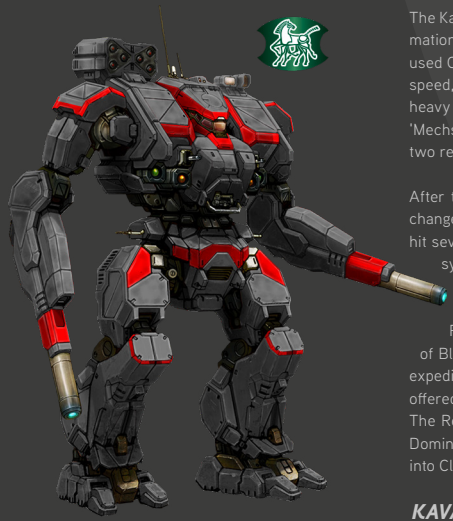
However, the gravest threat to Free Rasalhague's precarious independence would come not from these two great powers, but the unexpected Clan invasion of the Inner Sphere. By the time the Clan advance was halted in 3052, most of the FRR was overrun by Clan Wolf and Clan Ghost Bear. The rump state that survived became a virtual protectorate of ComStar.

On the 21st of August 3070 Ragnar Magnusson spoke to the Free Rasalhague Republic government on Orestes; acting on behalf of Clan Ghost Bear and the Ghost Bear Dominion, Magnusson launched what would become a series of negotiations to reach an accord for „all Rasalhagian peoples."

Meanwhile, the Ghost Bears pursued good relations with their subjects, creating the Ghost Bear Dominion. In 3103, the holdout Free Rasalhague Republic merged with the Ghost Bears to form the Rasalhague Dominion.

Many Rasalhagian refugees from the Clan Invasion ended up in the Illyrian Palatinate.

The Free Rasalhague Republic was one of the first nations to recognize the Fronc Reaches. *SARNA.NET*





The Kavalleri regiments were formed as scouting formations for the Free Rasalhague Republic. They often used Commando and Panther 'Mechs. They relied on speed, electronic warfare, and mobility rather than heavy weapons. Unfortunately their light weight 'Mechs were easily destroyed by Clan equipment and two regiments of Kavalleri were destroyed.

After the Truce of Tukayyid, the Kavalleri regiments changed their focus to raids and fast strikes. They hit several Clan Wolf and Clan Ghost Bear controlled systems.

During the early portion of the Jihad, the Republic would be under attack by the Word of Blake forces. After the Republic was rescued by expedition from Clan Ghost Bear and Republic was offered to join the Dominion which they accepted. The Republic friendly annexation by the Ghost Bear Dominion, the Kavalleri regiments were reorganized into Clusters and formed Polar Galaxy. *SARNA.NET*

KAVALLERI, 1ST-4TH

Kavalleri use a medium grey with red trim. *COMBAT MANUAL: KURITA.*





During 3027,The Lyran Commonwealth had secretly formed the 1st Tyr BattleMech Regiment. This unit consisted of Assault 'Mechs manned by Rasalhagian exiles and refugees. The LCAF first deployed this regiment during the Fourth Succession War, where they were able to secretly capture Kirchbach. This victory encouraged civil disobedience among the Rasalhague natives, helping to incite revolts and free worlds from the rule of the Draconis Combine.

In 3029, Lyran leaders invited the leaders of the Rasalhague independence movement known as the Tyr to Tamar. The leaders that came were impressed and agreed to work with the Lyran government. The unit participated in last days of the war conducting strikes and guerrilla warfare in support of the Lyran offensive. The unit then went into hiding after the war, while marshaling political support to secure Rasalhague independence. *SARNA.NET*

TYR, 1ST

All Tyr Mechs are painted dark blue, regardless of the terrain they fight on. *FM:COMSTAR, PAGE 74.*

FRONC REACHES

The Fronc Reaches is a small Periphery state located in the Capellan Marches rimward of the Capellan Confederation, spinward of the Magistracy of Canopus, and anti-spinward of the Taurian Concordat. The Fronc Reaches formed from worlds jointly colonized by the Magistracy of Canopus and the Taurian Concordat, formerly known as the New Colony Region.

NEW COLONY ERA

Though some settlements within the Capellan Marches predate the New Colony Region, several worlds within the Capellan Marches were jointly settled by Canopian and Taurian interests following the renewal of their political alliance. However, all worlds within the New Colony Region were being heavily taxed, and not sufficiently compensated. Although the area was settled by the two powers, the settlers did not feel much of a connection to either side and began itching for full independence from both of the realms. Even the Canopian and Taurian-backed peacekeepers, the Colonial Marshals, ultimately renounced their loyalties to their parent nations and pledged their service to the Reaches.

This sentiment came to a head in 3060 when Sherman Maltin, the self-proclaimed leader of the New Colony Region, took Emma Centrella, Magestrix of the Magistracy of Canopus, and Jeffrey Calderon, Protector of the Concord, hostage on the planet of Detroit. Maltin then asked the Federated Commonwealth for recognition and assistance, an action the Federated Commonwealth was not inclined to take given the looming prospect of civil war.

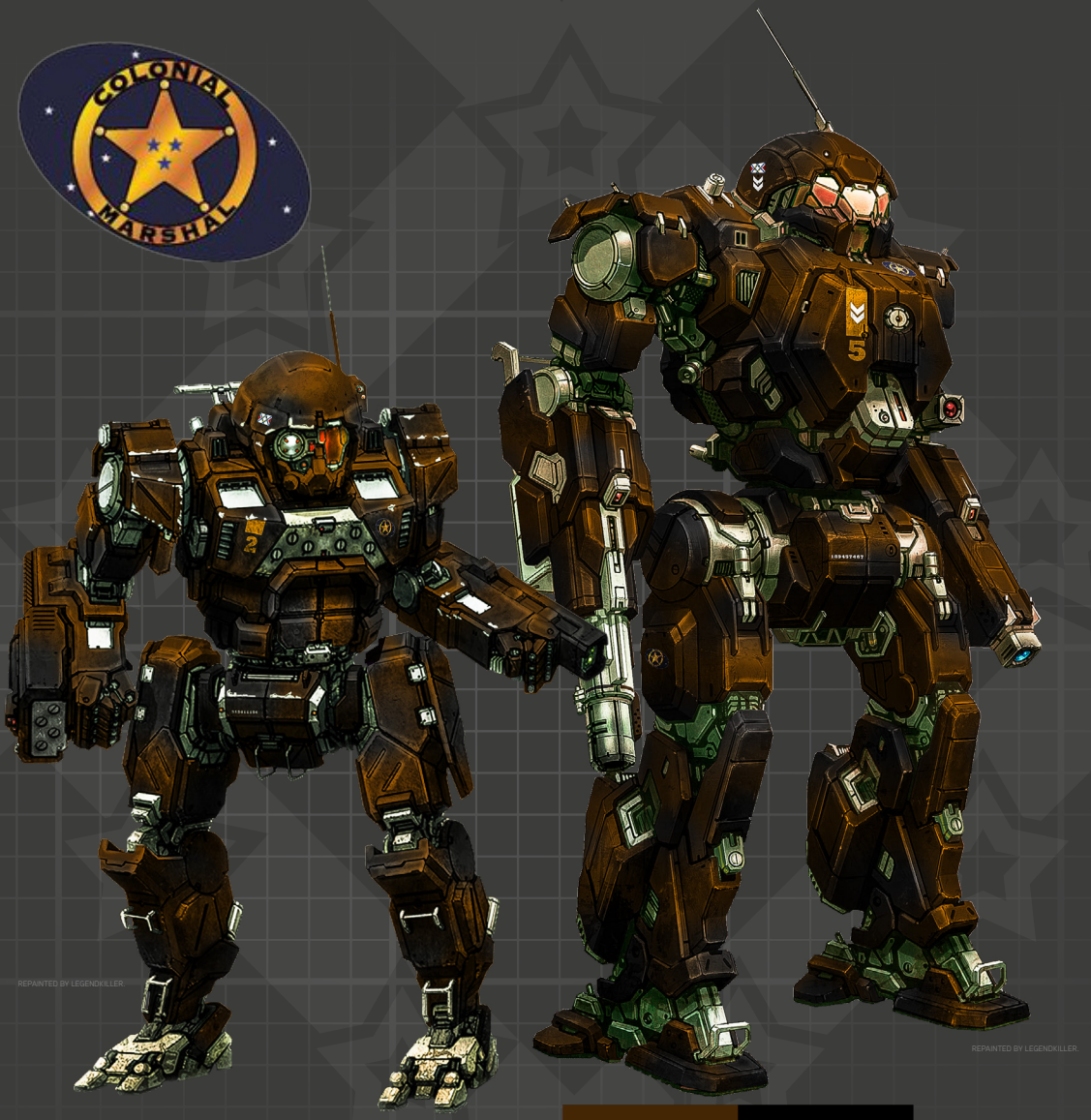
The standoff ended when Capellan and Canopian military forces sent by Sun-Tzu Liao and commanded by Naomi Centrella quickly landed on the planet and crushed the revolt, resulting in the deaths of Calderon and Maltin. Attempts to identify any outside organization that aided the revolt proved inconclusive as several factions stood to gain, though the Federated Commonwealth became the lead suspect due to Maltin's request for aid. Calderon was succeeded by Grover Shraplen, who immediately announced a new alliance with the Capellan Confederation.

INDEPENDENCE

Following the Detroit tragedy, the New Colony Region redoubled its calls for a peaceful settlement to their issues, primarily self-governance and taxes; these requests were ignored. In 3066, under unclear circumstances, the President Carver Trondel of the Fronc Reaches asked for official recognition from every Successor State. The Fronc Reaches was recognized as an independent nation by both ComStar and the Free Rasalhague Republic, and shortly thereafter by the Free Worlds League and the Draconis Combine. However, Detroit did not become a member of the Reaches; instead, Detroit was annexed by the Magistracy of Canopus.

THE JIHAD

By 3067, the Fronc Reaches consisted of eight worlds. Unlike many larger states, the Fronc Reaches actually prospered during the Jihad; the most obvious benefit was the influx of millions of refugees into the region, moving from all corners of human space. When the Magistracy of Canopus withdrew its forces, the Fronc Reaches took the opportunity to reassert its independence. *SARNA.NET*



COLONIAL MARSHALS

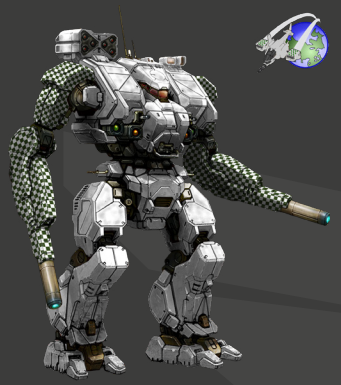
The unit utilizes a scheme of brown with large black splotches reminiscent of ancient Terran painted horses. The largest of the spots covers most of the left torso and shoulder. *CANONIZED BY MASTERGUNZ ON 1/18/2011.*

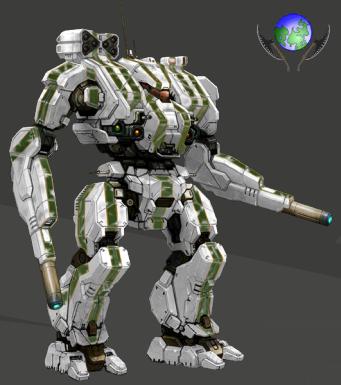


FRONC CURASSIERS, 1ST-3RD

The base color for units Mechs is black with dark gray lining in a pattern resembling carbon fiber. Individual panels are lined in fiery orange. Cuirassier pilots sometimes adorn their Mechs with kanji symbols. *CANONIZED BY MINIDRAGON ON 4/15/2005. INSIGNIA BY HORUS.*

FREE WORLDS LEAGUE & SUCCESSOR FACTIONS







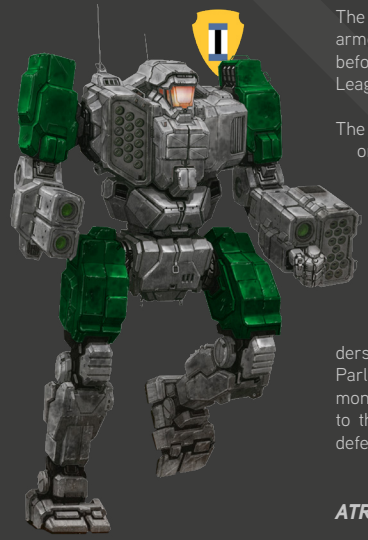


ANDURIEN CAVALRY, 2ND, 4TH, 5TH

The Andurien Cavalry use a base coat of white, with white and green checkerboard patterns on Mecharms, aerospace fighter wings, and vehicle turrets. *FM:: 3145, PAGE113*

ANDURIEN GUARDS, 1ST-9TH

The Andurien Guards paint their machines in vertical stripes of buff and green. The First Andurien Guards insignia shows Andurien with two crossed halberds in front of it. FM: 3085, PAGE 79.



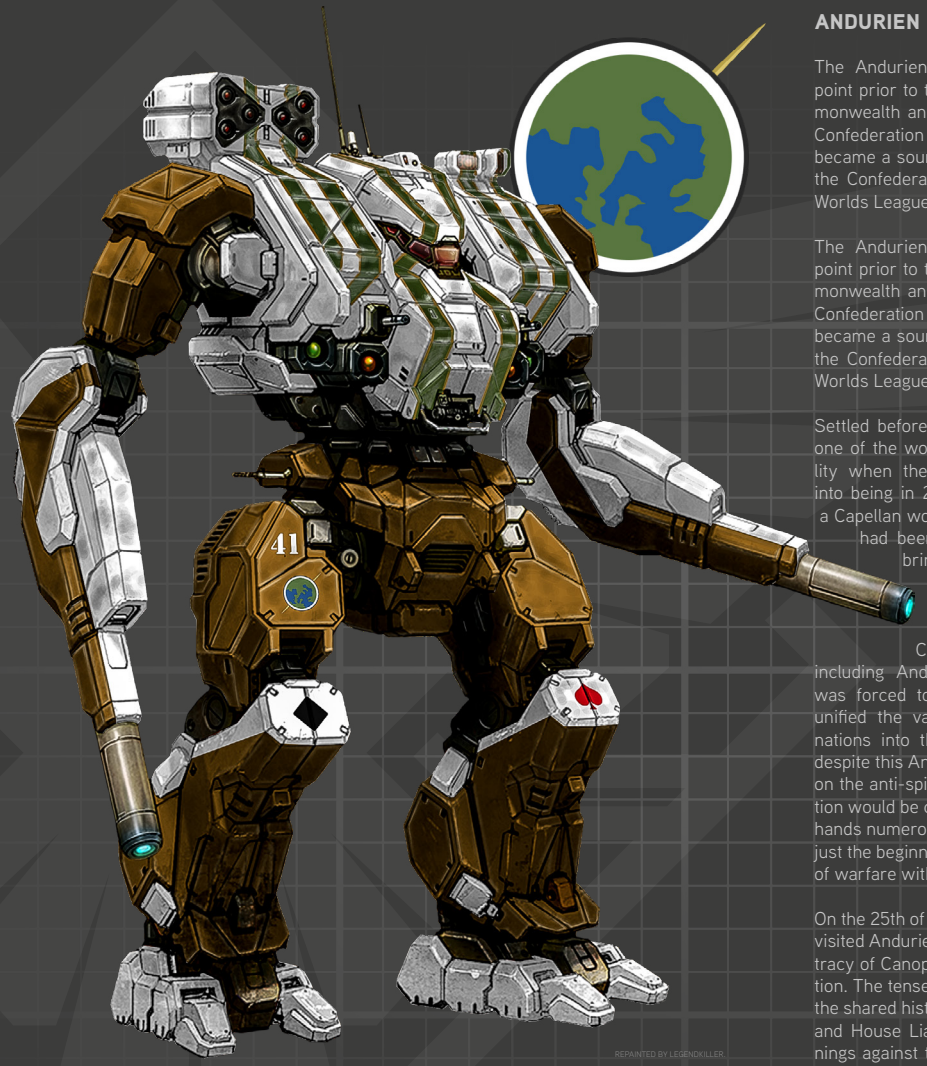


The Atrean Dragoons were the provincial armed forces of the Marik Commonwealth before being incorported into the Free Worlds League Military.

The regiments of the Atrean Dragoons were originally a part of the armed forces of the Marik Commonwealth, with the brigade being founded during the early days of the Free Worlds League. The Atrean Dragoons would continue to serve as the provincial forces of the Marik Commonwealth until the League had expanded to the point that the forces of the Free Worlds Guards were insufficient to garrison the League's borders; when that point was reached, the League Parliament applied pressure to the Marik Commonwealth to loan a portion of the Dragoons to the League to for the purposes of federal defense. *SARNA.NET*

ATREAN DRAGOONS, 1ST-15TH

The colors of the Atrean Dragoons are described as green and light gray livery. *FM:FREE WORLDS LEAGUE, PAGE 50.*



REPAINTED BY LEGENDKILLER



ANDURIEN

The Andurien system was settled at some point prior to the dissolution of the Sian Commonwealth and the formation of the Capellan Confederation in 2366, and subsequently became a source of frequent conflict between the Confederation and the neighbouring Free Worlds League.

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Settled before the Age of War, Andurien was one of the worlds within the Sian Commonality when the Capellan Confederation came into being in 2367. Andurien wouldn't remain a Capellan world for long, though; Allan Marik had been waging a war since 2366 to bring various worlds within the Capellan Zone into the Free Worlds League, and although the war ended in 2369 several Capellan worlds were annexed, including Andurien. Chancellor Franco Liao was forced to trade worlds for time as he unified the various disparate Capellan Zone nations into the Capellan Confederation, but despite this Andurien and several other worlds on the anti-spinward border of the Confederation would be contested for a decade, changing hands numerous times. This would prove to be just the beginning of decades or even centuries of warfare with Andurien as the focus.

On the 25th of April 3075 Naomi Centrella-Liao visited Andurien as an envoy of both the Magistracy of Canopus and the Capellan Confederation. The tense visit involved both reminders of the shared history between Canopus, Andurien and House Liao, but also some pointed warnings against the Duchy of Andurien pursuing „ambitions of the past." The visit was ultimately successful, with Naomi leaving Andurien on the 1st of May with a signed non-aggression pact covering all three states. *SARNA.NET*

ANDURIEN RANGERS, 1ST-7TH

Duchess Dalma Humphreys restored the colors and insignia of Andurien. This put Rangers personnel back into white and buff uniforms, a change the Rangers wore with pride. *FM: 3085, PAGE 79*





Facing a contentious Parliament, with the provinces beginning to make extensive use of the Home Defense Act to withhold troop support from the Captain-General, Samuel Marik attempted get around this situation by forming a new regiment directly loyal to him and equipped using captured Capellan Mechs. However the Hussars low origins and, until the FWLM's expansion in the 3040's, status as the youngest regiment in the League prevented them from attracting competent leadershipage While not lacking in supplies or equipment, they also did not get the best opportunities for combat or booty.

The Hussars appeared ready to throw off the lack of prestige when Janos Marik, then heir to the Captain-Generalrcy, took command of the unit, but they spent more time combating general strikes, terrorism, rioting and anti-government violence on their garrison world of Ling than fending off Lyran raids. *SARNA.NET*

ATREAN HUSSARS

Atrean Hussar war machines use blue and white parade colors--the upper section of each Mech, vehicle or fighter is white, the lower is blue. *FM:FREE WORLDS LEAGUE, PAGE 47.*





BOLAN DEFENDERS, 1ST-11TH

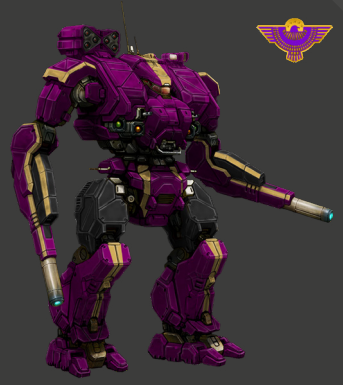
The Bolan Defenders used a parade scheme of lime green with white highlights on their equipment. *SARNA.NET*





CALLOWAY TRAINING BATTALION

The Colloway Training Battalion uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY TITANIUMBURN.*





COVENANT GUARDS, 1ST-2ND

The parade colors of the Covenant Guard are purple and black. The purple forms the base color, with key panels highlighted in black. Gold edging completes the scheme. *A BONFIRE OF WORLDS, CHAPTER 2, PAGE 4*





COVENANT WORLDS 1ST EXPED.FORCE

The Covenant Worlds 1st Expeditionary Force uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

HISTORY OF DPM

A new British DPM was developed in the early 1960s, using the four basic western European temperate colours of black, dark brown, mid-green and a dark sand to make a very effective camouflage that has survived in its basic design, with no more than slight changes to the colours and pattern, until current times.

This design was probably used first on a very small scale for a hooded Smock, Windproof, 1963 Pattern, issued only to special forces.

In 1966 the Army introduced, though not universally, a camouflage field uniform. Known informally as the 1966 Pattern, it was in fact identical in design to the 1960 Pattern kit, though now made in DPM fabric. It is labelled, like the earlier plain olive green version, Smock, Combat, 1960 Pattern and Trousers, Combat, 1960 Pattern.

The 1966 DPM range did not completely replace the plain olive green 1960 Pattern Smock and Trousers, which continued to be worn widely until the 1968 DPM kit was issued. Both the Royal Marines and the Parachute Regiment continued to wear the Trousers, Combat, 1960 Pattern with the Denison smock, and examples of these trousers were made even after 1968. These units eventually stopped issuing the Denison smock (in mid to late 1970s) and adopted smocks in the general-issue DPM while still for a time wearing the plain olive 1960 Pattern Trousers.

LATER DEVELOPMENTS

The pattern was changed slightly with subsequent issues. On early 1960 Pattern (manufactured from 1966) and 1968 Pattern DPM uniforms the sand coloured base would appear to lighten in tone at night, becoming dangerously conspicuous. This was addressed in the late 1970s, when the sand and brown colours were slightly darkened. The 1985 Pattern has fewer, less precise dots and the brown is much darker; 1990 and later has a band of new shapes and is smaller; 1994 has an orangey colour instead of a tan. Tropical poly-cotton DPM uniforms varied even more; early versions were very brightly coloured notably with a russet brown and emerald green which faded to rather unexpected pastel tones of blueish green and pink-brown with washing. Late 1970s and early 1980s Tropicals have a more yellowish sand base and are greatly sought-after by those wishing to appear stylish, while the final production style in the early 1990s used colours closer to temperate uniforms.

DPM items in the Combat Soldier 95 clothing system have similar colours to the 1966 uniform. However, instead of all four colours being printed onto a whitish base, the material is in fact woven in the sand shade and overprinted only with three colours. This leads to a loss in contrast between the colours after washing and wear, and the clothing tends to appear darker when wet than previous types did.

Although slight changes have been made to DPM and the colours, the pattern is easy to recognise. There are also jungle versions of DPM where the colours are brighter, and on one variation the tan is darker than the green. A desert variant was first issued on a limited basis in the late 1980s. This appeared very similar, but consisted of subdued sand and khaki hues. This was replaced by a two-colour version by 1990 because four-colour versions had been adopted by some Middle Eastern countries, notably Iraq.

From 1990 a system of Personal Load Carrying Equipment was introduced, initially produced in olive green. The olive type was quickly replaced in production by a disruptively patterned version, and now almost all British issue webbing and rucksacks are disruptively patterned in the Multi-Terrain Pattern (MTP).

Current issued DPM equipment is IRR (Infrared Reflective) coated. This coating has a specific reflective wavelength in order to blend in with natural colours in the infra-red light spectrum. This reduces the visibility of soldiers to night vision devices, which detect infra-red light, as trees and other green plants reflect deep red and infra-red light (the Wood Effect). *WIKIPEDIA*

SPLITTERTARNMUSTER

Splittertarnmuster, Splittertarn or Splittermuster (splinter-pattern) is a four-colour military camouflage pattern developed by Germany in the late 1920s, first issued to the Reichswehr in 1931. It was first printed on the newly designed and issued triangular tent/poncho called the [dreiecks]zeltbahn („[triangle] tarpaulin"), just as the Italian 1929 telo mimetico began as a tent pattern. Known in German as Buntfarbenaufdruck 31 („colourful print 31"), for its year of introduction, splittertarn was later issued on a very wide basis to practically all regular military (Wehrmacht) units. The pattern consists of a disruptive, zig-zag pattern of hard-edged wood-brown and medium green polygons printed on a light field-gray or tan background. A random pattern of green dashes, called „raindrops", was applied in places to improve the camouflage effect.

Proposed in 1931 and introduced in 1932, the four-colour camouflage patterns incorporated „splinters" on top of the 1918 colour pattern. This pattern included ochre, rust, and brown overlaid on a green foundation, with sharp corners between coloured patches. This new pat tern was printed on zeltbahn (triangular tent) material, and could also be used as a camouflage rain poncho in the field. Both sides of the material showed the same pattern, but the printing was brighter on one side.

A subdued gray-beige tint replaced the yellow-ochre colour. On top of this background, green and brown irregular patterns were screen-printed. A final innovation applied to this camouflage colour printing were the „splinters" irregularly printed on the fabric. Directional, dark-green dashed lines („grass" or „rain") were printed in selected areas to help break up the silhouette. Many similar „rain pattern" designs inspired by splittermuster were made after the war by Warsaw Pact countries. During the war, cost-saving measures required textiles to be printed with changed colours. In addition, many of the lower-cost two-colour options were abandoned. These cost-saving measures caused significant deviations from the original colour patterns.

In 1941 splitter pattern jump smocks were issued to German paratroops for the invasion of Crete.

VARIANTS

During World War II, Bulgarian paratroopers were equipped with Luftwaffe-Splittermuster 41. Its typical square look with the dashed lines has been the national camouflage of Bulgaria and has continually evolved. It was worn as a one piece boilersuit and as a two piece suit for paratroops, border troops, and mountain troops. The mountain troops' version had large patches of reinforcing materials located on the knees, elbows, wrists, and shoulders, and black patches under the arms, around the collar, and in the crotch. A Soviet style large beret, pulled down to the left, was worn.

For the paratroopers in 1953, a three-color pattern was introduced, which had been derived directly from the bright colors printed in 1941 for the German paratroopers. The dashed lines here were not aligned uniformly in one direction, but could vary within a limited framework. The colors were based on the model, but used other tones. The Bulgarian splinter 53 was later issued to special forces and worn until 1991.

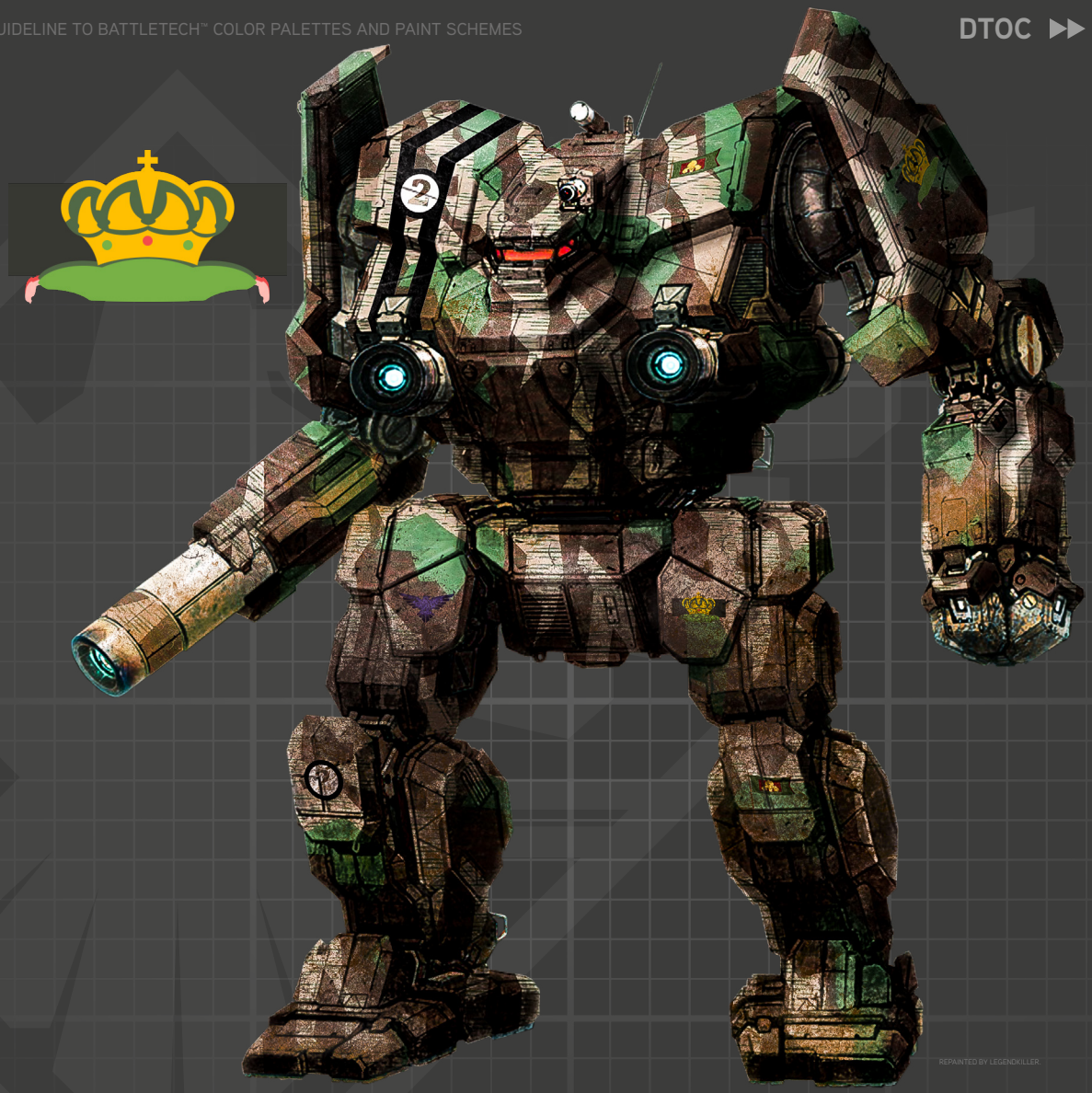
The Bulgarian Splittertarnmuster was developed in the 1960s and 1970s, with varied shapes and colors. In 1979, the army released another version of the Bulgarian paratroopers colored imprint of 1941 with wavy dotted lines, which was again closer to the German model. In 1991 the production of the pattern was started. In 1997, the current three-color printing for bright colors was launched for the entire Bulgarian army, with the dashed lines appearing again in a spidery waveform. *WIKIPEDIA*





DEFENDERS OF ANDURIEN, 1ST-6TH

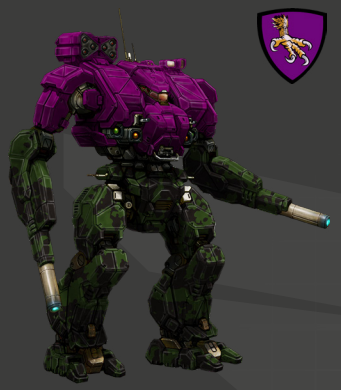
The Defenders Of Andurien use a base coat of white, with green and light green stripes on the limbs. *SARNA.NET*





DUCAL GUARDS, 1ST-8TH

The secret Regiments of Anton Marik apply appropriate camouflage pattern to their Mechs and Vehicles. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





EAGLE'S TALON

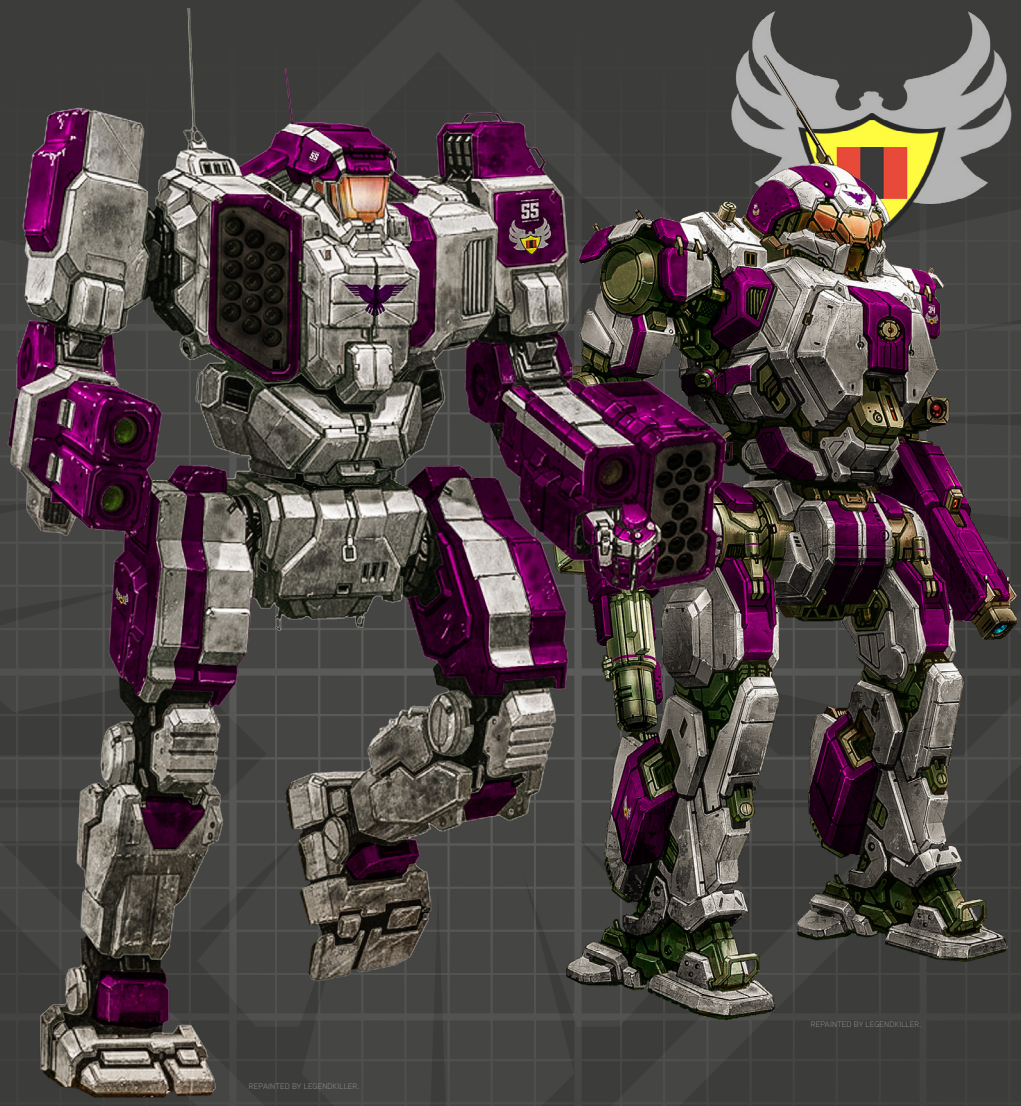
The Eagle's Talons favor a mottled green and black camo, with upper torsos and shoulders painted purple. *PER TARGET OF OPPORTUNITY, PAGE62. INSIGNIA BY TITANIUMBURN.*

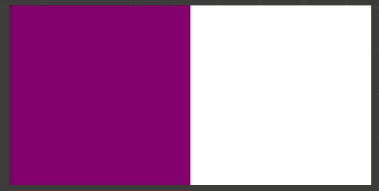




FREE WORLDS LEGIONNAIRES, 1ST-9TH

White with dark green highlights and stripes is applied to the Mechs of the Free Worlds Legionnaires. *FM:FREE WORLDS LEAGUE, PAGE 36.*





FREE WORLDS GUARDS, 1ST-8TH

Mechparts are colored white and purple is applied to the Mechs and Vehicles of the Free Worlds Guards. *FM:FREE WORLDS LEAGUE, PAGE 46.*

Long considered the premier units of the FWLM, the Free Worlds Guards jealously guarded that reputation following the creation of the Knights of the Inner Sphere. Created at the same time as the Free Worlds League, the Guards drew their forces from across the League.

HISTORY

The Guards have their roots in the ten conventional regiments which were authorized during the first session of Parliament in 2272, with the modern First Free Worlds Guards armor regiment formed in 2426, a few years before the League fielded its first BattleMechs. A key federal brigade, nominally the Guards were answerable only to Parliament and the Captain-General, but since Succession Wars and the enactment of Resolution 288, the Guards have answered exclusively to the Captain-General, even going so far to swear personal oath of loyalty to each successive Captain-General since 2804.

At their peak immediately prior to the First Succession War, the Guards had six regiments active, but the ceaseless centuries of fighting during the Succession Wars have reduced their number to three active commands. Unlike some FWLM brigades, in an effort to maintain a strong sense of tradition the Free Worlds Guards rebuilt their units rather than create new ones. While the first post-Succession War attempt in 3032 ended in disaster and disgrace when the newly rebuilt Fourth Guards were shattered by the Natasha Kerensky led Black Widow Company, during the reign of Thomas Marik the Fifth was successfully reformed in 3064, but plans for the Sixth to enter service in 3070 were derailed by the Word of Blake Jihad.

After the dissolution of the Free Worlds League, regiments of the Free Worlds Guards joined several different nations. Most ended up with former Free Worlds states, but some joined the Word of Blake and The Republic of the Sphere.

After the League reformed in 3139 all the former Free Worlds Guards regiments in service to the Duchy of Tamarind-Abbey and the Marik-Stewart Commonwealth. Parliament also allocated funds to rebuild former Guards units and transfer former provincial forces to new Guard units. In addition, a few of the new Guards regiments were raised from the survivors of other League commands that had to be disbanded. *SARNA.NET*



Created by False Thomas Marik in 3055 with the goal of civilizing modern combat, the knights swore personal loyalty to the Captain-General to the exclusion of home planet or even family. The knights pledge of loyalty extended to a commitment to a neo-chivalric honor and conduct. This dedication was exemplified by their combat dictates that forbid a Knight from firing into the back of an opponent and in their conduct with one another referring to other Knights as "Sir" or "Dame." Their code of conduct was based on the chivalric codes of conduct of medieval Europe, and was stricter than the Ares Conventions.

The Knights served as part of Task Force Serpent, the assault on the Clan Homeworlds. During that campaign, they served as the conscience of the SLDF command, preventing the use of morally-questionable expediencies.

During the Blakist Jihad, a chemical nerve agent attacked the Knights, leaving all of their number dead or crippled. In a single, brutal strike, this mighty unit became inert. The survivors fought on for several years. They were finally destroyed by the 2nd Free Worlds Legionnaires and 8th Free Worlds Legionnaires in 3076.

Following the Jihad, most of their equipment was gifted to the Republic of the Sphere, in the aim that Devlin Stone would "breathe life into the Knights" again. Thus, the Exarch he created the Knights of the Sphere, a new unit of Knights defending Republic's valors.

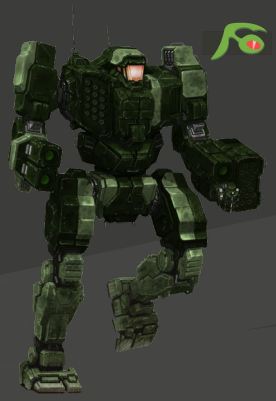
The First Knights of the Inner Sphere first saw action on Gibson. Involved in a brutal civil war, the First Knights faced elements of the Word of Blake Militia and the 2nd Regulan Hussars, defeating both units despite the use of tactical nuclear weapons. More important to the Knights than a military victory was the moral victory. They didn't see themselves as fighting an enemy, but fighting to protect the rights of the people of Gibson. A short time later the Knights responded to a crazy man trying to provoke a war by painting his machines to look like the Knights. After landing on New St. Andrews, the Knights dispatched their opponents and restored their good name.

After the Jade Falcons attacked Coventry in 3058, Katherine Steiner-Davion asked Thomas Marik for assistance from the First Knights. They traveled to Coventry and placed themselves under the command of Precentor Martial Anastasius Focht and Victor Steiner-Davion. Though they didn't see any fighting, the Knights were impressed by Victor's solution to the Jade Falcon invasion. *SARNA.NET*



KNIGHTS OF THE INNER SPHERE

White with golden highlights are the colors of the Knights of the Inner Sphere. *FM:FREE WORLDS LEAGUE, PAGE 71.*





FUSILIERS OF ORIENTE, 1ST-5TH

The Fusiliers of Oriente used dark green with black edging and pale green highlights as their parade colors. Their brigade insignia was a stylized red and green orchid on a black rectangle. *FM:FREE WORLDS LEAGUE, PAGE 74.*





HELM CUIRASSIERS

The Helm Cuirassiers use appropriate camouflage pattern to paint their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





HUSSAR REGIMENT, 288TH

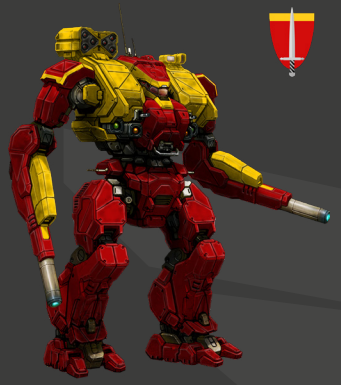
Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark red highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*





LOYALTY DEFENDERS, 1ST-2ND

The First Loyalty Defenders use a canary yellow scheme trimmed with red. *FM: 3085, PAGE90*



MARIK GUARD

The colors of the Marik Guard have been red and yellow since the formation of the Marik Commonwealth around 2271. *FAN-MADE COLOR PALETTE BY NICHINO.*



MARIK PROTECTORS, 1ST

The First paint their equipment charcoal with steel highlights. *FM: 3085, PAGE90.*



MARIK PROTECTORS, 2ND

The Second uses a paint scheme of sky blue, with white, feathered wings painted across the backs of Mechs, the sides of vehicles and the wings of aircraft. *FM: 3085, PAGE90. INSIGNIA BY HORUS.*



MARIK PROTECTORS, 3RD

The formations paints its equipment brown with green and red highlights. *FM: 3085, PAGE90. INSIGNIA BY HORUS.*

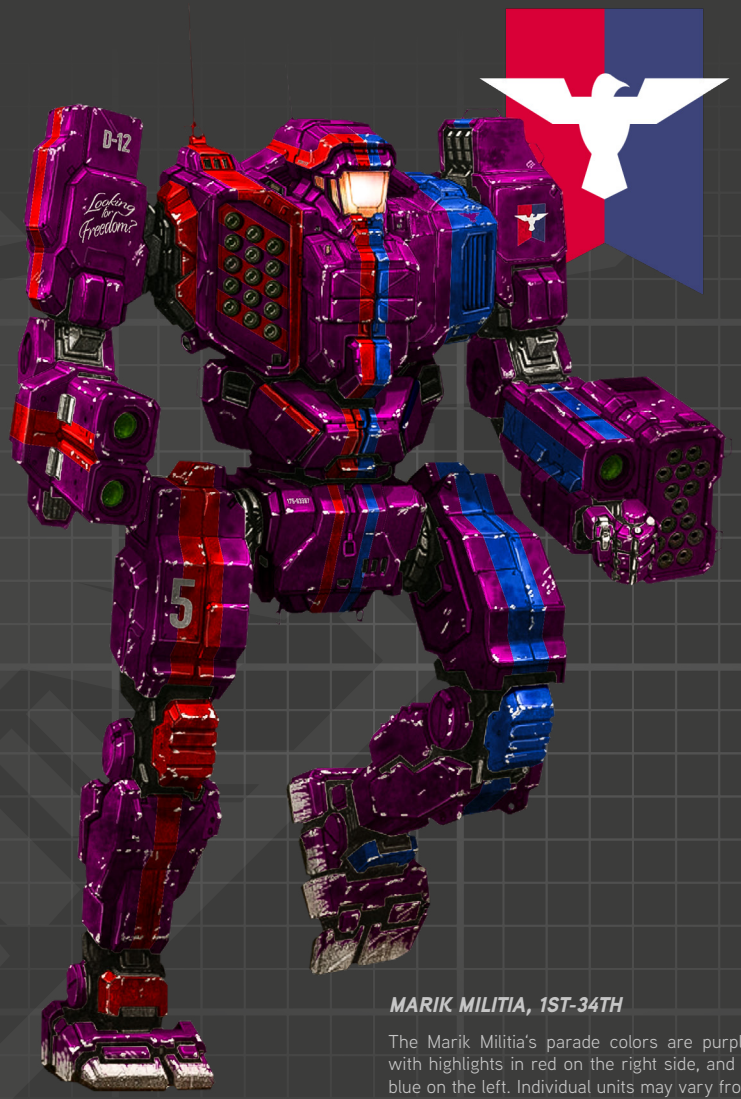
Having secured a number of worlds from the remains of the Terran Hegemony, Captain-General Kenyon Marik deployed ten regiments from the Marik Militia to launch an invasion of the Capellan Confederation; their goal was to „clear a route ten parsecs wide to Sarna." Both Corey and Wazan fell quickly to the Marik Militia forces, with few of the Capellan garrisons offering much resistance.

Chancellor Barbara Liao was unwilling to cede control of the worlds easily, however; she launched a counterattack against the world of New Delos, which was a Free Worlds League Military staging area, and put blockades in place over both the Corey and Wazan systems, as well as ordering an attack on Calloway VI in 2780. These efforts were despite Kenyon Marik ordering his forces to conduct attacks that saw the worlds of Hall, Ingersoll, New Canton and Outreach firebombed in retaliation for the New Delos attack and in an effort to disrupt the Capellan Confederation Armed Forces efforts to send reinforcements to Corey and Wazan.

The Capellan siege of both Corey and Wazan ended when FWLM forces in the Calloway system detected and ambushed the Capellan forces attempting to launch their attack, leading to several years where the war went almost completely in favour of House Marik.

In 2913 three regiments of the Marik Militia landed on Loric in the Lyran Commonwealth; the Militia was supported by a large contingent of aerospace fighters and DropShips and inflicted heavy damage on the defending Lyran Commonwealth Armed Forces units, only retreating when reinforcements from the Donegal Guards arrived. The attack was perhaps the most successful strike made against the Lyran Commonwealth during the reign of Captain-General Elisabeth Marik.

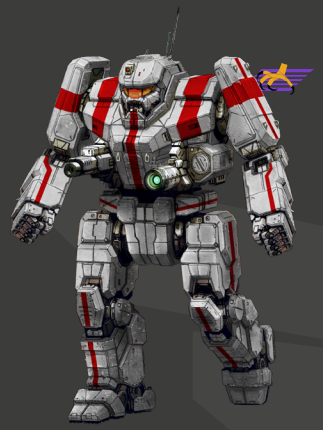
Forming such a large part of the FWLM, the Militia played a significant role in the League's military actions in the unceasing conflict of the Succession Wars, but even with the addition of two new Militia units in 2980, attrition had reduced their number down to fifteen regiments by 3025. After the rise of Thomas Marik to the Captain-Generalacy, the Marik Militia benefited from new resources to rebuild and expand their numbers. Unfortunately Militia also began to serve as unofficial cadre units for the modernized FWLM, with most graduates of the League's military academies undertaking their first tour of duty in a Militia unit before the best officers and troops were poached by more prestigious brigades. While a few regiments had success in convincing the LCCC to retain and build on their expertise, the Militia as a whole had the highest concentration of green troops in Thomas's FWLM. *SARNA.NET*



REPAINTED BY LEGENDKILLER

MARIK MILITIA, 1ST-34TH

The Marik Militia's parade colors are purple, with highlights in red on the right side, and in blue on the left. Individual units may vary from this color scheme. *FM:FREE WORLDS LEAGUE, PAGE 54.*



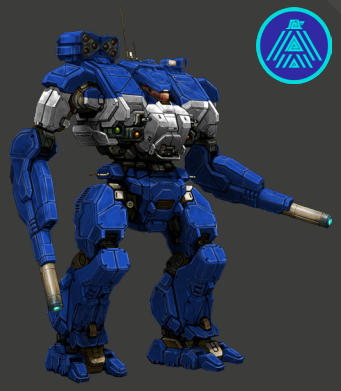
MARIK PROTECTORS, 4TH

The Fourth paint their Mechs silver with red trim. *FM: 3085, PAGE90. INSIGNIA BY HORUS.*



MARIK PROTECTORS, 5TH

Dark blue with black highlights is the simple paint scheme used by the Fifth when not adopting local camouflage. *FM: 3085, PAGE90. INSIGNIA BY HORUS.*



MARIK PROTECTORS, 6TH

The Sixth uses a blue scheme with a white horizontal stripe across their equipment. *FM: 3085, PAGE90.. INSIGNIA BY HORUS.*



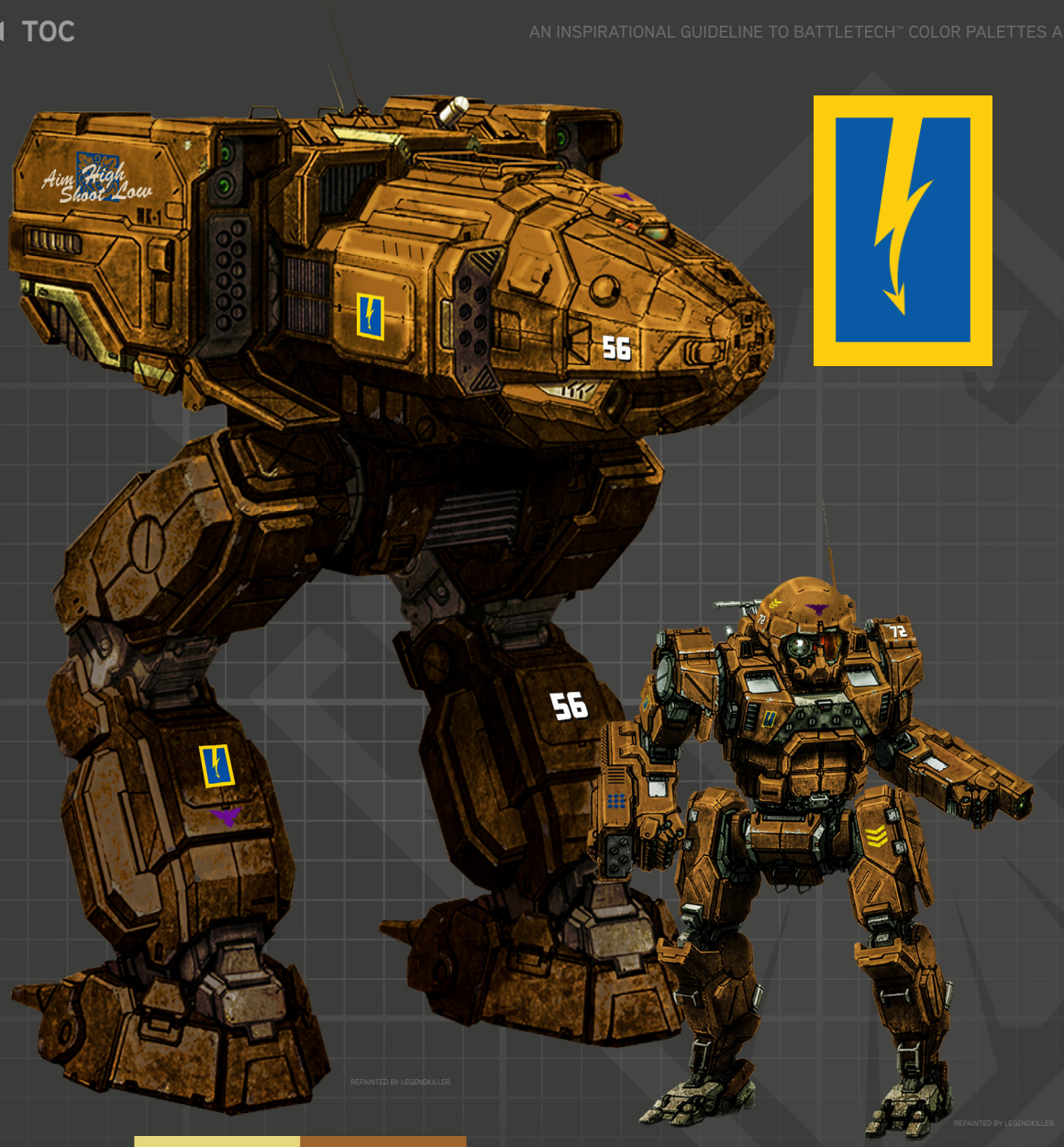
ORLOFF GRENADIERS, 1ST-8TH

The Grenadiers use a two-tone green paint scheme for their parade colors. The legs and lower torso of each Mechare painted drab olive-green, while a brighter lime-green covers the upper torso. *FM:FREE WORLDS LEAGUE, PAGE 102.*



ORIENTE HUSSARS, 1ST-12TH

Although the individual Hussar regiments use a range of different camouflage schemes, the most commonly favored is a two-tone green paint scheme for vehicles and Mechs, with the lighter of the two tones in use on the top parts of the equipment and the darker tone on the lower parts. *FM:FREE WORLDS LEAGUE, PAGE 92.*



REPAINTED BY LEGENDKILLER.

REPAINTED BY LEGENDKILLER.



REGULAN HUSSARS, 1ST-31ST

For ceremonial purposes the Hussars paint their machines an orange-brown with off yellow highlights. Some sub-units from the lance level up paint their machines a monotone color such as tan, olive, or grey when in combat, while others stick to the parade scheme. *CAMOSPECSONLINE.*



PROTECTORATE GUARD

The Parade colors of the Protectorate Guard are purple and powder-blue. The blue forms the base color with key panels highlighted in purple. Black edging completes the paint scheme. *FM:FREE WORLDS LEAGUE, PAGE 80.*



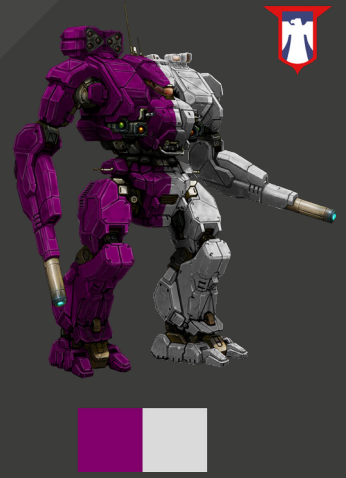
RIM COMMONALITY GUARDS, 1ST-6TH

All of the regiments of the Rim Commonality Guard are painted sandy yellow with crimson highlights. *FM:: 3085, PAGE88.*



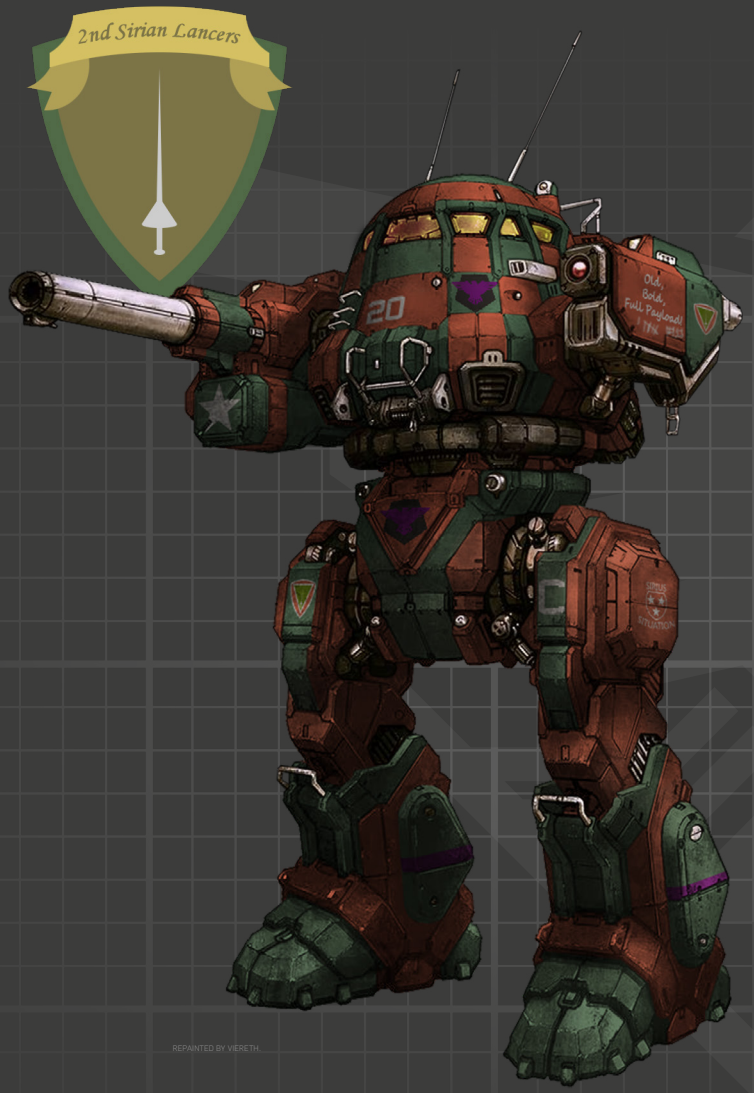
ROLLING THUNDER

The paint scheme of the Rolling Thunder unit is a ocker camouflage pattern. *FAN-MADE COLOR PALETTE BY NICHINO.*



SILVER HAWK IRREGULARS

The component forces from each coalition member-state retain their traditional parade schemes. *CANONIZED BY HYENA AND INSANE KANGAROO ON 2/21/07*



REPAINTED BY VIERETH.



SIRIAN LANCERS, 1ST-3RD

Ochre red with various highlights. 1st uses white, 2nd green and the 3rd blue higlights. *FM:FREE WORLDS LEAGUE, PAGE 87.*

The Sirian Lancers have had a disproportionate effect on the history of the Free Worlds League since the end of the Fourth Succession War. Janos Marik's decision to preemptively withdraw left the worlds of the Concordance in the hands of the nascent Federated Commonwealth. When Thomas Marik launched Operation Guerrero in 3057, it stopped short of reclaiming those worlds. When an insane ComStar Precentor, Alisendar Gyrn, took control of Sirius and Procyon creating his own small stellar empire the Sirian Holds, the Lancers threatened to invade, with or without support from the LCCC. The LCCC decided to aid the three regiments, providing the 4th Free Worlds Legionnaires to support the three Sirian units. Together these forces liberated the worlds in 3058 to find "reeducation camps" and other atrocities.

Angry at the Captain-General and the LCCC for not liberating their homeworlds sooner, the Lancers all but went their own way. The Sirian Lancers commanding officer, Colonel Ginny Ebaugh, stopped going through FWLM channels for replacement parts and supplies. The supplies needed by several 'Mech regiments still came in, but no one could identify the source of the materials. In addition, most Sirian Lancer units at this time were housed in separate bases away from other FWLM forces.

In 3068, troops wearing the colours of the Lancers attacked Skye on the 4th of February with support from a renegade WarShip, the FWLS Percival, the incident which that led to war between the Free Worlds League and the Skye Province of the Lyran Alliance. In 3070 the Sirian Concordance seceded from the Free Worlds League and joined the Word of Blake Protectorate. Soon after, the Lancers defected to the Word of Blake Militia.

In 3079 those Sirian Lancer commands that had survived the Jihad joined the Regulan Hussars.

2ND SIRIAN LANCERS

The Second was strengthened by the transfer of the best soldiers from the First and Third Lancers in 3022, but was defeated on Procyon in 3029 by vastly superior numbers. The Second's Commanding Officer, Colonel Jenny Twofeathers dueled Lord Ridzik, trading her life to allow her unit to escape.

OPERATION BULLDOG

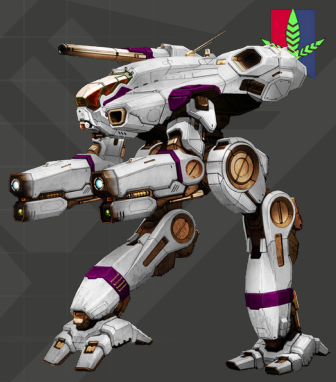
Around the same time as Operation Bulldog, the Second Sirian Lancers liberated worlds of the Sirian Holds from the crazed Alexander Gyrn. Though equally as critical of the Captain General and Free Worlds League, instead of getting into fights with other units the Second took a different tack: Any soldier not born in or a citizen of the Sirian Concordance was transferred out of the unit. This led to a sharp drop in the number of qualified soldiers, but they were quickly replaced by new recruits.

JIHAD

In October 3068 'Mechs of the Second Sirian Lancers landed on Skye in retaliation for the death of Helen Thrall. They faced several units of Skye Rangers and were driven offworld. This attack led directly to the Bolan Province invading the Free Worlds League.

TACTICS

The unit used night operations and stealth tactics extensively to surprise their enemy. *SARNA.NET*





TAMARIND REGULARS, 1ST-8TH

The Tamarind Regulars use a white base coat with purple highlights as their color scheme. *FM:3145, PAGE 105.*





STEWART DRAGOONS

Elements of the Stewart Dragoons use a red and gray paint scheme with scarlet highlights. *FM:FREE WORLDS LEAGUE, PAGE 99.*





TANIA DRAGOONS, 1ST-2ND

The Tania Dragoons use appropriate camouflage pattern on their vehicles and Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY TITANIUM-BURN.*

HANSEATIC LEAGUE





REGIONAL DEFENSE FORCE 1

RDF-1 utilizes a two-color patchwork scheme of light and medium gray-blue. Each Regional Defense Force unit is identified by a tri-color scheme located on the right or left arm of BattleMechs or right or left side on vehicles and aerospace fighters. RDF-1 uses historic German imperial colors of black, white and red. *CANONIZED BY MADDOC ON 4/14/2006. INSIGNIA BY HORUS.*





REGIONAL DEFENSE FORCE 2

The units of RDF-2 use a color scheme of a medium blue base with a traditional Bavarian color motif. This decoration consists of a white and white lozenge pattern commonly located on the right or left arm of BattleMechs or right or left side on vehicles and aerospace fighters. *CANONIZED BY MADDOC ON 4/14/2006. INSIGNIA BY HORUS.*





REGIONAL DEFENSE FORCE 4

The colors of RDF 4 are dark blue with red and gold trim. *TOTAL WARFARE, PAGE 154. INSIGNIA BY HORUS.*





REGIONAL DEFENSE FORCE 5

The colors of RDF 5 are black with red and white trim. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

The Hanseatic League is a mercantile nation located in the Deep Periphery, abutting the anti-spinward edge of the Coreward Sector, as defined by Comstar's Explorer Corps. „League territory" extends approximately 300 light years in diameter. With the exception of the Clans, the League is the preeminent commercial and military power within the deep periphery.

THE HSF

The Hanseatic Security Force was born in the mid-thirtieth century as a result of the desire of the Council of Merchants to continue expanding their sphere of influence and dictating policy to the various „independent" colony worlds within the Hansa sphere of influence. The Council laid the foundations of the HSF in 2920 with the decision to recruit mercenary forces to act as a security force, tasked with maintaining order and protecting Hanseatic interests; by the mid-thirtieth century the League had obtained enough equipment from sources in the Inner Sphere to form its own army, the Hanseatic Security Force (HSF). In addition to possessing AeroSpace Fighter and conventional vehicle production facilities of a comparable level to those of the Inner Sphere at the time, the Hansa also obtained the design schematics to allow them to produce BattleMechs, and while production within the League was never particularly high, although those Mechassets were supported by a substantial conventional force.

STRUCTURE OF THE HSF

The official structure of the HSF consists of seven units, six of which are Regional Defense Forces (RDFs); the seventh is the Convoy Protection Force (CPF). The bulk of the Hanseatic League's Mechs and conventional armor serves within the various RDFs, while the CPF is comprised of AeroSpace Fighters, marines and the small quantity of Assault DropShips owned by the Hansa.
The Council of Merchants exercises control over the HSF, with each RDF answering directly to the Council. Each RDF is commanded by the Captain-General of the BattleMech forces within that RDF; in addition to having almost total control over the forces within their charge, each Captain-General is responsible for keeping those forces fed and equipped. In exchange for this responsibility, each Captain-General receives a „tithe", drawn in proportion to the trade revenue for the area for which the Captain-General is responsible. This allows Captain-Generals to potentially turn a substantial profit, but as each Captain-General is responsible for making up any shortfalls, politics within the League has resulted in an individual RDF being deliberately starved of cash as a means of discrediting the Captain-General in charge - or reducing that Captain-General to penury. This political tactic represents an act of brinkmanship for those involved, as starving an RDF of funds runs the risk of weakening the League's defenses and their profitability as a consequence.

COMPOSITION OF HSF UNITS

CPF deployments are handled on a case-by-case basis, which means that the structure of each CPF detachment will be dependent upon the mission being performed. When several merchants travel together, the HSF will often assign a military JumpShip with attendant combat DropShips and fighters as a chaperone vessel; such a unit represents the main means for the League to project influence and are often used to cow potential buyers and sellers and to intimidate unaffiliated traders. On a smaller scale, a single merchant vessel travelling the Deep Periphery may be accompanied by an AeroSpace Fighter squadron, or possibly a military DropShip; both the JumpShip and any DropShips will also have a marine contingent deployed aboard.

RDF deployments at the sub-unit level typically consist of a Mechcompany backed up by one or two composite battalions of infantry and armor. Larger, harder-hitting units are assembled when needed, but prior to the mid thirty-first century no BattleMech deployment above battalion strength had ever been performed by the HSF.

TECHNOLOGY OF THE HSF

HSF units are typically combined arms units equipped with designs equivalent to Inner Sphere equipment from the late Third Succession War, although in the latter half of the thirty-first century more modern equipment began appearing in service with the HSF as a result of increased trade within the Inner Sphere - and a desire on the part of various governments within the Inner Sphere to exploit the League.
SARNA.NET





REGIONAL DEFENSE FORCE 3

The units of RDF-3 use solid tan on Mechs and vehicles. RDF-3 uses the old German federation colors of black, red, and gold as its tri-color scheme. *CANONIZED BY MADDOC ON 4/14/2006.*

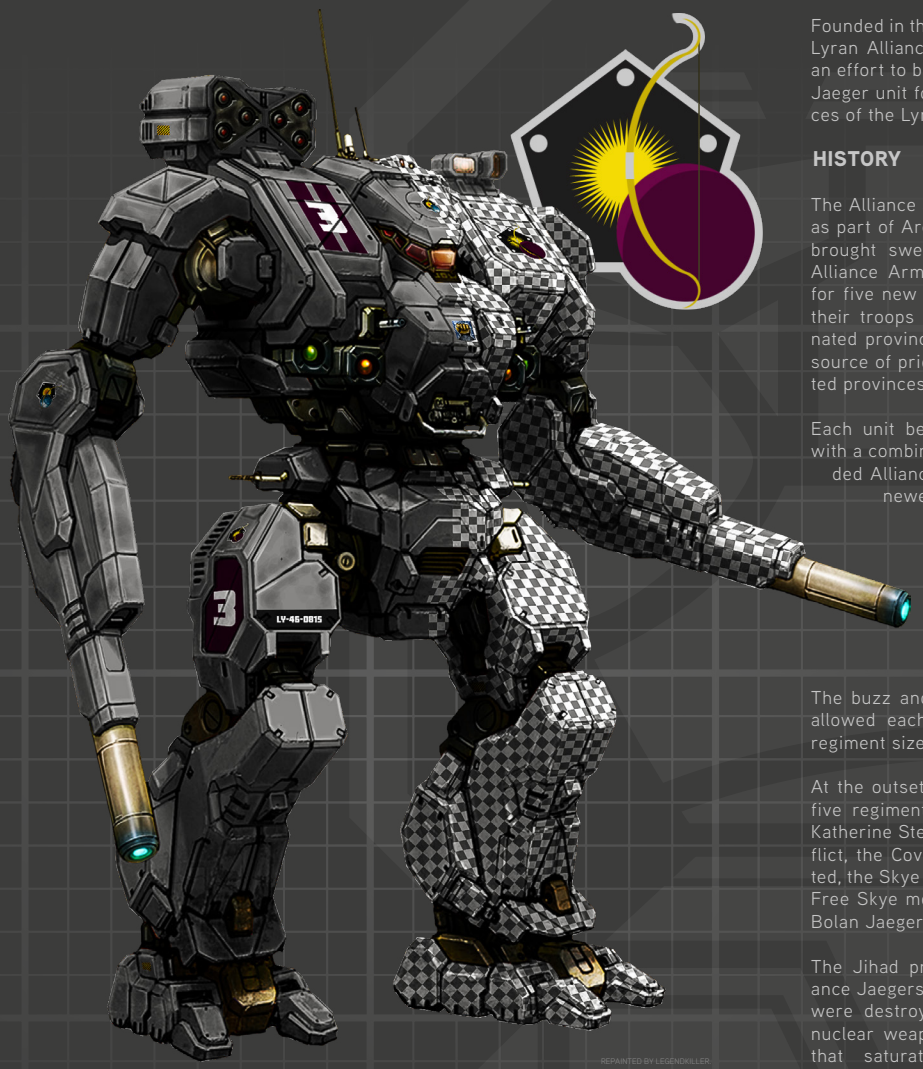




REGIONAL DEFENSE FORCE 6

The regiments of RDF-6 use a color scheme of grayish-green. RDF-3 uses traditional Hanseatic colors of a dark red field with a white center stripe as its tri-color scheme. *CANONIZED BY MADDOC ON 4/14/2006. INSIGNIA BY HORUS.*

LYRAN ALLIANCE & FEDERATED COMMONWEALTH



REPAINTED BY LEGENDKILLER



ALARION JAEGERS, 1ST

Each Jaeger regiment has a signature color that dominates its paint scheme. The Alarion Jaegers use gray with a distinctive white checkered pattern overlaying the left side of the Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 48.*

Founded in the wake of the formation of the Lyran Alliance, the Alliance Jaegers were an effort to boost Lyran nationalism, with a Jaeger unit for each of the original provinces of the Lyran Commonwealth.

HISTORY

The Alliance Jaegers were formed in 3057 as part of Archon's Order 5730023, which brought sweeping changes to the Lyran Alliance Armed Forces. The order called for five new units, with each one drawing their troops exclusively from their designated province. This was intended to be a source of pride for each of the newly minted provinces.

Each unit began as a battalion equipped with a combination of surplus from disbanded Alliance Guards commands and the newest in hardware from Lyran manufacturing centers. The buzz that surrounded the creation of a new brigade caught the attention of the Donegal Broadcasting Corporation, which aired a series of documentaries called Fighting for Peace The buzz and the year-long tri-vid series allowed each Jaeger command to reach regiment size within two years.

At the outset of the FedCom Civil War, all five regiments pledged loyalty to Archon Katherine Steiner-Davion. During that conflict, the Coventry Jaegers were annihilated, the Skye Jaegers publicly stood for the Free Skye movement, and the Alarion and Bolan Jaegers were badly damaged.

The Jihad practically eliminated the Alliance Jaegers brigade. The Alarion Jaegers were destroyed by orbital bombardment, nuclear weapons, and biological weapons that saturated their homeworld. The Bolan Jaegers were destroyed on Bolan, but they did damage the 52nd Shadow Division before they died. Similarly, the Donegal Jaegers were destroyed on their homeworld as well, but failed to inflict any damage. The Skye Jaegers were destroyed early in the fighting, but were reconstituted and helped drive the Word of Blake off of Hesperus II. They would later participate in Operation SCOUR. *SARNA.NET*





ALARION PROVINCE MILITIA

The Alarion Province Militia uses a pale blue paint scheme with white and green highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*





ALLIANCE GUARDS, 3RD, 5TH

The units of the Alliance Guards use a brown and tan paint scheme with black edging. The Third uses Skye green edging on their Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 44, 45.*



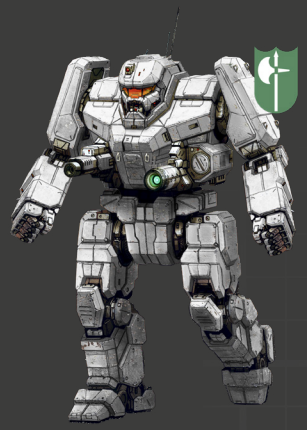
The 1st and 2nd were disbanded, the best Lyran loyalist troops and equipment being transferred to bolster the showpiece Alliance Jaegers. The remaining brigades served as sink units for troops whose loyalty to the Archon-Princess was suspect; they were not re-equipped, and used mostly outdated war materiel.

During the Jihad, the 3rd, 4th, and 5th Alliance Guards were used as reserve forces that supplemented the "more trustworthy" LAAF troops. Several Guards units took part in heavy offensives, and took serious damage as a result. In addition, the Guards units were picked clean for "politically reliable" troops who could make up losses in other LAAF commands. As they are near the end of the supply list, they will likely receive units cast off from other Alliance commands as they upgrade. At the moment, the lack of supplies hasn't been a problem because the Guards units lack the troops to pilot the missing machines. *SARNA.NET*



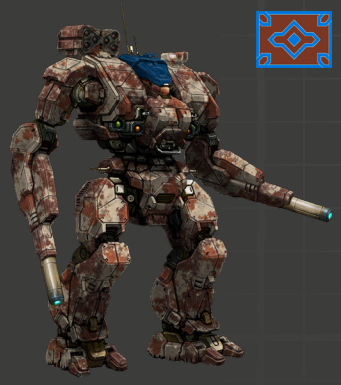
ALLIANCE GUARDS, 4TH

The Fourth continues to use the blue and gold of the Federated Commonwealth RCTs, as well as the FedCom emblem. *FM: LYRAN ALLIANCE, PAGE 46.*



ARCTURAN GUARDS, 1ST-26TH

When on parade or ceremonial duties, vehicles of the Arcturan Guards use a flat white paint scheme with no highlights or contrast colors.
FM: LYRAN ALLIANCE, PAGE 54.



BOLAN GUARDS, 1ST-2ND

The Commonwealth Guards adopted a new scheme of brown and off-white. They paint their units in a brown and off-white camouflage pattern. The heads of 'Mechs of the 1st are painted royal blue, of the 2nd midnight blue. *CANONIZED BY HAUPTMANN FANJOY 4/2/14. INSIGNIA BY HORUS.*



REPAINTED BY FLYING DEBRIS.

Known originally by the simple name of the Capitol Guards, the Arcturan Guards were the first federal troops of the newly-formed Lyran Commonwealth when originally founded in 2341 as an infantry and armour force. Initially nine regiments strong when founded, each regiment was named for a muse from ancient mythology; this naming convention continued when the first expansion regiments were subsequently founded.

When the Lyran government moved from Arcturus to Tharkad in 2407 the Capitol Guards changed names, becoming the Arcturan Guards.

STAR LEAGUE ERA

The Arcturan Guards brigade increased in size after its founding, and like other brigades in the Lyran Commonwealth Armed Forces the Guards expanded again after the repeal of the Star League Council Edict of 2650, although the convention of naming new regiments after muses didn't continue. The Guards were well-supported during the Star League era, in part because of how closely tied the brigade was to the economic might of the Tamar Pact. The main problems the Guards had to deal with as the Amaris Civil War approached were boredom and ennui; the Guards still had political intrigues and the occasional raid to deal with, but the Star League Defense Force acted as enough of a deterrent that there were few large-scale military deployments or operations for the Guard to engage in, limiting much of the brigade's activities to training or garrison duty.

By 2786 the Arcturan Guards had increased in strength to twenty-five regiments, in part due to having received three former SLDF regiments that had been recruited by the LCAF and redesignated as the Sixth, Seventh and Seventeenth Arcturan Guards. In addition to founding the Twenty-third, Twenty-fourth and Twenty-fifth Arcturan Guards during the twenty years of the Amaris Civil War the Arcturan Guards also reactivated the Twelfth and Fifteenth Arcturan Guards.

SUCCESSION WARS

For centuries an agreement was in place that ensured that the Guards recruited at least a quarter of its personnel from Arcturus, even as it became a ghost world. An order issued by Archon Katherine Steiner attempted to strip away this provision from the Guards prior to the FedCom Civil War, but was met with entrenched opposition from the soldiers and officers of the Guards - including those not born on Arcturus - and although the Archon was eventually forced to acquiesce it cost the Guards their commanding officer, who was promoted out of the brigade into a general staff post and replaced with one of the Archon's supporters.

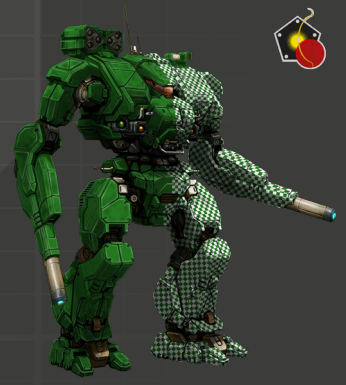
DARK AGE

Several of the Arcturan Guards regiments were heavily damaged or destroyed by Clan Jade Falcon forces when the Falcons assaulted the Commonwealth in 3142. *SARNA.NET*



ARCTURAN GUARDS, 15TH

When on parade or ceremonial duties, vehicles of the Arcturan Guards use a flat white paint scheme with no highlights or contrast colors. The 15th applies a tiger pattern on the arms.
FM: LYRAN ALLIANCE, PAGE 54. / TRO 3028



BOLAN JAEGERS, 1ST

Each Jaeger regiment has a signature color that dominates its paint scheme. The Bolan Jaegers use green with a distinctive white checkered pattern overlaying the left side of the Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 48.*



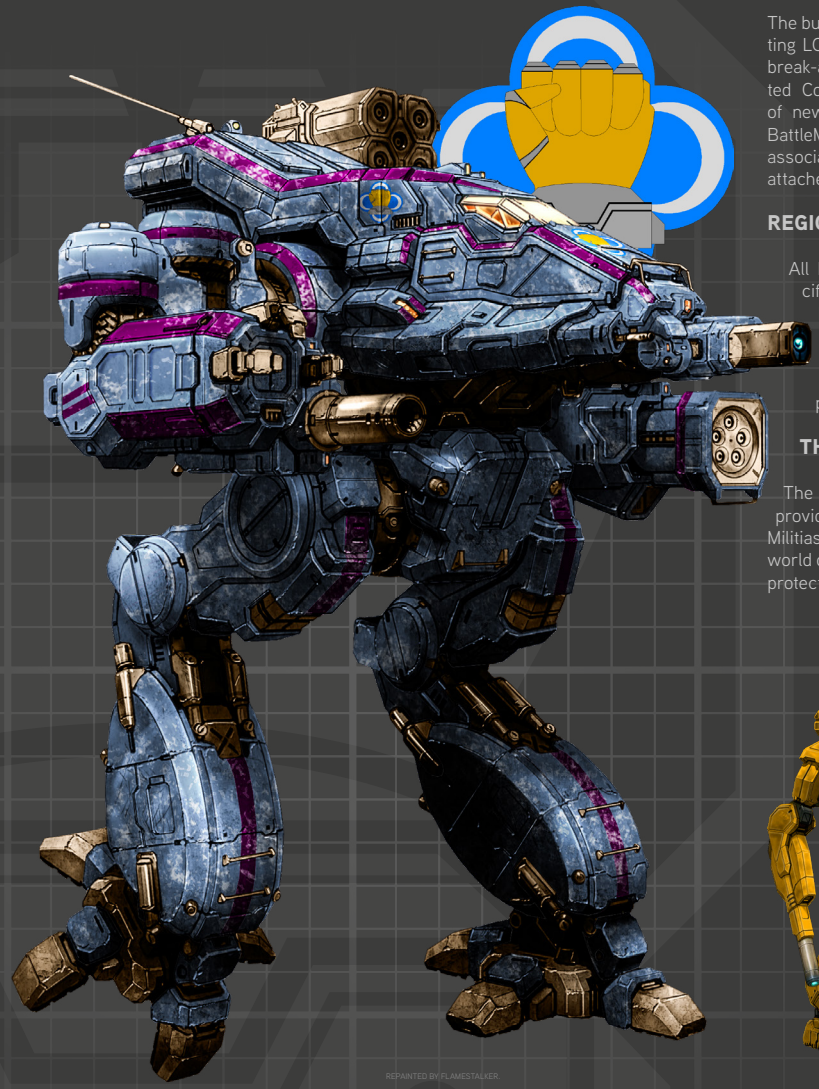
BOLAN PROVINCE MILITIA

The Bolan Province Militia uses a pale blue paint scheme with purple and blue highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



BUENA GUARDS, 1ST-2ND

The Buena Guards use brown as the main color, adding off-white trim. The heads of Mechs are painted in a blue-ish color. Teal for the 1st Buena Guards, blue-grey for the 2nd. *CANONIZED BY CSO 4/24/2014. INSIGNIA BY HORUS.*



REPAINTED BY FLAMESTALKER.

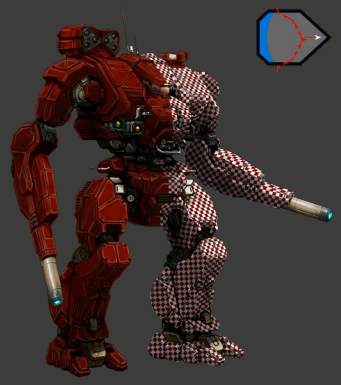
The bulk of the LAAF TOE consists of pre-existing LCAF units who returned home upon the break-away of the Alliance from the Federated Commonwealth, though a small number of new and renamed formations exist. Only BattleMech or mixed units are listed below - associated conventional assets are considered attached to these commands for convenience.

REGIONAL MILITIAS

All Militias use pale blue with region-specific highlights. Derived from the March Militia system used during the time of the Federated Commonwealth, these RCTs are drawn from the best of the militia troops from each world in their province or theater.

THEATER MILITIAS

The Theater Militias are militia units used to provide border defenses. Like the Province Militias, they take their name from the capital world of the theater that they're responsible for protecting. *SARNA.NET*



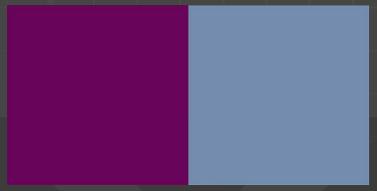
BUENA JAEGERS, 1ST

Each Jaeger regiment has a signature color that dominates its paint scheme. The Buena Jaegers use dark red with a distinctive white checkered pattern overlaying the left side of Mechs and vehicles. *CANONIZED BY CSO. INSIGNIA BY HORUS.*



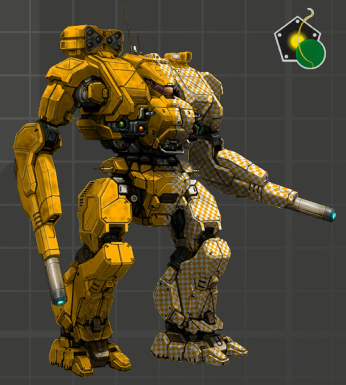
BUENA WAR COL.TRAINING BATTALION

The Buena War College Training Battalion uses black and teal in form of a gradient that starts with teal at the upper torso of the Mechand transitions down to black at the feet. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



CAVANAUGH II THEATER MILITIA

The Cavanaugh II Theater Militia uses a pale blue paint scheme with Purple highlights. *FM: LYRAN ALLIANCE, PAGE 108. UNIT INSIGNIA BY HORUS.*



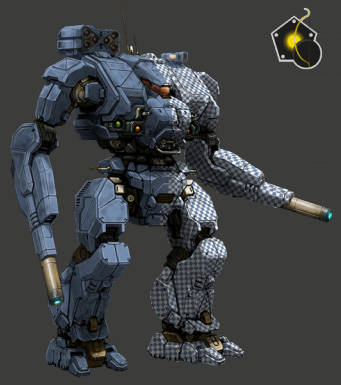
COVENTRY JAEGERS, 1ST

Each Jaeger regiment has a signature color that dominates its paint scheme. The Coventry Jaegers use yellow with a distinctive white checkered pattern overlaying the left side of the Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 48.*



COVENTRY PROVINCE MILITIA

The Coventry Province Militia uses a pale blue paint scheme with gold and red highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



DONEGAL JAEGERS, 1ST

Each Jaeger regiment has a signature color that dominates its paint scheme. The Donegal Jaegers use white with a distinctive light-blue checkered pattern overlaying the left side of the Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 48.*



DONEGAL GUARDS, 1ST-17TH

Donegal Mechs and vehicles use a blue-gray paint scheme. *FM: LYRAN ALLIANCE, PAGE 62.*

The Donegal Guards predate the formation of the Lyran Commonwealth. Originally the defensive force of the Protectorate of Donegal, the Donegal Guards are a large and well supplied unit, mostly because the Protectorate of Donegal was not ravaged by the Succession Wars. The Donegal Guards fight with dogged determination. At its zenith, the brigade numbered 20 BattleMech regiments and an additional 80 regiments of conventional forces.

HISTORY

The roots of these brigades dates back to the Protectorate of Donegal. Since that time, the units fought with a solid reputation against the enemies of the Commonwealth with great success. They have always followed their tradition to stand with the Archon and the protectorate. The regiments of the Donegal Guards were originally all named for famed regiments from Terra that shared the predominantly Irish heritage of the Protectorate, although this tradition would fade with time.

The most loyal of the regional brigades, the Donegal Guards continued to join with the various state brigades of the Lyran Commonwealth Armed Forces in support of the Commonwealth and the Archon. The Donegal Guards had lost half a dozen regiments in the brutal fighting of the closing years of the Age of War prior to the formation of the Star League, but throughout the Star League era the Guards enjoyed access to the best equipment outside of the Royal Guards brigade. The Donegal Guards remained the formation of choice to conduct those offensive operations too large for the smaller Royal Guards brigade to handle alone, and the Guards attracted officers who sought to advance via their leadership and grasp of strategic skills, rather than through politics and favouritism. It was during the Star League era that the shift in unit traditions away from favoring or honoring those units associated with Ireland became distinctly noticeable amongst some of the regiments. By 2765 the Guards were eleven regiments strong.

The Guards grew in strength during the leadup to the First Succession War, and by 2786 mustered seventeen full Mechregiments. Two of these, the Fifth and Fourteenth Donegal Guards were former Star League Defense Force units, whilst the Ninth, Thirteenth, Fifteenth and Sixteenth Donegal Guards were reactivated regiments. During the First Succession War three new regiments of Guards - the Eighteenth, Nineteenth and Twentieth Donegal Guards were founded. *SARNA.NET*



FREEDOM PEOPLE'S DEF. REG., 2ND

The 2nd Freedom People's Defecnce Regiment uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



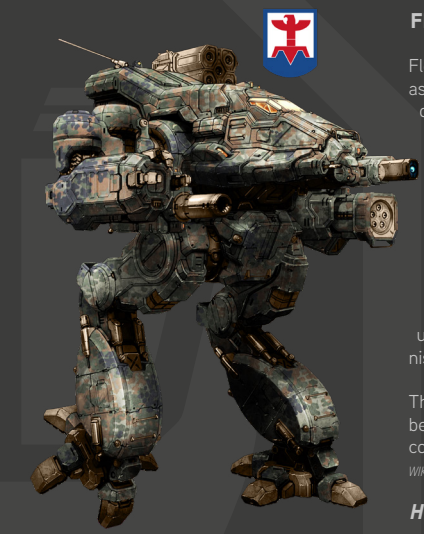
FREEDOM THEATER MILITIA

The Freedom Theater Militia uses a pale blue paint scheme with green highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



ROY. HEAVY ASSAULT REGIMENT, 11TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



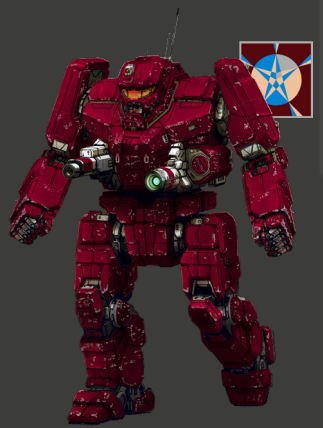
HESPERUS GUARDS, 1ST-9TH

The Hesperus Guards uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

FLECKTARN

Flecktarn („mottled camouflage"; also known as Flecktarnmuster or Fleckentarn) is a family of 3-, 4-, 5- or 6-color disruptive camouflage patterns, the most common being the five-color pattern, consisting of dark green, light green, black, red brown and green brown or tan depending on the manufacturer. The original German 5-color pattern was designed for use in European temperate woodland terrain. A 3-color variation called Wüstentarn is used for arid and desert conditions and has been used by the German Bundeswehr in Afghanistan.

The original German 5-color flecktarn has been adopted, copied and modified by many countries for their own camouflage patterns. *WIKIPEDIA*



KELSWA GUARD

The Kelswa Guards employ a burgundy red as their only color to paint Mechs and vehicles. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



LYRAN GUARDS, 1ST-54TH

The Lyran Guards use a blue-and-white paint scheme for ceremonial duties. *FM: LYRAN ALLIANCE, PAGE 74.*



LYRAN REGULARS, 1ST-65TH

The regiment uses a drab green paint scheme with tan or khaki highlights. Though the practice has never been authorized, members of the Third Regulars often paint yellow and black stripes on their Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 85.*



MECHANIZED INF. DIVISON, 236TH

Based on the standard SLDF color scheme, the Division paints its machines in olive drab with dark green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



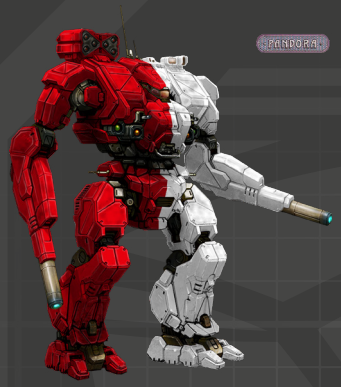
MELISSIA THEATER MILITIA

The Melissia Theater Militia uses a pale blue paint scheme with gold highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



ODESSA REGULARS

The colors of the Odessa Regulars are green and gold. *FM:PERIPHERY, PAGE 38*.



PANDORA CAVALIERS

The Pandora cavaliers paint their units red, with rougly forty percent of the right side of the unit painted white. *CANONIZED BY CSO.*



PANDORA THEATER MILITIA

The Pandora Theater Militia uses a pale blue paint scheme with dark blue highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



SKYE GUARDS

As part of the Skye Rangers, the Skye Guard uses the standard Rangers colors, dark red with arms (or turrets/rudders) painted black, and silver added for highlights. *CANONIZED BY JAL PHOENIX ON 2/17/07.*



ROYAL GUARDS, 1ST-4TH

The Royal Guards use a distinctive color scheme for their Mechs and vehicles: a base of Steiner blue with a gold stripe down each side. Additionally, weapon barrels are painted gold, as are hatches and sensors. *FM: LYRAN ALLIANCE, PAGE 95.*

The unit was long held to be the best of the best of the LCAF. Their warriors were highly skilled and motivated, and loyal to the Archon. Soldiers who tended to "buck the system" were barred from the Royal Guards to maintain their professionalism.

During the Word of Blake's assault on Tharkad, the Royal Guards were largely destroyed. The Royal Guards ceased operating as regiments and instead broke into smaller formations and waged a guerrilla war against the Blakists. The Archon referred to anyone who fought alongside him as a Royal Guard. Once the Blakists were pushed off Tharkad, the Royal Guard regiments were rebuilt quickly by transferring in troops from other commands. Even with these transfers, it will be several years before the Royal Guards are back to full strength.

FIRST ROYAL GURADS

After the assassination attempt to kill Archon Craig Steiner in 2529, the 1st Royal Guards supplied the pair of Griffin BattleMechs that stood beside the Lyran throne. Victor Ian Steiner-Davion broke with the tradition and, in 3056, replaced the Griffins with a Crusader and a Marauder, 'Mechs common in the former AFFS. His sister, Katherine Steiner-Davion replaced those 'Mechs with a pair of Hauptmann Omni-Mechs following her accession.

Though most of the First's history has been the defense of the Archon, the First has been deployed to the front lines in times of need.

In early 2506 for example the First deployed to Tamar at the close of the Lyran Civil War. Led by Archon Robert Steiner, the First pursued Duke Gilderoy and Margaret Olson into Tamar City. There they fought the rebel forces for eighteen hours before the rebels surrendered.

The First was stationed on Tharkad in 2765. While there they skirmished and trained with the 2nd Royal Guards, who had lost several key members due to criminal behavior.

In 3022 the First Royal Guards fought the Battle of Rigil Kentaurus. The battle began as a joint exercise between the LCAF unit and Marshal Ran Felsner to work out joint AFFS/LCAF tactics. However, the Draconis Combine Mustered Soldiery sent in large numbers of troops and the joint LCAF/AFFS forces were hard pressed to prevent the fall of the planet. They prevailed however, and Rigil Kentaurus remained free of the Dragon. *SARNA.NET*



SAKHALIN REGULARS, 1ST-2ND

The Regulars use appropriate camouflage patterns. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

FLECKTARN VARIANTS

Flecktarn is the basis for the Bundeswehr's Tropentarn desert camouflage, the Danish military's T/78 and M/84 camouflage, including a desert variation of the Danish pattern. Several variations of the Flecktarn camouflage are also used by the Russian military, one is called Sever (Russian for „north"), sometimes also referred as Flectar-d. Another variant is called Tochka-4. Other country variations include Japan's Type II Camouflage; Type 03 Plateau camouflage, used by the Chinese military in Tibet (and some Russian Special Forces); and an urban variation used by some police units in Poland. Albania used a 5-color German flecktarn while participating in IFOR in Bosnia in 1996.

In 2013, the German company Mil-Tec introduced a new version of Flecktarn, called the Arid Flecktarn. It retains the 5-color pattern but with the colour scheme resembling that of MultiCam. It remains a commercial variant and is not in use by any world military. *WIKIPEDIA*



SKYE JAEGERS, 1ST

Each Jaeger regiment has a signature color that dominates its paint scheme. The Skye Jaegers use blue with a distinctive white checkered pattern overlaying the left side of the Mechs and vehicles. *FM: LYRAN ALLIANCE, PAGE 48.*



SKYE PROVINCE MILITIA

The Sky Province Militia uses a pale blue paint scheme with green and red highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



The Skye Rangers were the largest of the original provincial militaries. In 2765 they had sixteen active regiments. They were known as being fiercely individualistic, which many considered a form of sedition. They were used offensively, but generally half the active regiments of the Rangers were left in the Isle of Skye to avoid political problems.

Early in the Jihad the Skye Rangers led an assault into the Free Worlds League. Though they inflicted serious damage on the FWLM, including destroying the 5th Oriente Hussars, the Skye Rangers spent most of the Jihad defending the Skye Province from Word of Blake attacks. *SARNA.NET*

SKYE RANGERS, 1ST-25TH

The color scheme used on Rangers vehicles for parades is principally dark red, with arms (or turrets/rudders) painted black. The unit also uses gold highlights on the regiment's BattleMechs and Aerospace Fighters. *FM: LYRAN ALLIANCE, PAGE 101.*



SOMERSET STRIKERS, 1ST

The Somerset Strikers use a black and greenish-yellow lizard pattern camouflage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



STEINER STRIKERS, 1ST

The First Steiner Strikers use a red scheme with an inverted white triangle dominating the upper part of units. Maintenance crews often paint white runes on combat units. *CANONIZED BY HAUPTMANN FANJOY 04/24/2014.*



STORMHAMMERS

Stormhammer members paint their equipment in dark grays and dark blues, with progressively more blue representing seniority. *CANONIZED BY SAVAGE COYOTE 4/20/14. MWDA MINIATURES*



TAMAR CAVALIERS

The Cavaliers use a red with silver paint scheme on their combat equipment unless circumstances dictate otherwise. *FM: LYRAN ALLIANCE, PAGE 103.*





TAMAR HUSSARS, 1ST

The Tamar Hussars uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





TAMAR MARINES, 6TH-9TH

The Tamar Marines uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

TYPE 99 CAMOUFLAGE

Type 99 is a camouflage pattern used by People's Liberation Army of the People's Republic of China.

Type 99 has developed many variants throughout its service, each with different designations and colour variants. For example, there are Type 87, Type 95, and Type 03 patterns.

The main variant is a four-colour woodland pattern with olive, green, yellowish-green and black. Type 99, like many other woodland uniforms with black, has been criticized for its use of this color, but once faded, it becomes dull and subdued, and therefore virtually unnoticeable.

Type 99's style imitates that of the older American M81 Woodland camouflage, in the sense it utilizes a macropattern of four colours for concealment, printed in interlocking, elongated and branching blobs. Type 99 uses a yellowish-green colour for its fourth colour, as opposed to the US pattern's khaki. Currently, Type 99 remains the standard utility and field uniform of the PLA. Currently, the Type 87 Combat & Training Uniform is being replaced by the new Type 07 Combat & Training Uniform.

M05 CAMOUFLAGE

The M05 family of military camouflage patterns are used by the Finnish Defence Forces on uniforms and other equipment. The pattern is licensed by the Finnish Defence Forces and has recently become available to the public as of 26 September, 2016. The first M05 items were issued to troops around 2007, and have nearly universally replaced the M91 pattern in service use.

SNOW PATTERN

The snow pattern is a 2-colour version of the M05 woodland pattern. The pattern has been observed to disrupt a soldier's profile so that the new suit cannot be detected at a few dozens of meters' distance in dense snowfall. *WIKIPEDIA*

TAMAR

The planet has four major landmasses, Dilis, Amirani, Kopala and Zadeni. The capital city, Tamar City, is located on Dilis.

FIRST SUCCESSION WAR

In late 2790 the Draconis Combine Admiralty raided Tamar, striking with a WarShip group that broke through Tamar's orbital defenses and destroyed the Bolson-Tamar Shipyards.

THIRD SUCCESSION WAR

Tamar was under attack by forces from the Draconis Combine in 3022, and the LCAF deployed additional units to reinforce the weak defense forces on the planet. Amongst these additional units was the mercenary unit Snord's Irregulars. The Irregulars' initial deployment went poorly, with the regulars being dropped into the heart of Vrance, several kilometers away from their planned drop zone. At the time, Vrance was under the control of Combine forces headed by General Askam, but Cranston Snord used various unorthodox tactics to capture and then hold the city. Aksam was impressed enough with the Irregulars performance to attempt to sway them to the Combine's service, offering a contract paying twice what the Commonwealth was paying the Irregulars, but balked when Snord's contract demands included being allowed to select his own targets „for collecting purposes". Aksam attempted to counter the demand by offering more money, but negotiations ended when Archon Katrina Steiner announced that she would be increasing the Irregulars base pay.

JIHAD

Tamar was the subject of a damaging attack from Word of Blake forces on the 28th of December 3070. The Blakists didn't land ground forces; instead, the attack consisted of nuclear strikes aimed at a number of heavily populated areas, including the Clan Wolf headquarters. The attack on Tamar, capital world of the Clan Wolf Occupation Zone, coincided with an attack on Arc-Royal, the capital world of Clan Wolf-in-Exile. On the 1st of April 3080 Tamar was re-established as the capital world for Clan Wolf in the wake of the Jihad. *SARNA.NET*

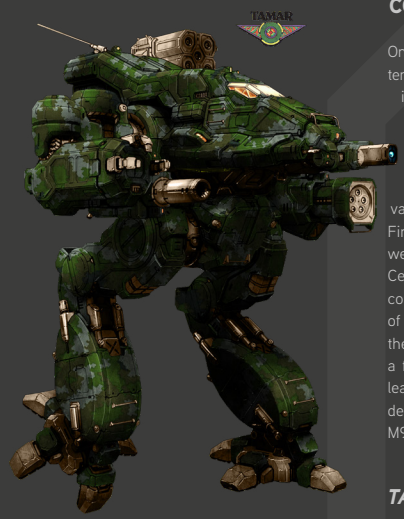


REPAINTED BY LEGENDKILLER

TAMAR JAGERS

The Jagers' parade colors are red and black. *SARNA.NET*





COLD WEATHER PATTERN

On the cold weather suit (Pakkaspuku) the woodland pattern's light green colour has been replaced by gray, which is a more common colour in the autumn and winter.

WOODLAND PATTERN

The basis of the planning of the new pattern are various photographs of Finnish forests taken by the Finnish Forest Research Institute. The photographs were then digitally edited by the VTT Tech. Research Centre of Finland's Information Tech. Institute and concentrated into a 4-colour pattern representative of a Finnish forest. Dark charcoal gray, was added to the pattern in order to represent shadowed areas in a forest. The pattern was field tested several times, leading to small changes. The new pattern was considered to be significantly better than the old M62 and M91 patterns. *WIKIPEDIA*



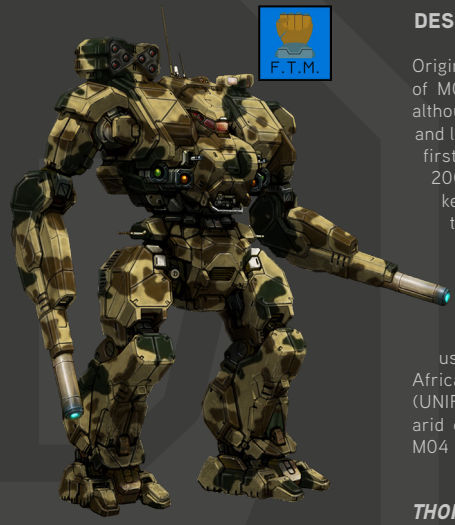
TAMAR WAR COLL. TRAIN. BATTALION

The Tamar War College Training Battalion uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



THE STEALTHS

The Stealths use a dark blue-violet on the torso or hull, fading to black on limbs and turrets. *CANONIZED BY FANJOY ON 8-1-2015. INSIGNIA BY HORUS.*





DESERT CAMOUFLAGE PATTERN

Originally taken in use before other gear of M05 family and is officially called M04 although pattern has the same basic features and looks as other M05 family patterns. The first M04 items were taken in use around 2003 by Finnish contingent of UN peacekeeping mission in Eritrea (UNMEE) as a test pattern called K2004. K2004 garments were printed into heavier cloth than current M04 that is printed to Ripstop cloth. Currently the pattern is used by FDF international forces in Afghanistan (ISAF). It was also used UN operations in Chad and Central African Republic (MINURCAT) and Lebanon (UNIFIL II). Also Finnish officers serving in arid climate as UN Military Observers use M04 pattern equipment. *WIKIPEDIA*

THORIN REGIMENT, 1ST

The 1st Thorin Regiment uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



Formed from the remnants of the CCAF stationed within the former Tikonov Commonality, the Tikonov Republican Guard was the garrison of the Tikonov Free Republic. When the TFR joined the Federated Commonwealth after the assassination of Lord Pavel Ridzik, the Republican Guard units were absorbed into the AFFC as part of the LCAF.

At their height, the Tikonov Republican Guards consisted of five regiments. One regiment was destroyed during Operation Guerrero, while another deserted. The remaining three regiments were destroyed in the FedCom Civil War. *SARNA.NET*



TIKONOV REPUBLICAN GUARDS

The Republican Guard uses a red and black paint scheme with gold highlights on all its Mechs. *FM: LYRAN ALLIANCE, PAGE 105.*



TIMBUKTU THEATER MILITIA

The Timbuktu Theater Militia uses a pale blue paint scheme with white highlights. *FM: LYRAN ALLIANCE, PAGE 108. INSIGNIA BY HORUS.*



WINFIELD'S BRIGADE

Winfield's Brigade has adopted the green and black colors of its old House namesake. *CAMOSPECONLINE. WINFIELD'S REGIMENT. INSIGNIA BY HORUS.*



YORK REGULARS, 23RD-31ST

The York Regulars uses appropriate camouflage pattern to paint its Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

MAGISTRACY OF CANOPUS





BALLAD VOLUNTEERS, 1ST

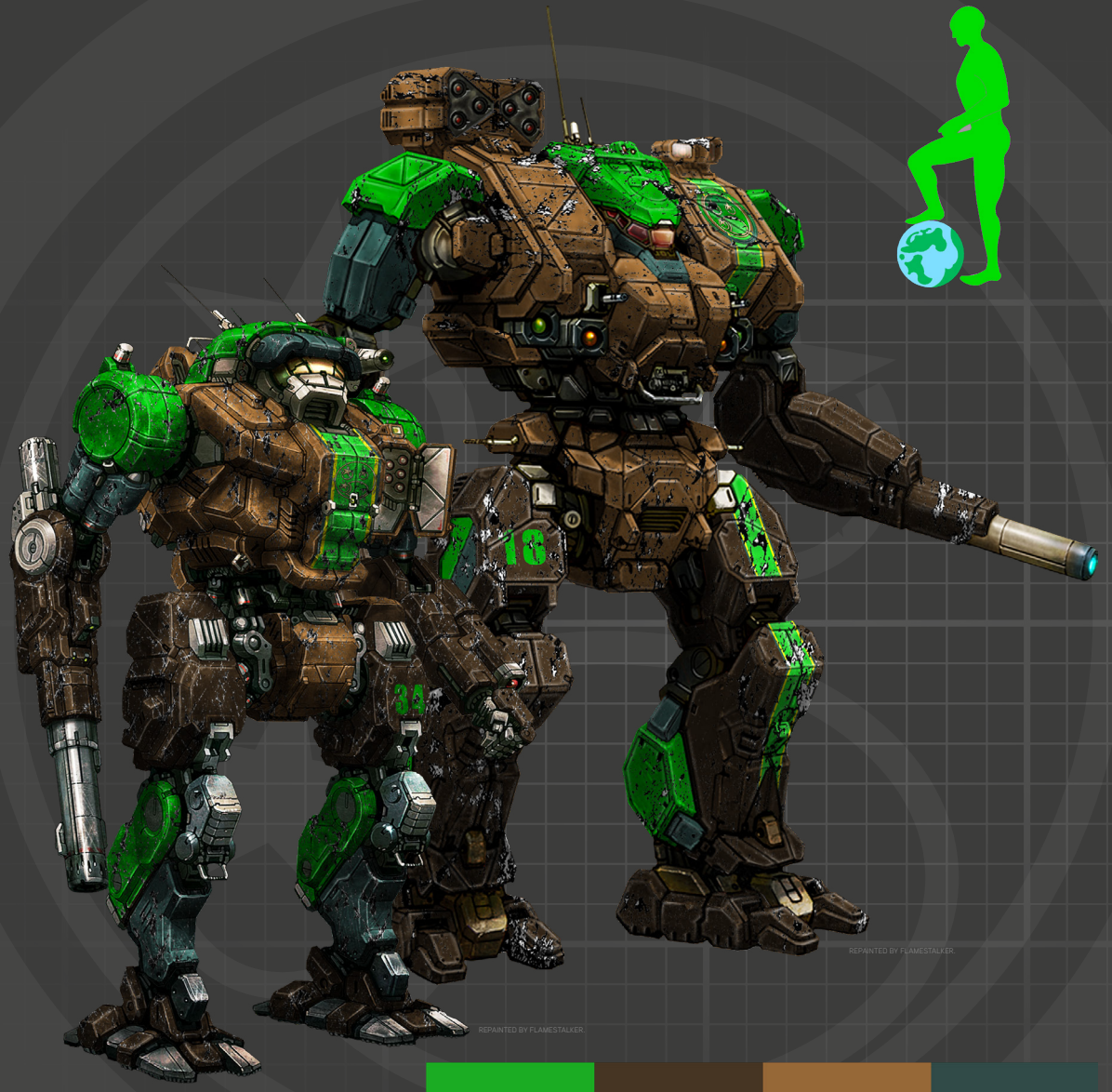
Adopting the colors of their parent formation, the Song of Combat uses a dark red. Two sets of five silvery horizontal lines each go around the Mechs torso and vehicles sides imitating a grand staff. *FAN-MADE COLOR PALETTE BY SPARTAKUS. INSIGNIA BY HORUS.*





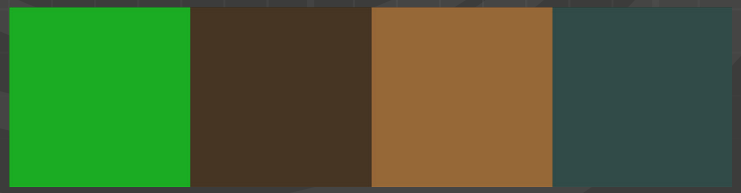
BALLAD VOLUNTEERS, 2ND

The color scheme called „night camo" by the Night Dancers is indeed mostly black. Occasional spots in white or light blue represent the stars, with a particularly large star over the „heart" of the BattleMech representing Canopus. *FAN-MADE COLOR PALETTE BY SPARTAKUS. INSIGNIA BY HORUS.*



CANOPIAN BRIGADE, 1ST-2ND

The colors of the Brigade are light and dark browns with Canopian light an dark Green for accents. *FM:PERIPHERY, PAGE 44. UNIT INSIGNIA BY HORUS.*



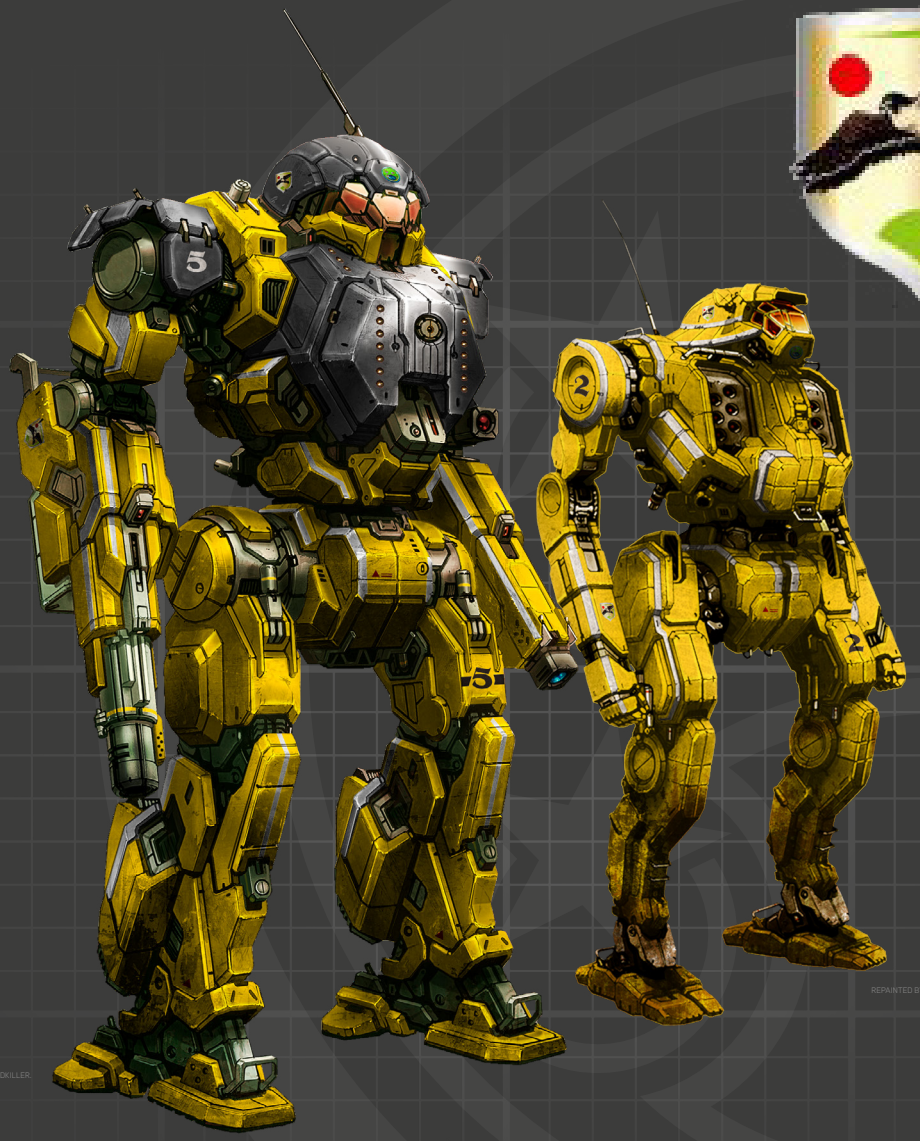
The Brigade's origins can be traced to Addasar, a colony world in the Magistracy of Canopus. The world was never a priority for the Magistracy's armed forces to permanently station a force on planet. The colony world, still in its settlement stages needed more protection than the MAF could provide. A local farmer Felicia Joppa, advocated the colony hire lone MechWarriors to help form a protective unit on planet from raiders. This ad-hoc unit of loners successfully repelled pirate raids, justifying Joppa's view of the situation. Thus began the unit's true formation on world, with word of other local colonies worlds raising their own homebrew units.

SURVIVAL AND RECOGNITION

As the unit became larger, Joppa became its commanding officer despite having no formal military training. The unit suffered growth problems, due from lack of discipline and death of several of its pilots. Joppa's personal charisma and forceful personality was all that held the unit together. The Magistracy government soon became aware of the young unit's existence and struggle to survive. Magestrix Emma Centrella and the MAF arranged a deal to build up the unit that was similar to arrangement with then then expanded Magistracy Cavaliers. Two of its battalions would be made available for use by the MAF, while a single battalion would always be retained on planet under world's control.

Despite it becoming a frontline unit by 3064, it is not considered reliable with exception of the units commanding officer. Equipment utilized by the unit was of Succession War grade, with little in way of upgraded technology. The MAF High Command is concerned with the unit's response if Colonel Joppa should be replaced. The MAF high Command has not released or assigned support units such as armor and aerospace fighters to Brigade.

By 3067, the MAF continued to cycle the Brigade's battalions off Addasar, never leaving the same battalion for its garrison duty. The practice help stimulate and gave the Regiment's elements more experience. The practice is viewed as a way to combat the regiment's earlier problems of discipline and lack of experience. Two of the unit's battalions were to be deployed to Luxen for their forward deployment, while retaining one back on its home world. *SARNA.NET*



REPAINTED BY LEGENDKILLER.

REPAINTED BY LEGENDKILLER.

CANOPIAN CUIRASSIERS, 1ST

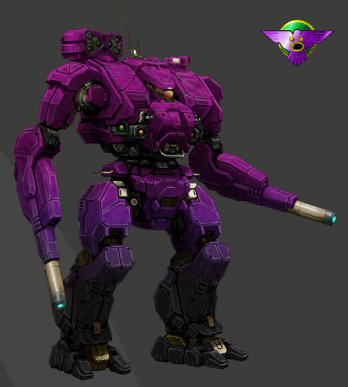
The regiment paints its units yellow with silver highlights. *FM:PERIPHERY, PAGE 31.*

The Canopian Cuirassiers regiment was a unit within the Magistracy Armed Forces that fought during the Reunification War. Stationed on Canopus IV when the Star League Defense Force invaded the Magistracy of Canopus in 2577, the Cuirassiers fought no significant engagements until the SLDF Task Force Canopus attacked Canopus IV in 2584.

Task Force Canopus landed a significant number of regiments on Canopus IV in their bid to capture the capital of the Magistracy and Magestrix Crystalla Centrella; in addition to three brigades drawn from VII Corps - the Fifty-eighth, Sixtieth and Sixty-third Royal Brigades - three independent SLDF regiments were deployed, the Thirty-fifth Royal CAAN Marine Regiment and the 402nd and 403rd Independent Regiments. The First Marik Auxiliary Corps also deployed the First and Third Marik Militias, the Third Orloff Grenadiers, the First Defenders of Andurien and the Fourth Brigade of the Fusiliers of Oriente.

The defending forces were outnumbered by a little more than three to one; fighting alongside the Canopian Cuirassiers were the First and Second Canopian Fusiliers, the First Canopian Grenadiers and the mercenary unit known as The Red Hand. Despite the SLDF numerical advantage the MAF units held a number of advantages; they knew terrain well, and the invaders were determined to fight for control of the world in accordance with the tenets of the Ares Conventions, despite First Lord Ian Cameron having suspended the conventions at the start of the war.

Other than the SLDF attack that secured the Majesty Metals and Manufacturing BattleMech factory on the 12th and 13th of April the battle for Canopus IV was largely fought away from the civilian population and out of urban areas. The Cuirassiers and the other MAF units launched attacks against the more numerous SLDF forces but were pushed back into Delphi, the de facto capital of the world at the time; both the civilian population and the surviving MAF commands attempted to fight a siege defense to buy time. The SLDF major attack on Delphi came on the 1st of May, and the MAF turned the battle into a meatgrinder, both inflicting horrendous losses on the invaders and taking horrendous losses in turn. This might have continued for weeks if not for a surprise attack by the Thirty-fifth Royal CAAN Marine Regiment, an attack that saw the CAAN forces deploy via the undefended beach regions of Delphi and strike at the rear of the MAF line. The defending forces including the Cuirassiers collapsed and by midday on the 3rd all of the defenders had surrendered, including the Magestrix, but the MAF commander, Colonel Adam Buquoy, managed to escape off world and continue to resist the invasion of the Magistracy for several more years. *SARNA.NET*



CANOPIAN CUIRASSIERS, 2ND

The machines of the 2nd Cuirassiers are painted in shades of purple in remembrance of their short-lived union with the Duchy of Andurien.
FM:PERIPHERY, PAGE 32.



CANOPIAN CUIRASSIERS, 3RD

The 3rd Canopian Cuirassiers use a silver base coat with yellow edging on all their equipment.
FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.

The brigade has a colorful history of loyal service to Canopus. During the great conflicts like the Reunification War of the Amaris Crises the individual regiments saw a lot of actions. Even with such circumstances the brigade remain loyal and fought against many external threats.

The regiments were effectively destroyed in the Reunification War, but during the conflict they developed a reputation for being tenacious fighters. They were reformed in the years that followed, and the surviving officers and troops were able to instill that tenacity in the new regiments. During the Star League era they were deployed when long-term campaigns away from support were anticipated. At this time the regiments were typically organized as a single battalion of heavy Mechs supported by two battalions of medium Mechs, supported by a large contingent of support vehicles.

In the Jihad the Canopian Fusiliers defended their worlds with skill, but suffered heavy losses. The First Canopian Fusiliers fought forces from the former Free Worlds League, while the other two regiments fought the Word of Blake in the Magistracy itself. The Second in particular took heavy losses from the Word. The Third was actually forced out of Capellan Confederation space during Operation SOVEREIGN JUSTICE, and then spent the rest of the Jihad defending the core of the Magistracy from the 42nd Shadow Division.

After the Jihad ended, the member regiments of the Fusiliers lost their skills. To remedy this, they were assigned to allied nations to participate in defensive operations.

HISTORY

The First Canopian Fusiliers were formed shortly before the outbreak of the Reunification War. Though administratively they were a regiment-sized unit, in actual practice they were split into battalion sized units stationed along the Free Worlds League/Magistracy of Canopus border.

STAR LEAGUE ERA/ SUCCESSION WARS

The Canopian Fusiliers were rebuilt before the Amaris Civil War, and the Magestrix Command Center quickly began to rely on the First and its sister units. In 2765 they were based on Luxani, using the terraformed world as a base of operations to destroy pirates in the area. The workhorses of the MAF, the First fought on more worlds than any other MAF unit. Prior to the Jihad their last major combat deployment found them attacking Marian Hegemony troops on Astrokaszy in 3028 to discourage Marian adventurism.

31ST CENTURY

In 3064 the First Canopian Fusiliers rotated back to the Magistracy from their assignment in the Capellan Confederation. Taking up station on Bethonolog, the First desperately wanted to fight with the 6th Oriente Hussars, who were stationed just over the border on Eleusis. To probe the FWL unit's defenses, the First Fusiliers masqueraded as pirates and smugglers and conducted several raids in 3067.

They fought the Word of Blake, eventually driving the Blakists off-world.

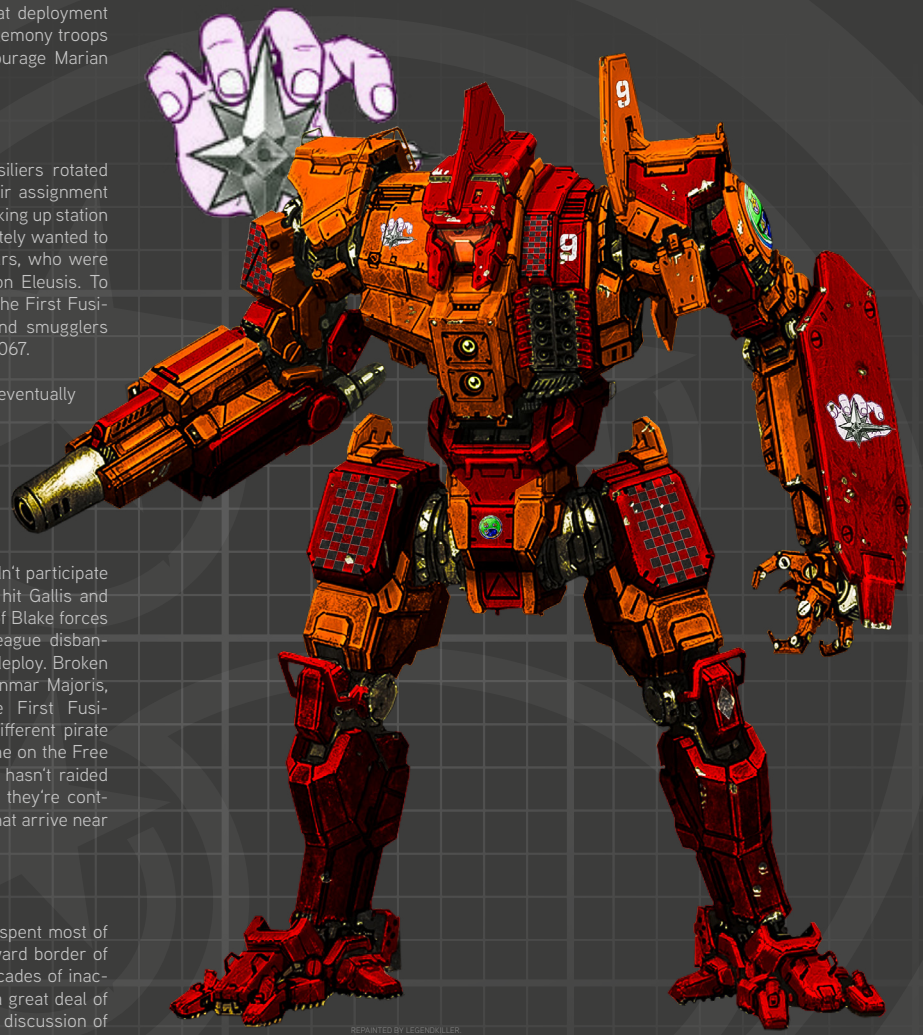
JIHAD

During the Jihad the First Fusiliers were stationed on Bethonolog along the Free Worlds League border. Although they didn't participate much in the Jihad, the unit did hit Gallis and inflicted casualties on the Word of Blake forces there. After the Free Worlds League disbanded, the First was ordered to redeploy. Broken down in to smaller units on Dainmar Majoris, Dunianshire, and Addasar, the First Fusiliers faced off against several different pirate groups. However, unlike their time on the Free Worlds League border, the First hasn't raided into the Fronc Reaches. Instead they're content to engage any pirate forces that arrive near their duty stations.

DARK AGE

After the Jihad ended, the First spent most of its time garrisoning the far rimward border of the Magistracy. The resulting decades of inactivity resulted in the unit losing a great deal of its experience. There was some discussion of disbanding the unit, but the unit was assigned to garrison Deschenes (a world absorbed by the Duchy of Andurien) as a favor to Magistrix Ilsa's husband.

In the Victoria War the First invaded Zanzibar along with the 2nd Canopian Cuirassiers. They fought the Sirdar CMM for several weeks, but eventually forced the AFFS unit to withdraw. *SARNA.NET*



REPAINTED BY LEGENDKILLER.

CANOPIAN FUSILIERS, 1ST

The colors of the 1st Fusiliers are red and orange. *FM:PERIPHERY, PAGE 36.*







CANOPIAN FUSILIERS, 2ND

The 2nd Canopian Fusiliers paints their machines in gold with black highlights. *FM:PERIPHERY, PAGE 37.*





CANOPIAN FUSILIERS, 3RD

The colors of the Third are green and gold. *FM:PERIPHERY, PAGE 38.*





CANOPIAN FUSILIERS, 4TH

The 4th Fusiliers paints their machines in a distinct paint scheme. Torso and hips are painted green while limbs are held in black. Gold is used for accents. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





CANOPIAN GRENADIERS, 1ST-2ND

The Canopian Grenadiers paint their machines in a distinct paint scheme, resembling Horse Grenadier uniforms of ancient Terra, 17th century, French Imperial Guard. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





CANOPIAN LANCERS, 1ST-2ND

Canopian Lancers adopt a simple paint scheme of a dark blue base color with white highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





CANOPIAN LIGHT HORSE, 1ST

The colors of the First are gold and yellow. *FM:PERIPHERY, PAGE 33.*

The First Canopian Light Horse regiment is the oldest unit in the Magistracy Armed Forces, being the first regiment formed by that new nation.Prior to the Reunification War, the primary duty of the 1st Light Horse had been anti-terrorist operations, but that would soon change.

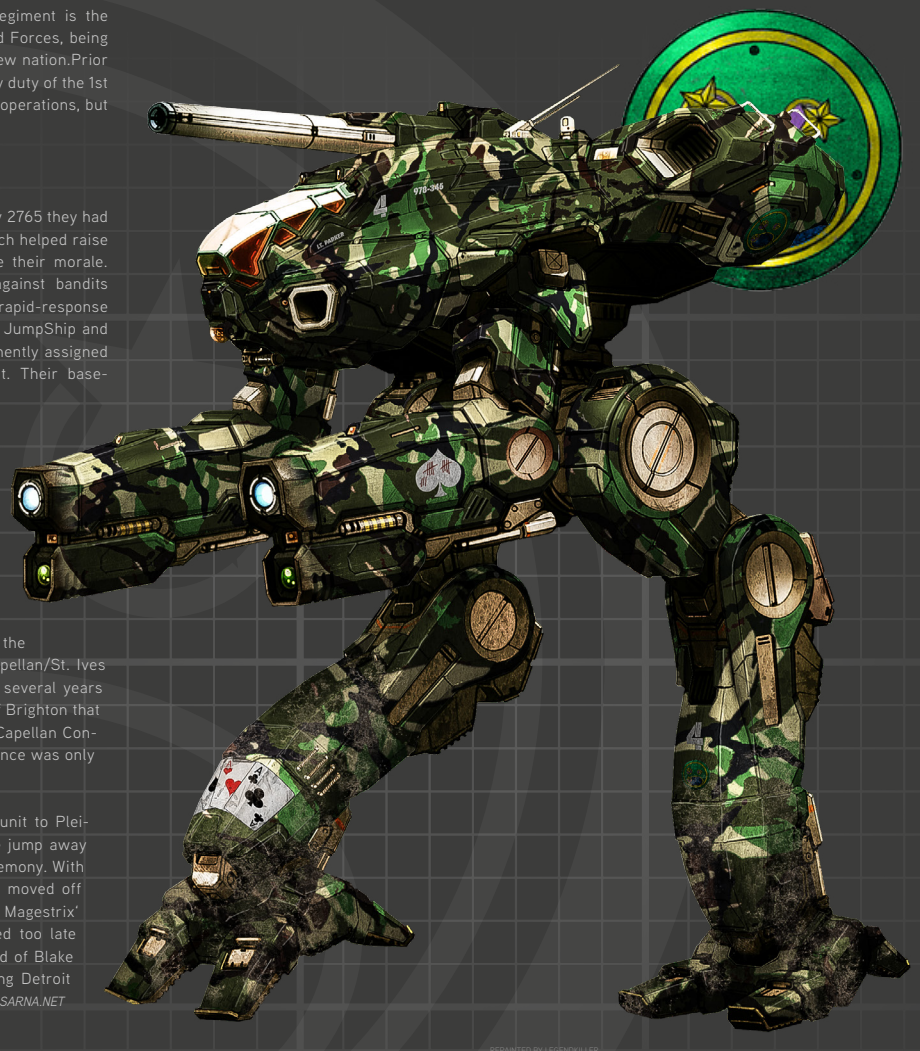
STAR LEAGUE ERA

The First was rebuilt by the MAF. By 2765 they had been involved in several fights, which helped raise their experience level and improve their morale. These fights mostly took place against bandits and pirates. They were acting as a rapid-response force and in addition to their usual JumpShip and DropShip assets, they were permanently assigned a Pinto-class WarShip for support. Their base-world at this time was Hastur.

TRINITY ALLIANCE

To show their support of the Trinity Alliance the Magestrix assigned the senior unit of the MAF to support CCAF operations in the Chaos March. The First helped return Aldebaran and Styk to the Capellan Confederation, and at the end of 3059 they rotated to the Capellan/St. Ives Compact border. There they spent several years trying to convince the inhabitants of Brighton that the world was, in fact, part of the Capellan Confederation again and further resistance was only hurting themselves and their world.

In 3067 the CCAF reassigned the unit to Pleione, a world barely more than one jump away from the borders of the Terran Hegemony. With the outbreak of the Jihad, the unit moved off of Pleione, and instead obeyed the Magestrix' order to return home. They arrived too late to assist in the removal of the Word of Blake from the Magistracy, but garrisoning Detroit in 3079 allowed the unit to rebuild. *SARNA.NET*



REPAINTED BY LEGENDKILLER.

CA. LIGHT HORSE, 2ND

Unlike most regiments in the MAF, the Second uses whatever camouflage is appropriate for the mission. *FM:PERIPHERY, PAGE 34.*



DISRUPTIVE PATTERN CAMOUFLAGE

Disruptive Pattern Material (DPM) is the commonly used name of a camouflage pattern used by the British Armed Forces as well as many other armies worldwide, particularly in former British colonies. It is also the field/combat dress camouflage pattern worn by the Indonesian National Armed Forces (TNI).

The main variants of DPM are a four-colour woodland pattern, and desert patterns in two, three or four colours. The Woodland Pattern DPM was used with the mediumweight No.8 Temperate Combat Dress (c.1966/1968) and lightweight No.9 Tropical Combat Dress (c.1976). The later Desert Pattern DPM (c.late 1980s) was designated the No.5 Desert Combat Dress.

DPM has also been produced in black/white/gray Urban DPM, in various blue tones and even in purples (this last for the Swazi Royal Guard).

DPM has been phased out in British military service, superseded by Multi-Terrain Pattern. *WIKIPEDIA*



CHASSEURS Á CHEVAL

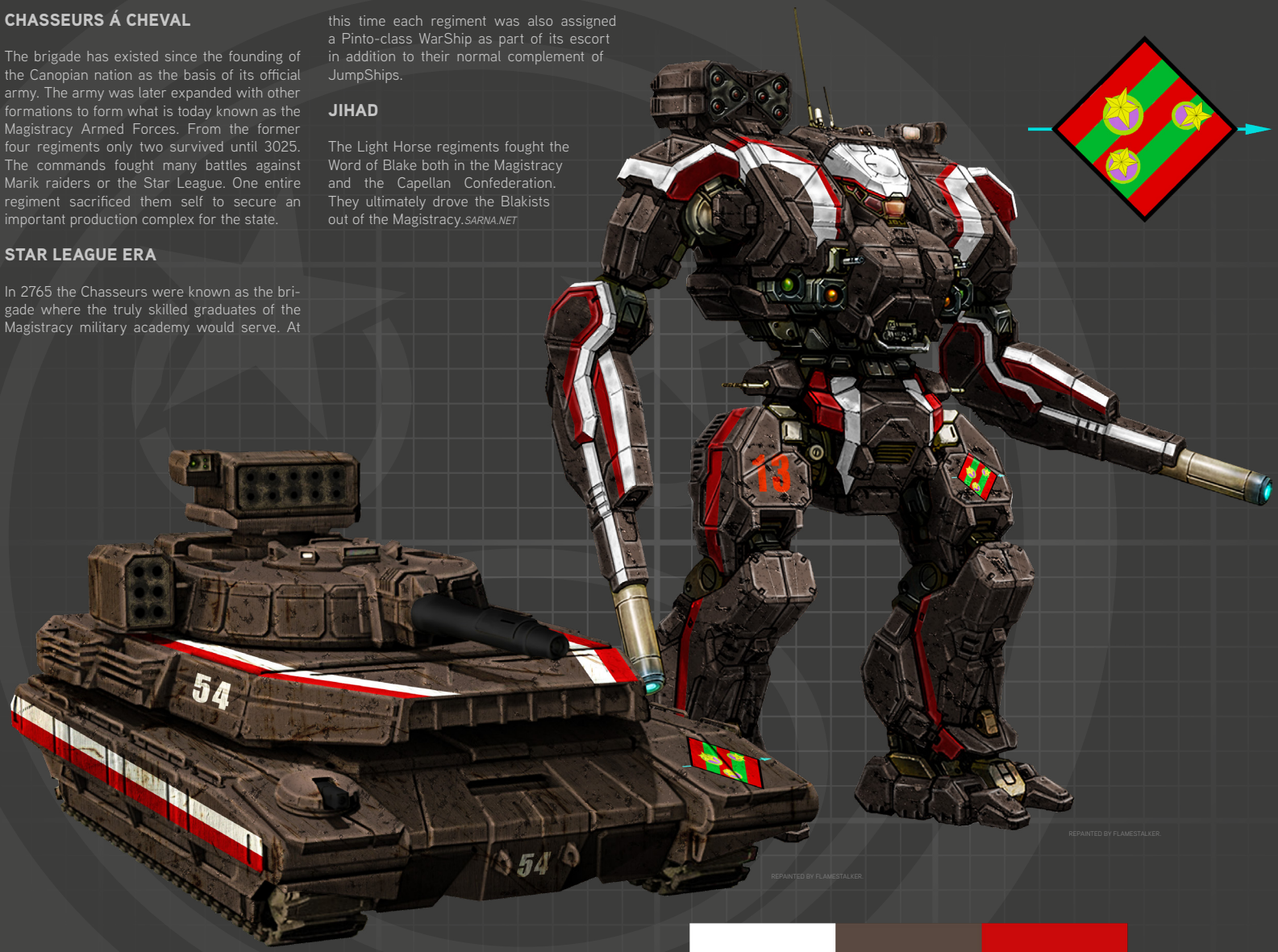
The brigade has existed since the founding of the Canopian nation as the basis of its official army. The army was later expanded with other formations to form what is today known as the Magistracy Armed Forces. From the former four regiments only two survived until 3025. The commands fought many battles against Marik raiders or the Star League. One entire regiment sacrificed them self to secure an important production complex for the state.

STAR LEAGUE ERA

In 2765 the Chasseurs were known as the brigade where the truly skilled graduates of the Magistracy military academy would serve. At this time each regiment was also assigned a Pinto-class WarShip as part of its escort in addition to their normal complement of JumpShips.

JIHAD

The Light Horse regiments fought the Word of Blake both in the Magistracy and the Capellan Confederation. They ultimately drove the Blakists out of the Magistracy. *SARNA.NET*



REPAINTED BY FLAMESTALKER.

REPAINTED BY FLAMESTALKER.

CANOPIAN LIGHT HORSE, 3RD

The Third's colors are black with silver trim. *FM:PERIPHERY, PAGE 35.*

CANOPIAN LIGHT HORSE, 4TH

The 4th Light horse paints their Mechs in a brown tone with red and white stripes over arms and shoulders. *FAN-MADE COLOR PALETTE BY SPARTAKUS.*

VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM





KOSSANDRA'S VOLUNTEERS

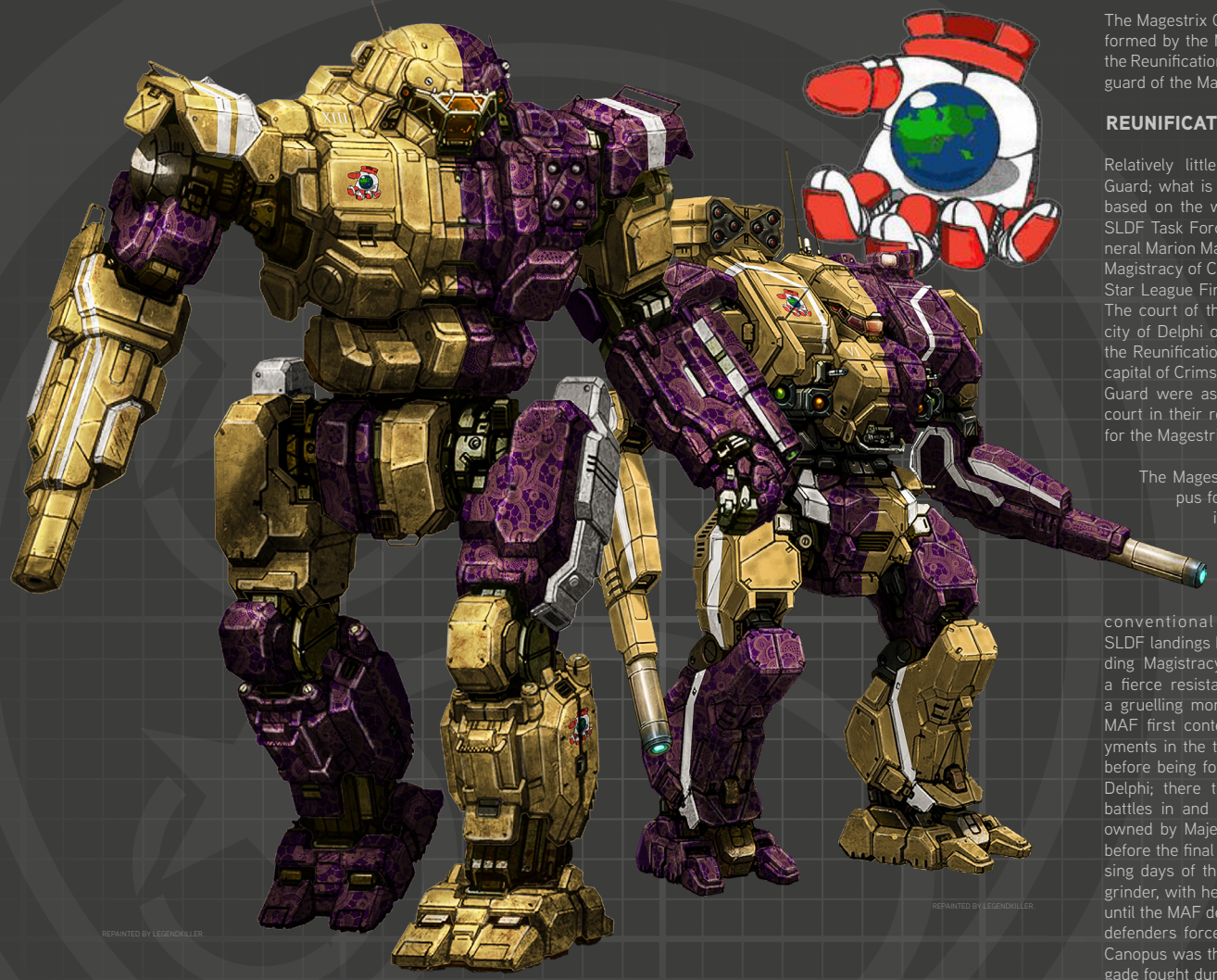
The Volunteers employ a simplistic but distinct paint scheme of deep violet as a base color with gray and white on the sides of their machines. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





LUXEN VOLUNTEERS, 1ST-3RD

The Volunteers are constantly short on supplies and leave their vehicles and Mechs in prime coat. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





MAGESTRIX GUARD

The Guard employs an elaborate paint scheme of violet with gold and white highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

The Magestrix Guard was one of the first units formed by the Magistracy of Canopus prior to the Reunification War and acted as the personal guard of the Magistracy ruler, the Magestrix.

REUNIFICATION WAR

Relatively little is known of the Magestrix Guard; what is known is that the Guard were based on the world of Canopus IV when the SLDF Task Force Canopus under Captain-General Marion Marik launched an invasion of the Magistracy of Canopus under the orders of the Star League First Lord, Ian Cameron, in 2577. The court of the Magestrix was based in the city of Delphi on Canopus up until the end of the Reunification War, rather than the modern capital of Crimson; it is likely that the Magestrix Guard were assigned around the city or the court in their role as the bodyguard regiment for the Magestrix.

The Magestrix Guard remained on Canopus for much of the war, up until the invasion of Canopus IV itself in 2584. The MAF had six BattleMech regiments on Canopus at the time, including the Magestrix Guards, plus conventional and home guard regiments. SLDF landings began in early April; the defending Magistracy Armed Forces units put up a fierce resistance, turning the invasion into a gruelling month-long series of battles. The MAF first contested the landings and deployments in the terrain around the Thetis River before being forced slowly back to the city of Delphi; there then followed several days of battles in and around the industrial facilities owned by Majesty Metals and Manufacturing, before the final siege of the city itself. The closing days of the campaign resembled a meat grinder, with heavy losses taken on both sides until the MAF defenses were breached and the defenders forced to surrender. The battle for Canopus was the last major battle the 4th Brigade fought during the Reunification War.

DISBANDMENT

All of the pre-war MAF units were either destroyed during the conflict or were forced to disband by 2588; the Magestrix Guards would never be rebuilt, although their unit insignia would be kept alive through the unit which became known as Raventhir's Iron Hand, the first of several units that which formed a brigade within the MAF known as the Magistracy Royal Guards. *SARNA.NET*



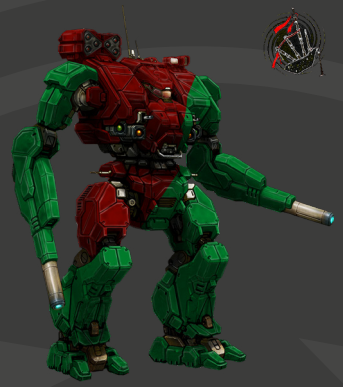
The Cavaliers originally started life as former volunteer Mechbattalion, the Clayborne's Commandos, which was part of the defunct Cassandra's Volunteers Regiment. The battalion had served on distant Canopian world of Thraxa. During Andurien Secession in 3030s, the planet's leaders feeling Magestrix and her government was now ignoring needs of Thraxa. They managed to seduce the long neglected battalion to become private corporate security force, quietly unofficially leaving the rolls of the MAF. With corporate money, Thraxa help build up the Commandos into a two battalion force.

Largely forgotten by MAF, Thraxa had always been a largely self-sufficient world. They were soon gained noticed during the Pirate War of 3057, where the unit manage to fend off the pirate raids against the planet. *SARNA.NET*



MAGESTRACY CAVALIERS

The Magistracy Cavaliers always use a white and black paint scheme. *FM:PERIPHERY, PAGE 39.*





MAGESTRACY HIGHLANDERS, 1ST

The colors of the First Highlanders are green and red, usually applied in a plaid. *FM:PERIPHERY, PAGE 40.*





MAGESTRACY HIGHLANDERS, 2ND

The Second's colors are green and black. *FM:PERIPHERY, PAGE 41.*

During the Pirates War the Second was assigned to reinforce the Screaming Eagles mercenary unit. The Screaming Eagles and the Highlanders didn't get along, and this lack of coordination led to several instances of preventable collateral damage. After a reprimand from the MAF High Command, the two units worked together, but the Screaming Eagles didn't renew their contract. The Second returned to Luxen and was officially sworn in as a line regiment shortly after the Screaming Eagles left the Magistracy in 3059. The Screaming Eagles lost a regiment to a misjump, and to honor the lost troops the Second Highlanders changed their insignia to an eagle whose wings guard Canopus.

In 3064 the Second Magistracy Highlanders were split into two battalions and garrisoned Luxen and Dalnmar Majoris.

After the formation of the Fronc Reaches the Second Magistracy Highlanders joined the 1st Magistracy Highlanders on Detroit. They fended off several pirate raids during this time.

During the Jihad the Second and First Magistracy Highlanders joined forces to push Word of Blake troops out of the Magistracy. *SARNA.NET*





MAGESTRACY ROYAL GUARDS

The Magestracy Royal Guards apply a base purple color to their equipment. Hands and feet of their Mechs are often highlighted in gold. Green and white is used for accents. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





RAVENTHIR'S IRON HAND

The colors of the Iron Hand are red with green accents. *FM:PERIPHERY, PAGE 30.*





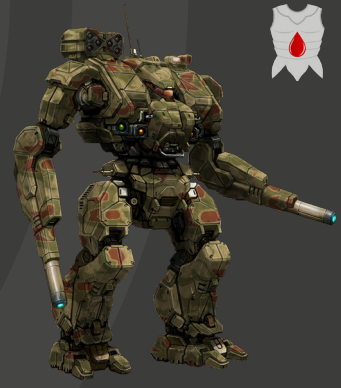
PEOPLE'S VOLUNTEERS

Unlike most regiments in the MAF, the People's Volunteers Regiment uses whatever camouflage is appropriate for the mission. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

TIGERSTRIPE CAMOUFLAGE

Tigerstripe is the name of a group of camouflage patterns developed for close-range use in dense jungle during jungle warfare by the South Vietnamese Armed Forces and adopted by US Special Forces during the Vietnam War. During and following the Vietnam war the pattern was adopted by several other Asian countries. It derives its name from its resemblance to a tiger's stripes and were simply called „tigers." It features narrow stripes that look like brush-strokes of green and brown, and broader brush-strokes of black printed over a lighter shade of olive or khaki. The brush-strokes interlock rather than overlap, as in French Lizard pattern (TAP47) from which it apparently derives.

There are many variations; R.D. Johnson counted at least 19 different versions in early drafts of Tiger Patterns, his definitive work on the subject, although it is unclear if these are all different print patterns, or if they include color variations of a few different print patterns. *WIKIPEDIA*





RAVENTHIR CUIRASSIERS, 1ST-2ND

The Cuirassiers use standard camo schemes. *FM:PERIPHERY, PAGE 43.*

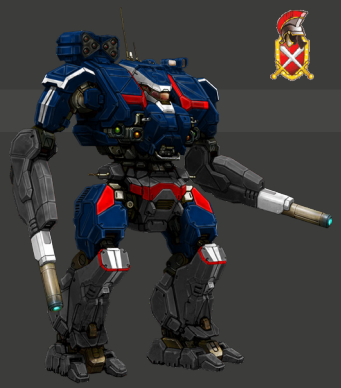


MARIAN HEGEMONY



COHORS MORITURI

The color of the Cohors Morituri is black. *FM:PERIPHERY, PAGE 83.*



I LEGIO MATRIA VICTRIX

The I Legio's colors are midnight blue and dark gray with red and white trim. *FM:PERIPHERY, PAGE 77.*

The origins of the Marian Hegemony lie from the demise of the old Alphard Trading Corporation during the Succession Wars. A Periphery native and lostech prospector named Johann Sebastian O'Reilly was searching for reputed lost caches of Star League technology on the planet Alphard rumored to have been left behind by the defunct company when he instead found a treasure trove of germanium worth billions upon billions of C-Bills.

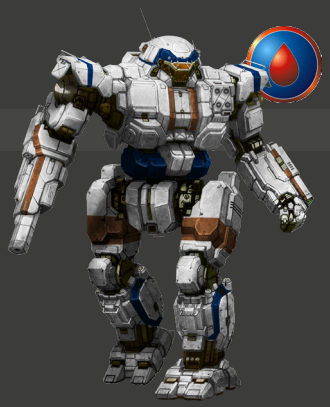
Johann O'Reilly immediately hired some small mercenary units to protect his newly found wealth and established a colony to serve both as a trading hub and a distraction, diverting those who would follow from the location of his find. Johann named the colony after a seven-time consul from ancient Rome on Terra, Gaius Marius, and populated his colony with refugees from across the Inner Sphere fleeing the constant warfare of the Succession wars. Johann fancied himself something of a historian, and drew on the structure of the ancient Roman Republic when establishing his new colony; he stylised himself as Imperator and streamed the refugees into the three classes of his new society - the upper class, or patricians, the middle and lower class, or plebs, and a slave class.

Despite the financial reserves Johann could draw on his new Hegemony was simply too small, unable to attract the defenders it would need to defend itself against larger states but too small to attract the attention of those states. As such, the Hegemony spent almost a century as little more than a bandit kingdom fashioned after a society that had been dead for millenia.

MARIAN HEGEMONY ARMED FORCES

The Marian military (as of 3063) consisted of five Legions or Legios in Latin is commonly used. These which were further subdivided into two or more cohorts. These are further divided into centuries and maniples, which are the most basic unit of the Hegemony military. The Hegemony's forces themselves are very BattleMech-heavy, primarily due to Caesar Sean's deal with the Word of Blake. They also possess a few scattered infantry units. The Hegemony's largest weakness lies in its aerospace fighter wing, as they have a very small force and almost no pilots of notable skill.

Marian tactics calls for Light Centuries to scout & flank the main formation and not engaging the enemy directly. Medium Centuries stay together taking lead ahead of from the Heavy Century. *SARNA.NET*



II LEGIO CATAPHRACTI

The II Legio's colors are white with blue and copper trim. *FM:PERIPHERY, PAGE 78.*



III LEGIO LIMITANEI

III Legio's colors are midnight blue trimmed with gold. *FM:PERIPHERY, PAGE 79. INSIGNIA BY LEGENDKILLER.*



IV LEGIO COMITATENSIS

IV Legio's colors are maroon trimmed with orange. *FM:PERIPHERY, PAGE 80.*



V LEGIO RIPARIENSIS

V Legio's colors are white trimmed with black and red. *FM:PERIPHERY, PAGE 81.*



VI LEGIO

VI Legio's colors are royal blue trimmed with white. *FM:PERIPHERY, PAGE 82. INSIGNIA BY LEGENDKILLER.*

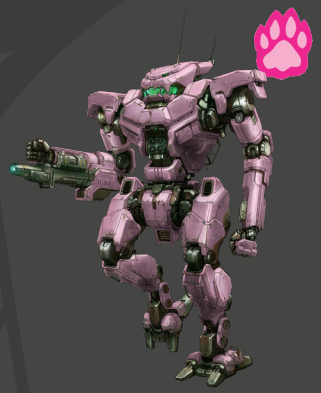
MARIAN HEGEMONY FACT SHEET

- The Marian Hegemony is an absolute monarchy, Founding Year: 2920
- Capital (City, World): Nova Roma, Alphard
- National Symbol: The bust of an armored Roman warrior against a tan banner that bears the name „Marian Hegemony" in English at its center and the Latin words „Pax" (Peace) and „Mortis" (of Death) on its opposite ends.
- Location (Terra relative): Coreward and anti-spinward, beyond Duchy of Tamarind-Abbey and Rim Commonality
- Government: Monarchist Republic
- Dominant Language(s): English and Latin (official), German, Spanish, Greek
- Dominant Religion(s): Christianity (Lutheran), Judaism, Islam, Agnostic
- Unit of Currency: Talent

SARNA.NET

MERCENARIES











ABLE'S ACES

The Aces employ appropriate camouflage but leave the head of the Mech white. Also the left lower leg is held in a black/white chequer pattern. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*

ACE DARWIN'S WHIPITS

Ace Darwin's Whiplts favor a simple, pale, pink base color for all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*

AJAX'S AVENGERS

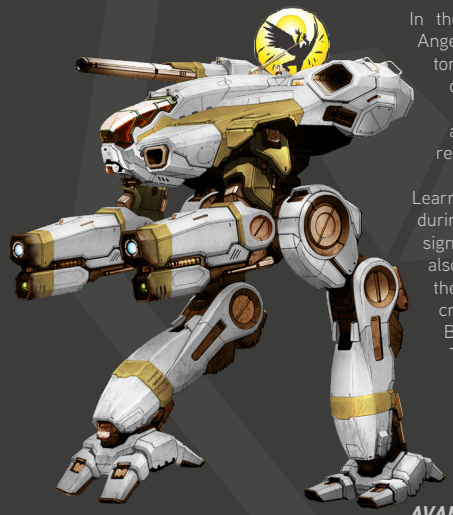
The Avengers employ a brownish orange on their machines but leave the lower legs in a dark brown and heads of their Mechs are always white. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*

ALWAYS FAITHFUL

BattleMechs use standard camouflage, but incorporate black trim in memory of the unit`s fallen. *FM: MERC (REVISED), PAGE 38.*

AMBERMARLE'S HIGHLANDERS

The Highlanders use a camouflage of green and woad blue, which does little to disguise their Mechs but gives them an interesting appearance. *FM:CAPELLAN CONFEDERATION, PAGE 98.*



In their battles against the Clans, Avanti's Angels learned that offense is the key to victory. Accordingly they never accept missions that include defending positions or installations. They are specialized in hard attacks with a quick retreat (e.g. hostage rescues and such).

Learning from their collective experiences during the Clan invasion, the Angels refuse to sign away their command rights. They have also learned to salvage quickly and while on the run. Every pilot in the Angels is taught to crudely tear salvageable items from fallen BattleMechs for use by the Angels' techs. This includes not just individual items but also limbs, heads or even chunks of torso. *SARNA.NET*

AVANTI'S ANGELS

The Angels use a pristine white paint scheme with gold trim. *FM: MERC (REVISED), PAGE 40.*



BAD DREAM

Formerly: Ariana Grenadiers. The Bad Dream's color scheme is red and yellow, though the Nightcrawlers armor command only uses this for parades. *MERCENARIES SUPPLEMENTAL 2, PAGE 21.*



BANNOCKBURN'S BANDITS

The Bandits favor a rust red on their equipment. However, shoulders of their Mechs are painted with a star pattern. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



BANNSON'S RAIDERS, 1ST-3RD

Bannson's Raiders use a scheme of Turquoise and Beige. The amount of each color as well as placement is at the discretion of the pilot. Warriors sometimes paint trim or entire sections of their equipment in burgundy to signify kills or elite status. *CANONIZED BY MASTERGUNZ 4/20/14*

Founded in 3020 by two young and impetuous cousins Aron Davison and Avery Matteson, the Arvakr Free Hussars are a small Company sized mercenary unit that so far to date in 3025 operates almost exclusively in the periphery. The cousins are of mixed Rasalhague and New Avalon decent with a long history of service to the fallen Star league. Once a minor though respected family with 3 herditary BattleMechs in the service of the Eridani Light Horse, events at the battle on Hersperus II in 2998 set the begining of the families current mixed fortunes.Their grandfather and his brother died during involvement in a heroic action to support ELH artillery in an assault to turn back overwhelming Marik forces. Both mechs were damaged beyond repair, and disaster struck again in 3027 when Avery's father, Matteo Thompson and their youngest uncle Kier Thompson's Mechs were likewise destroyed in operations on Hoff. Though they survived this left one lone mech remaining to the family.

Davion leadership being pleased with ELH performance in the action did assist with rebuilding the unit generally, but as company attrition was high only one new Valkyrie class mech could be obtained for the brothers, and along with (Arons father) Dav' Thomson's Griffin, it still left one of the 3 brothers dispossessed. During the downtime having met his future wife, and being approached to join the newly envisioned New Avalon Institute of Science as an adjunct instructor the older brother Dav elected to pass his mech to his youngest brother and retire from combat operations to raise a family. With an instructor on the faculty of the NAIS in the family the two cousins were fortunate enough to recieve sponsorship to attend the prestigious new university. However, never really feeling entirely accepted by a great many of their noble classmates, and realizing with only two mechs for a half dozen suitable family mechwarriors to inherit in the face of past attrition that the prospects for one or both of them of inheriting their fathers mechs may not be assured. Unwilling to rely on the charity of family contacts, a government commision bound in obscure politics, or rely on waiting in hopes the fickleness of the future would safeguard their birthright they quietly made radical plans to take charge of their own future. Shortly after their graduation from the NAIS, without saying goodbye they boarded a Jumpship bound for the Periphery to make their own names and their own fates, as Mercenaries in search of self realized glory and of removing the potential stain of the dispossesed from their line.

Today, since rising from dispossesed periphery Vee commanders who in the name of a proud Mechwarrior heritage seized battlefield opportunity to capture and salvage their own mech command one piece at a time, the Arvakr Free Hussars is an audacious, scrappy, but under sized Company level outfit comprised of 2.5 mech lances, 2 (mostly light) Vee lances, 2 former pirate Aerospace fighters, some Infantry, and 1 lone (reclaimed though still not quite restored) former pirate Trojan Dropship. Personal is comprised of enterprising warriors from all corners of the IS and Periphery having in common the will to come together and make their own future themselves.

Specializing in recon, boots on the ground intel gathering, quick strike raiding, some garrison work, and extensive and commited anti-pirate operations in the Periphery the Arvakr Free Hussars are far from the most wealthy of their peers, doing the best they can with the assets they have using equipment under constant need of repair and refit that is merely adequate not excellent, always only a few missions gone wrong away from financial ruin, but also independant enough to see a different set of stars outside their portholes as often as they see fit, with hopes of one day returning to their Inner Sphere home worlds in glory earned by their own hands. Usually outgunned, they are accustomed to the mantra "mobility is the key to warfare" and often succeed through clever planning, coupled with speed, adaptability, and advantageous use of terrain rather than toe to toe firefights. The Arvakr Free Hussars is as egalitarian and informal in some ways as a martial entity can reasonably be. Contracts are accepted by equal vote of the officer corps, commisions are by a 3 year contract though noncommisioned troops are free to excercise claus to resign from the unit when in a free port, but once Mission contracts are voted and undertaken the Captains authority is absolute in the field.

INSIGNIA

Yellow Roundshield with a charging White Stallion, all outlined in chestnut brown. (a slight nod to their founders paternal commisions in the ELH)

Individual lances/armor groups are permitted a personal insignia on their left shoulder or side of their own design.

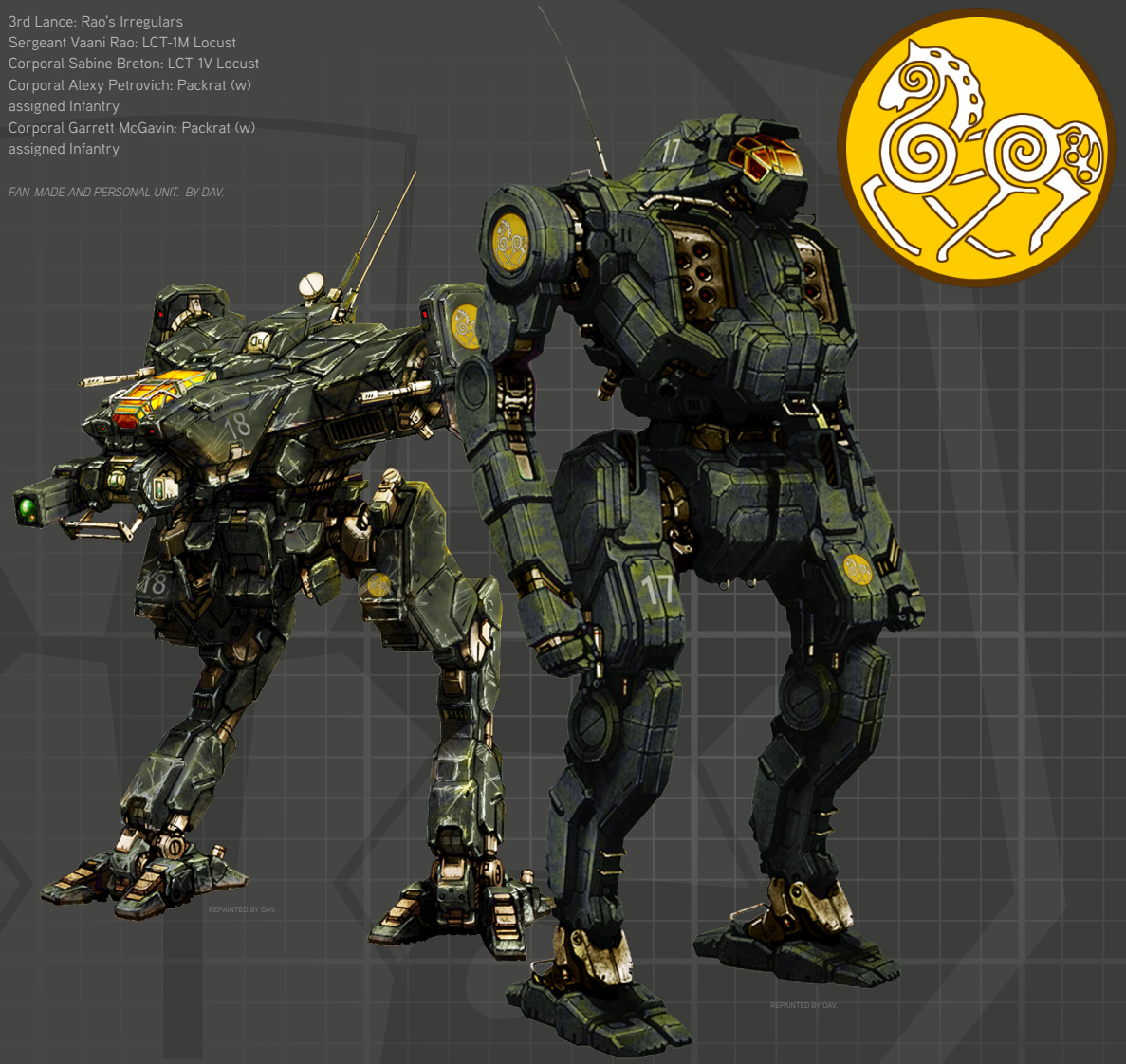
COMPOSITION OF THE COMPANY

1st Lance: Davison's Rangers
Captain Aron Davison: PXH-1D Phoenix Hawk
Lieutenant Phy Srey: FS9-K Firestarter
Sergeant Zdep Usyk: CLNT-2-3T Clint
Corporal Rowan Flynn : JVN-10N Javelin

2nd Lance: Matteson's Strikers
Lieutenant Avery Matteson: WVR-6R Wolverine
Sergeant Malik Oronde: DV-6M Dervish
Corporal Valentina Castillo: VL-2T Vulcan
Corporal Nelson Finch: WSP-1A Wasp

3rd Lance: Rao's Irregulars
Sergeant Vaani Rao: LCT-1M Locust
Corporal Sabine Breton: LCT-1V Locust
Corporal Alexy Petrovich: Packrat (w) assigned Infantry
Corporal Garrett McGavin: Packrat (w) assigned Infantry

FAN-MADE AND PERSONAL UNIT. BY DAV.



ARVAKR FREE HUSSARS

Arvakr Free Hussars often uses full camo of appropriate color. Otherwise, their default scheme is light olive drab and greys. *FAN-MADE COLOR PALETTE BY DAV.*



BARBER'S MARAUDER IIS

Formerly: Miller's Marauders IIs. Barber's Marauder IIs use a flat, dark-green paint scheme. *CAMOSPECSONLINE.*



BARRETT'S FUSILIERS

Barrett's Fusiliers were formed in 2995 by Alonzo Barrett. Alonzo was a consumate historian and a former member of the 3rd Royal Guards in service to House Steiner; Alonzo resigned from the Royal Guards specifically to form a new unit. Alonzo had traced his lineage back to a musketeer in service with The King's Musketeers, a unit within the French Royal Guard on ancient Terra; as a result, when he formed the Fusiliers around a core consisting of a company of BattleMechs and an AeroSpace Fighter squadron, he equipped each of his troops with a dress uniform consisting of musketeer's uniform, complete with epée. This imagery formed the basis of the Fusiliers' insignia, which depicts a musketeer with drawn epée. *SARNA.NET*

Barrett's Fusiliers paint their machines olive drab. *FM: MERC (REVISED), PAGE 42.*



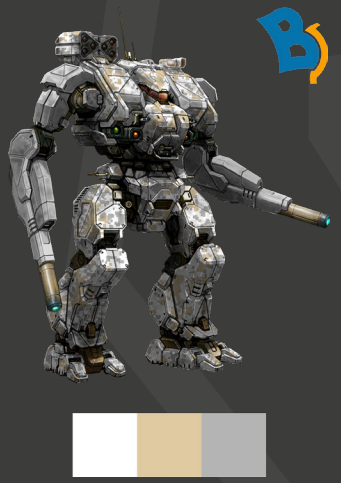
BATTLE MAGIC

Uniforms and equipment use a gold-on-black color scheme. *FM: MERC (REVISED), PAGE 43.*



BEAUFORT'S COSSACKS

The Cossack's colors are black and a flat red. Mech heads are always held in black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



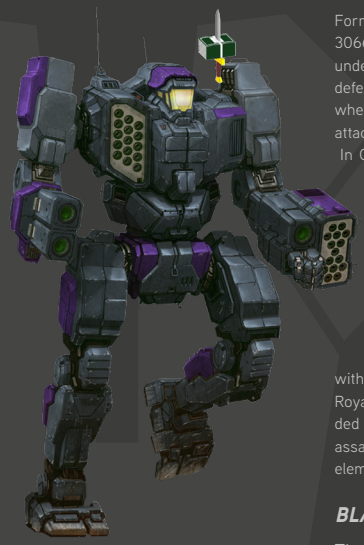
BERLINDA'S IRREGULARS

The Irregulars apply appropriate camouflage at all times. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



BERT'S BOMBARDIERS

Bert's Bombardiers employ a medium gray color with brown highlights on their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



BLACK ANGUS BOYS

Formed from elements of the 18th Marik Militia in 3066, they were accused of bank robbery and stood under SAFE watch. In the Magistracy of Canopus, they defended only government sites, not the whole planet, when several companies of the Order of the Faithful attacked. After this debacle they returned to Herotitus.

In October 3068 the Black Angus Boys were hired by the Taurian Concordat to assist in the invasion of Marknick, in the wayward Calderon Protectorate. However, the mercenary unit withdrew in the face of an enemy counterattack, claiming they had been hired for "offensive" action only.

Back on Herotitus they were hired by the Word of Blake. The unit helped the Blakists to seize control of Kittery. The unit was among the raiders with the 9th Division who crippled all resistance on Royalston, Atlas, and Scituate. In 3070 the Boys provided support for the transfer of Faith III-lambda which assaulted Beid. On Beid they lost many machines to elements of the 20th Avalon Hussars. *SARNA.NET*

The Boys' equipment is painted gray with purple trim. *MERCENARIES SUPPLEMENTAL 2, PAGE 22.*



BLACK BAND LEGION

Formerly: 262nd BattleMech Division. The Legion utilize appropriate camouflage for all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



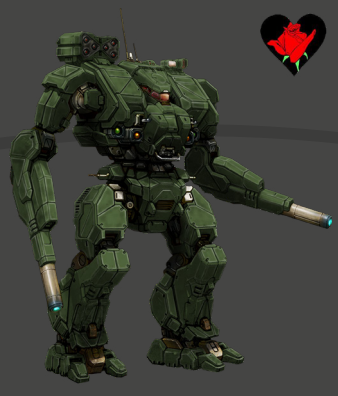
BLACK CATS

Black Cats always employ a digital green, white black camouflage on their machines. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



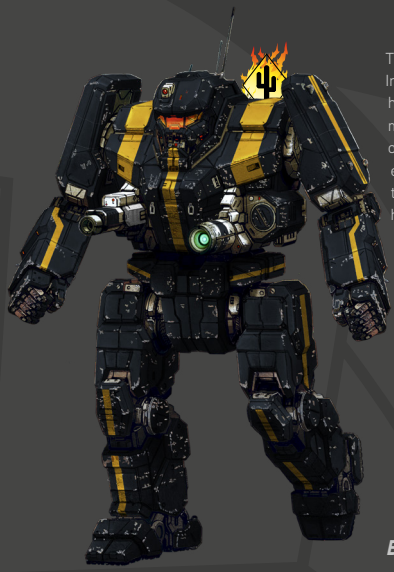
BLACK DAISY

Black Daisy applies appropriate camouflage at all times. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



BLACK HEART ROSES

The Black Heart Roses use no standard color scheme. Instead, individual Mechs commonly employ the colors of other famous commands, with the unit insignia replacing the original markings. *MERCENARIES SUPPLEMENTAL 2, PAGE 23.*



The Black Knight Legion was a mercenary unit of the Inner Sphere. The legionnaires were famous throughout the Inner Sphere for having two purposes: money and quality. With their fearsome reputation of fearless warriors they proved themselves deadly, efficient and reliable. However, like most mercenaries, they did not care about ethics, fighting always for the highest bidder.

LIBERATION OF KENTARES IV

The Legion was then approached by a Lyran Alliance mercenary liaison officer, Major Clarissa Dupree, and offered a contract to support the Kantares Free Army in taking back Kentares IV on behalf of Archon Katherine Steiner-Davion. Colonel Michael Lawhorn was double-crossed by his Lyran employer and killed in May of 3063. Command of the unit was passed on to Eric McClair. *SARNA.NET*

BLACK KNIGHT LEGION

The Black Knight Legion employs a very dark, bluish gray color on all their machines. Highlights are held in a golden yellow. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



The origin of the Black Outlaws began in 3039. A battalion of MechWarriors from the Armed Forces of the Federated Suns posted to Halstead Station mutinied, seized a JumpShip and four DropShips, and journeyed to the Free Rasalhague Republic to offer their services as mercenaries. Commanded by Major Donald Trent, the unnamed mercenary unit chose to take on the name "Outlaws" following a comment from one of the Rasalhaguian contract negotiators.

The Black Outlaws continued to use the lessons learned during their two-year confrontation with Clan Wolf in the early 3050s, and by 3067 had developed a unique perspective on the Clan style of warfare; this perspective made the Black Outlaws both highly experienced at fighting Clan-style Trials and manipulating those Trials while staying within the boundaries of Clan rules. *SARNA.NET*

BLACK OUTLAWS

The Black Outlaws paint their Mechs raven black with a mural of a red, orange and gray phoenix covering the torso. *FM: MERC (REVISED), PAGE 44.*



BLACK SHARKS

Formerly: 13th Republic Light Lancers. The Black Sharks use flat black with a red trim. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



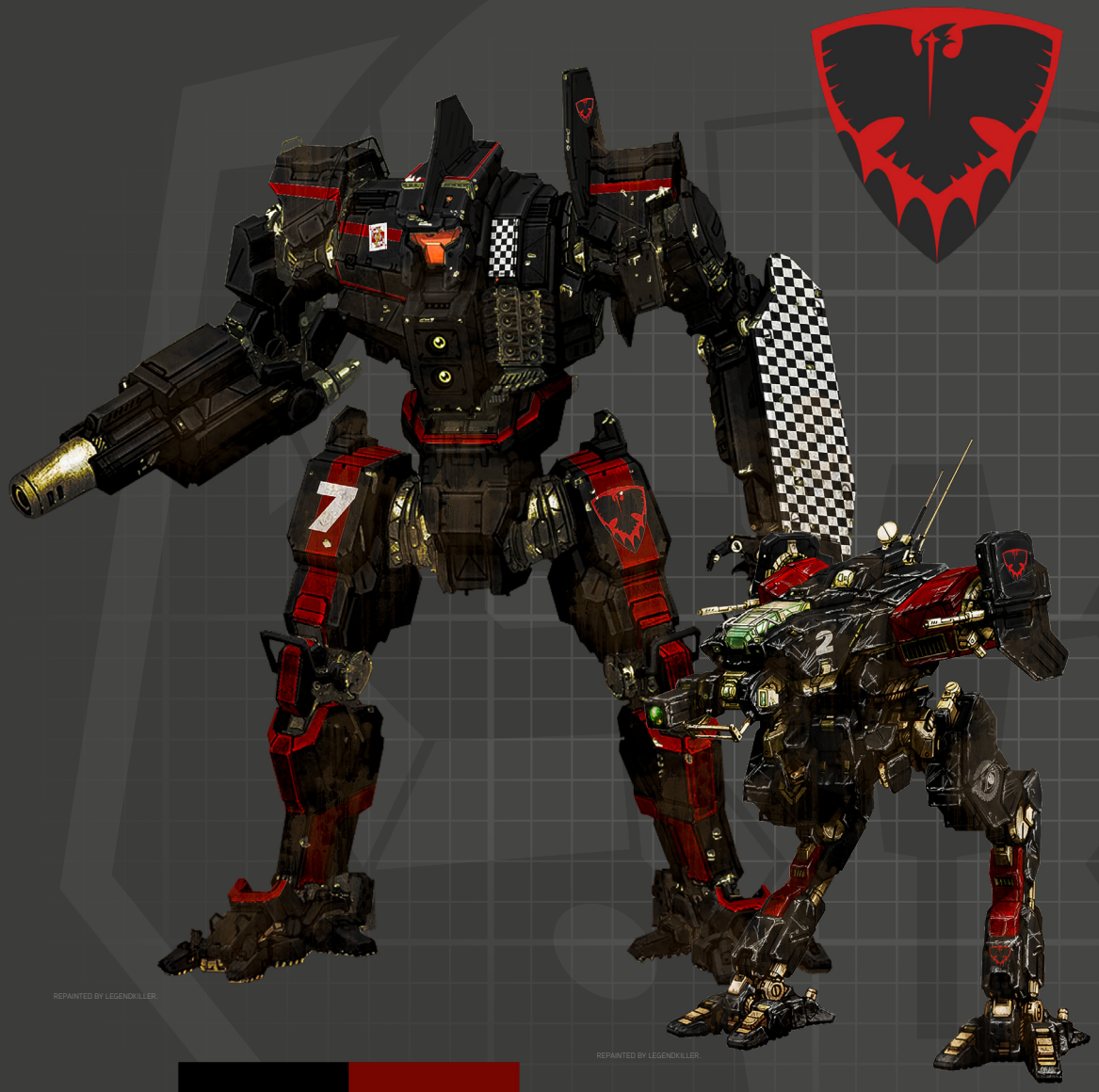
BLACK THORNS

The Black Thorns use a flat gray paint scheme. Their insignia is a single black rose in bloom. *MERCENARIES SUPPLEMENTAL, PAGE 20.*



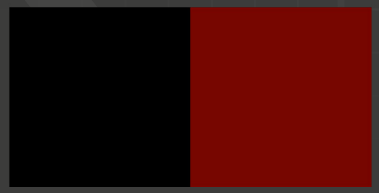
BLACKHEARTS

Formerly: 77th Special Operations Group. The Blackhearts paint their machines in a black, white and gray tiger-striped camouflage pattern. *FM: MERC (REVISED), PAGE 45.*



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BLACK OMEN

Black Omen paint their Mechs black and now trim them with blood red highlights. *FM: MERC, PAGE 38.*

Over the course of its history the Black Omen accepted contracts for corporate garrison duty, security detail, raiding as well as subcontracting as oversize recon force for larger mercenary units. Aside from a willingness to engage in dishonorable conduct when confronted by a superior force, the unit had not attracted a record of note. By 3050 the unit had successfully completed sixteen contracts with only two defaults.

CLAN INVASION

Immediately prior to the Clan Invasion the Black Omen was under contract to the Free Rasalhague Republic and stationed on the Rasalhague Province world of Damian.

Targeted as part of Clan Ghost Bear's first invasion wave in March 3050 by the 34th Striker Trinary of the 8th Bear Cuirassiers, while the 34th expected to face the Omen they were disappointed to find that unit had seemingly broken contract for a third time and fled, leaving a small garrison before moving on. Faced with certain destruction, the Omen however had gone into hiding and waited, emerging to overrun the small Clan force the left behind. Realizing the Ghost Bears would return to extract their revenge, the Omen broadcast a distress call via ComStar, ensuring that some type of relief force would respond by offering Clantech salvage to any unit that replied.

Enraged by the mercenaries' treachery, the Ghost Bears indeed returned during their second wave to take back Damien, offering no mercy to the forces of the Black Omen. Engaging in unorthodox tactics, including wrapping their BattleMechs in huge swaths of burlap before submerging their Mechs in a ice lake to mask their initial counter-attack against the arriving Bears, the Omen gave as good they got, surviving until the arrival of a DCMS task force responding their call allowed them to escape off-world, but not before losing their entire first company.

Gaining passage to the Republic world of Memmingen, the surviving elements of the Omen would form an alliance with the equally battered Outlaws mercenary unit. Targeted during Clan Wolf's fifth invasion wave in November 3051, the combined "Black Outlaws" would take heavy losses against the Wolves 37th Strike Cluster before they pulled out around the time as the KungsArmé's 3rd Drakøn.

With the combined Black Outlaws withdrawing this time to Ueda, with the immediate danger over after the Battle of Tukayyid, the surviving members of the original Black Omen decided it was time to part with the Outlaws. Returning to Outreach to the amazement of many, having being listed as missing and presumed destroyed, the Omen set about rebuilding, its supply of Clantech salvage and the fact they survived contact with the invaders making them an attractive command to employ despite their checked history, only enhanced by the unit's fire to avenge their losses against the Clans.

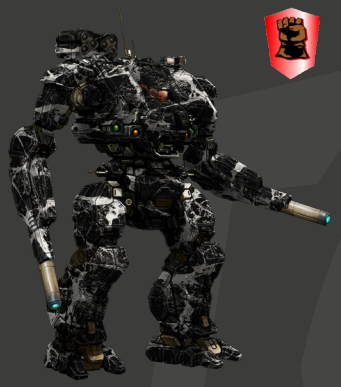
OPERATION BULLDOG TO JIHAD

Enlisting the aid of the Wolf's Dragoons techs, the Black Omen completed its rest and refit before accepting a contract for special raiding missions out of the Combine held world of Wolcott, duty that was well suited to unorthodox unit. This role was expanded during Operation Bulldog, with the Black Omen serving much the same purpose as the units of Operation Bird Dog. Remaining under contract to the Combine after Bulldog on Wolcott, with the outbreak of the Combine-Ghost Bear War and the Omen eager for some retribution against their old enemy, the unit secretly penetrated Dominion space to perform a McCarron's Armored Cavalry style "deep raid" against the worlds of Pinnacle, Holmsbu, Thule and finally Damian. Destroying anything of military value they could not remove before withdrawing from the world where they'd suffered so much pain many years before, the Omen unfurled a large flag with their crest as a calling card to the Bears.

Its contract coming up for renewal in late 3067 just as the Word of Blake Jihad began, with the Combine's renewed "Death to Mercenaries" philosophy the Omen seemingly disappeared from its station on Wolcott without a trace. While the MRBC had transmitted an APB in 3071 seeking to learn the Black Omen's whereabouts, the DCMS hadn't yet accused the unit of breach of contract, leading some to speculate that the unit was still working for the Combine out of the public eye.

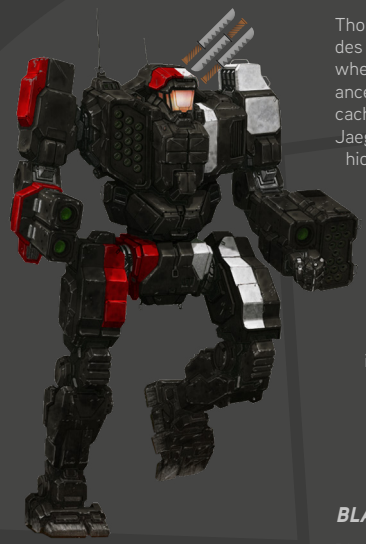
TACTICS

The Black Omen's tactics are guided by a simple principle - baffle the enemy with the unexpected. Specializing in guerrilla operations and "raid-and-fade" strikes, the Omen constantly skirts the fringes of dishonorable conduct, justifying its questionable behavior in response it to encounters with opponents with superior numbers/strength. *SARNA.NET*



BLACKSTONE HIGHLANDERS

Formerly: Wolverton's Highlanders. The Highlanders take great pride in their Mechs, which they paint with a gray and black marble color scheme. Fighters are painted with a blue and white marble scheme. *FM: MERCENARIES, PAGE 39.*



BLADES OF DEATH

Though noted as former mercenaries, the Blades of Death were already considered outlaws when they staged a raid on the Outworlds Alliance world of Risin in 3035 to steal a lostech cache, destroying the mercenary unit Jureck's Jaegers in the process. In their typical fashion, the Blades of Death killed the Jaegers' officers and enslaved the survivors. One slave, Woodrow Ethan Allen, was sold on to newer masters in the Marian Hegemony after many years.

As of 27 December 3074 the Duchy of Andurien was rumored to have some sort of deal with the Blades of Death, or have issued them a Letter of Marque. *SARNA.NET*

Blades of Death use a basic color of dark, brownish gray with red and white highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



BLANC'S COYOTES

Formerly: Wylie's Coyotes. The Coyotes use standard Star League colors. *MERCENARIES SUPPLEMENTAL 2, PAGE 25.*



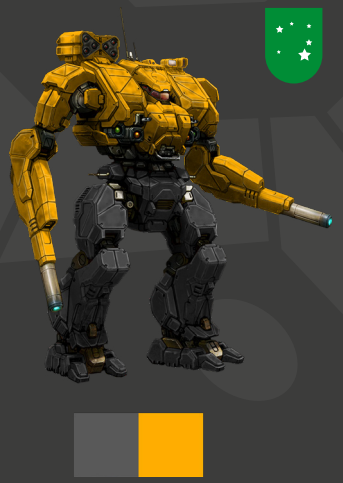
BLAZING ACES

Blazing Aces use a two tone color scheme of red and gray. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



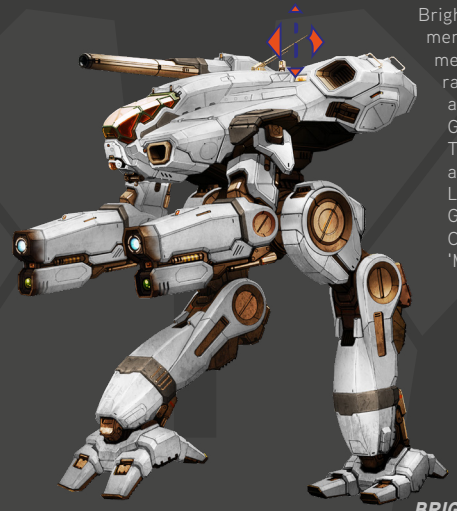
BOLTON'S RANGERS

Formerly: 208th Hussar Regiment. Bolton's Rangers always use brown color on their machines with dark green and bright light green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



BREWER'S LEGION

Brewer's Legion uses a golden yellow on the upper parts and a dark gray on the lower parts of their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER*



BRIGHTON'S IRREGULARS

Brighton's Irregulars were one of several mercenary units in a "large contingent" of mercenaries that House Davion sent to raid Spica in 2970; other named mercenary units in the action include Gunther's Grenadiers and Deidre's Destroyers. The mercenaries were surprised and all but destroyed by House Liao's Red Lancers together with the Prefectorate Guard, netting the defending Capellan Confederation forces sixteen salvaged 'Mechs of all types. *SARNA.NET*

Brighton's Irregulars use a bright white base color and apply khaki highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



BRION'S LEGION, 1ST-2ND

The regiments of Brion's Legion use a basic camouflage scheme of various greens, though they change it to suit different terrain. *MERCENARIES SUPPLEMENTAL, PAGE 22.*



BLUE STAR IRREGULARS

For their Mechs and vehicles, the 1894th uses dark blue paint with lots of silver-steel striping. The Twenty-first Rim Worlds uses a solid dark blue scheme that appears black under any but the best lighting. *FM: MERC (REVISED), PAGE 46-48.*

The Blue Star Irregulars chose to serve under House Davion after their initial creation and remained in service with House Davion throughout most of their existence.

FOURTH SUCCESSION WAR

The Irregulars were in service to the Federated Suns during the Fourth Succession War. All three regiments took part in the invasion of the planet Liao during the first wave of the war in 3028. Although the planet fell successfully, the unit's commander, General Mona Troy was killed while protecting a trainee lance of her troops. The three regiments then assaulted Genoa and Arboris.

CLAN INVASION

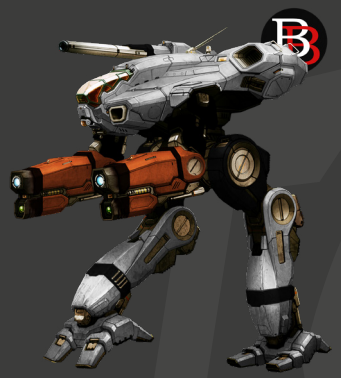
Following the creation of the Federated Commonwealth, the Irregulars were thrown at the Clans. Clan Jade Falcon mauled the unit badly. Owing to their support of Victor Steiner-Davion, the Irregulars moved to the Arc-Royal Defense Cordon. In a subsequent action in 3055 they captured a Fredasa-class WarShip from the Falcons with the help of Hell's Black Aces, which they christened Kerensky's Blues. As such, they were the only mercenary unit to field a WarShip outside of Wolf's Dragoons. Unlike the Dragoons, the Irregulars did not have the resources to maintain the vessel.

FEDCOM CIVIL WAR

The Blue Star Irregulars saw action during the Jade Falcon incursion of 3064, the unit was deployed to support Lyran forces operating in the Jade Falcon Occupation Zone. Their task was to garrison the worlds the Lyrans had conquered.

The Blue Star Irregulars also took part in the invasion of Tharkad in 3066. Their WarShip was heavily damaged during an engagement with a Fox class Corvette, due to inexperience in WarShip combat.

In January 3067, the Blue Star Irregulars' 21st Rim Worlds Regiment fought the 11th Arcturan Guards. During the battle, the 21st's command battalion was overrun by the Arcturans, the ensuing chaos causing the unit to be savaged by the Loyalist regiments, with only a battalion's worth of 'Mechs surviving. This marked the end of the Irregulars' participation in rest of the Battle for Tharkad. *SARNA.NET*





BROADSTREET BULLIES

The Bullies use a distinctive orange and white scheme with black trim. *MERCENARIES SUPPLEMENTAL 2, PAGE 26.*





BROADSWORD LEGION

Colonel Marita has ordered all Legion units painted gunmetal gray. *FM: MERC (REVISED), PAGE 49.*



BROCK'S BUCCANEERS

The Buccaneers use a base color scheme of ivory with purple and brown highlights. *MERCENARIES SUPPLEMENTAL, PAGE 25.*

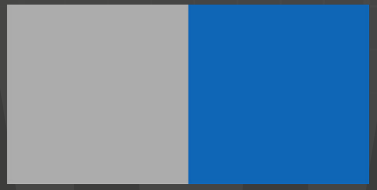


BRONSON'S HORDE

The Horde uses a sunset-orange paint scheme with black striping on its Mechs, a scheme detractors liken to a "jack o' lanterns with legs." *FM: MERC (REVISED), PAGE 50.*



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BROTHERHOOD OF RANDIS

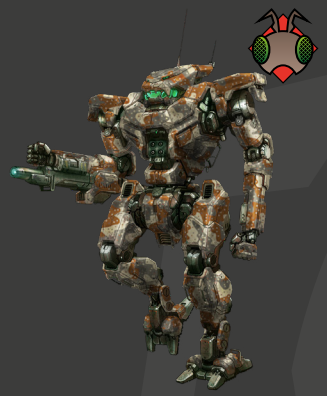
Brotherhood of Randis units employ a blue and light gray color scheme. *SARNA.NET*



Prior to Erdelmaine Randis' arrival on Hope IV, the planet's population was under constant harassment from MechWarriors and other former military members seeking to either subjugate their own little patch of the Periphery or merely trying to stay alive. That changed in 2988 when Randis formed a very small cadre of these misfits into a dedicated band of Christian solders (though practicing a variant of the religion that was unique in its methodology). Along with the proclamation of control of the planet (now renamed Randis IV), the unit began to cleanse the world of troublemakers and sought to defend it from outworlder attacks (primarily pirates).

The Brotherhood, from inception, was very exclusive and bound to the BattleMech as its weapon of choice. Indeed, they perceived non-'Mech combat as beneath their status, declaring it wretched and "unchivalrous." They based their pseudo-religious order around a dedication towards developing what they viewed as the ultimate form of combat. Their devotion was complete: they turned over their lives, their financial assets and even their families to the needs of the order.

The Brotherhood's military might during this period was questionable: they were assumed to have control of less than 12 operational 'Mechs in 3025, mostly of the Light variety, and of dubious capability. The strict and harsh training method resulted in MechWarriors with equally dubious combat skills. Despite their intentions to improve the quality of life on Randis IV, their focus on MechWarrior training came at the expense of the planet's development. The unit would, however, seek off-world contracts, which provided a steady (but meager) source of income for the planet's economic base. Because of this tendency to seek employment, the unit was seen not as a private militia of the planet, but a mercenary unit. The few off-world jobs taken all resulted in near disasters, and the unit barely survived the closing years of the Succession Wars. Their sole victories came from defensive operations against less organized attacks on Randis IV. *SARNA.NET*



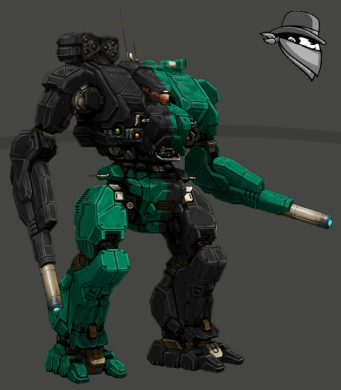
BUGMEN

The Bugmen utilize appropriate camouflage at all times. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



BULLARD'S ARMORED CAVALRY

Bullard`s Armored Cavalry uses an olive-drab paint scheme with brown and yellow highlights. *FM: MERC (REVISED), PAGE 51.*



BUQUOY'S BANDITS

The Bandits employ a two tone paint scheme with black and jade green in a cross pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



BURNING TYGERS

Burning Tygers favor brick red with which they half their machines vertically. The other half features a distinct greenish-tan lizard pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



BURROW'S CRASH. THUNDER REG.

The Thunder Regiment uses an elaborate lightning paint scheme on their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



Once part of the Crater Cobras, the Black Cobra Regiment separated with their parent unit in 3058 after centuries of service as Burr's Black Cobras. They worked for every Successor State except the Draconis Combine. They fought the DCMS several times, and the 30th Dieron Regulars twice. In the second encounter with the Thirtieth Dieron Regulars, they inflicted heavy losses on the Combine unit.

FOURTH SUCCESSION WAR

Known at the time as Westrick's Black Cobras, the Black Cobras were garrisoning Deneb Kaitos in the employ of the Federated Suns when Operation RAT began. *SARNA.NET*

BURR'S BLACK COBRAS

Formerly: Black Cobra Regiment, Baldwin's Cobras, Heavy Brigade, Crater Cobras. The Black Cobras have kept to their traditional colors of black with yellow trim. *FM: MERC (REVISED), PAGE 52.*



BURTON'S BRIGADE

The Brigade uses a tan color scheme with dusty purple highlights. *MERCENARIES SUPPLEMENTAL 2, PAGE 27.*



The mercenary unit Cady's Regiment was in Draconis Combine employ until "recently" as of 3002 when they ran afoul of the Internal Security Force, and left Kurita employ.

In 3002 the Free Worlds League hired them specifically for their experience in fighting the Lyran Commonwealth. Together with two Marik Militia regiments they were part of the ill-fated strike agaist Loric under General Willis Crawford. The defenders were forewarned and the industrial targets on Loric were reinforced to become what was described as a fiery nightmare; the attack bogged down for many months.

There is no mention of Cady's Regiment afterwards, suggesting the unit may have been destroyed in or disbanded after the Loric attack. *SARNA.NET*

CADY'S REGIMENT

The Regimant uses whatever camouflage pattern applies best to the terrain in which they will be fighting. However, they always hold highlights in black. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY TITANIUMBURN.*



CAESAR'S COHORTS

The Cohorts' colors are bronze with red and white highlights. FM: Merc (revised), page 53.



CAMACHO'S CABALLEROS

Also known as: 17th Recon Regiment. Resembling a circus or gypsy caravan more than a combat unit, the MechWarriors of the Seventeenth are permitted to decorate their BattleMechs as they see fit. *FM: MERC (REVISED), PAGE 54.*



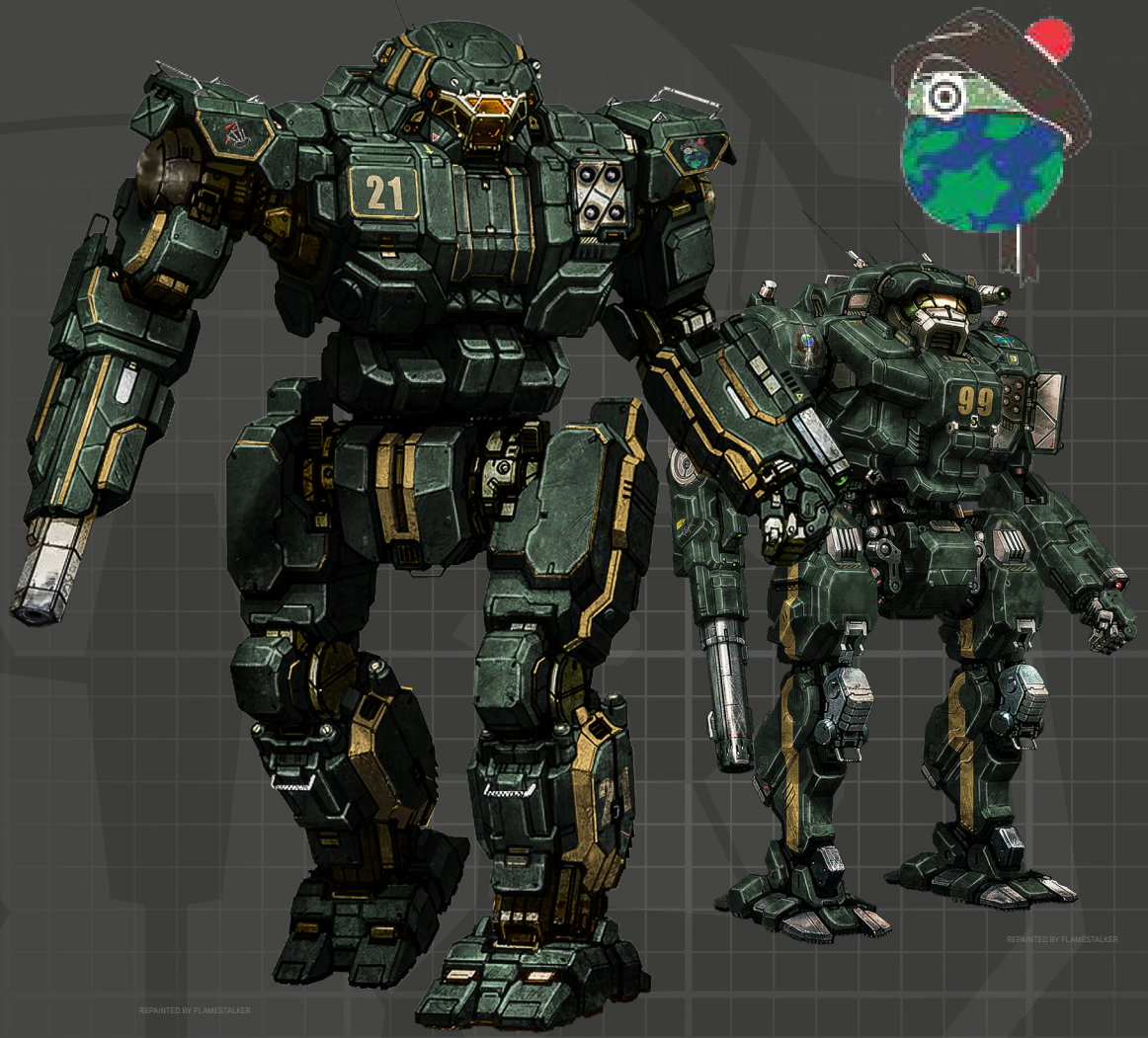
CAMERON'S LEGION

Cameron's Legion uses a medium gray on most parts of their machines but keeps heads and right arms in a dark red. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



CANNED HEAT

Canned Heat's colors are dull, gunmetal gray with flame highlights. *MERCENARIES SUPPLEMENTAL, PAGE 26.*

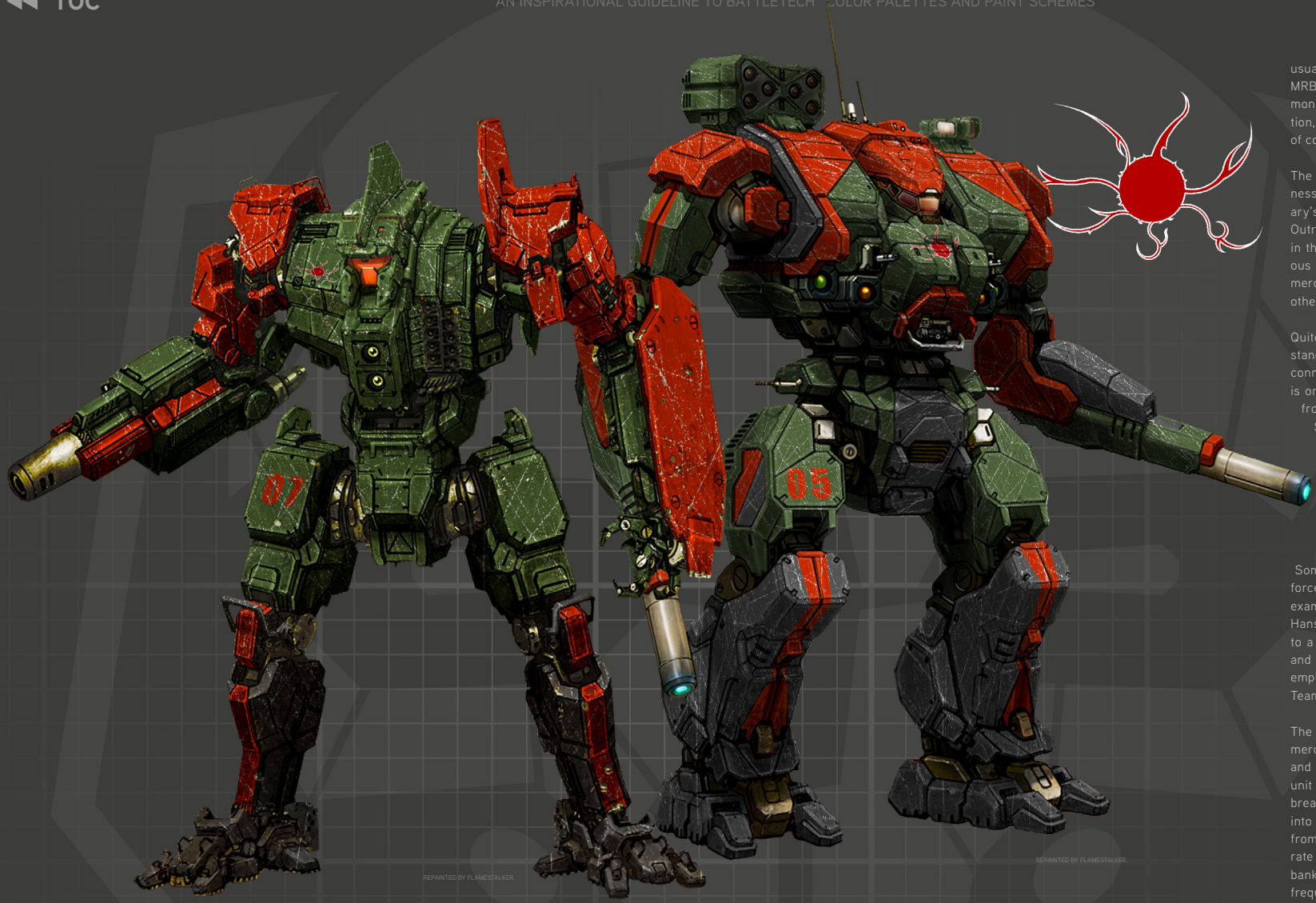


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REPAINTED BY FLAMESTALKER.

CANOPIAN HIGHLANDERS

The Canopian Highlanders employ a green with gold striping paint scheme. *FM: MERC (REVISED), PAGE 55.*





CARDINAL SINS

Formerly: 428th BattleMech Division. Cardinal Sins utilize Star League drab olive green with gray and red highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

THE MERCENARY BUSINESS

ComStar originally used to regulate mercenary contracts through their Mercenary Review Board (MRB), which was replaced by the Mercenary Review and Bonding Commission (MRBC, jointly administered by ComStar, all great Houses and mercenary representatives) in 3052. Registration with and regulation through the the MRB (later MRBC) is mandatory for a given mercenary unit in order to be considered legitimate, otherwise it is usually regarded as a bandit force. This gives the MRB/MRBC and their rating system an uncontested monopoly over establishing a given unit's reputation, and the power to arbitrate alledged breaches of contract and even declare a unit rogue.

The longtime overall center of the mercenary business used to be Galatea, then known as Mercenary's Star. It was gradually eclipsed in this role by Outreach after 3030 until the latter was devastated in the Jihad. At any given time, a number of various other worlds feature notable Hiring Halls for mercenaries as well, some more reputable than others.

Quite a few among the vast number of mercenaries stand out, owing to their special history, outlook or connections. The Eridani Light Horse, for example, is one of those that take pride in being a remnant from the SLDF. Others, like Wolf's Dragoons or Snord's Irregulars, have their own agenda besides their mercenary business. Some units such as the Kell Hounds are not truly independent, but are affiliated with one particular House or faction; others are tied to a specific landhold or planet, like the Northwind Highlanders.

Some mercenary forces are mutinous regular forces who abandoned their original masters; examples include the 21st Centauri Lanciers and Hansen's Roughriders. Conversely, others are tied to a single employer through long-time contracts, and occasionally become regular forces of that employer, like McCarron's Armored Cavalry and Team Banzai.

The distinction between regular armed forces, mercenaries, private security forces, privateers and outright pirates is often blurred. A mercenary unit can be classed as "rogue" by the MRB/MRBC breach of contract or war crimes. Others descend into piracy for need of spare parts or while fleeing from obliteration. (The Company Store, a deliberate effort by employers to bring mercenaries near bankruptcy to gain absolute control over them, is a frequent cause for discord and may force units to either renege on their contracts or face absorption by their employer.) Conversely, the pirate forces of the Oberon Confederation were occasionally hired out as mercenary troops, as are in fact most pirate bands.

Arguably the most famous mercenary units are Wolf's Dragoons, the Eridani Light Horse, the Gray Death Legion and the Kell Hounds, all of which have a near-mythical reputation and can demand virtually any price they wish for their services. *SARNA.NET*



CARLTON'S BRIGADE

Carlton's Brigade applies a bright cyan color with also bright yellow highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



CARLYLE'S COMMANDOS

The Commandos favor dark gray on all of their machines but keep shoulder of their Mechs dark red. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



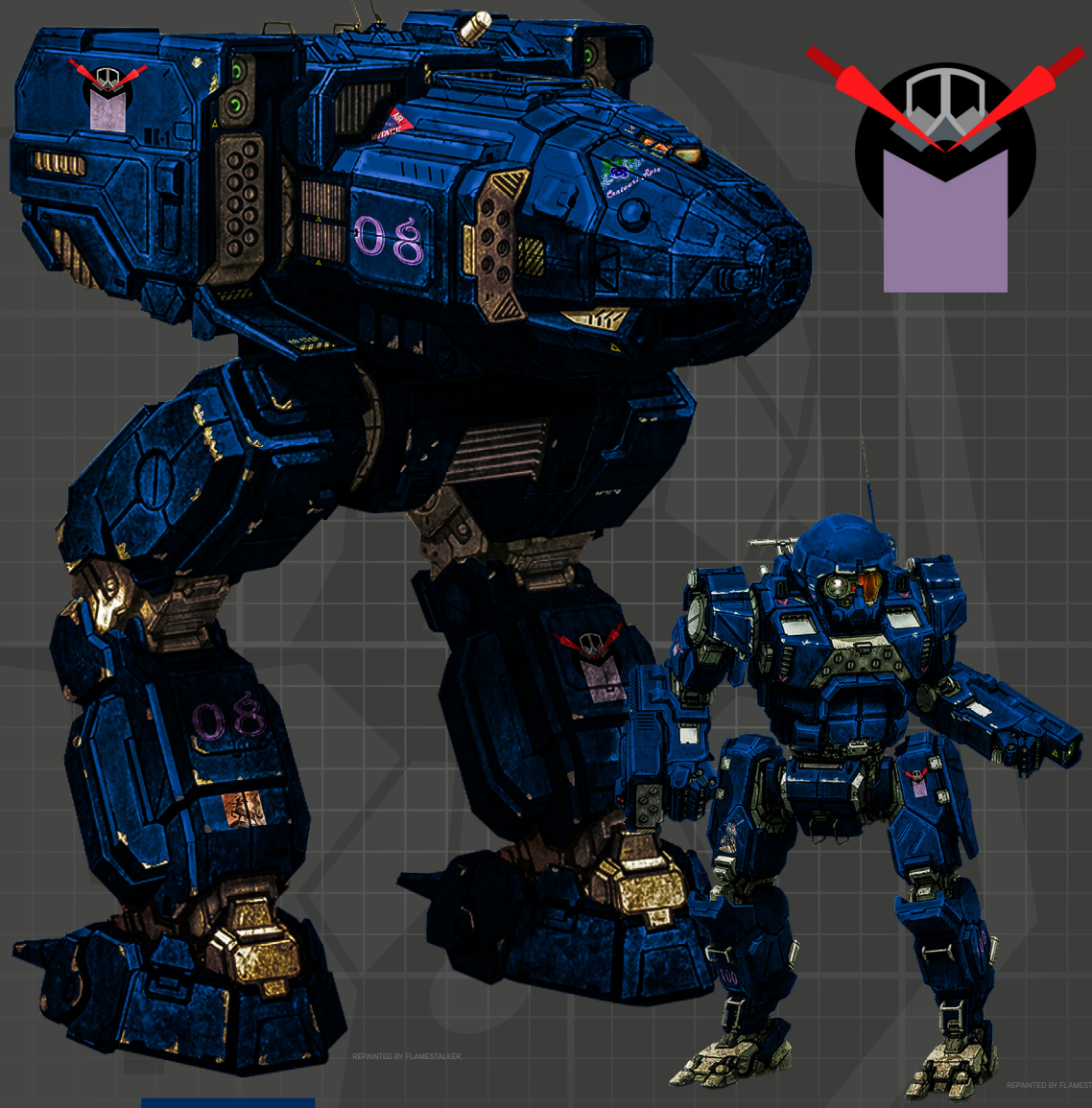
CARSON'S RENEGADES

Machines are painted bleached bone on the right side, while the left is a base green with bleached bone camouflage patterns. The right legs of Mechs are adorned with barbed wire art. *PER MERCENARIES SUPPLEMENTAL, PAGE 27.*



CARTER'S CHEVALIERS

The Chevaliers favor a lavender color with medium gray highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



CENTAURI LANCERS, 21ST

The Lancers decorate their BattleMechs and aerospace fighters with a royal blue color scheme. Fighter underbellies are painted light blue, and all vehicles use appropriate terrain-specific camouflage patterns. *FM: MERC (REVISED), PAGE 56.*



Formed in October of 3066, the Chaos Irregulars was the fusion of two previous mercenary units: Sorenson's Strikers and Peregrine's Hussars. The command was unique for its structure: it had two co-commander positions, instead of the traditional commander and executive officer billets. The unit's joint-command structure was submitted to MRBC. The unit's initial first short-term contracts were with various organizations, such as Ronin Inc. and Mosiro University of Al-llb.

The unit moved anti-spinward, to the Periphery border, where it roamed the frontiers of the Lyran Alliance and the Free Worlds League, taking short-term contracts from smaller worlds in the Melissa Theater and Rim Commonality. *SARNA.NET*

CHAOS IRREGULARS

A cold dark gray is the only color used by the Chaos Irregulars. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



CLIFTON'S RANGERS

The Ranger`s paint their machines a camouflage olive drab and forest green with black and brown highlights. *MERCENARIES SUPPLEMENTAL, PAGE 28.*



Accepting a contract with the Free Worlds League during the initial outbreak of the First Succession War, the Cutthroats would ultimately have a long history of honorable service to House Marik during both the First and Second Succession War. One of the more notable events during their service with the League was the strike against Lyran Commonwealth-held Solaris VII in March 2820. Seeking revenge for the Game World transferring its loyalty to the Commonwealth earlier that same year, a reinforced battalion each from the Cutthroats and the Red Eagles, supported by the Essex-class FWLS Despiser, emerged from a Pirate Point close to the planet's orbit. Without a Lyran naval presence to challenge the Despiser, the Cutthroats and Red Eagles landed without incident near the Bracken Swamps north of Solaris City. *SARNA.NET*

CLINTON'S CUTTHROATS

Clinton's Cutthroats apply white color to their Mechs but hold the left leg violet. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



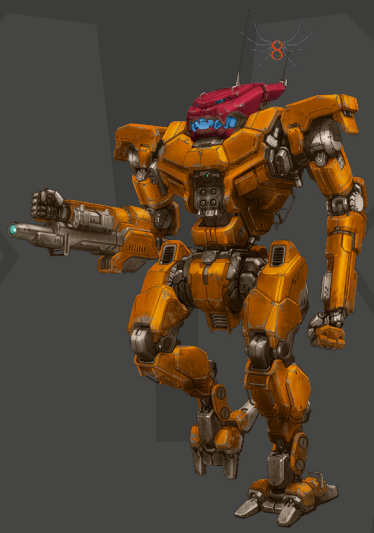
COCHRAINE'S GREENCOATS

Cochraine's Greencoats uses forest green on the torso and dark brown on arms and legs of their machines. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



COREY'S CAVALIERS

Corey's Cavaliers uses light lime green on the torso, hips and upper legs and dark brown on lower arms and legs of their machines. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



Admirers of Waco Rangers, they grafted themselves to the Rangers for all intents and purposes during the defense of Coventry against the Jade Falcon Incursion (3058), to the point of fighting as a Rangers sub-unit, when they were part of the relief forces sent to Coventry. The Crazy Eights' 'Mechs were described as gaudy to behold, and mismatched versus the olive-and-tan paint scheme of the Waco Rangers.

Forcing their way onto the planet through the Jade Falcon forces on 10 April 3058 shortly after 1125 hours, the Crazy Eights destroyed two OmniMechs and a number of Elementals (while the Rangers destroyed eight OmniFighters and five OmniMechs). The Rangers and the Crazy Eights with them later walked into a Clan Jade Falcon trap on 21 April 3058 in a region known as the Dales, suffering heavy losses amounting to altogether 85% of their force. *SARNA.NET*

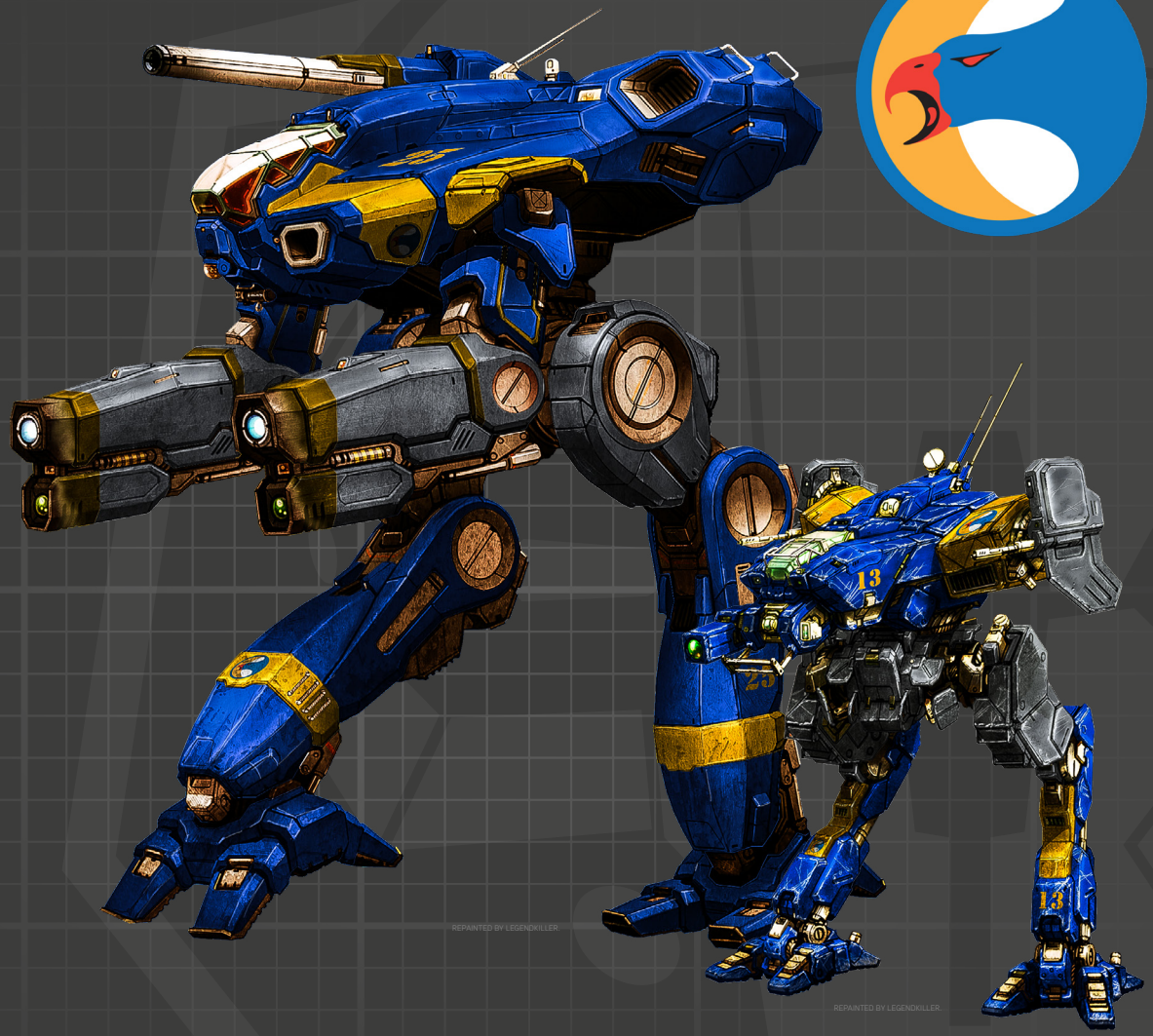
CRAZY EIGHTS

Crazy Eights apply bright orange color to all their equipment but hold a Mech's head red. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



CRIMSON CRUSADERS

The Crusaders paint their machines a deep crimson with gold trim, along with a jade green slash mark on the left arm of each Mech. *FM: MERC (REVISED), PAGE 58.*





CRESCENT HAWKS

Crescent Hawks' units are painted dark blue and gray, with yellow highlights added. *CANONIZATION BY JALPHOENIX ON 8/15/2007.*





CRITCHLEY'S CAVALIERS

Critchley's Cavaliers use forest camouflage from the lower Torso to the legs of their Mechs. The upper Torso and arms are painted in a dull blueish-gray. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





CUNNINGHAM'S COMMANDOS, 1ST-2ND

The unit traditionally paints its equipment in appropriate camouflage colors, but its' parade scheme is an olive drab highlighted by dark red piping and deep blue highlights. The unit logo is worn on the right shoulder/leg/wing, with regimental worn on the left shoulder/leg/wing. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



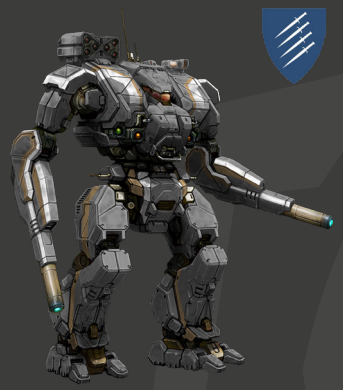


The 23rd Amaris Dragoons left their posting in the Rim Worlds Republic for Hegemony space following the Amaris Coup, assuming it would be their new homeland. They were branded as traitors and ordered imprisoned, which led to a brief firefight against the Nineteenth Patriot Regiment on Summer. This in turn saw the 23rd marked as enemies of the state. They left Summer with all supplies they could carry and headed into the Draconis Combine to work for House Kurita as mercenaries in 2768, henceforth known as "Daemien's Destroyers".

As of 2786, at the onset of the First Succession War, Daemien's Destroyers were listed as a full-strength regiment stationed on Kaesong; by the end of the war in 2821 they were down to 59% strength and stationed at Vorarlberg. They were classed as a "light" unit. Their loyalty was rated as "Fanatical". *SARNA.NET*

DAEMIAN'S DESTROYERS

Formerly: 23rd Amaris Dragoons. Daemian's Destroyers use whatever camouflage pattern applies best to the terrain in which they will be fighting. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*





DAGEN'S DAGGERS

Dagen's Daggers favor a medium gray with white and tan piping. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





DAGGERS OF DEATH

Daggers of Death apply a deep bluish purple to their Mechs but hold the arms dark red. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*





DANTE'S DETECTIVES

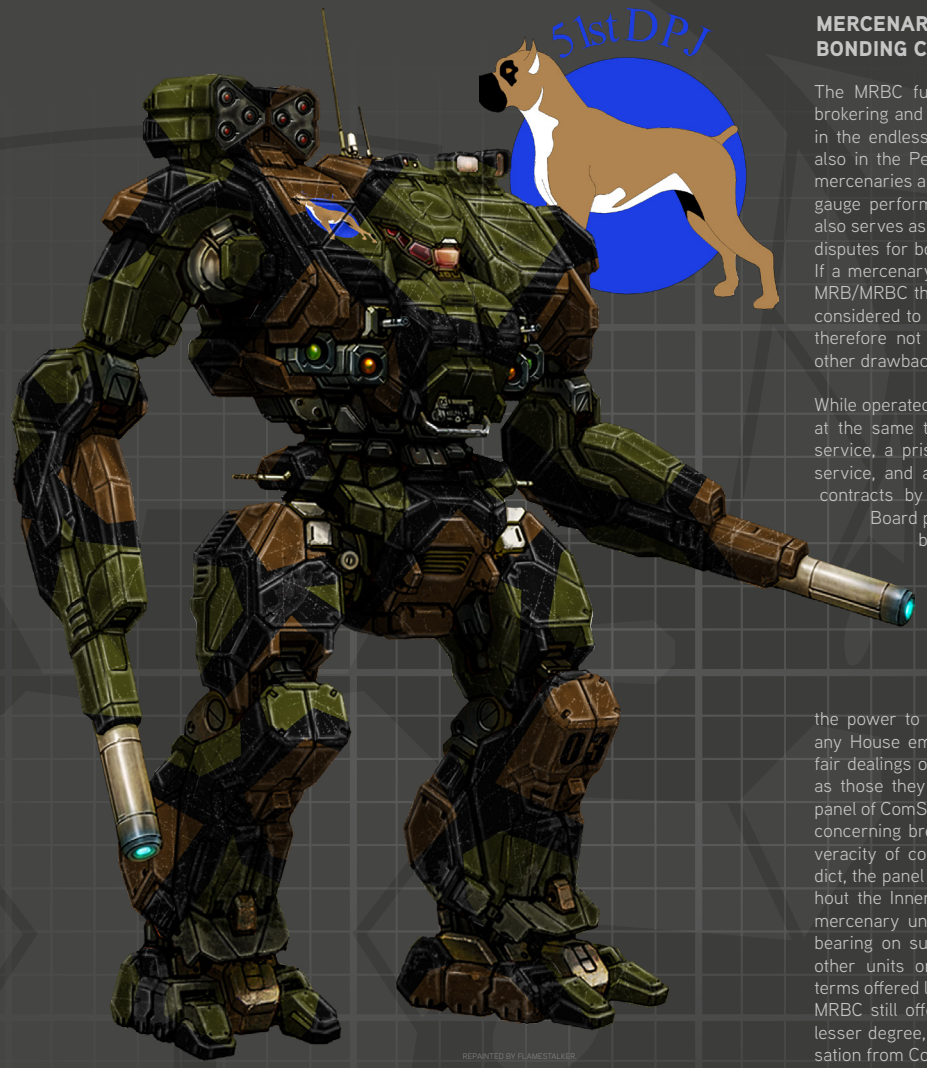
Light blue paint scheme with clean angular white highlights. Jimmy Dante keeps his machines in pristine condition. Many bear flashing blue and red lights, a reminder of the unit's security background. *MERCENARIES SUPPLEMENTAL UPDATE PAGE 48.. INSIGNIA BY LEGENDKILLER.*





DARK SPIRITS

Dark Spirits utilize a very dark blue to paint all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



REPAINTED BY FLAMESTALKER.



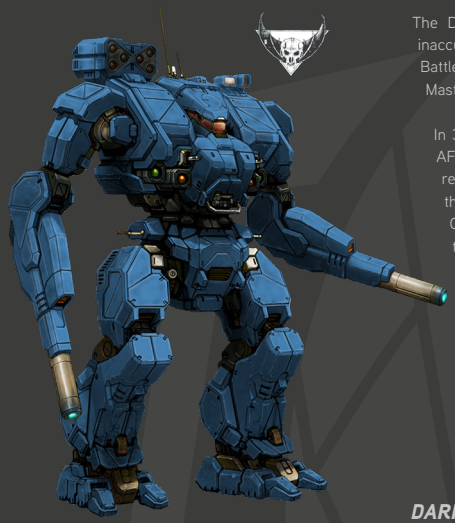
DARK PANZER JAEGERS, 51ST

The Jaegers do not use any specific paint scheme, but instead paint their machines appropriately to the mission. *FM: MERC (REVISED), PAGE 59.*

MERCENARY REVIEW AND BONDING COMMISSION

The MRBC functions as a mercenary guild, brokering and arbitrating mercenary contracts in the endless wars in the Inner Sphere and also in the Periphery. Apart from registering mercenaries and providing a ranking system to gauge performance and reliability, the MRBC also serves as a court of arbitration in contract disputes for both employers and mercenaries. If a mercenary unit is not registered with the MRB/MRBC then it is usually (but not always) considered to be no legitimate mercenary, and therefore not subject to POW rights, among other drawbacks.

While operated by ComStar as the MRB, it was at the same time also a criminal extradition service, a prisoner exchange and ransoming service, and a banking house. Arbitration of contracts by ComStar's Mercenary Review Board provided a valuable safeguard on both sides, as any unit failing to perform contracted services after taking an advance found itself unable to evade ComStar's almost universal reach. ComStar informed other potential employers of a rogue unit's actions, and had the power to threaten an Interdiction against any House employing such a unit. To ensure fair dealings on the part of employers as well as those they hired, the MRB provided for a panel of ComStar administrators to hear claims concerning breaches of faith and to judge the veracity of complaints. Upon reaching a verdict, the panel broadcasted its findings throughout the Inner Sphere. As the reputations of mercenary units and their employers have a bearing on subsequent negotiations involving other units or Houses, violating contractual terms offered little profit to any concerned. The MRBC still offers all these functions but to a lesser degree, due to being a separate organisation from ComStar. *SARNA.NET*



The Dark Wing mercenary cartel, also somewhat inaccurately known as the Dark Wing Lance, were a BattleMech unit consisting of (at least) four Battle-Masters and a Warhammer.

In 3017, the Dark Wing attacked the household of AFFS Colonel Joseph T. Ragen on Redondo in retaliation for the Colonel's attempt to infiltrate the cartel and destroy it from within. Only the Colonel's 12-year old son Herras Ragen survived the attack. *SARNA.NET*

DARK WING

Dark Wing uses a one color paint scheme of graysh light blue on all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



DEIDRE'S DESTROYERS

Deidre's Destroyers use whatever camouflage pattern applies best to the terrain in which they will be fighting. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



DELIAH'S GAUNTLET

Deliah's Gauntlet uses a blue and silver color scheme unless they are actively fighting a foe. *MERCENARIES SUPPLEMENTAL 2, PAGE 29.*



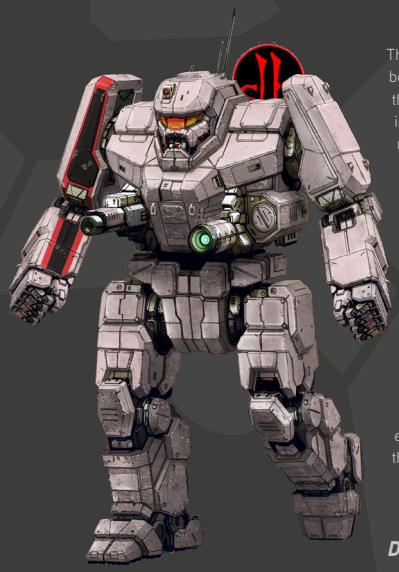
DESERT WIND

The Desert Wind use whatever camouflage pattern applies best to the terrain in which they will be fighting. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



DEVIL'S ADVOCATES

The Devil's Advocates use camouflage appropriate to their mission while in the field, but also sport a parade scheme of basic black, with red and gold highlights that vary in design for each warrior. *MERCENARIES SUPPLEMENTAL, PAGE 30.*



The Devil's Brigade had extensive connections to both StarCorps and Chandrasekhar Kurita during the 3070s; under contract to Kurita and using the information he provided, the Devil's Brigade were responsible for discovering the Hegemony Memory Core on the lost Terran Hegemony world of New Dallas, devastated and abandoned during the First Succession War. The discovery of the Memory Core and its subsequent dissemination throughout the Inner Sphere and beyond attracted attention to the Devil's Brigade; so to did the Brigade's relentless and tenacious fight against the Word of Blake. The Devil's Brigade defended Arcturus when the Word of Blake struck at Kurita's assembled mercenary forces there; the Samhain, an ancient Vulture-class DropShip in service with the Devil's Brigade successfully destroyed a Blakist Union-class DropShip, earning the pilot a reward from Chandrasekhar for the bravery shown. *SARNA.NET*

DEVIL'S BRIGADE

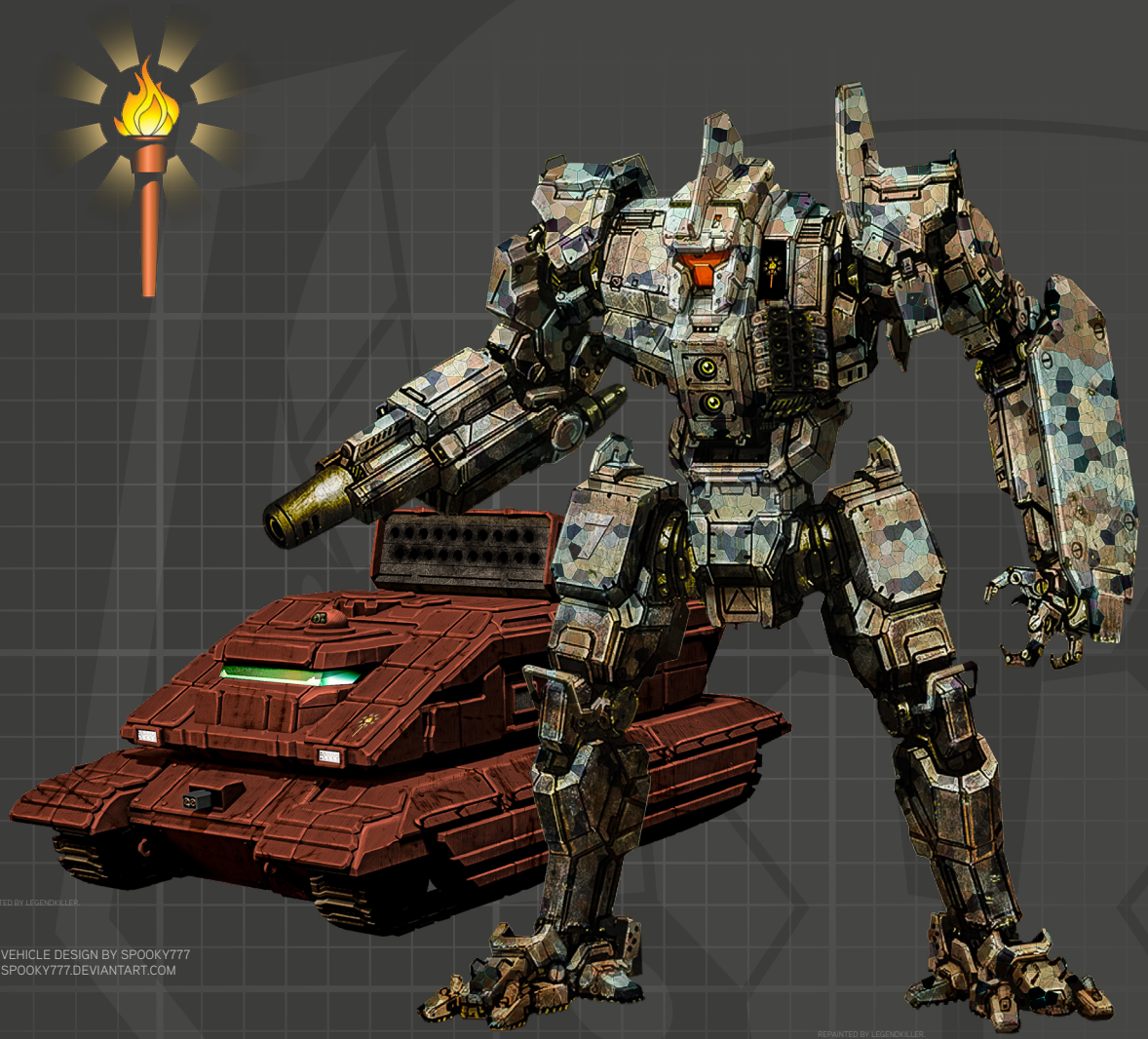
The Brigade leaves its units in factory primer, except for a red and black band on the right arm of Mechs and battle armor, the right wing of aerospace fighters, or the turret of vehicles. *MERCENARIES SUPPLEMENTAL 2, PAGE 30.*



The Devil's Dents were a loose mercenary regiment under one Oberst (Colonel) Jack Marmari. The unit comprised of highly independent battalions and companies that effectively hired out like individual mercenary units under their own respective name. Their commanders struck individual deals with Colonel Marmari whenever they needed access to regimental resources. As such, the Devil's Dents regiment was an administrative unit or a mercenary cartel more than a cohesive military formation. *SARNA.NET*

DEVIL'S DENTS

Devil' Dents use red color with black highlights on their machines. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



REPAINTED BY LEGENDKILLER.

VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM

REPAINTED BY LEGENDKILLER.



DRAGON'S BREATH

The unit's colors are navy blue and white, with gold accents and silver across the shoulders. *MERCENARIES SUPPLEMENTAL 2, PAGE 31.*



DROPSHIP IRREGULARS, 1ST

The Irregulars standard scheme is blue for First Battalion and red for Second Battalion. The color starts on the right side of a unit and fades to black towards the left. *MERCENARIES SUPPLEMENTAL, PAGE 31.*



DROPSHIP IRREGULARS, 2ND

The Irregulars standard scheme is blue for First Battalion and red for Second Battalion. The color starts on the right side of a unit and fades to black towards the left. *MERCENARIES SUPPLEMENTAL, PAGE 31.*



DRY RIVER DEVILS

The Dry River Devils paint the lower parts and lower arms of their Mechs in a dark tan color with light tan highlights. Torso and shoulders are held in light cyan. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*

DISMAL DISINHERITED, 1ST-3RD

Formerly: 8th and 9th Andurien Hussars. The Regiments have no specific parade scheme, instead employing camouflage appropriate to the climate and terrain to which they are assigned. When camouflage is not appropriate, they often paint their equipment in drab reds and browns. *FM: MERC (REVISED), PAGE 61-64.*

Following the Exodus, the Inner Sphere degraded as each of the five houses vied to be selected as First Lord. The unit tried to remain as independent as possible, but Minoru Kurita threatened to cut off all trade with the unit, forcing it into a mutual defense and nonaggression pact. When Minoru Kurita was slain in a failing campaign against the Federated Suns, Colonel Bradley realized they would have to deal with his psychotic son, Jinjiro Kurita. Jinjiro had avenged his father's death by massacring fifty million civilians on Kentares IV in what has been called the Kentares Massacre.

Upon learning of the massacre, the unit began plans to move to a more hospitable location. By June of 2798, most of the unit had started to move off-world. The 8th Recon and 50th Heavy Cavalry Battalions were awaiting the departure of their dependents from Sendai, when they learned that the administrator of the planet had taken the families hostage unless the 8th Recon and 50th Heavy Cavalry surrendered and turned themselves over to him. The units refused and, when the deadline passed, the administrator had all of the hostages executed. Once the 8th Recon and 50th Heavy Cavalry found out, they immediately returned to Sendai. There, in a week-long campaign, the battalions hunted down and slaughtered every political officer and Draconis Combine Mech they could find. Support forces from the Combine appeared but, once they learned of the administrator's actions, they quickly withdrew. When the battalions reunited with the main Eridani Light Horse forces, the unit commanders tendered their resignations for acting without orders, but they were refused. Instead, Colonel Bradley made the two battalions responsible for the unit's dependents.

The unit relocated to the Free Worlds League where they were granted a place to stay while the details of a contract were negotiated. Colonel Bradley accepted the terms offered by the Free Worlds League and the unit stayed within the League throughout the First and Second Succession Wars, providing strong offensive capabilities to the League.

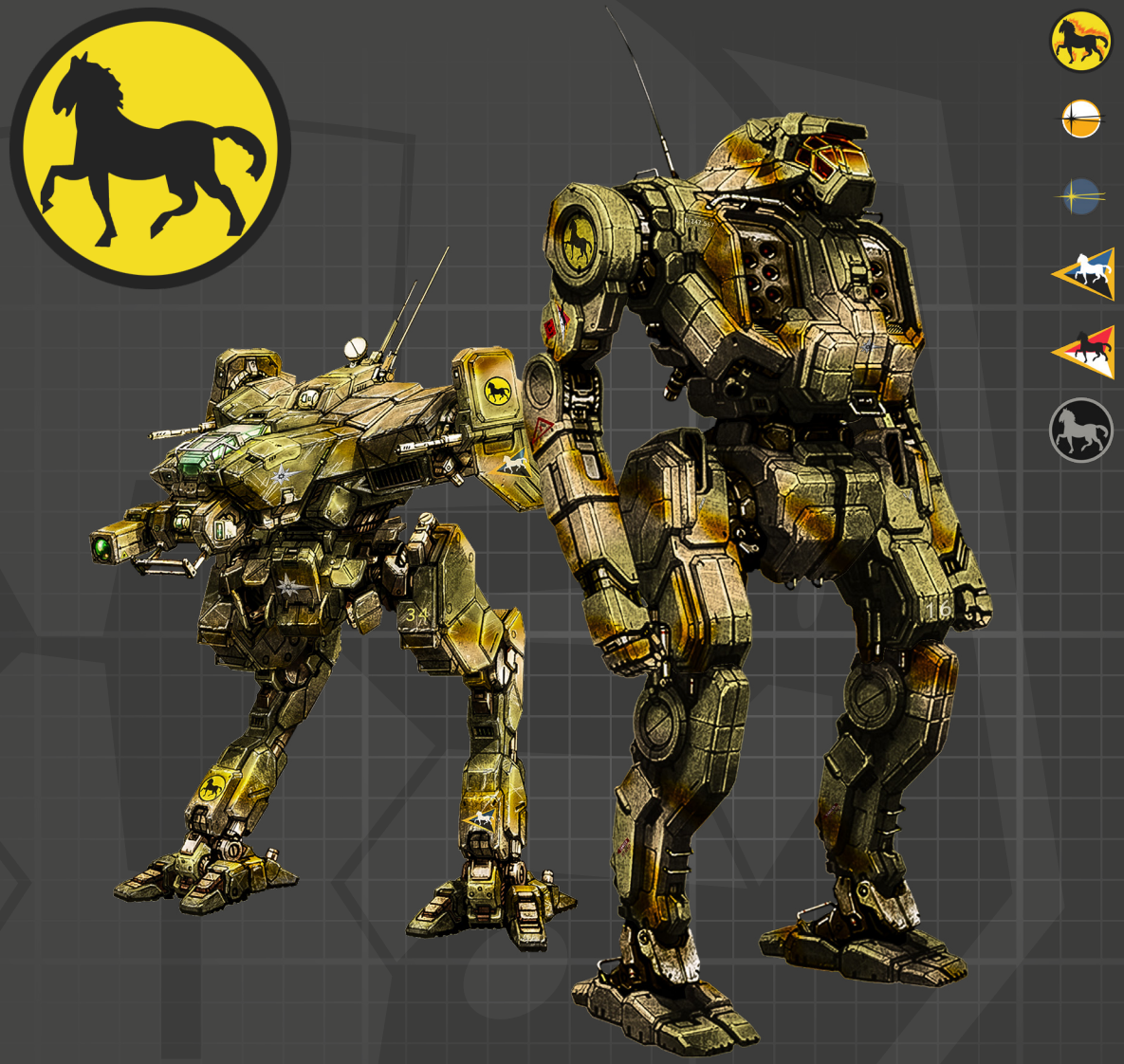
THIRD SUCCESSION WAR

When the Third Succession War flared up in 2866, the Free Worlds League, pleased by the unit's performance, offered to improve the contract by offering access to League supply centers and titles to the officers. Many in the unit thought this was a betrayal of the Star League ideals they held dear. The leader of the dissenters, Major Johnson, was unable to come to an agreement with Colonel William Bronson and led all but a few officers and lances out to the Periphery. Colonel Bronson, meanwhile, moved his force just outside the borders of the League and began to recruit less desirable elements into his forces.

The core of the Eridani Light Horse moved to the Periphery and eventually had to resort to farming to meet their needs. A raid in 2871 demonstrated to the unit leaders how desperate they were. They decided to seek employment with a house, provided that the house would uphold the honor and integrity of the Star League. The now Colonel Johnson was tasked with traveling to the Lyran Commonwealth to seek employment. The Archon agreed to all of the unit's terms, including a clause providing for control of a planet to house the unit's dependents. Sadly, the Colonel died while the unit moved from the Periphery to its new home of New Karlsruh. Jennifer Dirkson, his successor, adopted the rank of Brevet General to indicate command of all three of the unit's regiments while also demonstrating a willingness to resign should the unit members feel she was acting in too mercenary of a manner. Interestingly, the 82nd Heavy Cavalry Battalion eventually held St. John, one of the Eridani Light Horse's former charges from the Star League era.

The unit served admirably from 2872 to 2945, providing strong support against encroachment by the Draconis Combine. In 2900, the 151st Light Horse Regiment landed on Radalah and quickly captured several cities on the planet. The 151st had been expecting only a small garrison, but soon was faced with a larger force - the elite 3rd Proserpina Hussars. The Hussars managed to cut off the unit's two recon battalions from the 50th Heavy Cavalry encamped at New Freisburg. The recon lances conducted a series of hit-and-run attacks, aimed at weakening the Hussars. Eventually the tactics paid off and the 50th Heavy Cavalry were able to break the siege of New Freisburg and depart the planet. The recon battalions' clever tactics against the much heavier Hussars earned it the nickname The Dark Horse Regiment.

The Eridani Light Horse would face the Proserpina Hussars again in 2915, when the Draconis Combine launched an attack on Tamar using three Mech regiments - including the 4th Proserpina Hussars - along with twelve regiments of armor and infantry. Defending Tamar was a mixed force consisting of the Stealthy Tigers, two battalions from the Eridani Light Horse and five LCAF infantry and armor regiments. The battle for control of Tamar would last more than seven months before the Kuritan forces withdrew. *SARNA.NET*



ERIDANI LIGHT HORSE

The command favors appropriate camouflage in combat. *SARNA.NET*



EDOM'S BANDITS

Edom's Bandits paint their equipment in a bright yellow with black highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY TITANIUMBURN.*



ERIKSSON'S EINHERJAR

The command favors appropriate camouflage in combat. Their parade scheme consists of pale flesh-tone with a multitude of bloody gashes painted across the entire surface. *MERCENARIES SUPPLEMENTAL 2, PAGE 32.*



EVER-FREE

Ever-Free applies medium gray, evergreen and yellow in a distinct paint scheme to all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY TITANIUMBURN.*



FALKENER'S HUSSARS

Falkner's Hussars utilize appropriate camouflage paint schemes. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



FEDERATED FREEMEN

The Freemen paint the equipment in Davion green with blue trim. Individual Mechwarriors hailing from any Federated Suns house unit can paint the right arm of their Mechs to match the parade scheme of the unit they retired from to show their history as the 'strong right arm' of the Federated Suns. *CANONIZED BY OGRE ON 3/29/2008.*



FIGHTING INTELLECTUALS

The Fighting Intellectuals use whatever camouflage pattern applies best to the terrain in which they will be fighting. *FM: MERC (REVISED), PAGE 67.*



FIGHTING SHAMROCKS

The Fighting Shamrocks camouflage their Mechs with a dull motley of grays, greens, and browns. *MERCENARIES SUPPLEMENTAL 2, PAGE 33.*



FIGHTING URUKHAI

The Fighting Urukhai paint their Mechs in a grimy black color with blue trim. *CANONIZED BY COLD SPIKE ON 4/15/2005.*



FIRE MASTERS

The Fire Masters apply dark gray, lime green and red in a distinct paint scheme to all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



FIST OF MOKAL

Fist of Mokal warriors paint their machines silver with red and black highlights. *FM: MERC (REVISED), PAGE 68.*

FLAMESTALKER'S HIGHLAND FUSILIERS

Colonel Rangatira Ranginui "Flamestalker" Cameron, current commander of the Fusiliers, is descended from a minor but proud noble house located on the relatively unknown planet of Lochaber, one jump coreward of Monroe in the Crucis March. House Cameron owns Forestry Holdings and other assorted businesses throughout the Crucis March, Periphery and Outback Regions. To protect their business holdings the Cameron's of Lochaber employed a cadre of MechWarrior's.

Family local political influence and business interests were thriving up until the passing of his Great Grandfather William Cameron and regency of the family estates and businesses passed to William's Brother, David. Violating his regency, David took control of the most lucrative businesses for himself, stripped Alexander, the heir apparent of his title. David left him nothing but a few small Forestry Holdings before sending Alexander into exile. Just over half of the Family's Mechwarriors stayed with David Cameron with the remaining Loyalists choosing to go into exile with Alexander M. J. Cameron, the true and rightful Heir of Lochaber. These Loyalists formed the nucleus of the newborn Flamestalker's Highland Fusiliers. Flamestalker's Highland Fusiliers have served the Federated Suns as a mercenary force for just over 100 years. Earning special distinction and commendation during the 3rd Succession War, the Fusiliers defend the Federated Suns wherever there is need of their strength and valour.

A few years ago, in transit to a new assignment, the Fusiliers had just completed recharging their Jumpships in a Federated Suns System near Aurigan Space, when Hatchy's Helpers called for urgent assistance. Multiple meteor strikes had sparked fiery conflagrations across much of the main continent, necessitating multiple emergency civilian evacuations. The Fusiliers diverted all ships and units to assist the Helpers, jumping in via a pirate point. Specialized 4th Battalion FireMechs, support Fire-fighting vehicles and Fusilier Infantry with air support from the Aerospace Wing, fought the fire alongside the planetary emergency services. Fusilier Dropships, Mech Battalions and the 4th Battalion Medical units assisted in the evacuations alongside Hatchy's Helpers, relocating thousands of people and multiple communities, earning Captain Hatchsune's unwavering respect and enduring appreciation. Both units have come to trust and rely on each other in times of crisis, building an enduring admiration for one another. As of 3025 the regiment is a reinforced regiment with its own Jumpship transport, dropships and fighter wing. Current Assignment: Codeword Classified.

1ST BATTALION – THE FLAMESTALKERS

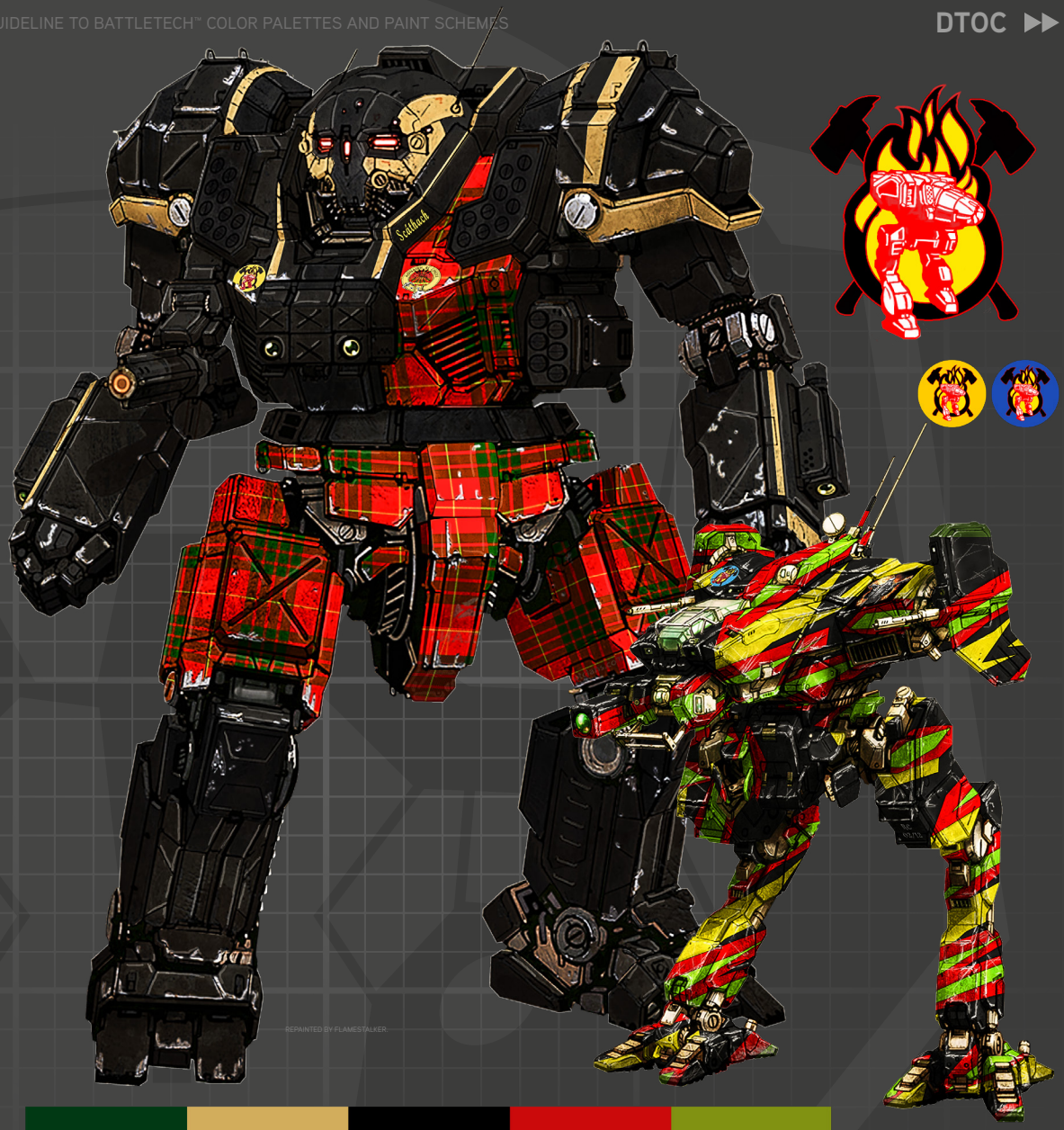
Colonel Rangatira Ranginui "Flamestalker" Cameron commands the First Battalion, namesake of the regiment. He is an Albion Military Academy graduate and carries himself with dignity and honour. He is usually a quiet spoken man with an unusual sense of humour. He took the reins of the regiment and the family legacy after the retirement of his father Mathew Cameron. The first Battalion is comprised of Assault and Heavy BattleMechs and specialises in Close Assault.

Unit Colours
The Mechs of First Battalion are Painted Black with Gold Piping from the Torso Actuator up. Patches of Clan Cameron tartan are placed on the upper left torso and around the upper legs (between torso actuator and knee actuators). Camouflage patterns may be used at the OICs Discretion based on operational needs, but are rarely used.

Unit Insignia
The Fusiliers Insignia is emblazoned on the Upper Right Torso over a gold roundel. On the left upper torso, the family and battalion insignia, a Scottish Clan Cameron Crest in knotted belt is displayed on the upper left torso, superimposed over the Cameron tartan patch. Individual MechWarrior's may use their own personal or family heraldry/tartans on their Mechs. They may also name their Mechs.

Unit Designators
The First Battalion uses the Initials FHF over Battalion Number/ Mech number.

Uniforms
On deployment, the First Battalion wears camouflage suitable to the theatre of operations. When not deployed the First Battalion wears their Black with Gold piping, Davion-style Fusilier Jacket with Clan Cameron Kilts. Epaulette Insignia styled on Ancient British Armed Forces.







2ND BATTALION - THE ROWDY COLONIALS

Major Robert "Call me Bob" Bruce now commands the recently reformed Second Battalion in the style indicated by the name of the battalion. The unit excels in unorthodox tactics and is often seen traversing the battlefield in a disorderly (bordering on looking like a bunch of drunks) fashion. The 2nd Battalion is Comprised of Heavy and medium BattleMechs Second Battalion and specialises in Unorthodox tactics.

Unit Colours
The Mechs of Second Battalion are nominally painted Black, but often use a gaudily painted combination of bright yellow, bright red and bright green. Decoration is left up to the Individual pilots. Camouflage patterns may be used at the OICs Discretion based on operational needs, but second battalion doesn't bother, preferring their works of art.

Unit Insignia
The Fusiliers Insignia is emblazoned on the Upper Right Torso over a blue roundel. The Rowdy Colonials use a picture of Flaming Ned Kelly with guns drawn emblazoned on the upper left torso as their battalion patch. Individual MechWarrior's may use their own personal or family heraldry/tartans on their Mechs. They may also name their Mechs.

Unit Designators
The Rowdy Colonials use the Initials RC over unit Battalion Number/ Mech.

Uniform
On deployment the Second Battalion wears camouflage suitable to the theatre of operations. When not deployed the Second Battalion has chosen not to wear a uniform, much to the chagrin of the Colonel.

3RD BATTALION - THE GORDON HIGHLAND LIGHT RIFLES

Major Uilleam Gordon commands Third Battalion. Third Company is comprised of light and medium Mechs and specializes in Scouting and Hit and Run tactics.

Unit Colours
The Mechs of Third Battalion are Painted Black with Silver Piping from the Torso Actuator up. Patches of Clan Gordon Tartan are placed on the upper left torso and around the upper legs (between torso actuator and knee actuators). Camouflage patterns may be used at the OICs Discretion based on operational needs, but are rarely used.

Unit Insignia
The Fusiliers Insignia is emblazoned on the Upper Right Torso over a white roundel. The Battalion insignia, a Shako over crossed Baker Rifles inside a Scottish clan knotted belt superimposed over the Clan Gordon tartan patch. Individual MechWarrior's may use their own personal or family heraldry/tartans on their Mechs. They may also name their Mechs.

Unit Designators
The Gordon Highland Light Rifles use the Initials GHLR over unit Battalion Number/Mech number.

Uniforms
On deployment the Third Battalion wears camouflage suitable to the theatre of operations. When not deployed the Third Battalion wears their Black with Silver piping, Davion-style Fusilier Jacket with Clan Gordon Kilts. Epaulette Insignia styled on Ancient British Armed Forces.

4TH BATTALION - FUSILIERS SUPPORT BATTALION

Major Charisse Shang commands the Fusiliers Support Battalion. Support Battalion comprises Armour and Artillery, Infantry, Medical and Firefighting Units. The Support Battalion wears their Black with green piping, Davion-style Fusilier Jacket with Clan Cameron Kilts. Epaulette Insignia styled on Ancient British Armed Forces.

Unit Colours
The vehicles of Fourth Battalion painted Black with Green Piping. Decoration is left up to the Individual commanders. Camouflage patterns may be used at the OICs Discretion based on operational needs, but are rarely used.

Unit Insignia
The Fusiliers Insignia is emblazoned on the Right front of the unit's vehicles over a green roundel. The battalion insignia, Celtic Knotwork inside a Scottish clan knotted belt superimposed over the Clan Cameron tartan patch is displayed on the left front of the unit's vehicles. Individual Commanders may use their own personal or family heraldry/tartans on their vehicles. They may also name their vehicles.

Unit Designators
The Fusilier Support Battalion use the Initials of unit type over unit Battalion Number/Mech number on a Green roundel

Uniform: On deployment, the Fourth battalion wears camouflage suitable to the theatre of operations. If not Deployed, the Battalion wears their Black with Green piping, Davion-style Fusilier Jacket with Clan Cameron Kilts. Epaulette Insignia styled on Ancient British Armed Forces.

Note: All Battalions have extensive training in Mountainous Terrain and Forest operations.

AEROSPACE WING:

Major Fred "Flashy" Martin commands the Aerospace Wing of the Fusiliers in the style reminiscent of "Lord Flasheart" of the Ancient Terran Television show "Blackadder".

Unit Colours
The Fighters of the 1st Battalion are painted Black with Red Piping. Patches of Clan Cameron Tartan are placed on the upper left wing and lower right wing. Camouflage patterns may be used at the OICs Discretion based on operational needs, but are rarely used.

Unit Insignia
The Fusiliers Insignia is emblazoned on the Upper Right wing and Lower Left wing over a red roundel. On the left upper wing and lower right wing, the battalion insignia, a horizontal, a two-bladed propeller in Scottish knotted belt is displayed on the upper left wing, superimposed over the Cameron tartan patch. Individual MechWarrior's may use their own personal or family heraldry/tartans on their fighters. They may also name their fighters.

Unit Designators
The Aerospace wing uses the Initials FTS over Wing Number/ Fighter number.





Uniforms
On deployment, the Aerospace wing wears camouflage suitable to the theatre of operations. If not deployed, the Aerospace Wing wears their Black with Red piping, Davion-style Fusilier Jacket with Clan Cameron Kilts. Epaulette Insignia styled on Ancient British Armed Forces.



Note: When on assignment with Hatchy's Helpers, a pink stripe with Hatchy's Helpers Logo is applied to all vehicles and BattleMechs.

UNIT COMMANDERS 3025

1st Battalion
Commander: Colonel Rangatira Ranginui "Flamestalker" Cameron, Grandson of the unit founder, Alexander M. J. "Flamestalker" Cameron. The Colonel pilots modified heirloom Stalker 3F. Every Colonel of the unit adopts the call sign "Flamestalker" on taking command.
XO: Leftenant Colonel Robert Ian "Gray Ghost" Livingstone and is also the units Intelligence officer. Leftenant Colonel Livingstone pilots an heirloom Highlander 732B, currently downgraded to 733.

2nd Battalion
Commander: Major Robert "Call me Bob" Bruce. Major Bruce pilots a Highlander 733, nicknamed "Thunderbox"

XO: Captain Bluey "Barge-Arse" Hills. Captain Hills Pilots a Thunderbolt TDR-5S

3rd Battalion
Commander: Major Uilleam Gordon. Major Gordon pilots a Phoenix Hawk PXH-1
XO: Captain Jasmin Shaw. Captain Shaw pilots a Firestarter FS9-H.

4th Battalion
Commander: Major Charisse Shang

Aerospace Wing:
Commander: Major Fred "Flashy" Martin

FUSILIER TRANSPORT SUPPORT

Jumpships
Starlord Jumpship, "Ben Nevis"
Invader Class Jumpship, "High Road"
Invader Class Jumpship, "Low Road"

1st Battalion Transport
2 Overlord Class Dropships, "Fort William" (outfitted for regimental command) and the "Lochaber Axe".

2nd Battalion Transport
3 Union class dropships, "The Dunny Dropper", "Larrikin Lassie", "Rattlin', Roarin' Willie"

3rd Battalion Transport
3 Union class dropships, "Gordon's Lament", "A Wee Dram", "Cock of the North"

4th Battalion Transport
2 Overlord class dropships, "Hector MacDonald", (outfitted for armour, infantry), "Saint Andrew" (Medical and Firefighting)

Aerospace Wing Transport
2 Leopard CV, "The Flying Scotsman", "Outback Flyer"

FAN-MADE AND PERSONAL UNIT. BY FLAMESTALKER.





FOMORIANS

The Fomorians use Star League olive drab with white highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*





FORCE MAJORIS

Force Majoris uses white, light gray, evergreen and red in a distinct paint scheme on all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*

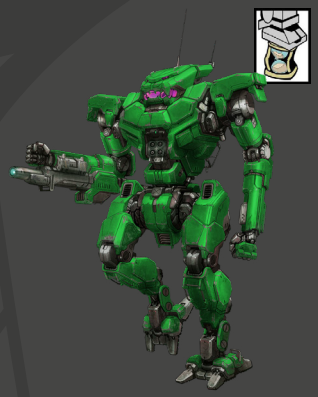




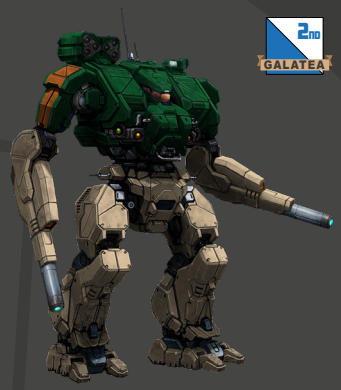
FREEMAN'S FANATICS

Freeman Fanatics apply a distinct counter pattern of dark blue, dark orange and white to their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*











GABHARDT'S CARABINEERS

The command uses a basic tan color in all environments. *MERCENARIES SUPPLEMENTAL 2, PAGE 34.*

GAEL'S GRINDERS

The Grinders paint their machines in greens commonly seen on Liao units, accented by Capellan insignia. *MERCENARIES SUPPLEMENTAL 2, PAGE 35.*

GALATEAN DEFENSE FORCE, 1ST

The 1st Galatean Defence Force uses tan on the lower half of their Mechs. The upper part is held in blue. There's only minimal highlights of ornage color. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA_BY LEGENDKILLER.*

GALATEAN DEFENSE FORCE, 2ND

The 2nd Galatean Defence Force uses tan on the lower half of their Mechs. The upper part is held in green. There's only minimal highlights of ornage color. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*

GANNON'S CANNONS

The Cannons favor a bright red paint scheme with gold highlights, and individualized black 'camo' stripes. *TOTAL CHAOS, PAGE 20.*







Formed from the remnants of five small mercenary units shattered during the Fourth Succession War, the survivors found some commonality in their misfortune after they arrived on Galatea and chose to call themselves the Glory Warriors. Despite their aspirational name, the unit's first decade of existence was one of short-term, low-pay contracts within the Periphery that left the Warriors on the verge of bankruptcy. *SARNA.NET*



GIDEON'S GANGBUSTERS

Gideon's Gangbusters use white, brown and a deep purple in a distinct paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

GLADSTONE'S GLADIATORS

Gladstone's Gladiators favor a light gray and dark red paint scheme with minimal white highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

GLORY WARRIORS

Glory Warrior use Brown/grey camoflauge on legs and lower body fading to sky blue on upper body, shoulders and head. *COMBAT MANUAL MERCENARIESE.*

GOLDEN BOYS

The Golden Boys used to paint their Mechs and vehicles a bright red with a wide dark blue stripe framed between two thinner, white ones on each side. More and more reasonable heads have begun to paint their rides in camouflage appropriate for their current mission. *MERCENARIES SUPPLEMENTAL 2, PAGE 36.*



In the early years of the 3020's House Liao found themselves in an untenable military position. Surrounded by enemies, they attempted to bolster their frontline forces by exercising a little known or regarded clause in many of their mercenary contracts that allowed them to strip away all rights to battlefield salvage. All affected mercenary commands grumbled about it, though larger units were able to tolerate the shortfall due to the higher base pay they commanded. It was hardest felt in many of the smaller mercenary companies who lived and died by what they could salvage from the fields of battle.

When all attempts at compromise between these smaller concerns and the Capellan Confederation failed, many of these smaller units banded together under the leadership of Captain Nicholas Gordon to form a new, larger mercenary company. So was Gordon's Armored Cavalry born from conflict with House Liao. *SARNA.NET*

GORDON'S ARMORED CAVALRY

The unit uses a dust brown and white paint scheme. *MERCENARIES SUPPLEMENTAL 2, PAGE 37.*



GORDON'S HIGHLAND LIGHT

Gordon's Highland Light paints its Mechs and other vehicles in camouflage that fits the environment of its current assignment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



GÖTTERDÄMMERUNG SOCIETY

Götterdämmerung Society applies a dark blue color to all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



REPAINTED BY LEGENDKILLER.

GRAVE WALKERS

The Grave Walkers paint their Mechs forest green with sea green highlights. *MERCENARIES SUPPLEMENTAL, PAGE 32.*

While not as famed as units like the Eridani Light Horse, the Grave Walkers have a solid reputation which has lasted for centuries. Throughout their long and glorious career the Walkers have fought for and against every major House.

THE WAR OF 3039

The 1st Grave Walker Regiment was assigned by to Task Force (TF) Blizzard by the Commonwealth during the War of 3039 against the Draconis Combine. The mercenary units Snord's Irregulars and the 17th Recon Regiment (also known as the Camacho's Caballeros) were part of the TF. TF Blizzard was assigned as one of the units to participate in the invasion of Vega with TF - composed of House units - in April of 3039. The Walkers & Caballeros first action was to take the Vegan spaceport of Nasew. After securing Nasew, they moved to counter any Kurita units attempting retake Nasew. Kurita's 5th Amphigean Light Assault Group launched probing attacks which were repelled. Although turned back by the defenders, the 5th Amphigean's 3rd Battalion proved to be a worthy opponent. The Walker's allies, Snord's Irregulars, utilized a LosTech stockpile of Arrow IV artillery missiles to flush out the 5th and make them quit the planet.

While these events were taking place, the 14th Legion of Vega had been held up at Vega's capital city of Neuascon. The House 3rd Lyran & 3rd Davion Guards had been laying siege to the Vegan regiment's positions. After forcing the 5th Amphigean to abandon the planet, The Grave Walkers and the rest of TF Blizzard were redeployed to reinforce the units besieging Neuascon. Their arrival forced the 14th Legion's commander to abandon the planet to FedCom forces by June 21st.

In mid-July the 14th Legion of Vega and 2nd Dieron Regulars returned to the planet. Assassins had injured the invasion force commander, General Nondi Steiner, placing command of the entire Vegan campaign in the hands of old-school officer Hauptmann-General Kathleen Heany. Her out-of-date tactics were no match for 2nd Dieron's commander who utilized Theodore Kurita's new theories on combat operations. The 2nd Dieron had nearly penetrated Neuascon when the Grave Walkers arrived to reinforce the Lyran defenders. Heany's poor command and disastrous decision making led to the Grave Walkers abandoning Vega in early August. Hauptmann-General Heany attempted to lay blame on the Grave Walkers and the Irregulars for the failure of the operation, but the mercenaries were exonerated by the MRBC for any wrong doing. *SARNA.NET*

The Gray Death Legion was the elite mercenary unit of military mastermind Grayson Death Carlyle. Starting as an offshoot of the Trellwan Lancers, an ad hoc militia unit set up by Carlyle for the defense of Trell I in 3024, the unit eventually grew to regimental size. The Legion became famous for the discovery of the Helm Memory Core, which set off a technological renaissance throughout the Inner Sphere, as well as for the most effective use of combined arms tactics, culminating in the development and deployment of their own Battle Armor models.

The unit was all but destroyed in 3065 during the defense of Hesperus II against Skye Rebels.

HISTORY

In 3024 the planet Trellwan (Trell I) was garrisoned for House Steiner by Carlyle's Commandos when forces working for Duke Hassid Ricol of the Draconis Combine tried to seize the world. The invaders, elements from the Oberon Confederation, shattered the garrison and drove the survivors off planet. Grayson Death Carlyle, the son of the Commandos' commander and the sole remnant of the unit left on Trell I, was hired by the planetary government to build a military force to defend the world against the bandits. Under his skilled command and because of his great knowledge about BattleMechs the newly formed Trellwan Lancers achieved some astonishing victories and managed to capture several enemy Mechs and MechWarriors including Lori Kalmar, who Carlyle was able to recruit for his Lancers and who would be his future Executive Officer and wife.

Carlyle also met and befriended Renfred Tor, the unlucky starship captain who had been forced to bring the bandits to Trellwan. With the help of Tor and his JumpShip Carlyle, after uncovering Ricol's plot, managed to inform the Lyran Commonwealth of the developing situation, forcing the Duke to leave Trell I after the Combine forces were unable to destroy Carlyle and his troops in a final battle. Carlyle took the remains of the Lancers to create a new mercenary unit: The Gray Death Legion.

The newly formed Gray Death Legion traveled to Galatea, known as the Mercenary's Star, seeking employment. There they recruited new members and were hired by a representative of the Verthandi Revolutionary Council. The planet had been traded to the Draconis Combine several years earlier by House Steiner as part of a treaty obligation and many people were engaged in a guerrilla war against the Combine forces. The Legion was hired to provide training for the rebels, especially in anti-Mech infantry combat. The initial contract was for 900 hours of training, but no combat engagements. The unit traveled to Verthandi and barely succeeded in running the blockade. The DropShip Phobos was severely damaged running the blockade; converted to a steam-powered ocean-going vessel it was actually sailed across the Azure Sea to a safe harbor for repairs. Two of the Legion's members - Captain Ilse Martinez and Davis McCall - were primarily responsible for enabling this transformation.

It quickly became clear to Carlyle that the Legion forces would not be able to simply train the rebels, but would need to participate to ensure that the rebellion was successful (which, without the DropShip, was their only chance to leave the planet and evade the cruel House Kurita). Several members of the rebel council were against the Legion's participation, primarily due to concerns of their ability to pay the mercenary unit, but Carlyle succeeded in reassuring them that his forces were committed to fighting the injustices on the planet regardless of their mercenary status.

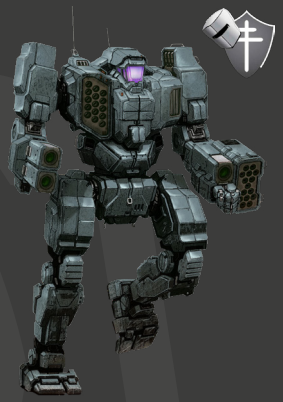
While the Legion trained the rebel pilots and infantry, Governor-General Masayoshi Nagumo struggled to locate the mercenary unit. His lord, Duke Hassid Ricol (the same Duke that Carlyle had beaten on Trell I) was pressuring him to crush the rebellion. Through the capture of Sue Ellen Klein, one of the two Gray Death aerospace pilots, Nagumo learned of the location of the rebel stronghold. He arranged a Draconis Elite Strike Team raid on the complex which resulted in many of the rebels being killed or captured, including rebel leaders and the Legion's technicians. The Legion Mechs were on a raid elsewhere when the base was attacked and avoided the ambush relatively unscathed. They then launched a prolonged, guerrilla campaign, increasing their attacks on outposts whenever possible and encouraging outright rebellion by the populace.

The rebellion was concluded successfully when Carlyle led a raid to free Lori Kalmar who had been captured by the Kuritan forces. The raid freed Kalmar and several of the rebellion's leaders. During the raid, Carlyle was able to secure an enemy Marauder which later became strongly associated with him. The Legion forces caught the Combine Mechs in a cross-fire during the final moments of the rescue and, despite heavy casualties, the rebel forces emerged victorious and the Combine forces abandoned the planet. *SARNA.NET*



GRAY DEATH LEGION

The Gray Death Legion has always painted its Mechs gray, usually opting for a gray-on-gray camouflage. *FM:MERCENARIES, PAGE 56.*



GRANDIN'S CRUSADERS

Crusaders Mechs are painted in steel gray, with black segmentation at joints to resemble a suit of plate armor. The tanks go with a flat coat of gray, or suitable camouflage for their current operating terrain. *TOTAL CHAOS, PAGE 26.*



GRAY'S GHOSTS

The Ghosts favor camouflage in the field and have never used a recognized parade scheme. However, in an urban environment Mechs are often painted blood red. *MERCENARIES SUPPLEMENTAL 2, PAGE 38.*

The history of the Greencoat Militia dates back to the American Revolutionary War. After the Battle of Trenton, some Hessians who were taken prisoner, ended up befriending their captures. After the war, the group of friends swore a pact to always stick together, and help each other and their families. The group formally formed a community called the Greencoat Militia. As time passed and the friends died, their descendants never forgot the heritage of the organization that was formed. The name continued on throughout history as nothing more than a group to support each other and tell tales of their history and new adventures. Whenever one would get into trouble, the rest would support them. This resulted in them always persevering through troubled times.

This continued on until one fateful and universe altering moment. The Amaris Civil War. This terrible and reckless destruction of life and civilization alike, caused the group to finally become a military organization. Always loyal to Terra even as they lived their lives in different Factions. The newly formed mercenary band decided they could make more of a difference standing together to fight against those who caused this destruction. They pooled their resources and contacts from all over to start up a small, but determined military.

OVERVIEW

Typically nomadic, and only temporarily setting up C&C and HQ wherever was strategically advantageous. They believe in always adapting and staying ahead of whatever challenge faces them. Some known temporary locations where they housed and based themselves, were the following; Kowabe, Waldheim, York (inner sphere), Donegal, Sierra, and Halifax. Most of the major contracts were from (but not restricted to) Steiner. They did take contracts from the other great houses, only ever swearing off Liao as they had...."differing views" on how to treat the enemy. Contracts were primarily comprised of fending off against small raids and pirates. Tactical approach always has been unpredictable. They prefer combined arms, of Aerospace, Vehicles, and infantry. Typically staging modest amount of mechs, most of which is purchased through Steiner. The Greencoat Militia, continues to thrive to present day, preferring to keep a reliable and honorable reputation.

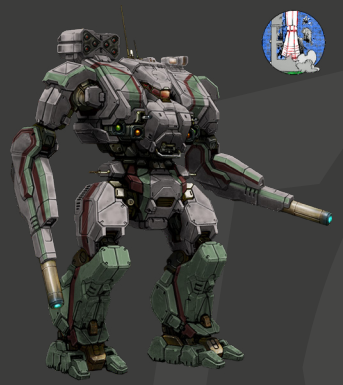
FAN-MADE AND PERSONAL UNIT. BY HORUS.



GREENCOAT MILITIA

When the Greencoat Militia is not using appropriate camouflage they color their Mechs in a distinct paint scheme of evergreen, dark gray and white. *FAN-MADE COLOR PALETTE BY HORUS.*







GREEN MACHINE

Unit colors are primer and green with rust-brown highlights. *FM: MERC (REVISED), PAGE 70.*





GREEN MOUNTAIN BOYS

The unit's Mechs are painted in green and brown while the infantry use appropriate camouflage. *MERCENARIES SUPPLEMENTAL 2, PAGE 39.*





GREENBURG'S GODZILLAS

The Godzillas favor a dark green paint scheme, sometimes accented with lighter green scales and the classic "shark teeth" nose art. Though considered by others to be unprofessional, corporate logos and advertising also appear on Godzillas Mechs and fighters, the quantity and size of which is proportionate to the fame of the warrior. *FM: MERC (REVISED), PAGE 71.*





GREENHAVEN GESTAPO

The Greenhaven Gestapo uses black for the upper torso of their Mechs. A distinct desert camouflage pattern is applied to lower arms, hips and legs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





GREGG'S LONG STRIDERS

The Long Striders' colors are midnight blue trimmed with red, white and silver. *MERCENARIES SUPPLEMENTAL, PAGE 33.*





GRIFFIN'S PRIDE

The Griffin's Pride favors a brown color scheme with deep yellow accents. A deep yellow 'feather' is painted onto the armor for each kill a warrior makes. A warrior who has not 'earned his wings' by making a kill while with the unit uses only the basic paint scheme. *CANONIZED BY PSYCHO ON 3/29/2008. INSIGNIA BY LEGENDKILLER.*





GRIM DETERMINATION

Formerly: The Warriors of the Dawn. Grim Determination paints its Mechs and other vehicles in camouflage that fits the environment of its current assignment. *MERCENARIES SUPPLEMENTAL, PAGE 34.*





GROUP W

The unit was formed 3030 and worked mainly for the FedCom. They signed a contract with the St. Ives military and were faced with a civil war in 3064. The command fought first on Tantara and later on Warlock with great success but this doesn't changed the outcome. The new employees, the LAAF send them as peacekeepers to the Lyons Thumb and later to Galatea were they established the law again. This series of actions cost the unit dearly.

Formed in the year 3030, Group W began as a single battalion of BattleMechs— mostly older family machines that MechWarriors brought with them, a pair of DropShips, and complete tech support for the new unit. Additionally, the unit had a strong financial base from the begining that enabled them to be selective in choosing their first jobs and the Group flourished as few mercenary commands could in the years after the Fourth Succession War. By 3050, the mercenaries had grown to a regimential size, supported by a battalion of Techs with auxiliary troops and a full wing of ASF. *SARNA.NET*

Group W does not follow any specific color schemes for its Mechs and vehicles, instead utilizing camouflage patterns appropriate to the environs it finds itself in. When not on assignment, units can often be found in simple primer colors. *FM:MERCENARIES SUPPLEMENTAL, PAGE 35.*





GUARDIANS OF CAMERON

Guardians of Cameron utilze a black and white counter pattern to color their vehicles. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



VEHICLE DESIGN BY SPOOKY777
SPOOKY777.DEVIANTART.COM

GUNTHER'S GRENADIERS

Gunther's Grenadiers employ appropriate camouflage paint schemes with dark red and black piping which is left away completly by some Mechwarriors. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



GUSTAFSON'S GRENADIERS

Gustafson's Grenadiers paint their equipment white with black covering whole panels. Dark blue is used for piping. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



HAL'S HEINOUS HALBERDS

Hal's Heinous Halberds utilze a black and green to color their vehicles. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*

NEW KYOTO

The History of the HFM started on New Kyoto in 3008, when forces of the Skye Rangers defended the World against an attack from the Free Worlds League. When the commanding officer ordered a mech company into an area where they faced an overwhelming force, they were nearly wiped out and only a rescue mission by Cranston Snord's Irregulars prevented a total desaster.

However, as things in the LCAF sometimes go, the blame didn't fall on the responsible officer, but rather on Hauptmann Douglas McIntyre, the commanding officer of the destroyed company who was forced to retire. McIntyre then convinced his remaining troops to leave the LCSF as well and formed a small mercenary unit, the McIntyre's Rangers.

MCINTYRE RANGERS

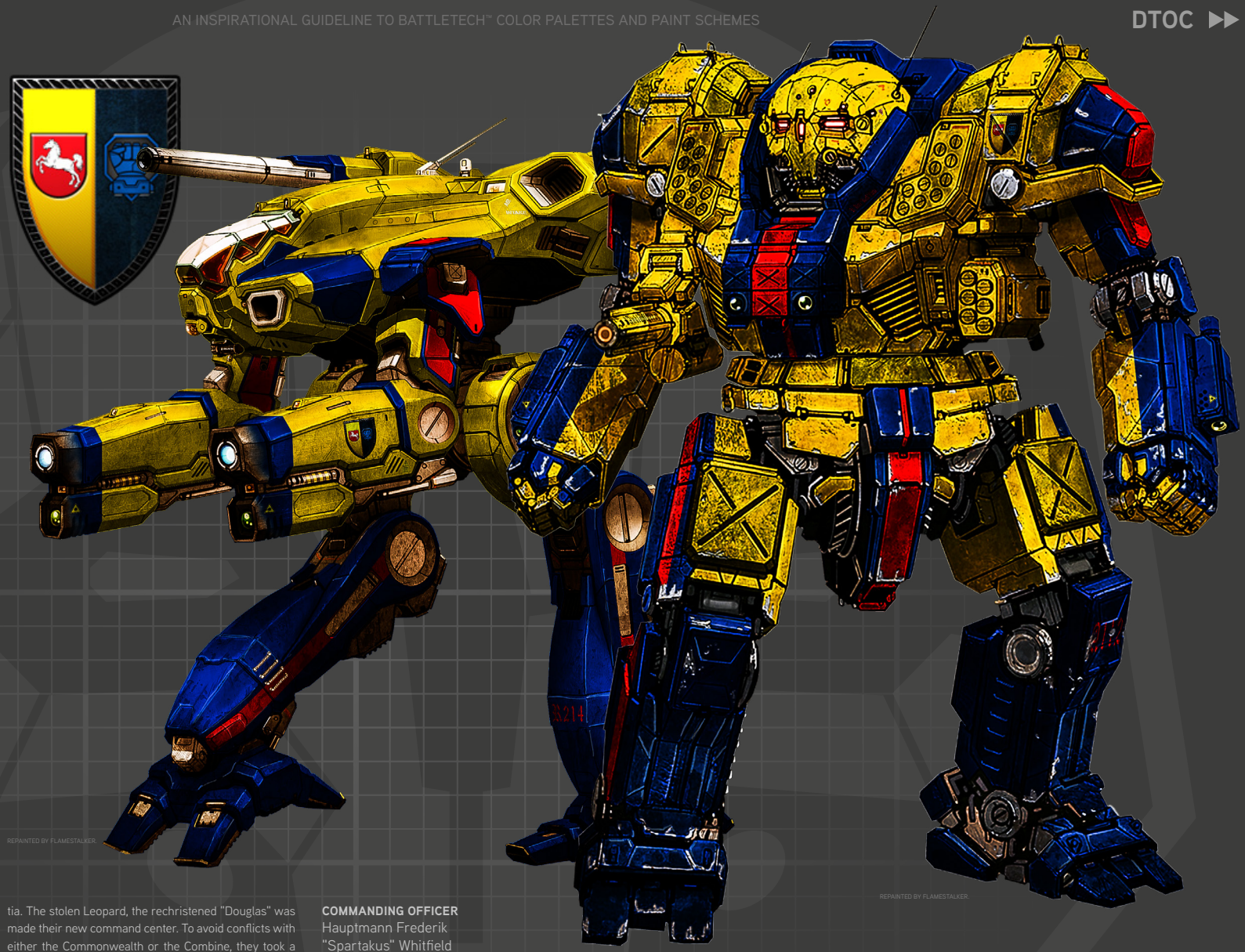
The Rangers quickly travelled to Galatea looking for a new employer. Without any reputation and unwilling to fight against the Lyran Commonwealth finding one turned out to be more complicated then anticipated. Then a unique opportunity arose. The Draconis Combine wanted a mercenary unit to train militia on Hanover and looked for someone fluent both in japanese and german, the dominant languages on Hanover. The Rangers, with most of their officer stationed for years on New Kyoto or born met those requirements. For the next 8 years the Rangers trained the Hanover Militia and - by frequently exchanging officers - somewhat grew together. As the Rangers requested the militia would get some actual combat experience, they saw occasional action against periphery pirates or rebels in the Rasalhague District.

ON THE RUN

In 3016 the DCMS, seeing that their Militia and the Rangers were working well together decided that it was time to make the deal permanent. The Rangers should be disbanded and all personell and equipment integrated into the Hanover Militia. Unwilling to accept this change the comand staff gathered everyone loyal to the Rangers and those Hanoverans willing to join the merc life and hijacked a Leopard, fleeing back into Lyran space. However, this operation would not only meant a loss of most of the equipment, but cost the lives of many officers, including Hauptmann McIntyre.

RIMWARDS

Back on Galatea the unit decided that it was time for a new beginning. Its personnel, split near evenly between those with ties to Lryan space and those with ties to Combine space, they acknowledged their mixed heritage by combining symbols of Hanover with the Steiner emblem and changed their name to Hanover Free Militia. The stolen Leopard, the rechristened "Douglas" was made their new command center. To avoid conflicts with either the Commonwealth or the Combine, they took a contract with Vandenberg Mechanized Industries and relocated to the Rimward Periphery. As far from home as one can get in the inner sphere they survived the struggles of the fading 3rd Succesion War albeit currently not at full strength. Their experience with integrating recruits of different heritage however has served them well at the edge of human space and the HFM has filled their ranks with new recruits from every rimward nation. *FAN-MADE AND PERSONAL UNIT. BY SPARTAKUS.*



REPAINTED BY FLAMESTALKER

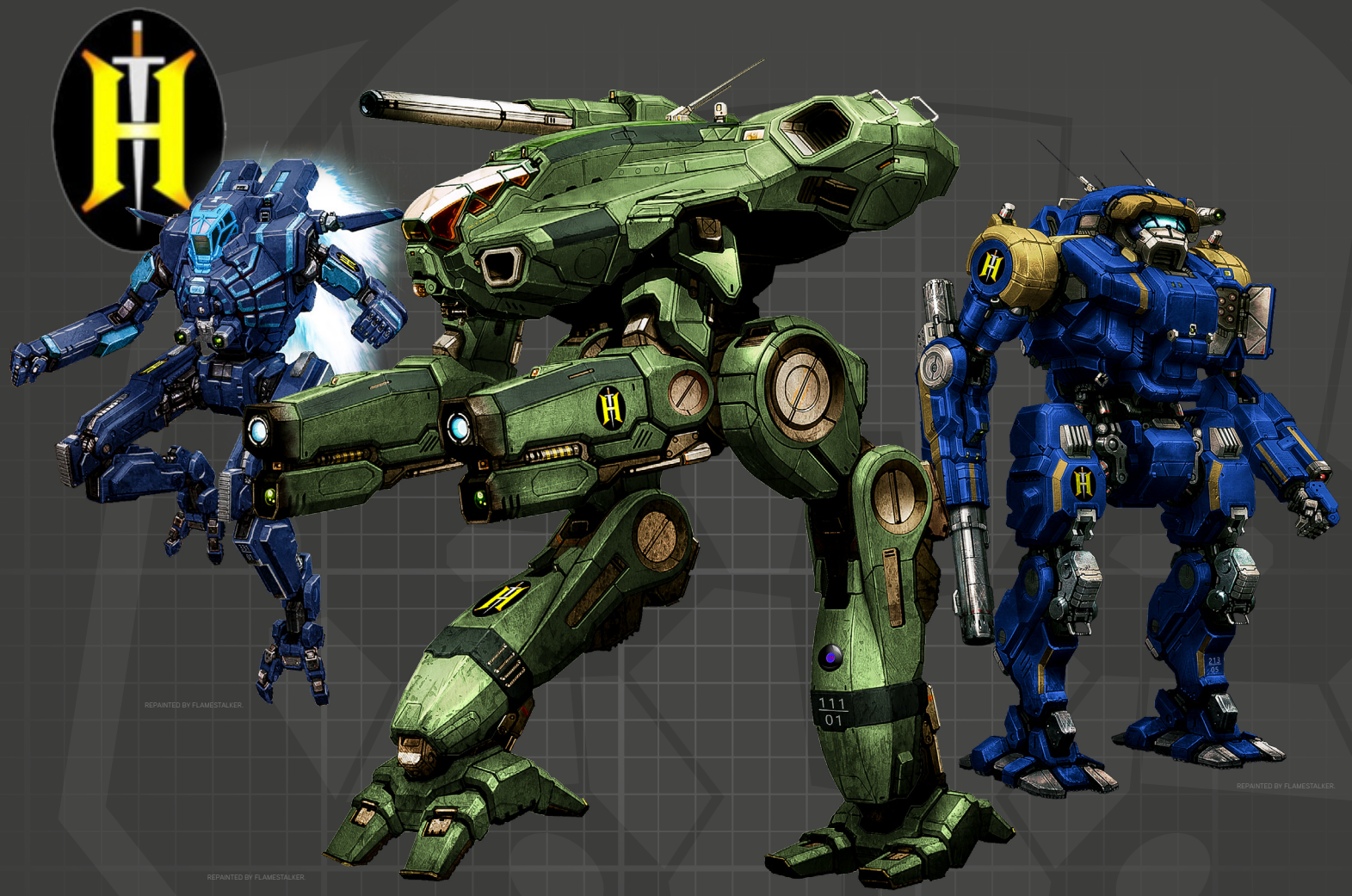
REPAINTED BY FLAMESTALKER

COMMANDING OFFICER
Hauptmann Frederik "Spartakus" Whitfield

MOTTO
Sturmfest und erdverwachsen

HANOVER FREE MILITIA

The main colors of the HFM are yellow and blue, with occasional decals in red. *FAN-MADE COLOR PALETTE BY SPARTAKUS.*





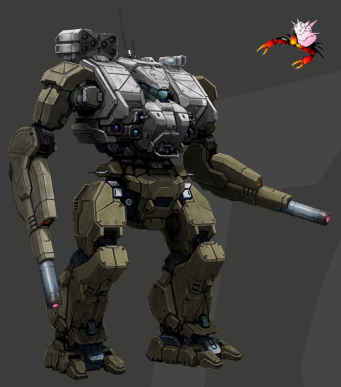
HAMPTON'S HESSENS

The New Hessen Armored Scout regiment uses a navy blue paint scheme with sky blue trim. The First Irregulars' paint scheme is light green with dark green highlights. The Second Irregulars' paint their Mechs blue with gold trim. *MERCENARIES SUPPLEMENTAL 2, PAGE 40-43.*

Raised on New Hessen during the ravages of the late Succession Wars, they were principally created by Liao nobility to defend the planet itself and the neighboring worlds of Westerhand and Alrescha. Originally formed with local troops and military-oriented families, the first of the regiments, 1st New Hessen Irregulars, was not deployed beyond the Tikonov Commonality for most of this time period prior to the end of the Third Succession War. In fact, the 1st Irregulars were sent on their only raid in this time period to the Davion world of Aosia in 2987. The Hessens were successful in overrunning the planet's fortified positions, capturing several lances worth of artillery and support equipment. However, Davion reserve forces proved too much for them and they withdrew from the planet.

THE FOURTH SUCCESSION WAR AND THE FEDERATED COMMONWEALTH

The Fourth Succession War proved devastating to the mercenary unit. In the course of engagements of the war, the New Ivaarsen Chasseurs devastated the 1st and 2nd Irregular regiments on New Hessen, leaving only the Armored Scouts intact on Westerhand. With only a battalion of 1st Irregulars managing to retreat, the unit began to reassess their situation: Their home worlds were now in FedCom hands and new Chancellor Romano Liao threatening death to anyone assisting the Federated Suns. There was only one realistic option it could take and the unit's surviving leader, Kurt Festerling, managed to negotiate a contract which allowed to the Hessens to serve the Federated Commonwealth. The long-term contract included a clause allowing it to remain as part of the garrison force defending its ancestral homelands. The Armored Scouts, only surviving regiment of the Hessens, remained in defense of the their home worlds for twenty years. However, as the contract came up for renewal, the Clan Invasion had begun and reports made it clear fighting the Clans was a death sentence. So the regimental leaders negotiated a contract with the local New Hessen government to provide an economic solution to their world's garrison needs. In 3054, the unit received donations from local nobility to allow the unit to expand to five battalions from the Scout's original three. This allowed General Festerling to re-constitute the 1st Irregulars regiment with three of the five battalions. It also isolated the newly reconstituted unit from the poor reputation the Scouts had gained due to their refusal to be deployed to the Clan front. *SARNA.NET*



HANNIBAL'S HERMITS

Formerly: Helmuts Hermits. BattleMech parade colors consist of a white torso and head with tan limbs. *MERCENARIES SUPPLEMENTAL 2, PAGE 44.*



HANSEN'S ROUGHRIDERS

Though using appropriate camouflage in combat, for parades the Roughriders use a midnight blue with smoke highlights color scheme. *MERCENARIES SUPPLEMENTAL, PAGE 37.*



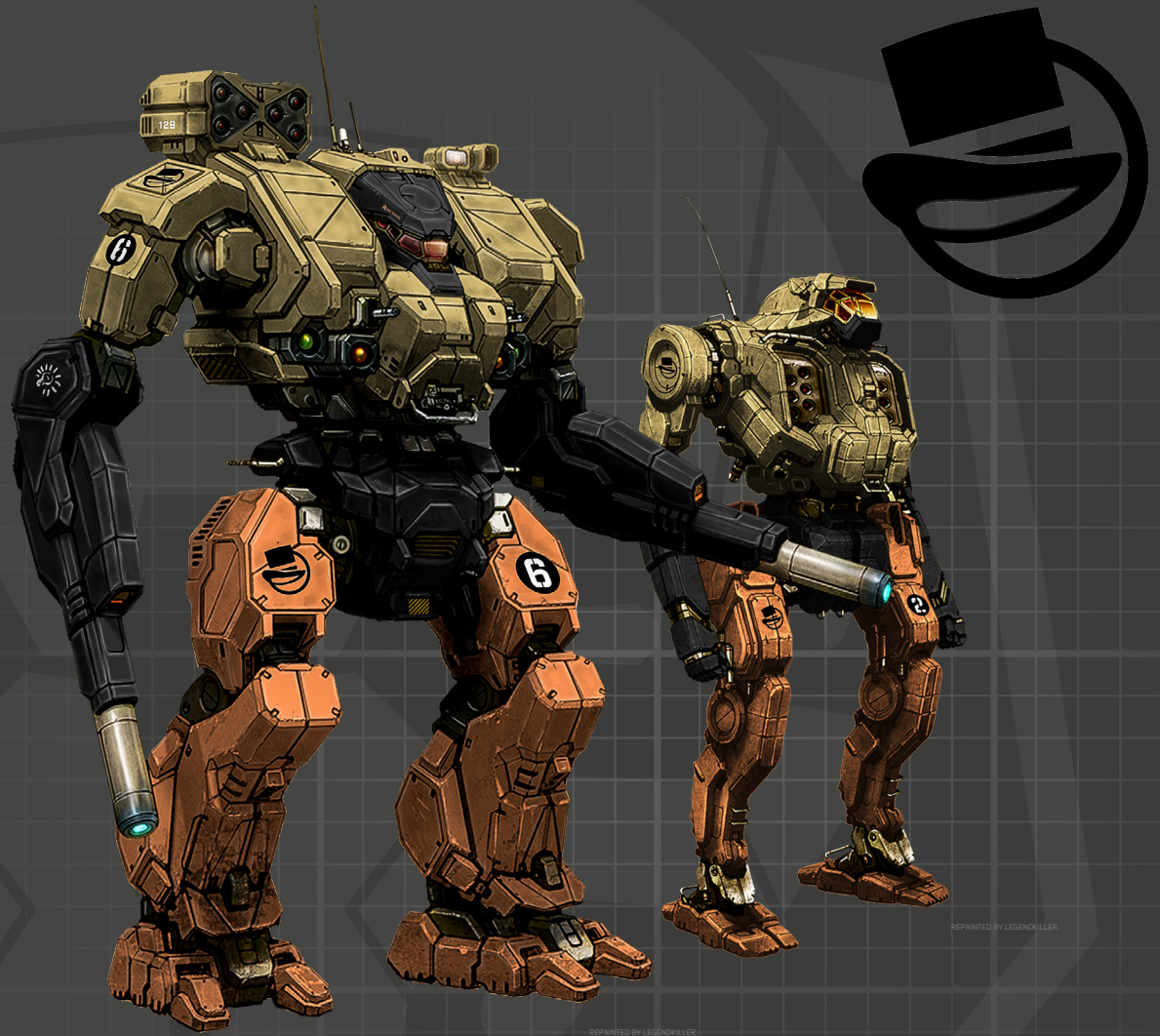
HARCOURTS DESTRUCTORS

Both Battalions employ a black-on-green variant of standard forest camouflage, regardless of actual terrain. *FM: MERC (REVISED) PAGE 72.*



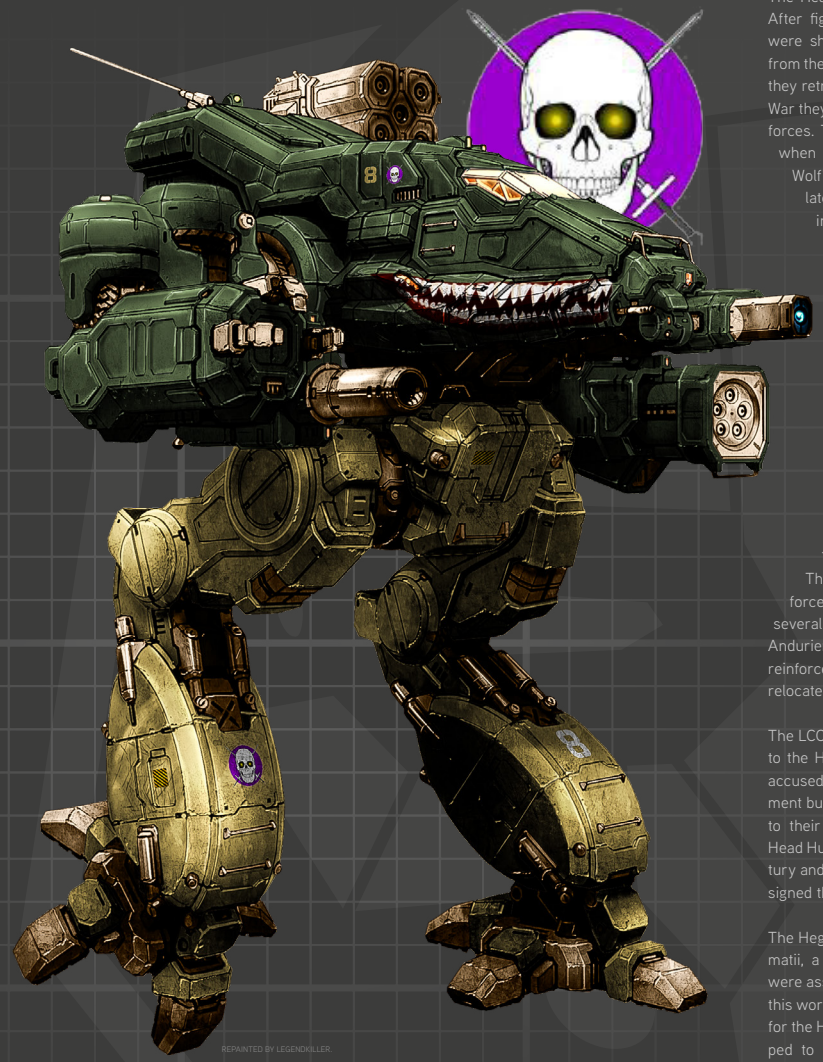
HARLOCK'S WARRIORS

The unit`s parade colors are black with yellow and blue trim. *FM: MERC (REVISED), PAGE 73.*



HAT-IN-THE-RING BATTALION

The Hat-In-The-Ring-Battalion uses a distinct paint schem of bright orange, dark gray and tan. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



REPAINTED BY LEGENDKILLER.



HEAD HUNTERS

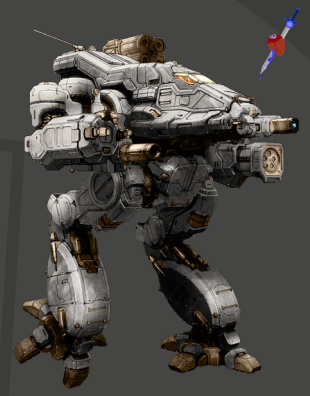
The Head Hunters paint their BattleMechs using desert tan on the legs and lower torso, and the upper torso, arms and head in an olive-drab green. *MERCENARIES SUPPLEMENTAL, PAGE 38.*

The Head Hunters were once a regiment sized unit. After fighting with the Black Warriors in 2914, they were shortened to a battalion sized unit. With help from the Free Worlds League (Orloff Military Academy) they retrained and re-equipped. During the Marik Civil War they fought as a loyalist unit against Anton Marik's forces. They fought on Sophie's World, but retreated when the 1st Atrean Dragoons were savaged by Wolf's Dragoons Alpha and Delta regiments. They later partnered with the Home Guard regiment to inflict heavy losses on the 5th Regulan Hussars on Holt. The Head Hunters savaged the Hussars' command company, forcing the unit to leave the world. They then pursued the 3rd Marik Militia to Park Place. Along with the Home Guard and 15th Marik Militia the Head Hunters forced the Third Militia to surrender.

They showed their reliability again in the Andurien Secession under Duncan Marik, fighting on Xanthe III. Landing on Xanthe, they faced the 3rd Defenders of Andurien and 5th Defenders of Andurien. Fortunately they were joined by the loyal 10th Marik Militia and the 15th Marik Militia. They were not held in high regard by the regular forces, but they were the largest command after several strikes by the Defenders of Andurien. The Andurien campaign cost them half of their force. Once reinforcements arrived on Xanthe, the Head Hunters relocated to Vanra to rebuild.

The LCCC misunderstood the gift of the Duke of Orloff to the Head Hunters in form of refit kits. The FWLM accused them of theft, claiming they stole the equipment but the Duke protected them in offering contacts to their new employee. These charges caused the Head Hunters to leave in the mid-3060s, ending a century and a half of loyal service. The Marian Hegemony signed the unit to a contract.

The Hegemony tasked them with the defense of Lummatii, a former Lothian League planet. Initially they were assigned to protect the world against pirates. On this world a well supplied rebel force made life difficult for the Head Hunters. The mercenaries were ill-equipped to handle an insurrection, and suffered heavy losses from ambushes. The MAF were unhappy with this situation and accused the command of not fighting hard enough. The Head Hunters contended that the insurrection must have received help from off-world sources, and they weren't equipped to deal with the insurgents anyway. They requested a MAF Special Forces unit be assigned to the world to deal with the insurrection. *SARNA.NET*





HEART OF BLAKE

Units are based with unclean white. Red paint is splashed on the forearms and lower legs of 'Mechs, front and weapons of vehicles, and wingtips and rotor blades of aerospace assets representing the violence of the Jihad. Black bands cover former Word of Blake insignias. *MERCENARIES SUPPLEMENTAL UPDATE, PAGE 69 INSIGNIA BY HORUS.*





HEAVY ASSAULT REGIMENT, 12TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark red highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*





HEAVY ASSAULT REGIMENT, 52ND

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark red highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



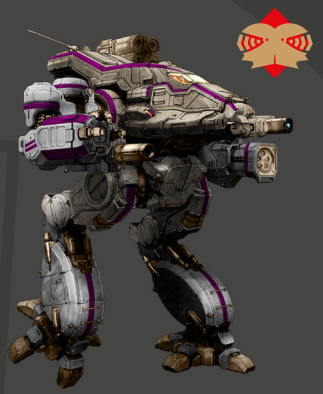


HEAVY HELL RAISERS

The unit uses a forest green paint scheme with slight dark purple highlights. *MERCENARIES SUPPLEMENTAL 2, PAGE 45.*









HEAVY HORSE REGIMENT, 28TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with black highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*

HELL'S BLACK ACES

All Ace fighter craft are painted bone white with the unit's emblem, a black spade surrounded by flame, painted on the left wing. Aircraft kills are noted by an Ace-of-Spades painted on the right side of the fuselage. At this time it should be noted that a 52 kills or "full deck", has yet to be achieved. As a unit's kill tally increases the corona of flame surrounding the black spade also grows larger to indicate a seasoned and accomplished pilot. On truly accomplished pilots the twisted reds, oranges and yellows of the expanded corona form intricate patterns which can wind across the entire fighter craft. The result of this is that no two Aces' Aerospace fighters are painted exactly alike. *SARA.NET*

HELMUT'S LEGION

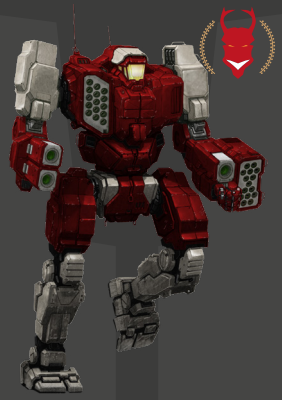
Helmut's Legion uses bright silver, with bone white torso and upper legs, trimmed in a colour of the warrior's hosing. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*

HEXARE GRENADIERS

Hexare Grenadiers paint their Mechs black with a broad white stripe that halfs the black paint vertically. Said strip has a wine red border itself that goes from head to toes. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*











HOLT'S HILLTOPPERS

The Hilltoppers use a quartered paint scheme in which the upper right and lower left quarters are black. For the other quarters, 1st company uses red, 2nd yellow and 3rd blue; support elements use green. The Hilltoppers use no markings other than unit insignia. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*

HSIEN HOTHEADS

Formerly: Hsien Planatary Guard. All units employ a flat black paint scheme with the cockpit wreathed in fire. *FM: MERC (REVISED), PAGE 75.*

HUDSENN'S RED DEVILS

Hudsenn's Red Devils utilize a red and dirty white paint scheme on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

HUDSON'S LEGION

Hudson's Legion uses a distinct paint scheme of black and woodland camouflage pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

ILLICIAN RANGERS, 4TH, 9TH, 21ST, 59TH

The Illician Lancers use a typical color scheme of green, khaki and rust red when not in combat situations. 59th Strike Regiment adds distinctive yellow highlights. The 4th Lancers adds distinctive blood red highlights. 9th adds blue highlights. *MERCENARIES SUPPLEMENTAL, PAGES 39-42.*



REPAINTED BY ODANAN



A SHAKY START

A collection of talented, yet often undisciplined, freelancer MechWarriors from all corners of the Inner Sphere, the Inferno Express (or INEX) was a mercenary unit composed of two BattleMech-only companies, formed in January of 3048 on the planet of Galatea.

This band of warriors was soon hired to support an AFFC militia in the former Federated Suns side of the Commonwealth on the planet Poznan. Sadly, INEX's diversity (with some of their pilots being of Capellan, Kuritan, and Free Worlder/Andurien decent) put them on bad footing from moment one. The people of Poznan had suffered through centuries of oppression during their time under House Liao, with the original Spaniard settlers being treated like second class citizens. They also had weathered raids from the Draconis Combine and Free Worlds League, in particular some vicious assaults from the FWL Duchy of Andurien. Whilst it was true that Houses Davion and Steiner had raided their world as well, their overall quality of life had increased greatly once liberated by the Federated Suns at the end of the 4th Succession War. It was at the start of the war that long dormant splinter cells had seized on the opportunity to throw off the yoke of their oppressive Capellan masters. Those warriors that had fought hard for their freedom for near 2 years while until the Federated Suns forces made planet fall, now formed the core leadership of the Poznan Self Defense Force (PSDF aka the Watchdogs). Xenophobic at best, these leaders were understandably recalcitrant to trust or work with the INEX force, as they let old hatreds and prejudices boil to the surface.

Tensions remained high, and trust low, until two months into their contract, a FWL raid hit the planet. The INEX forces reacted swiftly, but allowed the Watchdogs to assume overall command, following their direction and lead. The mercenary's performance and willingness to throw themselves into the fray and trust the PSDF's assessments of the battlefield did much to salve old wounds and soon the two units became steadfast cohorts, if not still a touch wary of one another. For the next 4 months INEX performed extensive exercises with the PSDF, learning much about command structure and hit-and-run tactics. The mercs were quick learners and soon attracted additional attention.

I CAN WORK WITH THIS

News of INEX had somehow reached the Federated Suns sub-command, who was eager for a success story that they could use on the Lyran side of the Federated Commonwealth, to help ease some of the rising tensions. Using a mercenary company would allow the AFFS to 'test the waters' without causing any lasting enmity between a former AFFS and LCAF unit. After all, the contract could always be ended and INEX could be sent on their way.

AFFS Major Patrick Skoda was assigned as a liaison officer to the mercenary command and tasked with teaching the unit in how to wage war the Davion way. The Major conducted endless drills that built upon the foundation they already had, layering on fire discipline and how to identify primary targets for focus fire. INEX also learned how to better coordinate their movements as a whole, combining with their lance level guerilla tactics to devastating effect. Within the end of their first year on Poznan, Inferno Express had become a force to truly be reckoned with.

A CHANGE IN SCENERY

By the start of 3049, INEX had been transferred to the planet of Anywhere along the Lyran/Periphery border. There had been a fair amount of pirate activity in the area since the departure of the Blackhearts mercenary company, which the local Anywhere Reserve Guard (ARG) had been having tremendous difficulty dealing with. INEX relieved the decimated local force, now falling under the direct authority of the only remaining command level officer in the unit, Hauptmann Dietrich Todmann.

Bolstering the barely operative ARG, Inferno Express didn't have to wait long before the pirates raided once again. This time, things did not go so well for the marauders. Surprised by the new INEX forces, the pirates were thrown into disarray and fled the system. Over the next several months, the pirates continued to probe and test for weak links, but were always met by INEX 'Mechs.

Eventually, through looking at the pattern of attacks and DropShip escape vectors, INEX determined that the pirates were launching their attacks from a centralized location just outside the bounds of the local star system. When consulting some old Star League era charts, a small proto-planet named Amaris' Eye was discovered to be in the far reaches of the system. With no resources of interest and being so far away from the habitable planet, it had become all but lost to history.

In a daring raid of their own, the remaining ARG lance and the majority of INEX circled around Amaris' Eye and caught the pirates completely unawares. Destroying or securing the pirate transports first, INEX lances cut off any hope of retreat for the pirates. Knowing there was little chance of escape other than to retake their transports (or INEX's) the pirates' hand was forced and the entire engagement was over within barely 12 hours of landing. While some fleeing elements needed to be chased down, Hauptmann Todmann ordered all structures razed, and the heads of any 'Mechs too damaged for salvage to be mounted in a heap on top of the rubble.

Returning to Anywhere, INEX was able to integrate their salvage back into service to replace some of their losses, though the majority of captured BattleMechs went to ARG to help bring them up to just over two lances in strength.

With the destruction of the base, the planet was finally achieving a level of peace and security once again. A unit from the AFFS, now being integrated into the joined AFFC joint command, was already on their way to Anywhere. The 2nd New Ivaarsen Chasseurs BattleMech Regiment would relieve INEX, allowing the successful mercenaries to move on to another hot spot.

FLIGHT OF THE FALCON

That all changed in 3050 with the invasion of the Clans.

Being right at the head of the Clan Jade Falcon invasion corridor, the defenders had no intel on this new foe. Believing them to be another raiding group or an expeditionary force from the DCMS, INEX was cautious to engage, hoping to gather some information on this new enemy before committing fully. The enemies, claiming to be the Scarlet Scythes of Clan Jade Falcon sounded like a pirate band, but certainly didn't act like one. Even with their vigilant approach, the mercs were completely unprepared for the extended ranges and power of Clan weaponry.

A mixed company consisting of a 2nd Chasseurs command lance, the most able ARG lance and a heavy support lance from INEX engaged these 'pirates' and in 21 minutes of pure chaos, there was not a single friendly 'Mech left standing.

Deciding to try to overwhelm their enemy, the New Ivaarsen Chasseurs committed two more companies to the conflict. The Red Scythes made tremendous use of the terrain, keeping the Chasseurs at range, picking apart the ranged support, forcing the Chasseurs to come in close if they wanted to engage. Surprisingly, the invaders seemed to know the topography almost as well as the local ARG and INEX forces.

Now over a full company down, things went completely to hell. The Jade Falcons had deployed some sort of miniature 'Mechs that jumped and leapt onto the larger BattleMechs of the ARG and the Chasseurs. Once attached, they ripped their way into the arms, legs and even heads of the 'Mechs, disabling them in very short order.

Unable to match the Jade Falcon 'Mechs at long range, INEX attempted to turn the tables by luring the Clanners into close-quarters combat, where they could concentrate fire to bring down these invaders. Ultimately, the Inferno Express needed to perform a fighting withdrawal, but they had provided enough time for many civilians to evacuate the system.

Battered and exhausted, the remnants of INEX finally made their way off world. With their superior knowledge of the region, and their penchant to get close in, Inferno Express had survived the initial Clan invasion. Along with a few surviving elements of the ARG and Chasseurs, the remaining force (just over a four lances in strength) managed to escape to a lone AFFC JumpShip which ferried them away.

In a cruel twist of fate, the combined surviving force had pulled back to Amaris' Eye and spent the next years raiding the Jade Falcon installations for supplies. Ironically, their training had prepared them to be extraordinary privateers.

Not much is known about what happened over those years. But they had been spotted on one occasion by none other than Adam Steiner, when INEX capitalized on the Jade Falcon's obsession with the 1st Somerset Strikers to inflict serious damage to several unprotected Falcon dropships.

AFTERMATH

INEX had survived behind enemy lines for over 2 years, finally limping back into Federated Commonwealth space in 3052. Their force looked more like rejects from a pirate gang than the hopeful poster child the AFFS had envisioned. The bedraggled unit contained not only the few surviving INEX, ARG and lone Chausser pilots, they had managed to replenish their ranks with other surviving elements they encountered including two 'reformed' pirates. They had also built up a small retinue of refugees from Lyran, Rasalhague and Periphery Space that keep the unit operational. Still at a company in number, but with almost every 'Mech disabled in some way, it would take INEX several years to recover back to a full two companies in strength.

While it is known that INEX sided with House Steiner during the FedCom Civil War, it is believed that this had more to do with mercenaries still rebuilding their strength and not ready to take the Davion side.

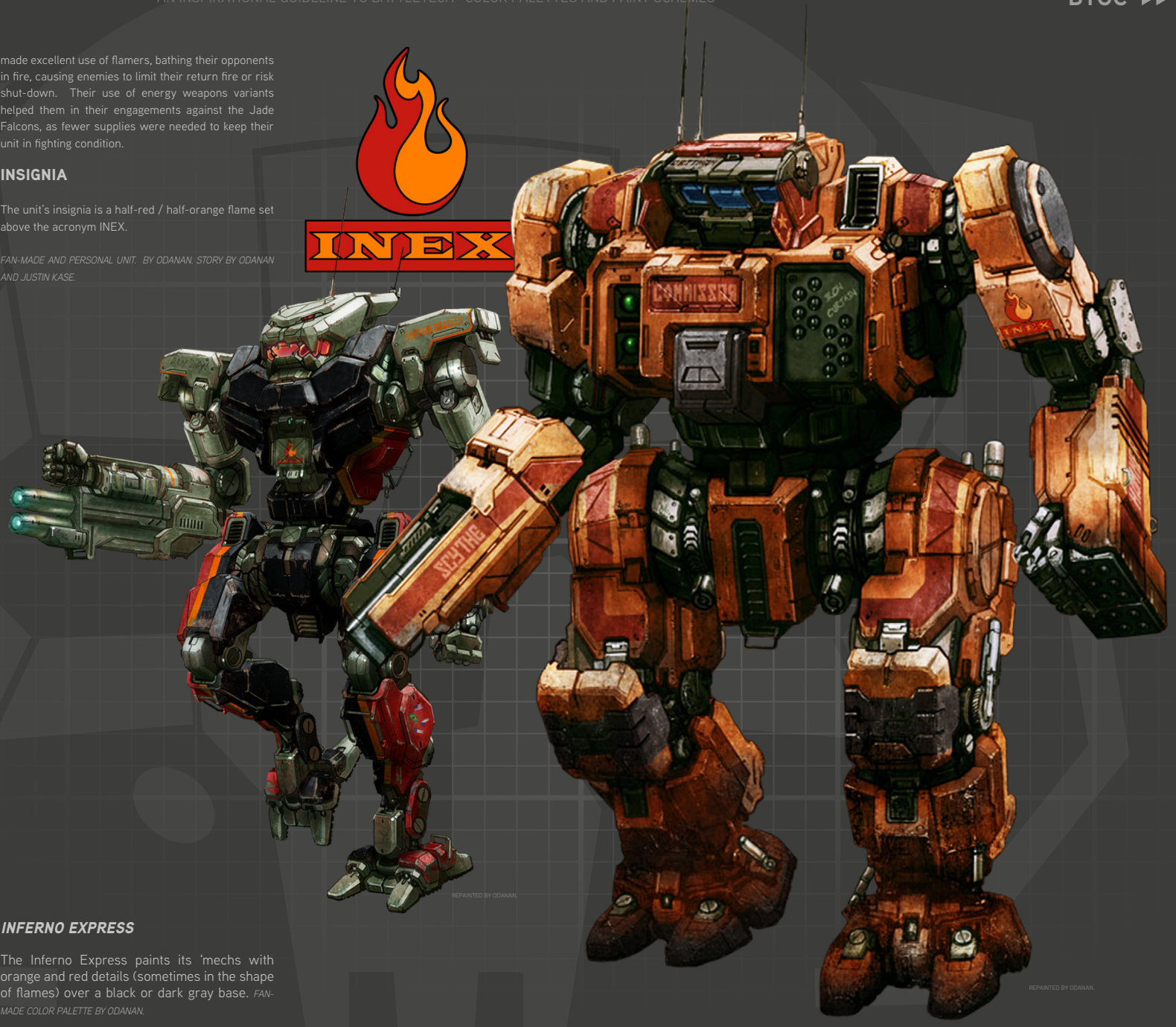
TACTICS

Composed of heavy-hitting, moderately fast 'mechs, the Inferno Express is specialized in close quarters combat and was frequently used to spearhead attacks on enemy formations. Unsurprisingly, INEX also made excellent use of flamers, bathing their opponents in fire, causing enemies to limit their return fire or risk shut-down. Their use of energy weapons variants helped them in their engagements against the Jade Falcons, as fewer supplies were needed to keep their unit in fighting condition.

INSIGNIA

The unit's insignia is a half-red / half-orange flame set above the acronym INEX.

FAN-MADE AND PERSONAL UNIT. BY ODANAN. STORY BY ODANAN AND JUSTIN KASE.



INFERNO EXPRESS

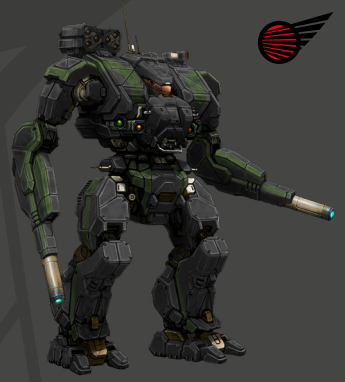
The Inferno Express paints its 'mechs with orange and red details (sometimes in the shape of flames) over a black or dark gray base. *FAN-MADE COLOR PALETTE BY ODANAN.*

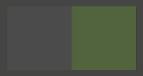




INSECT BRIGADE

The Insect Brigade use a distinct paint scheme of black, yellow and light olive drab. Dark olive drab is used for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





IRON RAVEN MERCENARY GROUP

Formerly: 238th Mechanized Infantry Division. The Iron Raven Mercenary Group paints their equipment in dark gray with Star League olive drab highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





JACOB'S JUGGERNAUTS

The Juggernauts have added white trim to their basic camouflage paint scheme to denote their employment with the Word of Blake. *FM: MERC (REVISED), PAGE 76.*





JAMISON'S JUGGERNAUTS

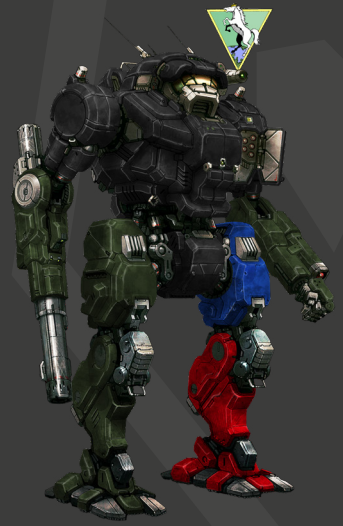
Jamison's Juggernauts utilize a paint scheme consisting of a lavender color, black and a greenish yellow. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*





JARL'S JAEGERS

Jarl's Jaegers apply suitable camouflage paint schemes at all times. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*





The Jie Fang Legion was a military command that was formed from disaffected, former St. Ives Compact troops after the end of the Capellan-St. Ives War that did not wish to become part of the Capellan Confederation Armed Forces. Though they were technically a mercenary unit, the Legion was largely supported by Duke George Hasek II.

XIN SHENG CAMPAIGN

From 3064 to 3067 the unit was constantly training and honing their abilities. The Legion deployed its third battalion to Grand Base, where it fought Warrior House Lu Sann disguised as Taurian raiders. The raid was successful, with the Legion leaving with the 'Mechs and equipment from the world's warehouses. The battalion attempted a second raid, which turned disastrous, leaving the unit with severe losses. *SARNA.NET*

JIE FANG LEGION

The Jie Fang Legion use black for upper torso and shoulders of Mechs. Davion olive drab is used for lower arms and the right leg. The left upper leg is held in Davion blue and the lower leg in red. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



JURECK'S JAEGERS

Jureck's Jaegers use a shady green for the upper half of their Mechs and a dusty green for the lower half. Dull red is used for accents *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



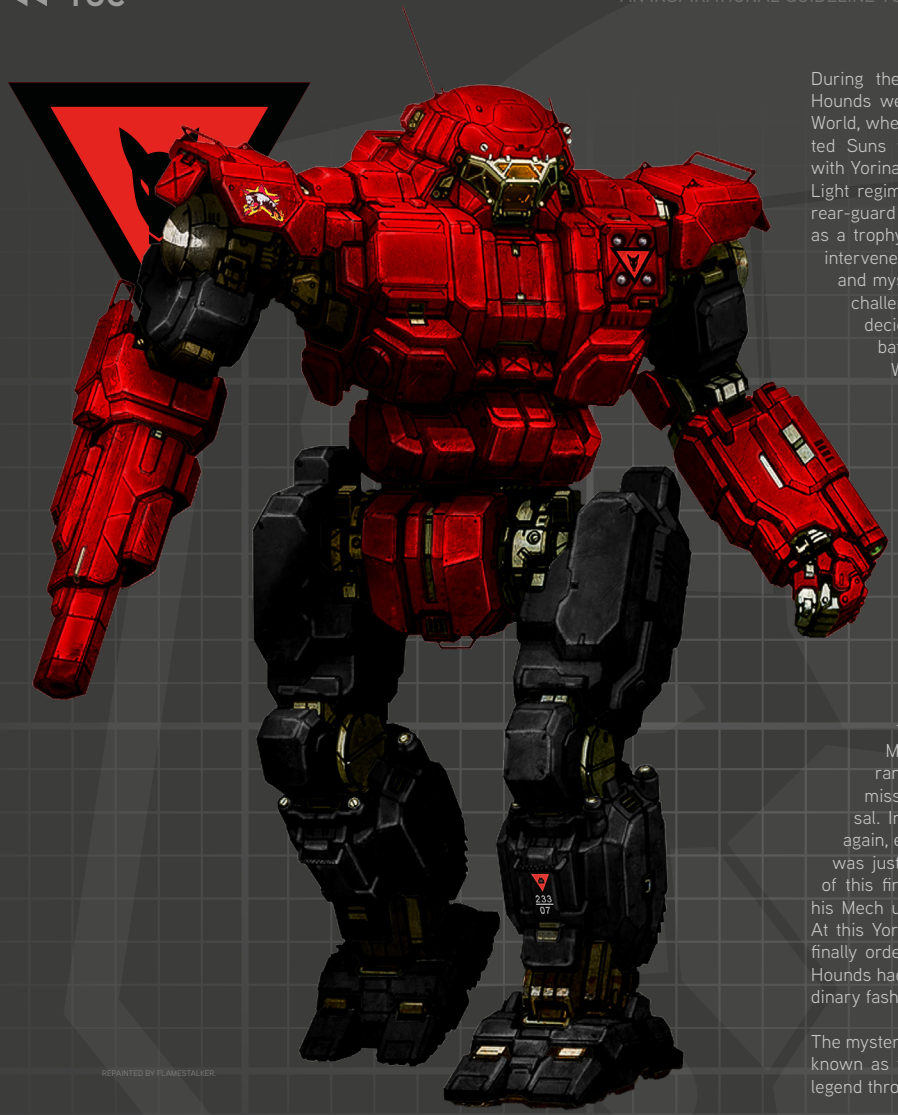
KAIMAN'S ISLANDERS

Kaiman's Islanders utilize a distinct paint scheme of black, drab olive and dull magenta. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



KASHMIR KRUSADERS

The Kashmir Krusaders paint the lower half of their equipment in woodland camouflage. The upper half is painted in dusty orange. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





KELL HOUNDS, 1ST-2ND

Black and red are the official colors of the Kell Hounds. *FM: MERC (REVISED), PAGE 77.*

During the Third Succession War, the Kell Hounds were sent to the planet of Mallory's World, where Prince Ian Davion of the Federated Suns was engaged in a running battle with Yorinaga Kurita and his Second Sword of Light regiment. Prince Davion was killed in a rear-guard action and would have been taken as a trophy by Yorinaga had Morgan Kell not intervened. In one of the most celebrated, and mysterious, battles of all time, Morgan challenged Yorinaga to a duel that would decide the victor of Mallory's World. The battle between these two elite MechWarriors became a deadly game of cat and mouse, with Morgan's more agile Archer feinting and striking against Yorinaga's more powerful Warhammer. Yorinaga seemed to gain the upper hand when a blast from his PPC destroyed the Archer's right arm. With the Archer on its knees, Yorinaga moved in to deliver the final blow. At this point, however, by all accounts Morgan's Archer disappeared from the battle computers of every Mech present; the computers would just not acknowledge the Mech as a target. Thus, at point-blank range, Yorinaga managed to fire, and miss, with all the weapons at his disposal. In disbelief Yorinaga fired again and again, each time missing the Archer which was just a few meters away. In the midst of this firestorm, Morgan managed to bring his Mech upright and bow towards Yorinaga. At this Yorinaga paused, uttered a haiku, and finally ordered his unit to pull back. The Kell Hounds had carried the day in a most extraordinary fashion.

The mysterious conclusion of this duel became known as the Phantom Mech, and became a legend throughout the Inner Sphere.

Following the campaign on Mallory's World, Morgan did the totally unexpected: He largely disbanded the Kell Hounds, sending off two-thirds of the regiment and leaving his brother Patrick with only a mixed battalion of Mechs and supporting vehicles. Morgan himself went into exile, hiding away on the religious retreat of Zaniah III. All of this without word or rhyme to any of the remaining Kell Hounds and, most cruelly in the eyes of those left behind, without any explanation to Patrick.

THE SILVER EAGLE INCIDENT

Reduced down to the level of a reinforced battalion after what the remaining Kell Hounds had dubbed "The Defection," the unit was entering its darkest days. But Patrick, taking the rank of Lieutenant-Colonel as he believed Morgan to still be the commanding officer of the Kell Hounds, was determined to make the new Kell Hounds the best battalion-level mercenary unit out there. Their next contract was a pirate-hunting mission on the fringes of the Free Worlds League. Eventually, the Kell Hounds found themselves employed by the Lyran Commonwealth again to garrison duty on the planet of Pacifica. When the Draconis Combine got word of this, a task force was covertly sent to destroy the Kell Hounds.

The Hounds beat off the first few attempts, though Patrick was critically wounded. Soon, however, they found their situation untenable. Getting off-planet and jumping into Combine space, the Kell Hounds found themselves at a former mining outpost called Styx. Unbeknownst to the Kell Hounds, the DropShip Silver Eagle, carrying Archon-designate Melissa Steiner on a covert mission to meet her future husband Hanse Davion, had been hijacked and taken to Styx by the local Heimdall cell. To make matters worse, the Combine had gotten wind of this and sent the newly formed Genyosha with Yorinaga Kurita at its head to capture Melissa. Only when lead elements of the Kell Hounds made their way partly through the Styx compound, and had come across Melissa themselves, did they come to understand the gravity of the situation.

Tricking the Kuritans into thinking that they had already taken Melissa off-planet, the Kell Hounds waited for Patrick's cue to engage the Genyosha, which came in the form of Patrick dropping his Victor right in the midst of the Kuritans despite his previous injuries. As the rest of the Kell Hounds attacked, Patrick made it his sole duty to reduce the numerical superiority of the Genyosha despite murderous fire coming from Yorinaga's Warhammer. The battle came to an end when Yorinaga destroyed Patrick's Victor, and in return Captain Daniel Allard rammed his Valkyrie into the back of Yorinaga's Warhammer. With the Genyosha in retreat, the Kell Hounds had saved Melissa Steiner but at a great cost: Patrick Kell died from his wounds, safe in the knowledge that he had done his duty. *SARNA.NET*



KELLY'S KILLERS

Kelly's Killers apply a fantasy camouflage pattern of dull violet, olive drab and eggshell at all times. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



KERGAWA'S BLOOD LANCES

Kergawa's Blood Lances utilze a blood red and black counter pattern paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



KHASPAROV'S KNIGHTS

Khasparov's Knight apply dark olive drab and eggshell white in a counter pattern. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



KHORSAKHOV'S COSSACKS

The Cossacks paint their machines a flat rust-red color. Traditionally, each MechWarrior gives his BattleMech a name, which is painted across the back of the machine in Russian. *FM: MERC (REVISED), PAGE 81.*



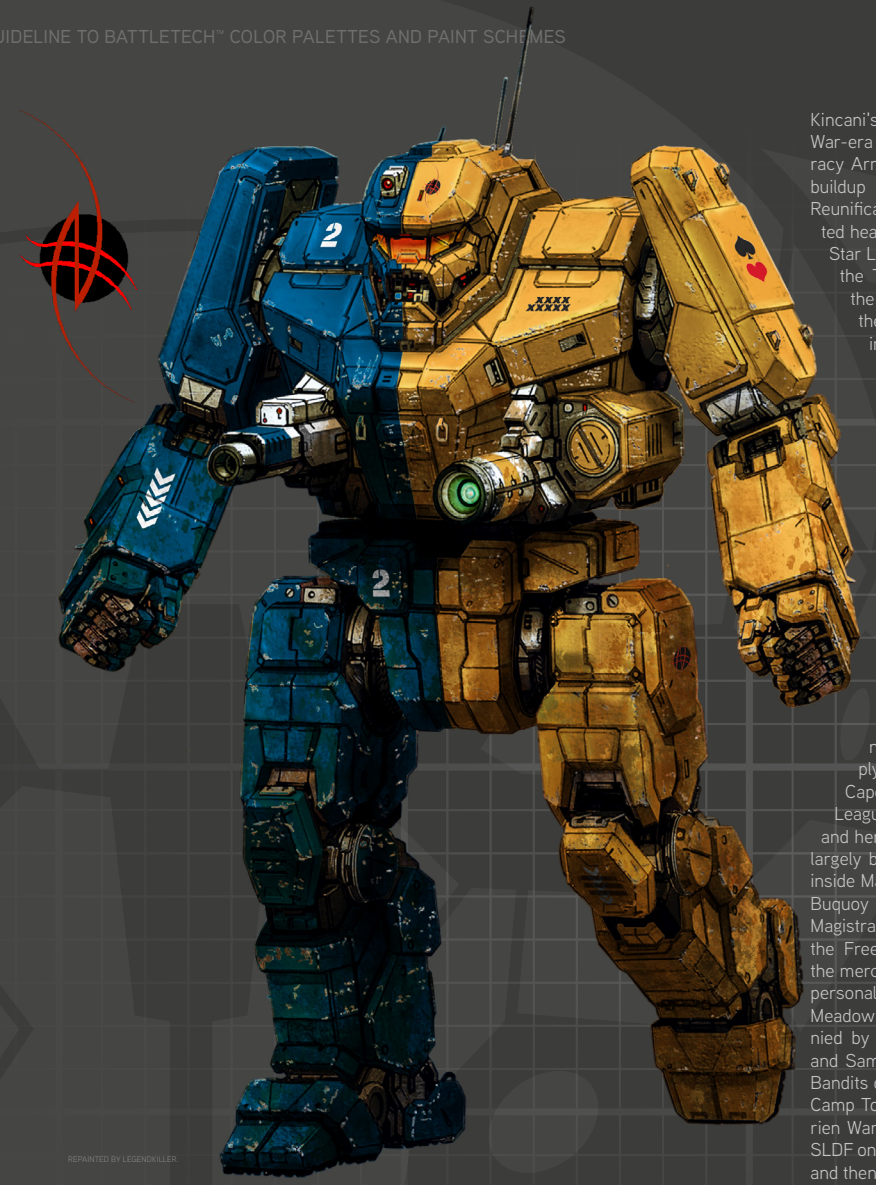
KILLER BEES

The Killer Bees make extensive use of camouflage colors. Indeed, the technical support team are widely regarded as the best camo artists in the business. On parade, however, their equipment sports garish yellow and black stripes. *FM: MERC (REVISED), PAGE 82.*



KING'S COMMANDOS

The Commandos employ a deep purple color on their equipment and leave the lower arms of their Mechs blood red. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



REPAINTED BY LEGENDKILLER.

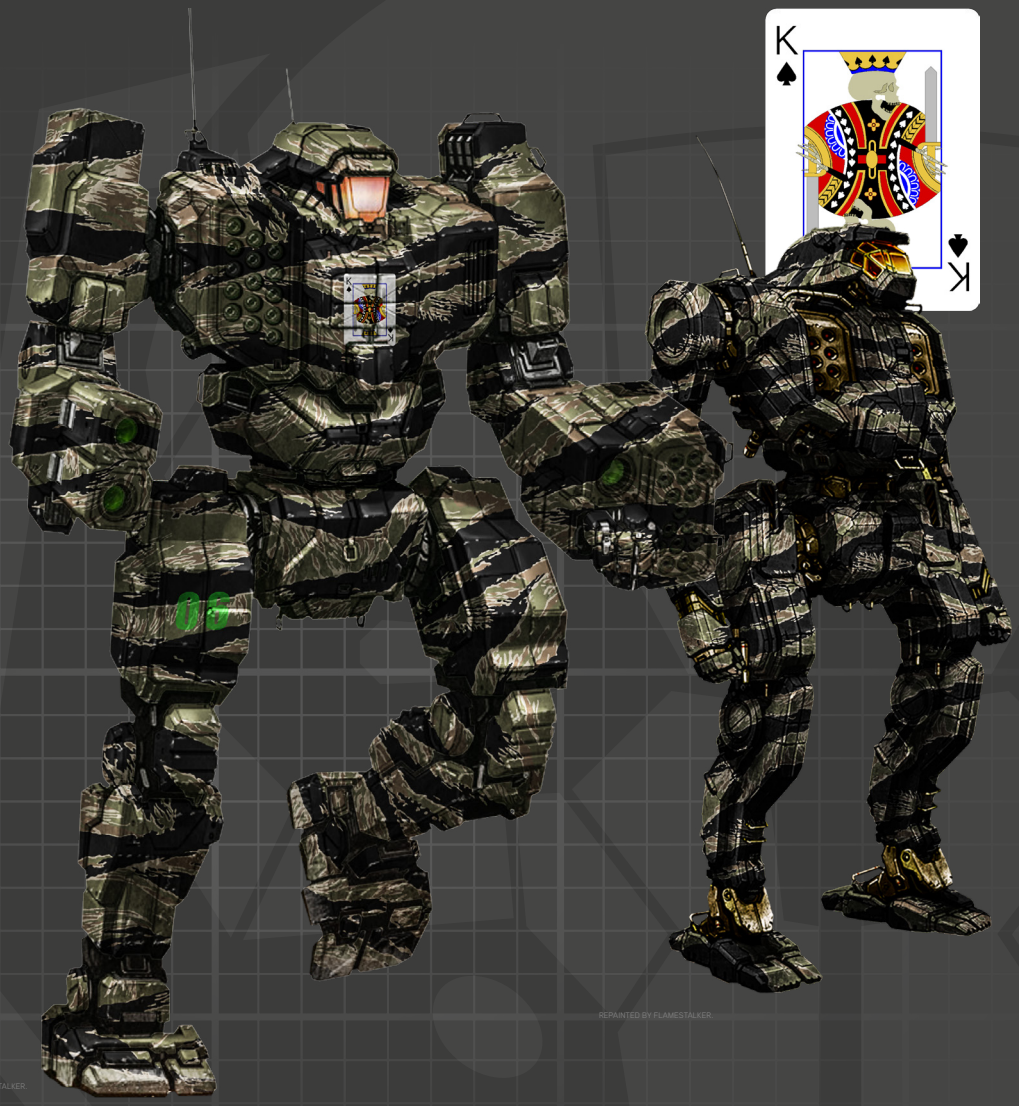
KINCANI'S DRAGOONS

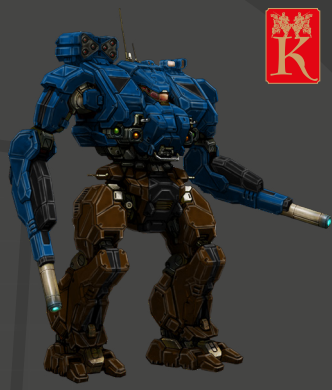
Kincani's Dragoons paint the right side of their vehicles in dark teal and the right side in faded orange. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

Kincani's Dragoons was one of several Age of War-era mercenary units hired by the Magistracy Armed Forces as part of a crash military buildup in the years immediately before the Reunification War. The mercenary trade fluctuated heavily in the years around the birth of the Star League, with the peacekeeping efforts of the Terran Hegemony drastically reducing the market for mercenaries, shortly before the mass demobilization of House forces in the wake of the formation of the Star League glutted the market with former House troops. The Magestrix of the Magistracy of Canopus at the time, Crystalla Centrella, knew that war between the Star League and the Magistracy was inevitable; as a part of her efforts to increase the strength of the MAF, Centrella hired half a dozen mercenary units, including Kincani's Dragoons.

MEADOWVALE

Meadowvale was the biggest success of the war for Kincani's Dragoons. Buquoy had deduced that the SLDF supply lines were vulnerable, partly because the SLDF supply worlds were all located either in the Capellan Confederation or the Free Worlds League and Captain-General Marion Marik and her advisors assumed that the war would largely be fought on her terms - which meant inside Magistracy space. In early January 2578 Buquoy dispatched a sizeable portion of the Magistracy Armed Forces on missions inside the Free Worlds League; Buquoy led four of the mercenary units under contract to the MAF personally on a strike against the key world of Meadowvale. Buquoy's Bandits were accompanied by the Dragoons, Mieselsen's Marauders and Samuelson's Slaughterers. Buquoy led his Bandits directly at a huge supply facility named Camp Torrence, a legacy of the Second Andurien War and the principal supply base for the SLDF on the world. The Bandits struck the camp and then continued to fight, deliberately drawing the defending garrison to them; the Bandits then held the garrison in place for five hours while the other mercenary regiments struck at other SLDF supply camps across the world before all of the mercenary units lifted off the world and retreated back into Magistracy space. The Meadowvale strike and the others across Free Worlds League space were an almost total success, and not only slowed the SLDF offensive down significantly but would then be emulated several times in the future. *SARNA.NET*







KINGSTON CABALLEROS

The Kingston Caballeros apply a dusty blue to the upper part of their vehicles and a dark brown to lower parts. Black is used for accents. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

KINGSTON'S COMMANDOS

Kingston's Commandos favor black and desert camouflage pattern which they apply in a distinct paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





KING'S WILD CARDS

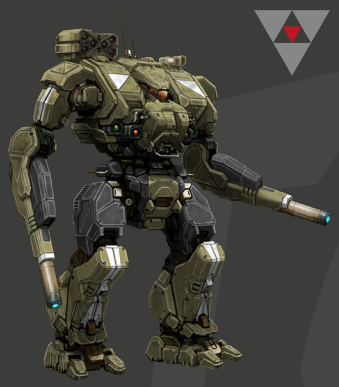
Formerly: 2nd Mexican Legion. The Wild Cats favor a woodland colored, tiger stripe camouflage pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

KIRKPATRICK'S INVADERS

Formerly: The Invaders, Kirkpatrick's Bandit Killers. The Invaders colors are flat gray with red highlights. *FM:MERCENARIES SUPPLEMENTAL, PAGE 44.*

KNIGHTS OF ST. CAMERON

Forest green and browns based off of SLDF forest camo colors dominate the Knight's scheme. The forest based colors serve to reinforce the reputation of these modern-day Robin Hoods. *CANONIZED BY PENDRAGON ON 6/11/2007.*



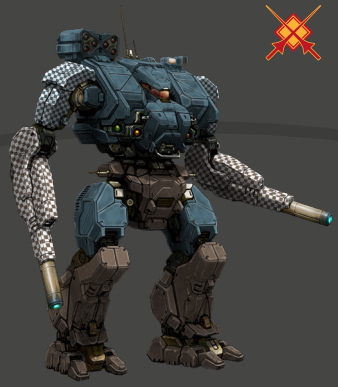
KOUKI NO OTAKEBI

Kouki No Otakebi colors their equipment in faded olive drab and dark gray. Accents are colored white. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



KRAKEN UNLEASHED

Aquatic camouflage of a solid blue-gray with green stripes is always used, even on land. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



LANDER'S LANCERS

Lander's Lancers favor a dull grayish blue and dark tan color. The arms of their Mechs are covered with a white checkerboard pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



LANGENDORF LANCERS

Eschewing camouflage, the Lancers use a red and white color scheme applied like a knight`s quartered surcoat. *FM: MERC (REVISED), PAGE 85.*



LANGFORD WRAITHS

The Langford Wraiths hold to a black, white and silver color scheme, painted in standard camo designs. The only striking difference with the pattern is that of a three band strip (black, silver and white in descending order) on the upper arms of their Mechs and upper thighs. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



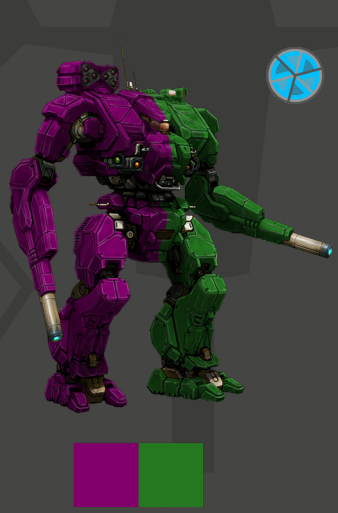
LARSON'S LOANERS

Larson's Loaners use mustard yellow to color their vehicles except for the shoulders which are held in tan. *FM: PERIPHERY, PAGE 118. INSIGNIA BY LEGENDKILLER.*



LAST KNIGHTS

The Last Knight utilize plate gray with metallic golden highlights on all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



LAWS FLIGHT

Laws Flight paints the right side of their vehicles in violet and the right side in evergreen. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



LAZY EIGHTS

Formerly: 8th Striker Regiment. Lazy Eights use a paint schem of black with gold and red piping. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



LEGION OF THE RISING SUN

The Legion of the Rising Sun uses camouflage as appropriate to the local terrain while on duty, or a pale gray color scheme with red highlights when on parade. *FM:MERCENARIES SUPPLEMENTAL, PAGE 45.*





LINDON'S BATTALION

Formerly: Lindon's Company. Lindon's Battalion employs a gray and red paint scheme. *FM: MERC (REVISED), PAGE 87.*





LENNOX'S LONGRIDERS

Lennox's Longriders favor dun color with dark brown splochtes to paint their Mechs. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*





LETHAL INJECTION

The unit's parade colors are black with salmon and teal piping, rare but striking in the military realm. *FM: MERC (REVISED), PAGE 86.*





LEXINGTON COMBAT GROUP

The LCG employ a red paint scheme, with a black stripe down the left torso and leg on Mechs, and across the left side of vehicles and fighter craft. *MERCENARIES SUPPLEMENTAL, PAGE 46.*





LITTLE RICHARD'S PANZER BRIGADE

The Panzer Brigade's machines are painted dark gray with black trim for most occasions. Generally, the Panzers prefer a "zebra stripe" camo pattern, when camo is used. *FM: MERC, PAGE 73.*





LOCKHARDT'S IRONSIDES

The Ironsides employ basic camouflage paint schemes, depending on their station. *FM:CAPELLAN CONFEDERATION, PAGE 95.*

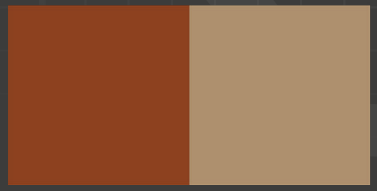




LOLA'S LIGHTS

Lola's Lights paint their equipment in olive drab with lime green and white. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





LONE STAR REGIMENT

The Lone Star Regiment paints its BattleMechs rust brown with tan highlights. *FM: MERC (REVISED), PAGE 88.*

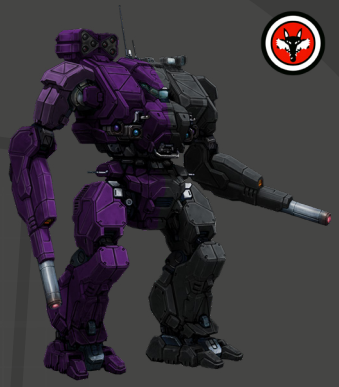
The Lone Star Regiment was formed in 2825 on the planet Somerset from former Star League Defense Force and Rim Worlds military personnel, as well as surviving units from a Lyran Commonwealth attack on the Draconis Combine. After 200 years of service the Lone Star Regiment ended their service to the Draconis Combine in response to the Coordinator's "Death to Mercenaries" order. For the next 20 years the regiment clashed with raiders from the Capellan Confederation while under the employ of the Federated Suns.

Starting in 3050 the Lone Star Regiment was employed by the Taurian Defense Force; it was during this period that they battled the Redfield Renegades. While the unit sustained significant losses as a result of this conflict they also gained control of an additional DropShip.

In 3067 distrust amongst the unit regarding the existing commanding officer resulted in him being replaced with the son of a previous unit commander. Acting in the employ of the Word of Blake, the Lone Star Regiment supported operations on Epsilon Eridani. While battling another mercenary unit on Epsilon Eridani, Redfield's Renegades, the Lone Star Regiment and the Renegades made a significant discovery; the fighting near the Shamus Mountains had unearthed an old Star League Defense Force depot hidden within the mountains. Still intact within the Depot was a functioning Colossus-class DropShip in pristine condition. Both mercenary units immediately laid claim to the DropShip, and with neither willing to compromise a grueling combat was initiated that saw both units taking heavy casualties. Ultimately, the Lone Star Regiment were the victors and recovered both the DropShip and the battlefield salvage as prizes.

Fresh with equipment upgrades and other assets from their contract with the Word of Blake, the regiment then went on to assist the Taurians in their attempt to regain control of the Pleiades Cluster.

On the 21st of July 3072 while still deployed in the Pleiades Cluster the Lone Star Regiment was shattered by Hansen's Roughriders. *SARNA.NET*





LONE WOLVES

The Wolves use no coherent paint scheme. *MERCENARIES SUPPLEMENTAL 2, PAGE 48.*





LONGHORNS

The Longhorns paint their equipment in dark blue, evergreen and silver. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





In 3064 the Bluecoats were attached to II Corps of the Taurian Concordat, but are no longer in the Concordat. The are currently serving in Capellan Confederation space, were there have been attempts to lure them into Liao service.

Around this same time, a company of Bluecoats deserted the regiment after their captain was killed. They took the Bluecoat's Overlord DropShip with them when they left. During the late 3060's the unit faced off against multiple pirate and bandit raids. Though they repelled the attackers each time, the Bluecoats lost their few modern BattleMechs. At this same time, they were relying on the Trinity Alliance and an exchange program with the mercenary Lethal Injection unit to meet their support needs. *SARNA.NET*

LONGWOOD'S BLUECOATS

Longwood's Bluecoats paint their machines with camouflage patterns, generally a patchwork pattern of the colors that match the terrain of the unit's current post. *FM: MERC (REVISED), PAGE 89.*



LOS CHUPACABRAS

Los Chupacabras paint their Mechs in dark brown and black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



LOWBRÄU

Lowbräu favors dark tan with minimal red highlights for all its equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



MAGEN DAVID

Magen David usually applies appropriate camouflage pattern to all their vehicles. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



MANMANGLER

The Manmangler use a fantasy camoufalge pattern of light and dark reds acoompanied by black at all times. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



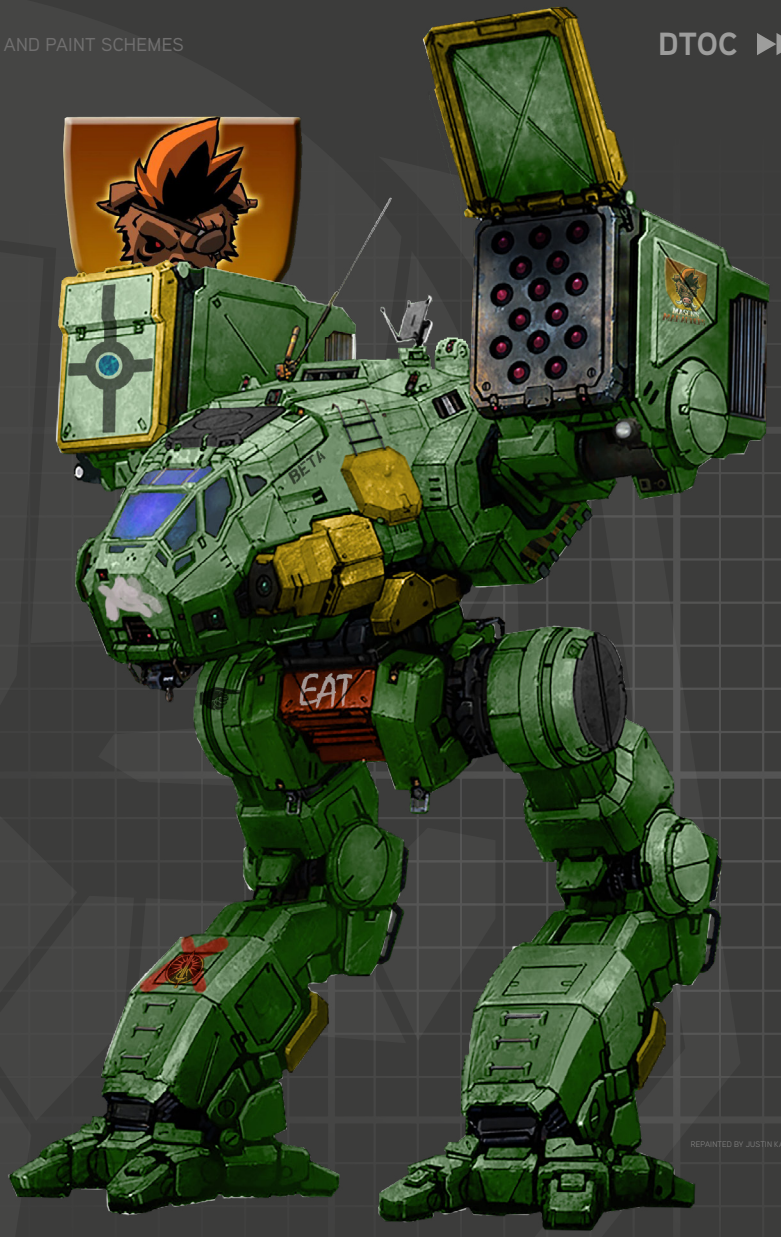
MARKSON'S MARAUDERS

The Marauders' parade colors are light blue with gray and white to create an urban camouflage scheme, though changes occur with the terrain during combat. *FM: MERC (REVISED), PAGE 90.*



MARTIAN CUIRASSIERS

The Martian Cuirassiers use a camouflage scheme composed primarily of shades of red and gray. *MERCENARIES SUPPLEMENTAL, PAGE 50.*



MASON'S MARAUDERS

Mason's Maraudersunits are painted based on the whim of the pilot or repair techs. *DFA*



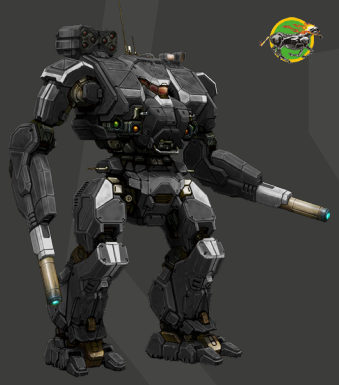


MATHIAS'S FORLORN HOPE

Mathias's Forlorn Hope apllies tan, reddish brown and violet highlights to all their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

MAUNA KEA ESCORT COMMAND

Mauna Kea Escort Command favors light and dark olive drab with whole Mech arms and upper legs painted in black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



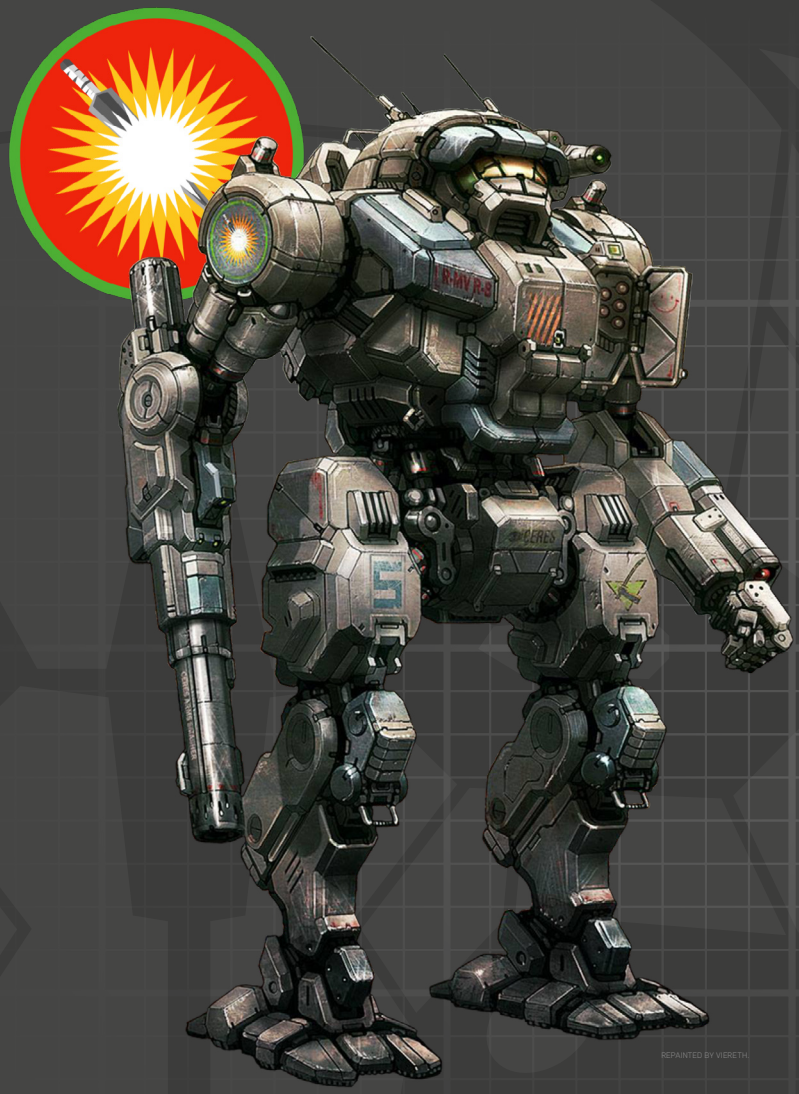


MCCARRON'S ARMORED CAVALRY, 1ST

The Nightriders paint their Mechs and vehicles ash gray with silver trim. *FM:CAPELLAN CONFEDERATION, PAGE 87.*

MCCARRON'S ARMORED CAVALRY, 2ND

The Regiment paints its Mechs and equipment a dark metallic blue, highlighted with a different color chosen by each battalion. For every battlefield kill, a MechWarrior may paint a blood-colored teardrop on his machine. *FM:CAPELLAN CONFEDERATION, PAGE 88.*



The MAC worked for the Federated Suns, until Lord Gamala McCarron was killed on New Rhodes III in an attack by House Kurita in 2970. His son Castor inherited the unit, and brought it into service for the Lyran Commonwealth. They saw extensive fighting against the Free Worlds League from 2975 until 2991. However, Castor McCarron was dissatisfied with the compensation for his unit's service from House Steiner, which he considered inadequate. Without prior notice to their previous employer, McCarron's Armored Cavalry withdrew from the Free Worlds League and signed up for a tour of duty with the Draconis Combine. House Steiner put a price on Castor McCarron's head for this coup.

Generally, it is held that the MAC had fought for all Successor States, and against all but one, by 2995.

MCCARRON'S LONG MARCH

Angered by the frequent Davion raids, and especially by a raid on the capital world of Sian by Smithson's Chinese Bandits in 3022, Maximilian Liao gave the MAC leave for what they longed for: a blanket permission to attack the Federated Suns as they saw fit.

McCarron secretly prepared a highly risky series of three-pronged strikes by placing transports at predetermined rendezvous points, allowing for rapid troop movement but stripping other Capellan troops of their transports and supplies in the process. The rapid movement created the impression of superior numbers when there were none.

The operation, which became known as McCarron's Long March or simply McCarron's War, succeeded beyond all expectations. *SARNA.NET*

MCCARRON'S ARMORED CAVALRY, 5TH

The Kommandos paint their Mechs and vehicles gray and blue with silver highlights. *FM:CAPELLAN CONFEDERATION, PAGES 86 AND 91.*



MCCARRON'S ARMORED CAVALRY, 3RD

The Wild Ones paint their 'Mechs dark copper with burnished steel highlights. *FM:CAPELLAN CONFEDERATION, PAGE 89.*



MCCARRON'S ARMORED CAVALRY, 4TH

The Cavaliers paint their vehicles dark green with white-stripes. *FM:CAPELLAN CONFEDERATION, PAGE 90.*



MCCARRON'S ARMORED CAVALRY, 6TH

The 6th McCarron's Armored Cavalry paints their vehicles in light gray with Liao green highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. UNit INSIGNIA BY HORUS.*



MCFADDEN'S SKY STORM

Formerly: McFadden's Sky Riders. The Sky Storm uses a white base with flames just like Hell's Black Aces' scheme. However, they change up the colors of the flames, going from cool blue-white to midnight blue. To further emphasize their uniqueness, the flames have a more stylized appearance and no two schemes are identical. *CAMOSPECSONLINE.*



MERIADOC'S MALCONTENTS

Meriadoc's Malcontents use a counter pattern of black and dull violet. A rich cyan color is use for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



MICK'S BLUE SKY RANGERS

Typically, Rangers' fuselages are painted a dark Steiner blue, decorated with light wisps of clouds. Undersides are painted to match the local skies. *MERCENARIES SUPPLEMENTAL 2, PAGE 52.*



MIESELSEN'S MARAUDERS

Mieselsen's Marauders favor a fantasy caouflage of neon green, dark brown and deep magenta. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



MOBILE FIRE

Mobile Fire uses an all-purpose gray-and-green camouflage pattern for its ground-based machines and a gray-and-blue pattern for its aerospace craft. *FM: MERC (REVISED), PAGE 91.*





MOORE'S BANDITS

Moore's Bandits use a colorful paint scheme of red, and dull blue. Yellow and white is used for piping. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





MORCOCK'S CRUSHERS

Morcock's Crushers employ a woodland camouflage pattern with certain parts of their vehicles painted in light blue and light brick red. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





NARHAL'S RAIDERS

The Raiders use a brown and green camouflage pattern, which they change only when it clashes drastically with the terrain in which they are currently operating. *FM: MERC (REVIEVED), PAGE 92.*





NATHAN'S IRREGULARS

Nathan's Irregulars chose a simple paint scheme of dark violet and a greenish yellow for the torso of their Mechs. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*





NELSON'S LONGBOWS

Nelson's Longbows opt for appropriate camouflage patterns. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





NEW AVALON CAVALIERS

They employ no standard scheme, but use whatever camo is appropriate to a mission. *FM: MERC (REVIEVED), PAGE 93.*

Led by Clan Stuart, a group of Scots that included the last vestiges of Scotland's military, the Highlanders colonized the planet of Northwind, largely due to its agreeable climate.Throughout the centuries, the Highlanders earned a reputation as an elite unit with high standards and morals that were not for sale. During the Third Succession War they signed on with the Capellan Confederation, in what was essentially an exclusive contract, after the Federated Suns invaded Northwind and destroyed two Highlander regiments. The situation changed, however, when Prince Hanse Davion of the Federated Suns decided to invade the Capellan Confederation in what would become known as the Fourth Succession War.

A turning point in Highlanders history was when Davion contacted them and promised them a home on their ancestral homeworld, Northwind. The vast majority of the Highlanders chose to abandon the Capellan Confederation and took up station on Northwind. Some Highlanders chose to stay, however, creating rifts in some families. The Highlanders ably served the Federated Commonwealth, including service along the Clan front.

CLAN INVASION ERA AND FEDCOM CIVIL WAR ERA

Another turning point occurred in 3057, when Chancellor Sun-Tzu Liao sent Loren Jaffray, a Death Commando whose grandfather was a Highlander who remained in the Confederation, to Northwind to offer the Highlanders their independence. Coinciding with the Marik-Liao invasion, the Highlanders were tied up as they fought a minor civil war, then debated whether or not to accept the Chancellor's proposal. Colonel William McLeod, the ranking Highlander on planet, was able to reunite his troops and ultimately they chose to fight for their independence, and with the arrival of Stirling's Fusiliers sent the Lyran 3rd Royal Guards packing. Though Jaffray's mission was supposedly to destroy the Highlanders for their betrayal of Sun-Tzu's grandfather, Liao seemed content to have deprived the Federated Commonwealth of them and accepted the Death Commando's defection to the Highlanders with nary a second thought.

Jaffray proved his loyalty to the Highlanders soon enough in a raid against Clan Smoke Jaguar. In the aftermath of this operation, Jaffray was put in command of the Northwind Hussars, a new unit formed specifically to counter Clan tactics. (Interestingly, the same concept had been proposed much earlier to the Highlanders by Jeremiah Rose, who was rebuffed due to the objections of his own father.)

In 3059, the Highlanders contributed forces to Task Force Serpent, a Star League force sent to destroy Clan Smoke Jaguar on their homeworld of Huntress.

In 3066, the Highlanders joined Jaime Wolf and Wolf's Dragoons in the Allied Mercenary Command, an alliance dedicated to stopping Word of Blake expansion in the Chaos March.

JIHAD

The sudden, consecutive deaths of four Clan Elders forced the Highlanders to activate escape clauses in their contracts to return to Northwind, so they could participate in emergency elections. The Word of Blake seized the opportunity to blockade the system on 15 December, 3067, and keep all of the Highlanders regiments isolated on Northwind.

Later in the Jihad, when the Word of Blake debuted a new version of the Crab BattleMech, it was speculated by many that the Cosara Weaponries plant on Northwind had been captured by the Blakists.

Northwind was liberated on the 8th of December 3077; allied coalition forces expected a battle, but instead found no Blakist presence in the system. The population of Northwind claimed to believe that the Word of Blake had an impenetrable blockade over the system; all of the local AeroSpace assets were missing, and the local satellite communications network had been destroyed. The planetary HPG had also been destroyed, but the Highlanders were otherwise intact after ten years of isolation.

The Highlanders later joined the Coalition forces as part of Operation SCOUR. Assigned to the Draconis Combine front, the Highlanders mopped up resistance on Dieron after the Ghost Bears tore through the defenders. Though many were unsure of their loyalty, the Highlanders joined the assault on Terra, assigned to take Sydney. The combat drop went awry and the Sydney

force took serious losses. The Seventh and Twenty-Sixth Divisions fought the mercenaries for every centimeter of land.

EARLY REPUBLIC ERA

By 3081 the Northwind Highlanders' programme to rebuild was well-advanced; the factories on Northwind assisted in bringing the strength of the Highlanders up quickly, and the Highlanders had already recruited enough replacements to man all of their equipment. The few Dispossessed within the Highlanders' ranks were used to teach within the Northwind Military Academy on the key subjects of combined arms warfare and what limited defences existed for protection against WMDs. The view among the Highlanders was that the nascent Republic Armed Forces may present a viable means to ensure that Northwind remained safe in the future, and it was widely anticipated that the Highlanders would join the Republic of the Sphere.

When the Northwind Highlanders officially joined the Republic's Armed Forces, through negotiations, the entire brigade would end up being absorbed and mixed in with new born regiments of the Republic, with the exception of the First Kearny. The First Kearny would be allow to soldier on as a continuing legacy of the Northwind Highlanders history. Four of the Regiments would fight in the Republic's first military action, Operation Golden Dawn, where they would fight the Free Worlds League and be later absorbed into the Republic Auxiliaries as they became too damaged function on their own. Elements of the Highlanders would be noted later becoming the Ninth and Tenth Hastati Sentinels. The First Kearny's rebuilding process would be hampered for years due actions taken during Operation Golden Dawn, where one of it's battalions would be used to rebuild the Third Republic Auxiliaries. *SARNA.NET*



REPAINTED BY FLAMESTALKER.



NIGHT CRAWLERS

Night Crawlers paint the upper part of their Mechs in a bright green and the lower part in a dark metallic blue. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



KEARNY HIGHLANDERS, 1ST-3RD
MACLEOD'S REGIMENT
MARION'S HIGHLANDERS
STUART'S HIGHLANDERS
STIRLING'S FUSILIERS



NORTHWIND HIGHLANDERS, 1ST-3RD

There is no uniform paint scheme, with each command using whatever camouflage scheme is appropriate to the mission. *MERCENARIES SUPPLEMENTAL, PAGE 51.*

O'GORDONS RIFLES

O'Gordon's Rifles uses a bue two-tone color scheme, with navy blue coloring all 'Mechs below the waistline and sky blue for the arms, upper torso, and head. Hand actuators are uniformly painted flat black. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



OGOUN'S MACHETE

Ogoun's Machete use a distinct paint scheme of lizard pattern woodland camouflage with bright and dark red. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



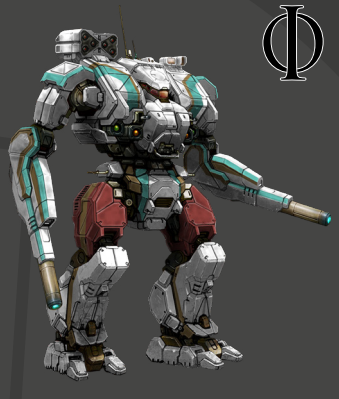
OLSON'S RANGERS

Olson's Rangers always fields their units with camouflage appropriate to their environment. Their parade scheme is a standard camouflage pattern using the Olson family colors: blue, purple and black. *FM: MERC (REVISED), PAGE 94.*



ONE-EYED JACKS

For formal occasions the Jacks adopt a color scheme of greens and blues (or dark green and gold for non-graduates of Blackjack). *MERCENARIES SUPPLEMENTAL 2, PAGE 53.*



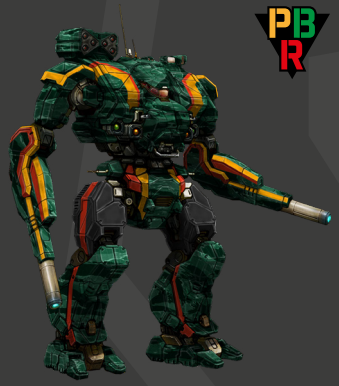
OZAWA INFORMALS

Ozawa Informals paint their vehicles white and brick red with dark gold and cyan for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



PANDORA'S BOX

First Company continues to paint its machines a blue-gray similar to its warrior's old Third Donegal scheme. Second Company uses a rust color scheme with an orange and black Bengal tiger pattern painted in a drape, like a pelt hanging over the shoulder. *MERCENARIES SUPPLEMENTAL UPDATE, PAGE 94. INSIGNIA BY LEGENDKILLER.*



PAUL BUNYAN REGIMENT

The Paul Bunyan Regiment paints their vehicles with a jade green lizard camouflage pattern and also with black. Golden yellow and red are used for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



PERIPHERY STAR GUARD

Star Guard units are painted in a flowing coat of black and dark blues to emulate the night sky. White dots represent stars the unit has visited, while kills are represented by larger white dots. *MERCENARIES SUPPLEMENTAL 2, PAGE 54.*



PHOENIX

Formerly: Mad Jumpin' Jacks. Phoenix utilizes evergreen, dark gray and light gray to paint all equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



PIKE'S PIKEMEN

The Renegades utilize red and gray on all their equipment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



PINKY'S IRREGULARS

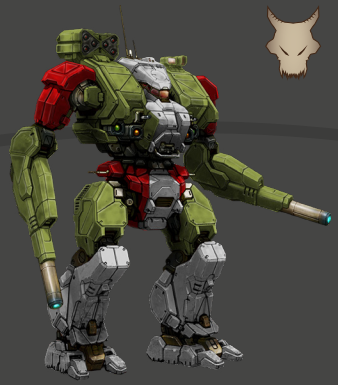
Pinky's Irregulars employ a pink fantasy camouflage pattern. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



Formed in 2581 as a result of the secret Tancredi Accord between the Federated Suns and the Outworlds Alliance, the Pitcairn Legion was a three-regiment strong brigade manned by volunteers, most of whom were drawn from the Davion Brigade of Guards. The Pitcairn Legion was disbanded in 2585, and it's legal status varied depending on circumstance; at times, the unit was actively described as a mercenary unit, while at others it was considered to be a line unit of the Armed Forces of the Federated Suns. *SARNA.NET*

PITCAIRN LEGION

The Pitcairn Legion paints its vehicles gray, red, blue and white in a distinct paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



PLAGUE BOYS

The Plague Boys paint their Mechs in a light green with red and very light gray. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



POTTER'S POUNDERS

Potter's Poundersfavor orange, white and red in a counter pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



PREY'S DIVISIONALS

Prey's Divisionals use a color scheme of black and blue with red highlights. *MERCENARIES SUPPLEMENTAL 2, PAGE 55.*



The Quint's Olympian Groundpounders emerged from the ruins of Quint's Quartet. The unit signed a contract with the Circinus Federation in 3050 and stayed under contract with the Federation for the next 16 years. During the Marian Hegemony invasion they faced the Marians' III Legio Limitanei and suffered moderate loses.

During the Jihad, the Groundpounders continued to work for the Circinian government. Circinus was suborned by the Word of Blake, which meant that the Groundpounders were de facto working for the Word. Because of that association, they were blacklisted and considered "wanted" by the Mercenary Review and Bonding Commission. *SARNA.NET*

QUINT'S OLYMP. GROUNDPOUNDERS

The Groundpounders currently use a spotted desert camo scheme on their Mechs and vehicles. *FM: MERC (REVISED), PAGE 95.*



The Raging Horde is unique among mercenary units in that it was founded entirely by a group of ex-Clansmen - specifically, Elementals from several Invasion Clans, although the majority of the Raging Horde came from Clan Nova Cat. Claiming to follow the visions of their founder, a former Nova Cat named Calvin Moon, the Horde took several contracts across the Inner Sphere.

The transition into being mercenaries was difficult for a number of members of the unit, as the Clans traditionally looked down upon professional soldiers; to help ease the transition and overcome the qualms of those in his unit, Jeremiah West encouraged the Raging Horde's members to maintain Clan customs and beliefs and thereby keep their Clan heritage alive. *SARNA.NET*

RAGING HORDE

All Horde armor is painted in a red desert camouflage pattern. *MERCENARIES SUPPLEMENTAL 2, PAGE 56.*



RAMILIE'S RAIDERS

The Raiders use a dark red color scheme with black striping. *FM: MERC (REVISED), PAGE 96.*



RAVANNION'S REDEMPTION

Ravannion's Redemption uses the colors of the SLDF. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.. INSIGNIA BY HORUS.*



RAYMOND'S ARMORED CAVALRY

The Cavalry holds the upper torso of their Mechs in a light yellow and the lower part in dull wine red. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



RAYMOND'S RED COATS

Formerly: 38th Amaris Fusiliers Regiment. The Red Coats paint their equipment in a distinct paint scheme of red, white, gray, black and light blue. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.. INSIGNIA BY LEGENDKILLER.*





RED EAGLES

Formerly: 225th Mechanized Infantry Division. The Red Eagles paint their vehicles in dark red and dark brown with gold used for piping. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

The future Red Eagles were a battalion from the Star League Defense Force's 225th Mechanized Infantry Division. At least two battalions from the 225th chose to remain in the Inner Sphere rather than join Operation EXODUS, each battalion choosing the mercenary life in 2775, becoming the Red Eagles and Simpson's Samurai respectively.

Accepting a contract with the Draconis Combine, at the outbreak of the First Succession War the Red Eagles were at 100% strength and stationed on Alleghe. *SARNA.NET*





RED HELL

The Red Hell favors dark red with blood red used for highlights on all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

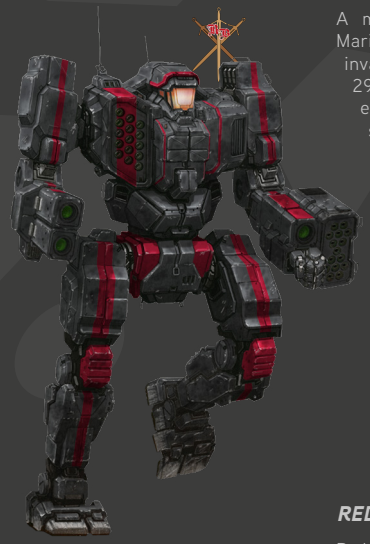




REDFIELD RENEGADES

Formerly: Redfiled Planatary Guard. The Renegades paint their BattleMechs olive-drab with red and gold highlights. *MERCENARIES SUPPLEMENTAL, PAGE 57.*

The Redfield Renegades (also occasionally referred to as Redfield's Renegades) were formed after the Capellan Confederation captured the planet Redfield in 2760 the remains of the planetary militia under the command of the eldest son of the former Governor Angus Redfield, made the life of the Capellan occupation force difficult. Redfield was later liberated through the AFFC, sworn to avenge his family Angus Redfield created his own mercenary command from the remaining militia forces under his command. The unit for the next few centuries sworn to seek revenge against the Capellan Confederation. *SARNA.NET*





REDMOND'S BROADSWORDS

Redmond's Broadswords utilize medium gray with red highlights on their Mechs. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.. INSIGNIA BY LEGENDKILLER.*

A mercenary unit involved in Thaddeus Marik's Operation Killing Stroke, a planned invasion of the Lyran Commonwealth, in 2950. Only a truncated invasion plan was executed, which led to a costly and only slightly successful campaign of three years. The unit was sent to Loric as part of a major invasion force in 2971 that was worn down in a protracted fight when ordered to stay on the planet. Redmond's Broadswords were decimated to the point that they would never again constitute an effective fighting force. They were described as "since defunct" in a 3025 report. *SARNA.NET*

Major Robert Clarkson, commanding officer of the "Rising Tide" mercenary unit, follows a unique approach to organizing his forces. Similar to the way many bands of Periphery pirates operate, each member of Rising Tide has a number of 'shares' allocated to them, based on their combat position and length of service with the unit. After successful contract completion, each share pays out equally from the unit's profits.

Decisions in a combat theater are made following the military chain of command, with Major Clarkson typically commanding from the field in his Battlemaster. Outside of combat, however, the unit tries to operate as a true democracy, with each member having one vote, regardless of position. Votes are made on prospective contracts, major equipment purchases, and new employee hires.

Another point that sets the Rising Tide apart from many other mercenary units is their dedication to both ongoing training and long-term care of dependents and survivors. The Rising Tide requires all combat personnel to undergo 50 hours of training each year, paid for out of the unit's general fund. Mechwarriors and Pilots can be found attending everything from astech certification programs to hypserspace physics lectures by Kearny-Fuchida field experts. Widowers or widows of members slain in battle receive a generous pension, as well as an open door should they wish to work (or continue to work) for the Rising Tide. Many former spouses can be found in the battalion's administrative and medical sections.

Because of his dedication to ongoing education, Major Clarkson maintains an excellent working relationship with several prominent Inner Sphere colleges and academies. Rising Tide personnel and their families receive tuition discounts at Coventry Military Academy, NAIS College of Military Science, and Lloyd Marik-Stanley Aerospace School. In exchange, regular graduates of those schools are given special consideration if they wish to join a mercenary unit after graduating, rather than serve in a House army. It is rumored that at least one of the Rising Tide's pilots trained at, and graduated from, Sandhurst Roya l Military Academy on Terra, but both Comstar and Major Clarkson refuse to discuss these rumors.

Rising Tide does not maintain strong ties to any one major House, but they are notoriously reticent about working for the Capellan Confederation and the Draconis Combine. It should be noted that neither House has a particularly stellar record with mercenaries in general.

ALPHA COMPANY

Alpha Company of the Rising Tide is commanded by Major Clarkson, and has most of the battalion's assault 'Mechs. They prefer to field designs with more mobility, eschewing Atlases and Awesomes in favor of Zeuses and Marauders. Their crest is the Rising Tide's standard breaking wave, with an ancient Terran Iowa-class battleship riding the barrel of the wave.

BETA COMPANY

Rising Tide's Beta Company is led by Captain Butler, who is distantly related to Janos Marik, piloting a Grasshopper. Every 'Mech in Beta Company is equipped with jump jets, allowing them unmatched flexibility in battlefield positioning. Their crest is a breaking wave with a bright red speedboat cutting across the front.

DELTA COMPANY

Delta Company is composed mainly of light and medium BattleMechs. Captain Christine Swanson commands the company from her rare and often-underestimated Phoenix Hawk LAM. Delta Company prides itself on reconnaissance and extraction missions. A silver submarine lurks beneath the breaking wave on Delta Company's crest.

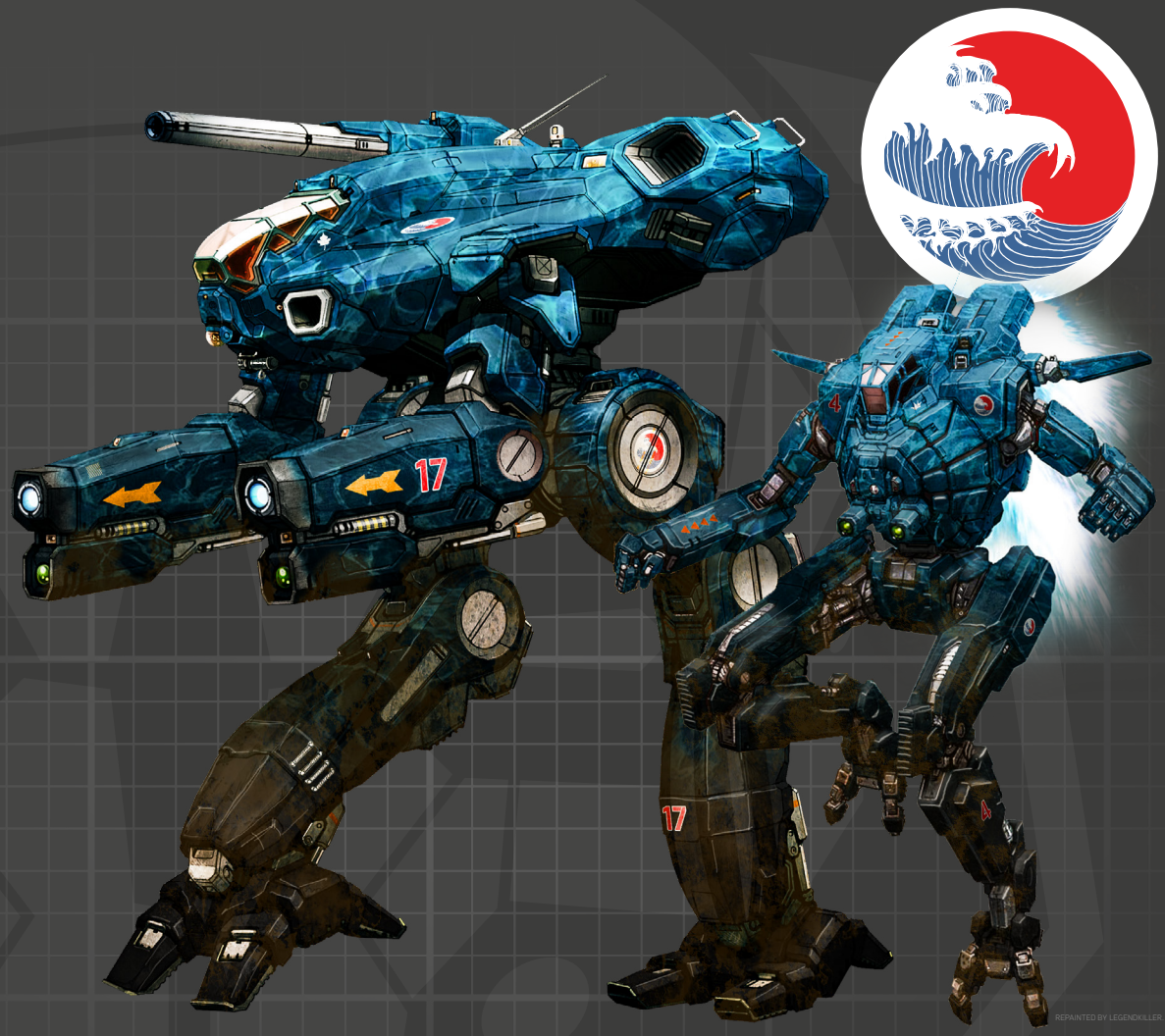
GAMMA COMPANY

Gamma Company is a mixed vehicle company, composed of a lance of assault tanks, a lance of Manticore and Bulldog heavy tanks, and a lance of hovertanks. They are commanded by Captain Derek, driving a Behemoth. Gamma Company typically deploys a lance in support of each BattleMech company, either to complement their forces or provide a strong center for them to fall back to. Their crest is a breaking wave, upon which rides a Von Luckner tank with surfboards instead of tracks.

MU COMPANY

The Rising Tide's Aerospace support: a lance each of Sparrowhawk, Shilone, and Stuka fighters. Captain Danielle commands from her Shilone. The unit's crest is a breaking wave on a black background with stars.

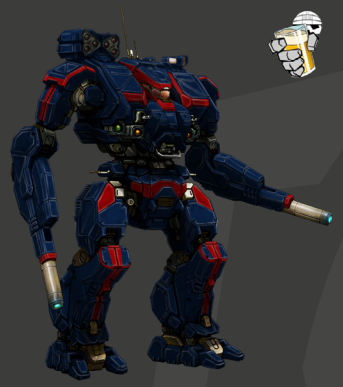
FAN-MADE AND PERSONAL UNIT. BY XINXSPUZ.





RISING TIDE

The unit paints their units in a gradient, starting with a dark gray near the bottom and rising through shades of blue to the top. This is supposed to resemble light filtering through water, seen from the ocean floor. The unit's crest is a light green circle with a breaking wave in blue and white. *FAN-MADE COLOR PALETTE BY XINXSPUZ. INSIGNIA BY LEGENDKILLER*



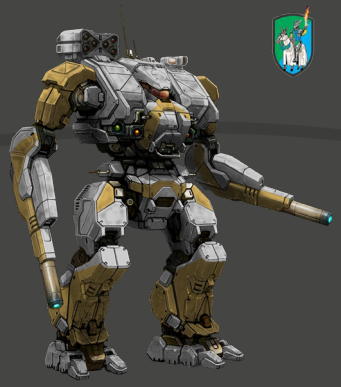
REED'S BREW

Reed's Brew's parade colors are dark blue with red highlights. *MERCENARIES SUPPLEMENTAL 2, PAGE 57.*



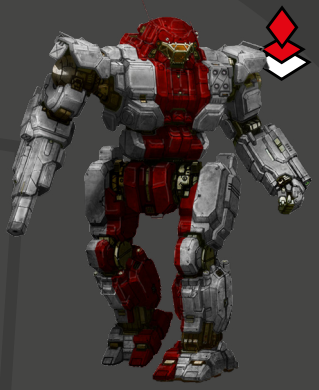
RIANJAMIN'S AVENGERS

Rianjamin's Avengers use standard camouflage schemes that depend on their current operational environment. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



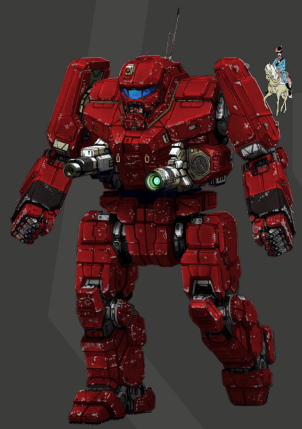
ROMANOV'S CRUSADERS

The Crusaders' color scheme is a dull silver with gold trim. *FM: MERCENARIES (REVISED), PAGE 97.*



RONIN

Because of an initially low paint supply, the Ronin only paint their machines half red, with warriors and crews choosing how to distribute their allotment. As a result, their scheme is a motley patchwork of red paint and bare metal, a look that has grown on them. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



RUBINSKY'S LIGHT HORSE

The Light Horse paints its machines blood red. *FM: MERC (REVISED), PAGE 98.*

Captain Gregor Rubinsky formed this command during the 3030's with soldiers from Tikonov, New Hessen and Tigress. Their first contract was to provide security to the Earthwerks plant on Tikonov. Later the unit joined ranks with the Khorsakhov's Cossacks. The demi brigade signed a contract with the St. Ives military. The contract was renewed over the next 25 years. During the Capellan wars the regiment suffered heavy losses through an attack with nerve gas on Indicass. After the war, they left the Compact as a separate command from the other Cossacks and signed on to serve the LAAF, who put them on the recently liberated planet Blackjack.

After an intensive training cycle, the time came to prove the lessons learned when the Falcons' Third Swoop Cluster landed in 3069. The battle was fought hard. Each side sent Head Hunters and used other tactics with success. Only the reinforcement of the Falcon side turned the tide of the battle. The mercenaries surrendered Blackjack to the Jade Falcons and lifted off for Lyran space for rest and refit. *SARNA.NET*



With familial ties to the Rubinsky's Light Horse, Rubinsky's Renegades (originally Rubinsky's Brigade) is a small but surprisingly successful mercenary unit.

The Renegades were formed from the ashes of the Grover's Heavy Guard, a mercenary company employed by the Draconis Combine in the late 3050's. Launching a raid against Clan Smoke Jaguar in 3057, the Heavy Guard's commander ignored the advice of the newly recruited Maxophilia Rubinsky and walked his unit straight into the waiting guns of a Jaguar Binary. When he was killed and the executive officer faltered, Maxophilia immediately took command and led the unit to a more defensible position, succeeding in defeating the Clan unit and escaping with half its original strength.

Over the next year, Rubinsky rebuilt and trained her demi-company constantly, resulting in a string of successful raids against the Smoke Jaguars. As of October 3059, the relatively young unit was stationed on Xinyang and could boast a B- Dragoon Rating.

They also participated in Operation Bird Dog, tying down Smoke Jaguar forces on Hyner. The unit sustained heavy losses, reducing the command to two operational 'Mechs. The Renegades continued to use their "up close and personal" tactics, and as a result they frequently took heavy damage. This was mitigated by the large salvage rights that they received in their contracts. The Renegades specialized in lightning fast objective raids or extractions, particularly along borders with the Clans or the Word of Blake Protectorate. Their successes improved their Dragoons Rating to A.

RUBINSKY'S RENEGADES

Formerly: Rubinsky's Brigade. The Renegades use a camouflage paint scheme on their BattleMechs, changing the colors to match the terrain in which they are operating. *MERCENARIES SUPPLEMENTAL 2, PAGE 58.*

OFFICERS

Captain of the Renegades, Maxophilia Rubinsky is the estranged daughter of Marko Rubinsky, modern commander of Rubinsky's Light Horse. Initially training under her father, Maxophilia attended a small MechWarrior academy in the Tikonov Reaches before serving a term with the Fourth Davion Guards and eventually rejoining the Light Horse. She left that unit after a heated argument with her father on who was best suited to succeed him, her natural gift for leadership and talent at tactics and strategy shown to good advantage in her salvaging of the Heavy Guard.

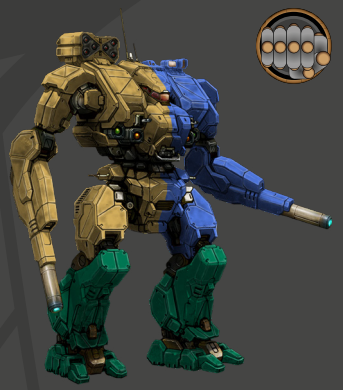
TACTICS

The Renegades are specialized in close quarter combat and fighting against superior forces, preferring limiting terrain but equally adept on open ground. *SARNA.NET*



SALAZAR'S IRREGULARS

Salazar's Ireggulars employ a pale lavender color on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



SALICIA'S DEFIANTS

Salicia's Defiants use gold on the right and light blue on the left side of Mechs. Lower legs are colored in jade green. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



SAMUELSON'S SLAUGHTERERS

Samuelson's Slaughterer's utilize a tow tone red color scheme on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



SATHEN'S SNIPERS

Sathen's Snipers use standard camouflage schemes that depend on their current operational environment. *MERCENARIES SUPPLEMENTAL, PAGE 59.*



SCREAMING EAGLES

Formerly: 250th BattleMech Division. The Eagles use the Star League's original colors on all their machines. *FM: MERC (REVISED), PAGE 99.*



SECOND LEGION OF FIRE

The Second Legion of Fire opts for a tri-color paint scheme of dark blueish gray, warm light gray and a light orange. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



SHADY LADIES

The Shady Ladies favor a deep violet color to paint all of their machines. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



SIMONSON'S CUTTHROATS

The Cutthroats' color scheme is flat gray with black and blue highlights. *FM: MERC (REVISED), PAGE 100.*



SIMPSON'S SAMURAI

Formerly: 225th Mechanized Infantry Division. Simpsons's Samurai use a light green base color with white highlights on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



SKIBINSKI'S SALVAGE

Skibinski's Salvage use yellow and rust red on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LGENDKILLER.*

AND SO IT BEGINS

Born from the conflict known as Operation Rat, which in turn kicked off the 4th Succession War, Snake Eyes Company has had a rather tumultuous history.

Originally under contract with House Liao as part of Dirk's Daggers mercenary company, Lt. Nicodemus Krone's Scout Lance was out on long range patrol during the initial Davion invasion of Algol. When the invasion hit, it hit hard and the Liao forces on planet folded quickly. In an effort to escape the fate of their sister units, the CCAF Third Battalion of the Ariana Fusiliers abandoned their post. Seeing the cards on the table, Dirk's Daggers joined them. That is, everyone other than Lt. Krone's Lance, which was cut off from the dropships.

Left on world without any support, the lance did what they could to gather reconnaissance data whilst avoiding capture by the Third Davion Guards RCT. Not able to take on the more numerous, better equipped and heavier 'Mechs of the Davion Guards, Lt. Nicodemus Krone relied on his lance's speed and the terrain to outmaneuver their slower opponents. The 3rd RCT soon called in the Eridani White Horse Regiment to deal with this nuisance.

Over the next few weeks, Snake Eyes Lance was able to play a game of cat and mouse with the Eridani forces, evading several snares that had been set for them. During this time the lance became extremely adept making minor repairs to their 'Mechs, keeping them in good working order. Ultimately, the White Horse's superior tactics and experience won the day for them. During a supply raid, Lt. Krone's lance was pinned between BattleMech and conventional forces of the White Horse Regiment. With no hope of escape, the battered lance surrendered. Impressed with their use Light Horse style tactics, the Eridani accepted their surrender.

Having been abandoned by both their parent unit and the CCAF, it was looking like they would be joining the ranks of the dispossessed. Amazingly, the Light Horse commander allowed the mercenaries uncontested passage to Galatea, under the condition that they not take up service with any members of the Concordant of Kapteyn for the duration of the conflict, no matter how long that may be. Lt. Krone and his lance mates jumped at the deal.

SHIFTING SPHERE

Once on Galatea, news reports began to paint a picture of just how ambitious House Davion was and how lucky the lance was to escape the chaos occurring in the unraveling Capellan Confederation.

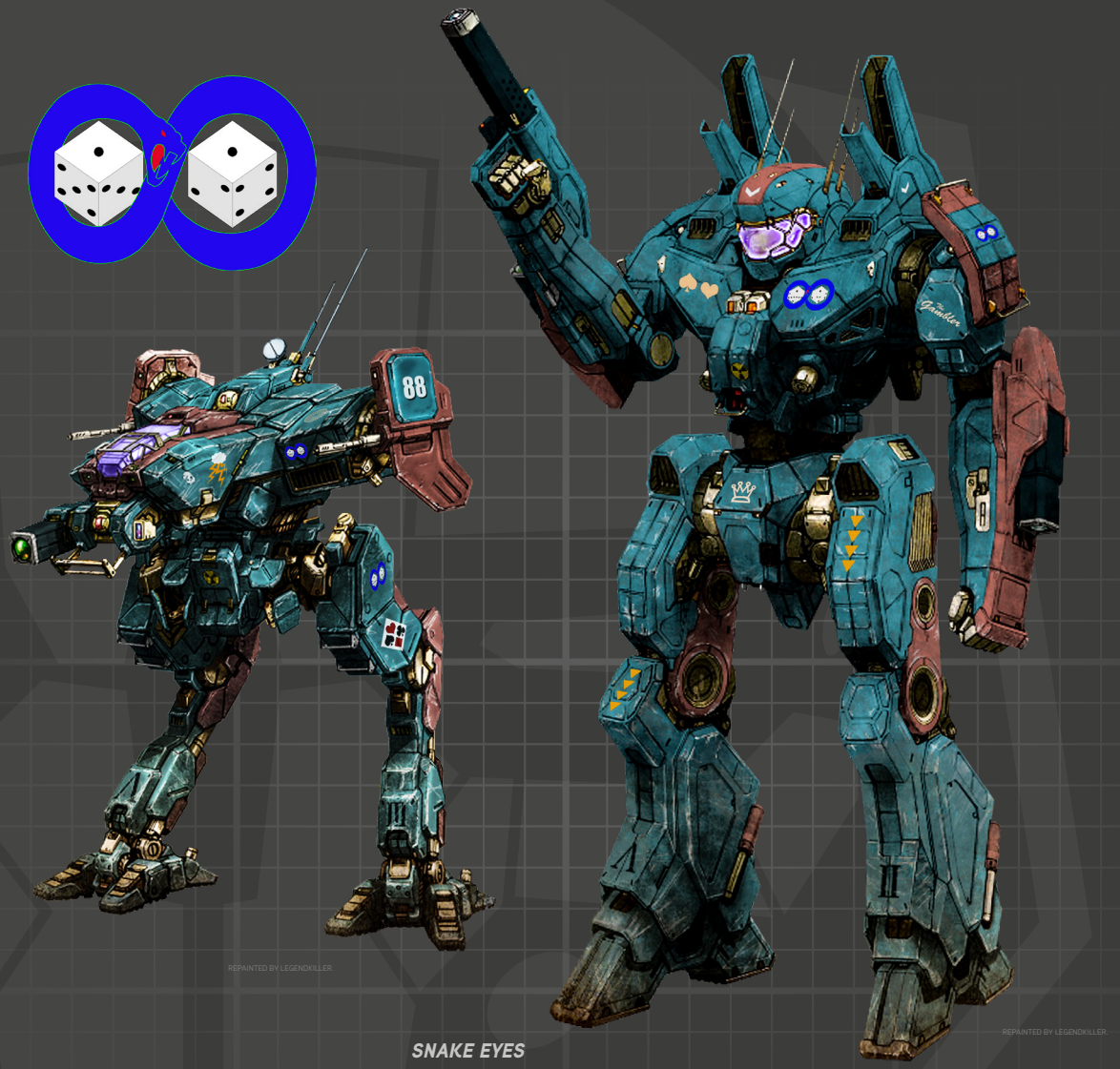
It was on Galatea that Nick came into contact with Skid Akbar, who was also recovering with the remnants of his lance from a contract gone poorly in the Draconis Combine. The two got to talking and scheming, and over a game of dice, Snake Eyes Company was jointly founded by them.

Numbering just over a handful of MechWarriors, the pair began to utilize their extensive contacts and underworld connections – looking for other down on their luck pilots. It wasn't all that hard. Within a month, Snake Eyes Company had just under a dozen pilots signed to their charter, along with a handful of techs and a 6-man unit of Savannah Masters. Many of these pilots were looking to stave off creditors, or worse. Using Akbar's Leopard-Class DropShip (The Dragon Drop) as collateral for initial operating costs, it was with an eager crew that the newly minted Snake Eyes Company looked for their first contract.

SERPENTS, DRAGONS AND SNAKES

Signing on with the Lyran Commonwealth, Snake Eyes Company was provided passage to the Isle of Skye to aid in Operations Götterdämmerung and Holdur. Initially contracted to aid in the push into the Draconis Combine, Snake Eyes Company was instead rerouted to Alphecca by Skye Military Command, in order to relieve allow Lyran troops to continue their broad sweeping advance into the Combine.

Ordered to bolster the local Alphecca Militia, Snake Eyes Company was stationed on one of the northern continents (Rubekka). Little did they realize, that the scheming Duke Lestrade had made a deal with the Coordi-





SNAKE EYES

The unit typically paints their 'Mechs in a teal color with sanguine brown highlights on the shoulders and backs of legs. However, when deployed on mission, they will paint their Mechs in whatever the most appropriate camouflage scheme might be. The tech crew for the unit has become experts in repainting, able to churn out an appropriate paint scheme on the unit seemingly overnight. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*

UNIT LOGO

To symbolize the bond for each other, and their motto of 'leave no one behind', the Snake Eyes Company logo is a snake, wrapped into an infinity symbol. To symbolize their typical luck, a pair of dice with double ones showing is between the coils of the snake.



nator of the Combine, allowing DCMS forces an easy pathway into the Lyran Commonwealth, hoping to then use that turmoil to his political advantage.

After nearly 9 months of relative peace and quiet on garrison duty, Alphecca was caught by surprise when the 3rd Dieron Regulars jumped in system.

Knowing that the local militia was outclassed, Captains Krone and Akbar tried to convince the militia commander to disperse their troops to fight a guerilla holding action against the invaders and await reinforcements from Lyran Command. Instead, the Militia Commander issued a challenge to the invaders and attempted to engage the incoming Dieron dropships as they made landfall. Even with 'Mechs of Snake Eyes Company supporting them, the results were disastrous for the light militia. Within the first few days of fighting, the overall planetary militia had been reduced to almost half strength, and Snake Eyes had taken near crippling damage to 1/3 of their 'Mechs and lost 1 Savanah Master. In under a week, the overall Militia Commander surrendered his command to the Dierons.

Having heard of the way the Combine treated mercenaries, especially with stories of what happened to Wolf's Dragoons, Nick and Skid came up with a daring plan to attempt an escape from planet.

Utilizing planted explosives to feint an attack on a supply depot, the 3rd Dieron forces were lured out with the prospect of completing their job and mollifying the last resistance on planet. To help sweeten the bait, Capt Skid led the fastest remaining 'Mechs in the unit and the Savannah Masters preformed a fighting withdrawal against the Dierons, luring them further away from the seaport city of Fescher's Dock. More importantly, away from a small space port used to ferry the bounty of Alphecca off world.

Over the days leading up to the diversion, the remaining technical crew infiltrated the port city, and made preparations. On the evening of the attack the final elements of Snake Eyes Company snuck into the city with the 'Mechs travelling fully submerged. With the 'Mechs having been jury rigged to close all potential seal breaches, the transit was smooth, but nerve wracking for the pilots, who jumped with every ping and creak of their 'Mechs.

Fortune favored the bold that night, and the preparations of the technical crew allowed them to not only reclaim their Leopard, but also the theft of an old Mule-class dropship. Although it did not have proper 'Mech Bays, the team was able to secure their charges enough to prevent any extensive damage from being done… they hoped.

Meanwhile, the bait and lure elements had disengaged from their ruse, and made with all haste to Fescher's Dock. Crippled and at barely half their original compliment, the remnants of Snake Eyes Company made their way off planet and met up with a JumpShip that was at a pirate point for a smuggling operation that the unit had been quietly aware of, trading the stolen DropShip cargo for passage they made their way out of the system.

REST – REBUILD - REPEAT

With the 4th Succession War winding down, the remnants of Snake Eyes Company decided to reinvest their earnings into the unit, as well as taking out a lien against their Mule (rechristened the Duke's Folly) to acquire replacement 'Mechs for their losses. They then, once again, set about looking for new pilots.

The next few years were relatively calm, with all the major houses consolidating their gains, and not eager to restart the hostilities of the 4th Succession War.

During this time, Snake Eyes Company took a long term contract with House Steiner to patrol the Lyran / Draconis border in the Tamar Pact. For the next 4 years, they dealt with some minor border skirmishes, pirate raids and helped to keep the peace during a few Free Rasalhague rallies. Being sympathetic to the Rasalhague plight, orders in regards to dealing with them were intentionally interpreted rather loosely.

Taking advantage of the relative lull in combat, Captains Krone and Akbar continued to expand on their network of contacts and informants on every world they were assigned to. In order to help make ends meet, the unit took non-'Mech related side jobs and commissions as duties permitted. This included hauling cargo in their spare space as they made their way throughout the Pact. There are even some rumors of minor smuggling, though there was never any proof of this.

The unit also used this time to recruit back up to a full company in strength – though many of their new members could be called eccentric, at best. It seemed that the Captains were looking for mercenaries who had skills in other areas, mostly clandestine in nature. It was around this time that Skid Akbar managed to recruit a unit of former Free World's League Armor, adding 4 J. Edgars, 2 Harriers, 2 Harassers, and a Hover Scout to the force, which they integrated their 5 Savannah Masters with. Somewhere in this time they also purchased 2 Hover APCs to help with transporting the technicians and other crew when need be.

The Mule was extensively refit during this time, including revamping space for vehicle and 'Mech transport as well as upgraded crew quarters. The conversion of space for the vehicles was to just use standard car/hover transport cages, which took some time to secure. Similarly, the jury rigged 'Mech bays could hold and secure a 'Mech, but they weren't much use for repair work or combat deployments.

BIRTH OF A NATION AND WAR

In early 3034, with the formation of the Free Rasalhague Republic acting as a buffer zone, there was not much activity on what was once the Lyran/Draconis border, so they were shifted coreward to the Lyran/Periphery border, where they spent the next 5 years chasing various pirate elements.

Then, in late 3038 they were rerouted to Baxter, supposedly for their knowledge of the region. Once arriving on planet, they were extensively debriefed on Alphecca and the tactics used by the Dieron Regulars. They were then assigned as an adjunct to Mobile Fire, a mercenary regiment in service to the LCAF.

The members of Snake Eyes were not surprised when they were given orders to prepare for combat deployment on April 1st, though they were surprised that they were directed to leave their hover and support elements behind. Loading their BattleMechs on Mobile Fire and LCAF ships of the 4th Lyran Regulars, they were informed that they would be briefed en route. Once onboard, the unit had found out that their target was actually Konstance instead of Alphecca, where they would face off against the 10th Dieron Regulars. This assault, called Operation Winterschnee, was part of a multi-pronged assault into the Draconis Combine.

The attack on Konstance was initially deemed a success, with the defending 22nd Dieron largely being a non-entity in the conflict. The planned invasion was turning into more of a Police Action. With relatively few direct clashes, the units remained on high alert, though friction between the combined AFFS & LCAF commands were slowly wearing away at the morale of the troops. Further contributing to the morale issues, the LCAF forces were running short on filters masks to allow them to function in the tainted atmosphere on planet. Oddly enough, the members of Snake Eyes seemed to dredge up some civilian filter mask models, and a supply of filters – though they were careful not to flaunt this in front of their LCAF handlers.

Finally, in the latter half of August, the 3rd Dieron Regulars executed a daring drop on planet and engaged the combined LCAF and mercenary forces. The Lyran forces broke and ran for the cover in the city of Lazarus Bay. Initially able to hold the city and keep the DCMS forces at bay, the 3rd Dieron were joined by surviving elements of the 22nd and they breached the city's parameter defenses. There, things got ugly, with a block to block slugfest ensuing, causing considerable damage to the city. Snake Eyes Company was dispatched as scouting elements across the city, helping to coordinate indirect fire, as well as gain information on the bigger picture. Meanwhile, Mobile Fire managed to slow the advance of the 3rd, whilst inflicting serious damage. Unfortunately, the CO of Mobile Fire was KIA. This ultimately led to a decision by Mobile Fire and the 4th Lyran Regulars to pull back and withdraw, abandoning the 4th Crucis Lancers to their own fate. This did not sit well with the members of Snake Eyes, who were stuck in LCAF transports.

Once again in Lyran space, Krone and Akbar road out the remainder of their time on contract doing light garrison work on Baxter, though the DCMS counterattack never came to that world.

A NEW KASSÖR

Having paid off their debts and with their contract expiring in 3040, they sought employment away from the often inept (and sometime corrupt) LCAF. Utilizing some old contacts from their time in the Tamar Pact, Snake Eyes Company found employment with the fledgling Free Rasalhague Republic.

For the next decade, they would be transferred to a new system along the Rasalhague / Lyran border every 2 years. This allowed them to fill positions lost during the War of 3039 with some local talent, further diversifying the unit in skills and cultural backgrounds.

THE AVALANCHE HAS ALREADY STARTED

In 3050 the company was halfway through their 2 years on Csesztreg when everything went downhill. There were strange reports of a force of pirates attacking along the Periphery border and contact was lost with several worlds. Shortly after the initial reports, the Invader-Class JumpShip Heppinn appeared in system and brought further news. They had just jumped in from New Caledonia and were broadcasting that the system was overrun. But the invaders were neither Lyran nor Combine, they were something else. Not even a day later, a strange group of JumpShips appeared, and the planet was issued a challenge to combat from the invaders, who identified themselves as the 352nd Assault Cluster of Clan Wolf. Despite objections by Capt Krone, the 1st and 2nd Csesztreg Militia Mechanized Infantry Regiments engaged the enemy forces in Annick Woods, and were massacred. Meanwhile, on the southern continent, Snake Eyes Company fought a desperate retreat, luring the Clan 'Mechs into mining zones where charges could be used to collapse tunnels and cut off the pursuers. Even when they managed to peel off a single opposing 'Mech, it would pour out damage like nothing they had ever seen before and Snake Eyes Company took significant losses in 'Mechs and Vehicles. Within barely 3 days, the planetary governor had surrendered, and ceded control of the planet.

Fortunately, when the Heppinn had appeared in system, Captains Krone and Skid had decided to secure their DropShips in the mountains, using the high metal content to help mask their signatures. Knowing a lost cause, all surviving members withdrew to the location, from whence they embarked and made their way to space. Narrowly avoiding detection, the Duke's Folly and Dragon Drop made high G burns, not worrying about fuel and were able to meet up with the still recharging Heppinn. Unfortunately, Clan Wolf had noticed the activity, and was dispatching fighters to deal with them. With just under a day left to fully charge their drives, the Captain of the Heppinn decided to risk a jump rather than face the incoming AeroSpace fighters and shuttles.

Luck continued to be with them that day, and they were able to successfully jump to Harvest. Once there, they warned the local militias about what had happened. Commander Överste Kinson listened carefully and began to formulate a plan on how to best deal with this new foe. Meanwhile, the Heppinn picked up a DropShip of civilians looking to flee the system. Jumping to Kreller, the Heppinn was long gone before the Clans arrived to take Harvest.

Kreller was a mostly abandoned system that the Kapten of the Heppinn knew about from his days in the Rasalhague Resistance. There were still a few active settlements on the world, but nothing approaching industry. The DropShips and JumpShip were able to resupply before moving on to Basiliano, where their attendant civilian DropShip decided to disembark to the planet. Like a bad case of déjà vu, jump signatures appeared, and it was time to run again. Eventually deciding to run to Lyran space, they made their way to La Grave. There they then encountered news of another Clan, Jade Falcon.

Realizing the situation was grim indeed, Snake Eyes Company and their compatriots on the Hepinn decided to continue on toward Tharkad, in hopes of being able to take a stand with what they assumed would be a solid defense with the Federated Commonwealth.

Not much is known about the unit after this point, and it is unclear if they were caught at La Grave or if they managed to escape and redirected elsewhere.

TACTICS

As the unit typically fielded 'Mechs of 55 tons or under, straight up engagements were not often the wisest move. Instead, Snake Eyes Company relied on speed and intelligence gathering in order to control the battlefield, maneuvering their forces into a position of cover, while maximizing firing opportunities.

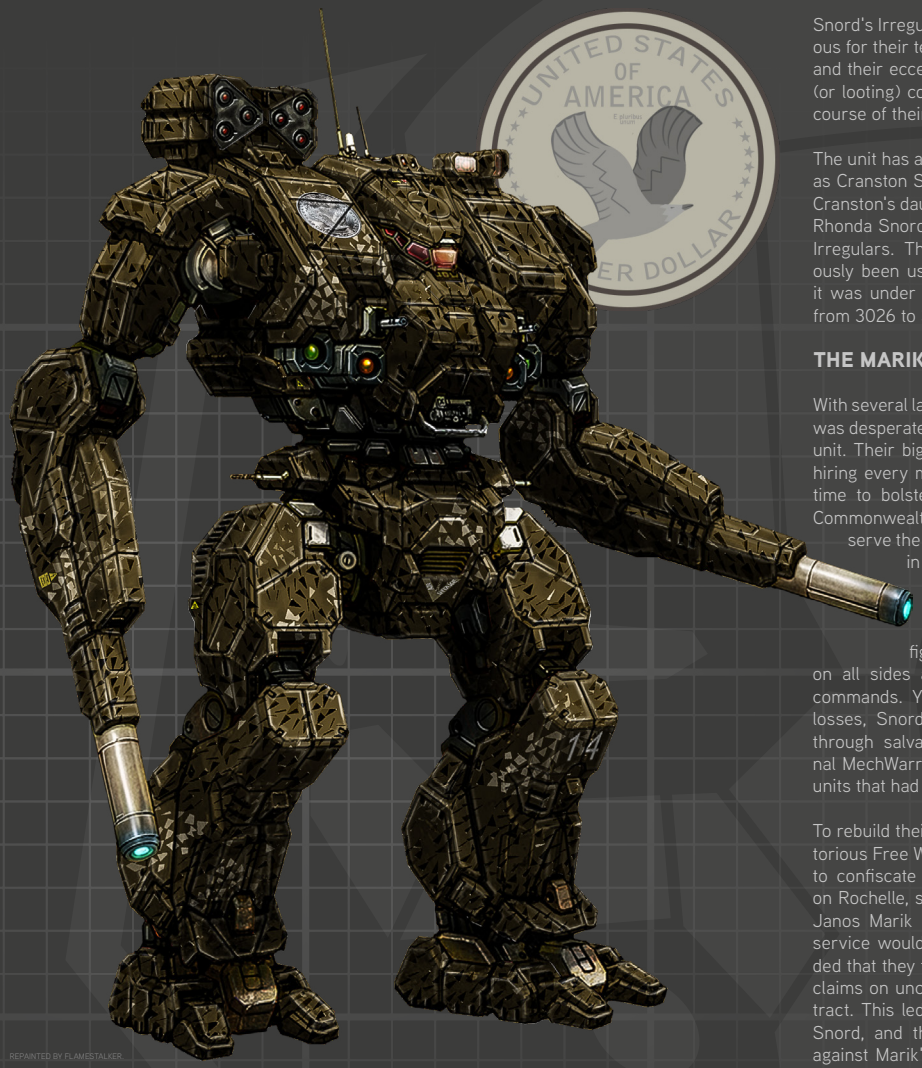
Additionally, the unit makes extensive use of their network of informants, and is always seeking potential contacts on worlds they are stationed to. This often garners them information that isn't always in their mission briefings.

FAN-MADE AND PERSONAL UNIT. BY JUSTIN KASE.



SMITHSON'S CHINESE BANDITS

The Bandits employ a green with gold striping color scheme for their machines. *FM: MERC (REVISED), PAGE 101.*



REPAINTED BY FLAMESTALKER.



Snord's Irregulars are a mercenary unit notorious for their tendency towards insubordination and their eccentric obsession with "collecting" (or looting) collectibles and artworks over the course of their assignments.

The unit has also occasionally been referred to as Cranston Snord's Irregulars and later, after Cranston's daughter Rhonda took command, as Rhonda Snord's Irregulars or simply Rhonda's Irregulars. The latter designation had previously been used for the third company when it was under the command of Rhonda Snord from 3026 to 3037.

THE MARIK CONTRACT

With several large debts still outstanding, Snord was desperate to find employment for his small unit. Their biggest creditor, House Marik, was hiring every mercenary unit they could at the time to bolster their defenses on the Lyran Commonwealth border, and Snord agreed to serve the Free Worlds League for one year in payment for their debts. Snord's Irregulars fought in the defense of Rochelle aginst a Lyran invasion. The drawn-out fighting inflicted heavy casualties on all sides and mauled several mercenary commands. Yet, where others reported 70% losses, Snord's unit managed to stay intact through salvage and even recruited additional MechWarriors and their Mechs from other units that had been destroyed.

To rebuild their own decimated forces, the victorious Free Worlds League subsequently tried to confiscate all surviving mercenary Mechs on Rochelle, specifically those of Snord's unit. Janos Marik ignored the deal that the unit's service would pay for their debt and demanded that they turn over their Mechs, basing his claims on unclear salvage clauses in the contract. This led to a mercenary uprising under Snord, and they fought their way off-planet against Marik's exhausted forces. On 17 June 3007, Melvin McFinney was killed as the unit fought its way to the starport, securing Cranston Snord's hold over the unit. *SARNA.NET*

SNORD'S IRREGULARS

Formerly: McFinney's Manglers. The Irregulars have no standard paint scheme. *FM: MERCENARIES, REVISED, PAGE 102.*





SNAKE STOMPERS

Snake Stompers use white and blood red on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





SPADE'S BRIGADE

Spade insists that the official parade scheme of the Brigades is jade on cobalt, but so far only his Mech conforms to this standard. *CAMOSPECSONLINE.*





SREC'S WRECKS

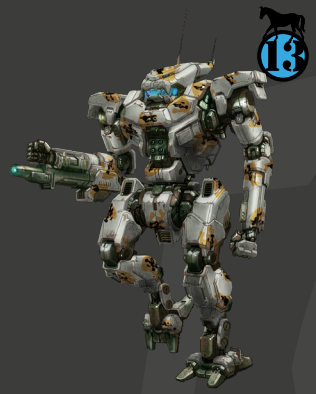
Srec's Wrecks employ black and orange in a counter-cross pattern. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

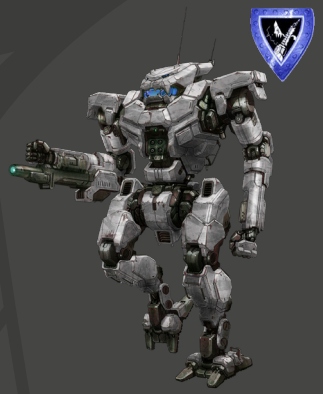




ST. CYR HEAVY ASSAULT GROUP

The unit uses dark aqua/sea green with gold trim. *COMBAT MANUAL: MERCENARIES, PAGE 111.*

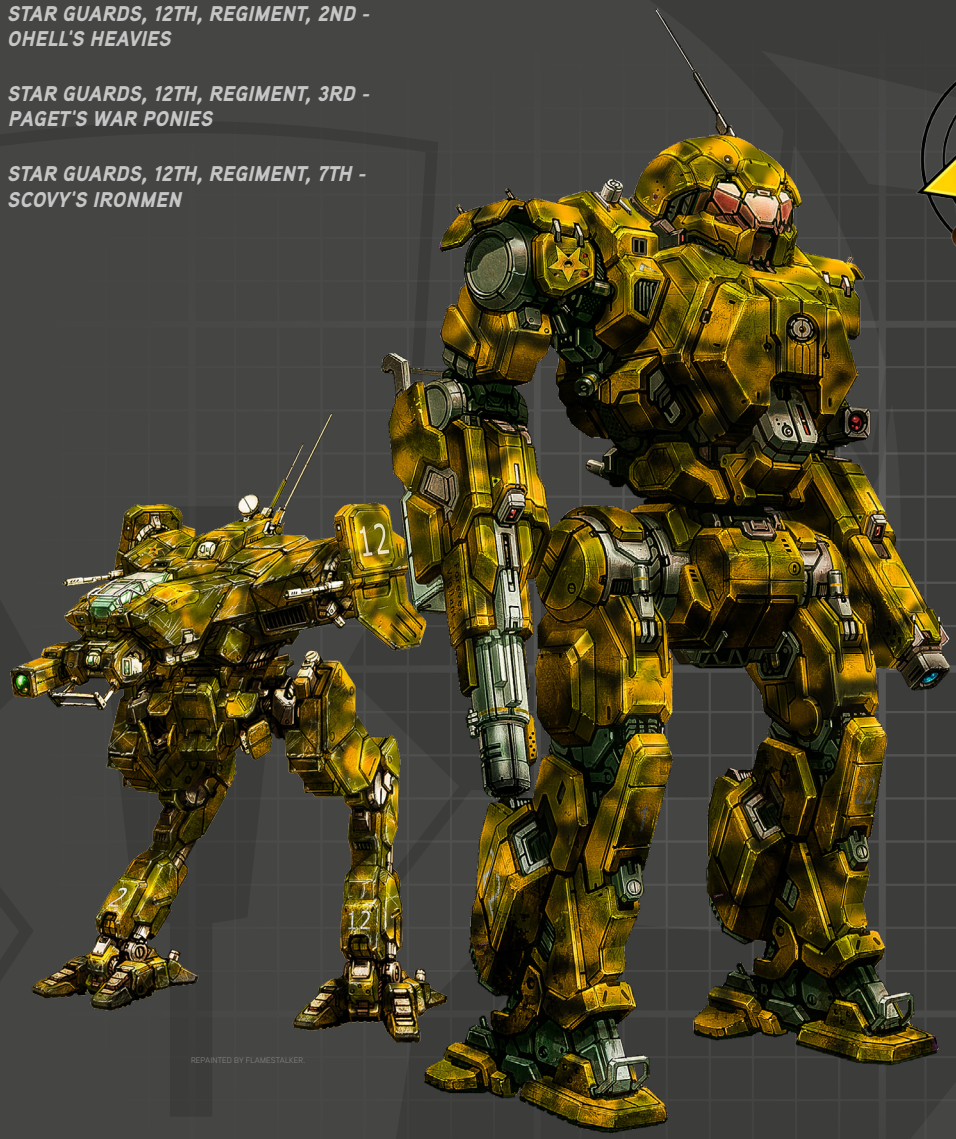




STAR GUARDS, 12TH, REGIMENT, 2ND - OHELL'S HEAVIES

STAR GUARDS, 12TH, REGIMENT, 3RD - PAGET'S WAR PONIES

STAR GUARDS, 12TH, REGIMENT, 7TH - SCOVY'S IRONMEN



STALKING HORSE, 13TH

The unit uses appropriate camouflage. *MERCENARIES SUPPLEMENTAL 2, PAGE 60. INSIGNIA BY LEGENDKILLER.*

STALWART SUPPORT

Stalwart support employ a silver metallic camouflage pattern on all their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*





STAR SEEDS

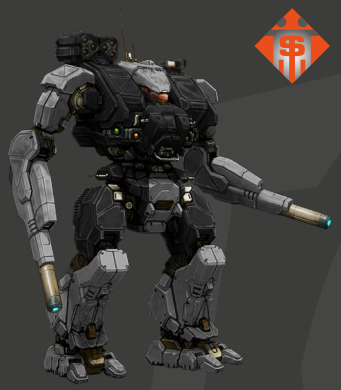
The Star Seeds favor dark blue to paint their equipment. Lower Mech legs are held in light blue. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

STAR WARRIORS

Star Warriors favor a two tone color scheme, using pale khaki on the top half of their Mechs and dark blue on the lower half. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

STAR GUARDS, 12TH

The 12th Star Guard uses a light green, dark green, yellow mottled camouflage pattern. *SARNA.NET.*





STEEL BROTHERS

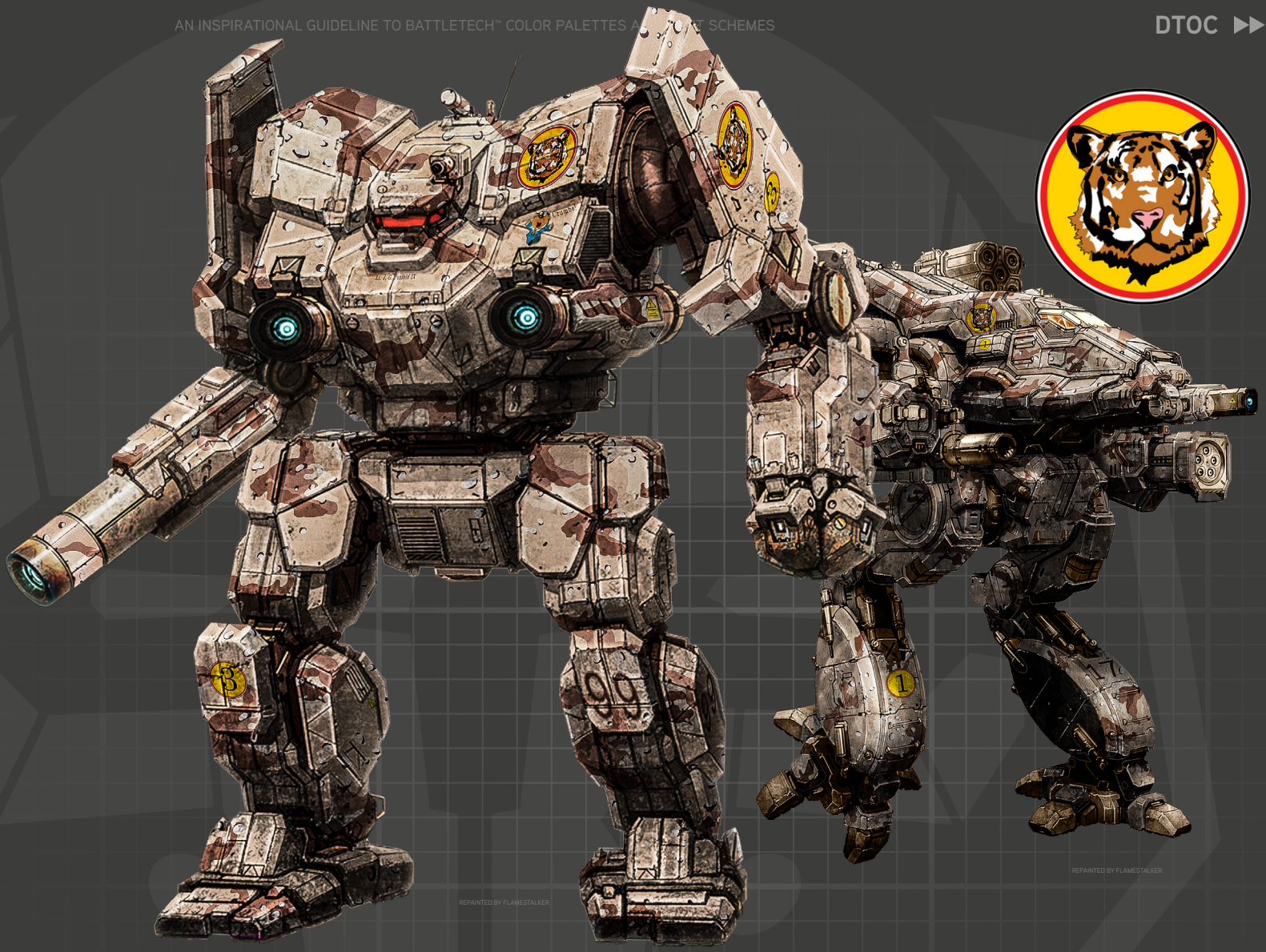
The Steel Brothers employ a dark silver metallic and black color on all their machines. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





STEEL WOLVES CORP

Steel Wolves use an overall silvery steel color with swatches of hide brown with or without 'fur' patterns over portions of the upper surfaces. Crafty warriors sometimes create an effect of a steel warrior 'wearing' the pelts of prey animals. *CAMOSPECSONLINE.*





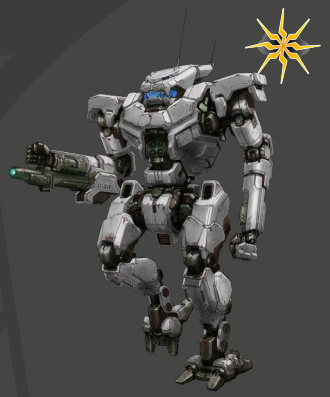
STEALTHY TIGERS

Stealthy Tigers prefer to use camouflage appropriate to their field of operations, defaulting to a desert scheme for parade duty. *MERCENARIES SUPPLEMENTAL, PAGE 61.*



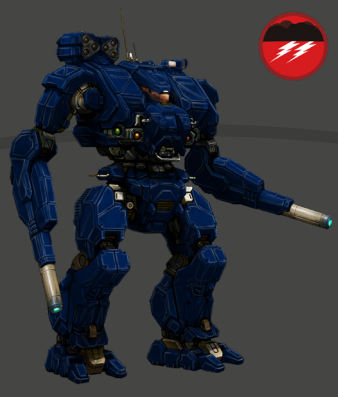
STONE PONIES

The Ponies use a rough rust-and-black camouflage scheme. *MERCENARIES SUPPLEMENTAL 2, PAGE 61.*



STORM RIDERS

The Storm Riders simply use silver as the only color on all their machines. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY LEGENDKILLER.*



STORM'S METAL THUNDER

Storm's Metal Thunder uses a dark-blue color for its machines. *FM: MERCENARIES, PAGE 84.*



STRIKER REGIMENT, 25TH

Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab and light blue on the left side of the Mech. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



STRIKER REGIMENT, 104TH

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with white highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*



SUMMER'S STORM

Veteran pilots may use any scheme they wish, often making them works of art. Green pilots may only paint their fighters a slate gray. The Summer's Storm emblem is painted on the tail and the underside centerline of the fuselage. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



SWANN'S CAVALIERS

When not using camouflage, Swann's Cavaliers adopt a color scheme of white with black and yellow trim. *MERCENARIES SUPPLEMENTAL, PAGE 62.*



TAMARA'S BLACK SWORD

Tamara's Balck Swords don't bother with any color but black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



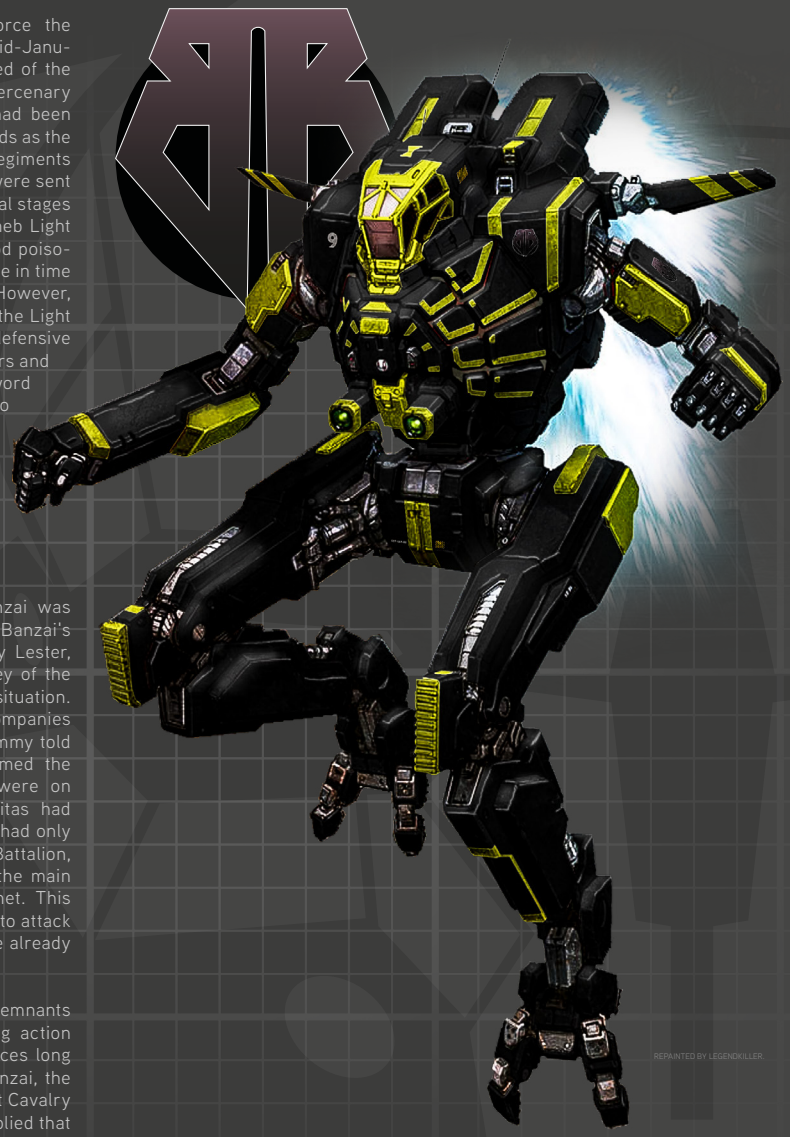
TEAM VENOM

Team Venom employs a strongly visible color of neon-green and paint whole segments black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*

Team Banzai was sent to reinforce the Davion garrison on Northwind in mid-January of 3029. The garrison consisted of the 5th Deneb Light Cavalry and the mercenary battalion, Bradley's Bravos, who had been recently accepted into the Kell Hounds as the Kell Hounds's 3rd Battalion. Two regiments of BattleMechs from House Kurita were sent to invade the planet. During the initial stages of the invasion, half of the 5th Deneb Light Cavalry were struck down with food poisoning. Team Banzai managed to arrive in time to reinforce the garrison's forces. However, the remaining healthy members of the Light Cavalry were lured out of their defensive positions by the 36th Dieron Regulars and were cut to ribbons by the 5th Sword of Light. The Bravos attempted to save the Light Cavalry by crushing the Genyosha and moving up to relieve the Light Cav. In the end the Genyosha was a tough adversary and mauled both the Bravos and Team Banzai in the ensuing engagement.

Team Banzai's leader, Doctor Banzai was injured by Tai-sa Yorinaga Kurita. Banzai's second-in-command, Major Tommy Lester, conversed with Major Scott Bradley of the Bravos about how to handle the situation. They had both lost a number of companies to the elite Genyosha regiment. Tommy told Scott that ISF sources had informed the Genyosha that the Kell Hounds were on Northwind; consequently, the Kuritas had come calling. Since Scott's Bravos had only recently joined Hounds as the 3rd Battalion, the Genyosha mistakenly thought the main body of the Hounds were on planet. This allowed the rest of the Kell Hounds to attack the Genyosha base while they were already fully engaged.

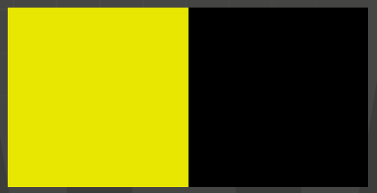
Tommy offered to assemble the remnants of Team Banzai to fight a delaying action to hold-off the incoming Kurita forces long enough to allow the injured Dr. Banzai, the remains of the Bravos, and 5th Light Cavalry to get off planet. However, Scott replied that he had already formed his surviving people into an Omega Company. The Omega is already loaded up with Inferno SRMs and planned a suicide run against the Kurita forces to buy enough time for the rest of Team Banzai to get off world. *SARNA.NET*

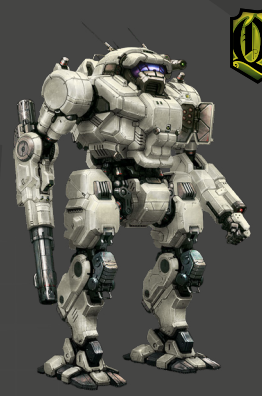


REPAINTED BY LEGENDKILLER

TEAM BANZAI

Team Banzai applies a paint scheme of black with bright greenish-yellow accents. *SARNA.NET*





TEAM Q

Team Q employes a plain eggshell white on all their equiment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



TEKTEAM TECHNICAL SERVICES

The TekTeam Technical Services doesn't apply any color to their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



The unit was formed in 3042 by twenty senior field-grade officers from the AFFS military. These officers wanted to take advantage of the Federated Commonwealth's re-organization of its military in wake of the War of 3039. At the time, a number of regiments within the Federated Suns were being demobilized and both officers and senior NCOs were regularly retiring or being cut as a part of this reorganization. Seeing a potential opportunity, the twenty officers involved in founding the Arcadians quietly began recruiting personnel from within the ranks of the AFFS before retiring, cashing in their pensions and retirement funds and forming an independent command. *SARNA.NET*



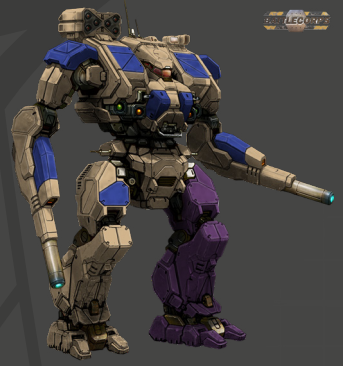
THE ARCADIANS

The Arcadians paint their units Davion green for most ops and while on parade. Black and white "Invasion Stripes" of Terran military history highlight the Mechs and the turrets of vehicles. These stripes are kept even on the rare occasions when the Arcadians use camouflage. *FM: MERC (REVISED), PAGE 39. INSIGNIA BY LEGENDKILLER.*



THE BANDERSNATCHES

The Bandersnatchers employ various agressive looking gray camouflage patterns. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



THE BATTLE CORPS

Tan with blue highlights. A Mech's left leg, fighter's left wing, vehicle's left flank or Battle Armor's or Proto-Mech's left side is customized by each warrior, most of which choose to display schemes of previous allegiances. *WWW.BATTLECORPS.COM.*



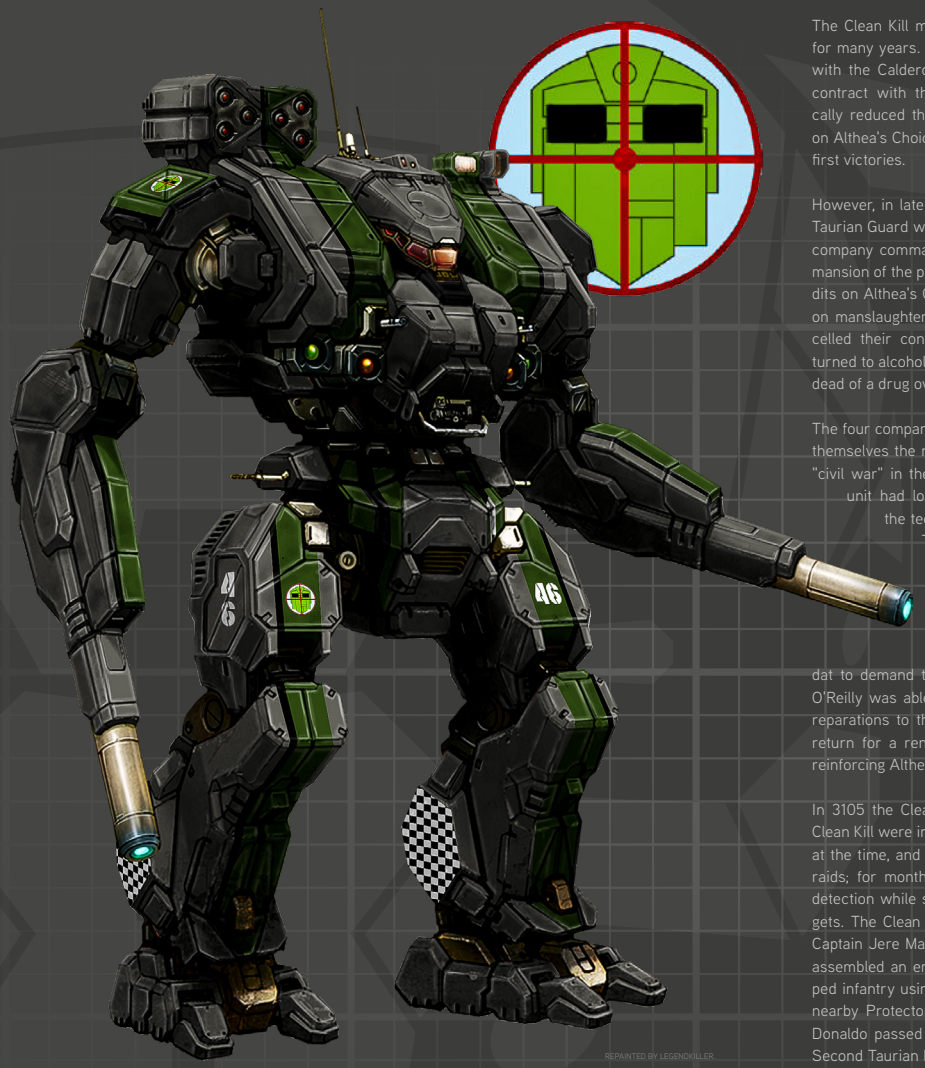
THE BOOMERS

The Boomers simply use a flat red color to paint all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



THE BOUNCERS

The Bouncers employ teal, orange and dark red in a distinct paint scheme on all their machines. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



The Clean Kill mercenary unit had a checkered past for many years. In 3062 the unit accepted a contract with the Calderon Protectorate in spite of having a contract with the Taurian Concordat; this dramatically reduced their Dragoons rating. While stationed on Althea's Choice the command received some of its first victories.

However, in late 3067, the unit clashed with the 2nd Taurian Guard when Helen Naborn, one of Clean Kill's company commanders, ran her Charger through the mansion of the planetary governor while chasing bandits on Althea's Choice. Captain Naborn was arrested on manslaughter charges, and the Protectorate cancelled their contract with Clean Kill. Major Bullard turned to alcohol to solve his problems and was found dead of a drug overdose on 21 January 3068.

The four company commanders immediately declared themselves the new CO of the unit, leading to a brief "civil war" in the unit. When the smoke cleared, the unit had lost several vehicles and 'Mechs, but the technical staff was able to repair them. The tensions between officers that had plagued the unit were also dramatically reduced, making the unit far more effective. However the collateral damage they inflicted caused the Taurian Concordat to demand they leave Concordat space. Captain O'Reilly was able to defuse this situation by offering reparations to the government of Althea's Choice in return for a renewed contract. This led to the unit reinforcing Althea's Choice against raiders.

In 3105 the Clean Kill arrived covertly on Diik. The Clean Kill were in the employ of the Taurian Concordat at the time, and had arrived clandestinely to conduct raids; for months, the Clean Kill managed to evade detection while striking at Calderon Protectorate targets. The Clean Kill were finally tracked down when Captain Jere MalDonaldo of the Protectorate military assembled an entire regiment of battle armor-equipped infantry using Spectre suits manufactured at the nearby Protectorate Arms Conglomerate plant. MalDonaldo passed the location of the Clean Kill to the Second Taurian Pride, but then rather than fading out and waiting for the arrival of the Pride, MalDonaldo had his troops infiltrate the Clean Kill encampment and launch a surprise attack. *SARNA.NET*

THE CLEAN KILL

Clean Kill paints its units in dark gray and green highlights with black trimming. To save money the Kill's support staff sometimes uses special paint on the unit's Mechs, visible only with appropriate optics, in place of more expensive IFF systems. *CANONIZED BY CYTTORAK ON 3/20/2009.*



THE DIOSCURI

The Dioscuri paint their machines in a chaotic swirl of dark blue and black, with silver-white lightning streaks. *FM: MERC (REVISED), PAGE 60.*



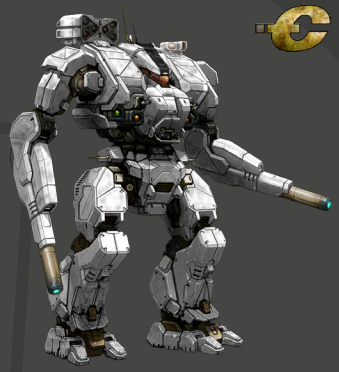
THE DRAGONSLAYERS

Forsaking camouflage, the Dragonslayers use a red and white paint scheme on their Mechs and aerospace fighters. *FM: MERC (REVISED), PAGE 65. INSIGNIA BY LEGENDKILLER.*



THE FERRIS WOLVERINES

The Ferris Wolverines use a muted medium gray and tans. Sometimes they apply noose art resembling sharp teeths of wolverines. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*



THE FILTHY LUCRE

The Filthy Lucre applies white with a black stripe on the head. *COMBAT MANUAL MERCENARIES.*



THE FIRE LIZARDS

The Fire Lizards cover large areas of their machines in a lizard scale pattern of fiery orange, red an yellow. Remaining spots are painted black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



THE FLYING BUTTRESSES

The Flying Buttresses employ a dark bluish gray on all of their equipment. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



THE FOUL-TEMPERED

The Foul-Tempered always apply digital appropriate camouflage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



THE FURIES

The regiment paints its vehicles in standard camo patterns to suit the landscape. *FM: MERC (REVISED), PAGE 69.*



THE 48TH

The 48th opt for mix of grays and blacks, shot through with streaks of rust. *CAMOSPECSONLINE. INSIGNIA BY LEGENDKILLER.*



THE KRUSHERS

Formerly: Kirsten's Krushers. The Krushers use a flat red paint scheme edged in silver. *FM: MERCS, PAGE 71.*



THE MEDUSANS

All Medusan units employ a basic gray color scheme, with trim colors based on the squadron. The Command and Support Squadron employs gold trim, while Hydra Squadron uses red, and Basilisk Squadron uses blue. *MERCENARIES SUPPLEMENTAL 2, PAGE 49.*



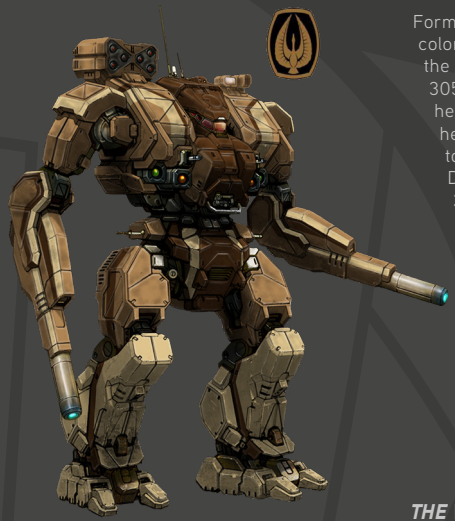
THE RED HAND

The Red Hand uses black on their machines but colors the left hand red. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*



THE REGULATORS

The Regulators' Mechs and vehicles are painted in navy blue with white trim and gold and silver accents. *MERCENARIES SUPPLEMENTAL, PAGE 58.*



Formed in 3006 and often uses the false colors of other Davion units. Over 40 years the unit was employed by the AFFC. In 3051 the unit assaulted Blackjack, a world held by the Clan Jade Falcon suffering heavy casualties. It took over a decade to rebuild the unit to its former strength. During the Capellan-St. Ives War in 3062, the unit helped the Blackwind Lancers to escape Ambergrist. In 3062 they joined the Allied Mercenary Command (AMC) and fought with the 13th Stalking Horse on Sheratan. Currently the unit is stationed at Alta Vista. *SARNA.NET*

THE WILD GEESE

The Wild Geese colors are various shades of tan and brown, with highlights representing each squadron in the regiment. *MERCENARIES SUPPLEMENTAL 2, PAGE 63.*



THE WILD HORSES

The WIld Horses employ different shades of brown and black to paint their vehicles. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



THOMPSON'S AUGUST WARRIORS

Thompson's August Warriors color their equipment a forest green. Heads of Mechs are held in medium gray and lower legs in dark brown. *FAN-MADE COLOR PALETTE BY JUSTIN KASE. INSIGNIA BY HORUS.*



THOR'S HAMMERS

The Hammers use SLDF olive drab. Artillery pieces record kills by adding white bands around the barrel. A narrow band signifies a single unit destroyed, A medium width band indicates ten units, while a thick band indicates fifty units. *CAMOSPECSONLINE. INSIGNIA BY HORUS.*



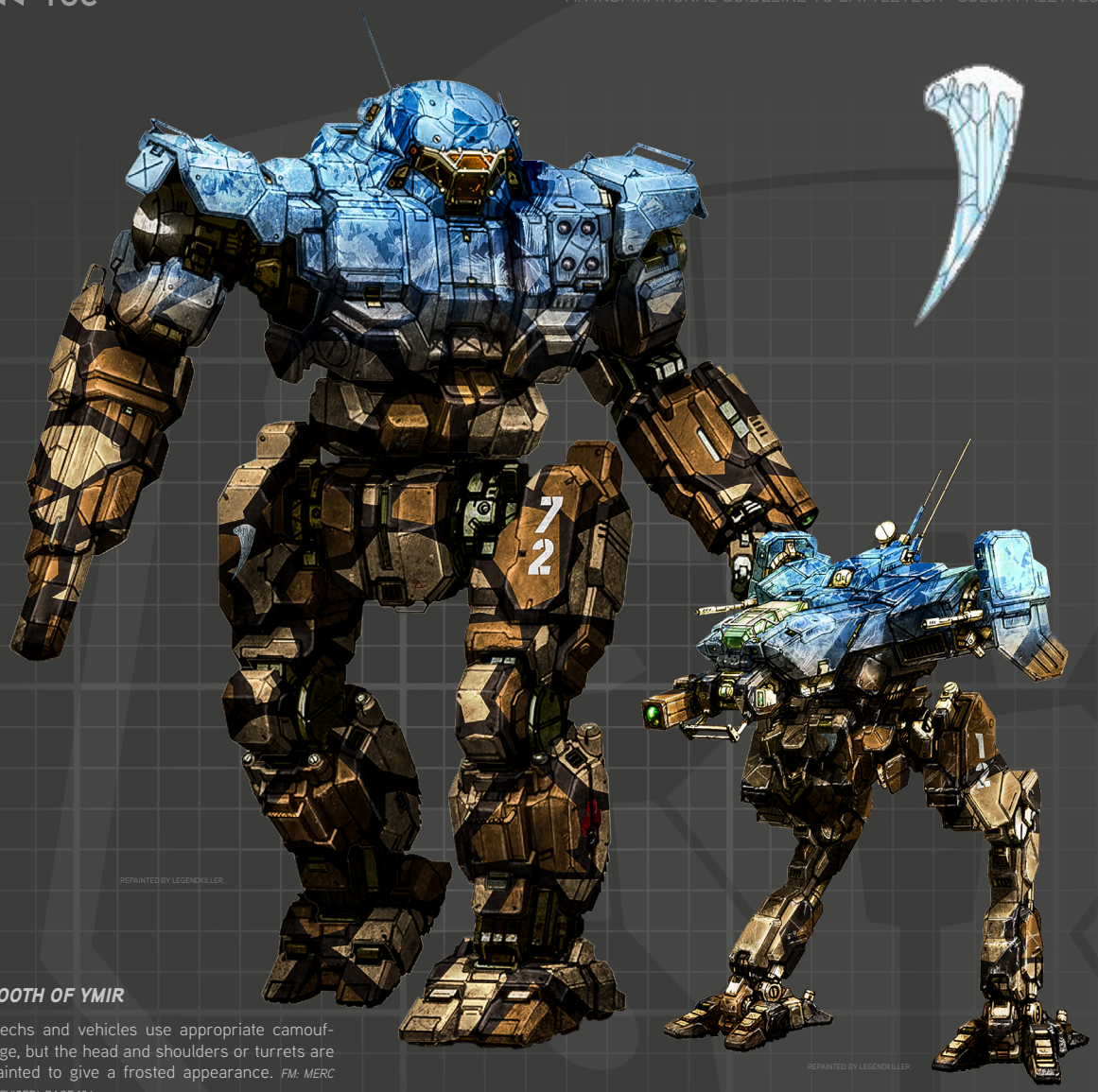
THUMPERS

Believing that the foe can be intimidated by the sight of a solid wall of assault Mechs, the Thumpers have adopted a highly visible color scheme of yellow with black trim. *MERCENARIES SUPPLEMENTAL, PAGE 63.*



TIGER SHARKS

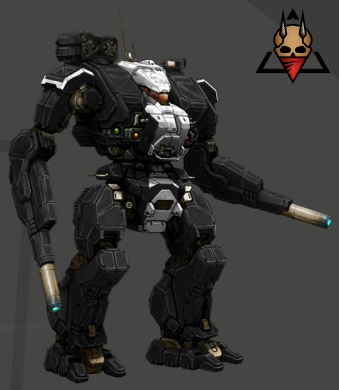
The Tiger Sharks always use an appropriate camouflage scheme. In addition, a yellow band with black tiger stripes is painted on the lower arms and legs of Mechs. *MERCENARIES SUPPLEMENTAL 2, PAGE 62.*



TOOTH OF YMIR

Mechs and vehicles use appropriate camouflage, but the head and shoulders or turrets are painted to give a frosted appearance. *FM: MERC (REVISED), PAGE 104.*







TRISTRAM'S TERRORISTS

Tristram's Terrorists use black color on their machines with a few white highlights. A broad white stripe is painted vertically, parting the black color. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





TYRELL'S RAIDERS

Vincent's Destroyers always apply appropriate camouflage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY LEGENDKILLER.*





TYSON'S TROUBLEMAKERS

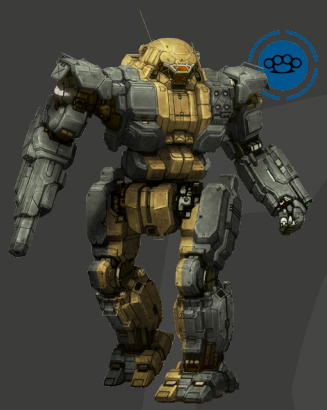
Formerly: 23rd Heavy Assault Regiment. Based on the standard SLDF color scheme, the Regiment paints its machines in olive drab with dark olive-brown highlights. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*





UNDEAD

The Undead use black with a white trim; red on the lower legs to represent a "blood splatter" pattern. *MWDA UNDEAD LANCE. INSIGNIA BY HORUS.*



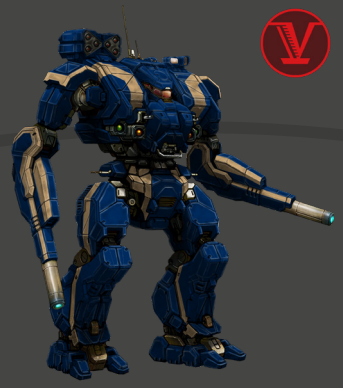
VALENTINA'S ARMORED SCOUTS

If not using appropriate camouflage the Scouts paint their Mechs with a grayish-green. A broad golden stripe is applied vertically down the middle of their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



VAN DIEMEN DEMONS

The Demons paint heads and arms of their Mechs crimson red and the rest of the Mech black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



VANDELAY'S VALKYRIES

The Valkyries paint their machines dark blue with tan highlights. *FM: MERC (REVISED), PAGE 105.*



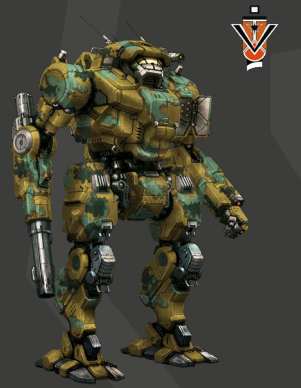
VANGUARD LEGION

The Legion does not use specific paint schemes, but rather whatever is appropriate for the mission. *FM: MERC (REVISED), PAGE 106.*



VINCENT'S DESTROYERS

Vincent's Destroyers always apply appropriate camouflage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY MICHAEL F..*



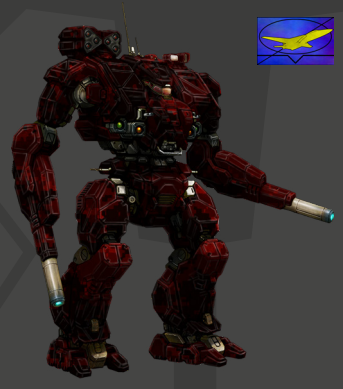
VEGAN RANGERS, 12TH

Formerly: Verlo Planatary Guard. Traditionally, the Rangers have used a standard camouflage scheme, which they retain no matter what their terrain of operations. *FM: MERC (REVISED), PAGE 107.*



VINSON'S VIGILANTES

Hard times have forced the Vigilantes to abandon any attempt at elaborate paint schemes, and most of the unit's MechWarriors are content to paint their machines in flat primer for protection against the elements. *FM: MERCENARIES PAGE 91.*



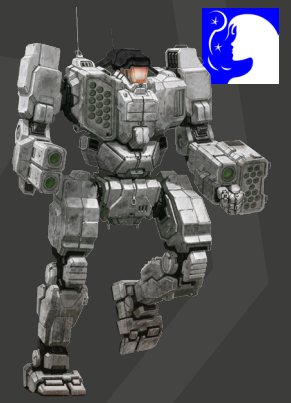
VOST LANCE

Vost Lance apply appropriate camouflage. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY MICHAEL F..*



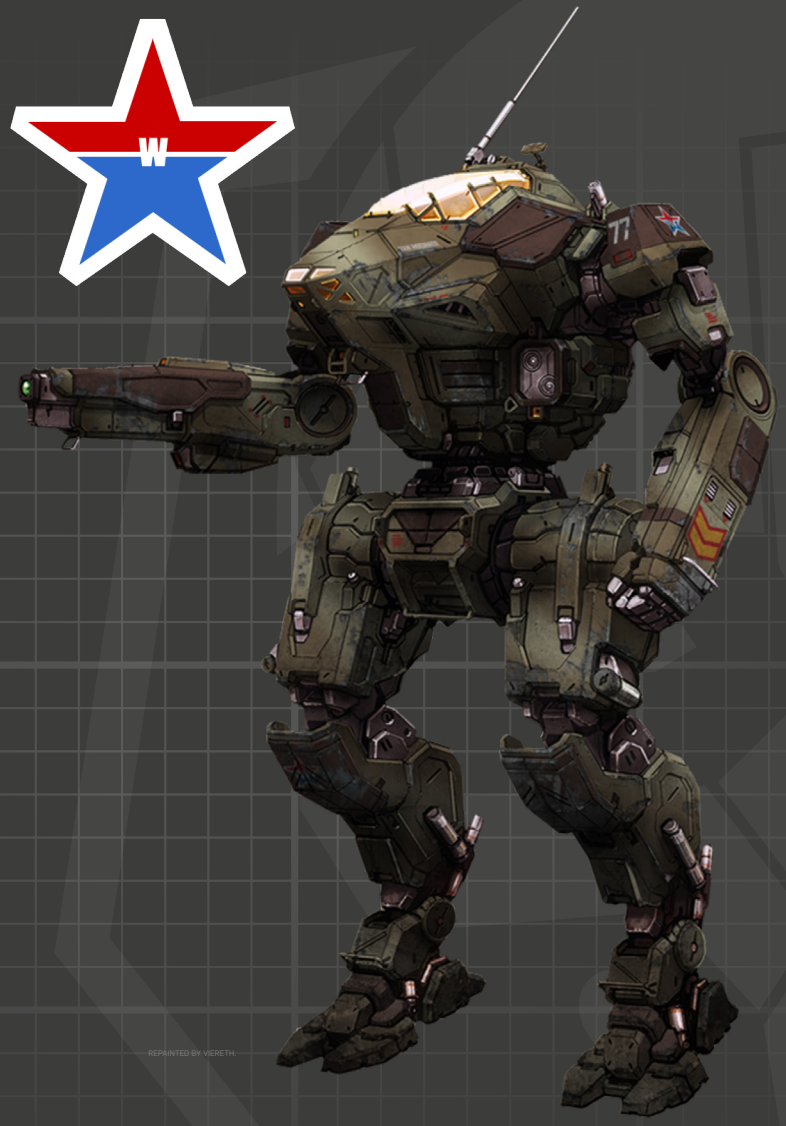
WANNAMAKER'S WIDOWMAKERS

The Widowmakers paint their machines black, with a red spider-like mask painted over the faces of the unit's BattleMechs and the fighters' engine cowlings. *MERCENARIES SUPPLEMENTAL, PAGE 64.*



WHITE WITCHES

The White Witches paint their equipment white with the heads in black. *COMBAT MANUAL MERCENARIES. INSIGNIA BY HORUS.*



Snord's Irregulars are a mercenary unit notorious for their tendency towards insubordination and their eccentric obsession with "collecting" (or looting) collectibles and artworks over the course of their assignments.

The unit has also occasionally been referred to as Cranston Snord's Irregulars and later, after Cranston's daughter Rhonda took command, as Rhonda Snord's Irregulars or simply Rhonda's Irregulars. The latter designation had previously been used for the third company when it was under the command of Rhonda Snord from 3026 to 3037.

THE MARIK CONTRACT

With several large debts still outstanding, Snord was desperate to find employment for his small unit. Their biggest creditor, House Marik, was hiring every mercenary unit they could at the time to bolster their defenses on the Lyran Commonwealth border, and Snord agreed to serve the Free Worlds League for one year in payment for their debts. Snord's Irregulars fought in the defense of Rochelle aginst a Lyran invasion. The drawn-out fighting inflicted heavy casualties on all sides and mauled several mercenary commands. Yet, where others reported 70% losses, Snord's unit managed to stay intact through salvage and even recruited additional MechWarriors and their Mechs from other units that had been destroyed.

To rebuild their own decimated forces, the victorious Free Worlds League subsequently tried to confiscate all surviving mercenary Mechs on Rochelle, specifically those of Snord's unit. Janos Marik ignored the deal that the unit's service would pay for their debt and demanded that they turn over their Mechs, basing his claims on unclear salvage clauses in the contract. This led to a mercenary uprising under Snord, and they fought their way off-planet against Marik's exhausted forces. On 17 June 3007, Melvin McFinney was killed as the unit fought its way to the starport, securing Cranston Snord's hold over the unit. *SARNA.NET*



WINFIELD'S REGIMENT

Winfield's Regiment has adopted the green and black colors of its old House namesake. *FM: MERC (REVISED), PAGE 111.*



WILSON'S HUSSARS

Wilson's Hussars paint their machines in a patchwork of purple and white; a vast improvement over the mismatched colors and primer schemes of their past leaner years. *MERCENARIES SUPPLEMENTAL, PAGE 65.*



WOLF HUNTERS

Formerly: Steel Wolves. Wolf Hunters paint charcoal grey with a red Triangular Chevron pointed towards the front on the dorsal surface of the entire Mech. *MECHWARRIOR AGE OF DESTRUCTION.*



ZEUS' THUNDERBOLTS

The Thunderbolts use a ridiculous reflective paint scheme that makes their units blindingly apparent. *TECHNICAL READOUT: 3085, PAGE 98. INSIGNIA BY MICHAEL F..*

WACO RANGERS

The unit uses the traditional Ranger dun color scheme with rust-red accents. *FM: MERCENARIES, PAGE 92.*













WOLF'S DRAGOONS ALPHA REGIMENT

The Dragoons prefer bold color schemes that emphasize their presence on the battlefield. Alpha Regiment paints its units solid rust-red trimmed in black. *FM: MERC (REVISED), PAGE 112-120.*

WOLF'S DRAGOONS BETA REGIMENT

The Dragoons prefer bold color schemes that emphasize their presence on the battlefield. Beta Regiment paints all its machines emerald green. *FM: MERC (REVISED), PAGE 112-120.*

WOLF'S DRAGOONS DELTA REGIMENT

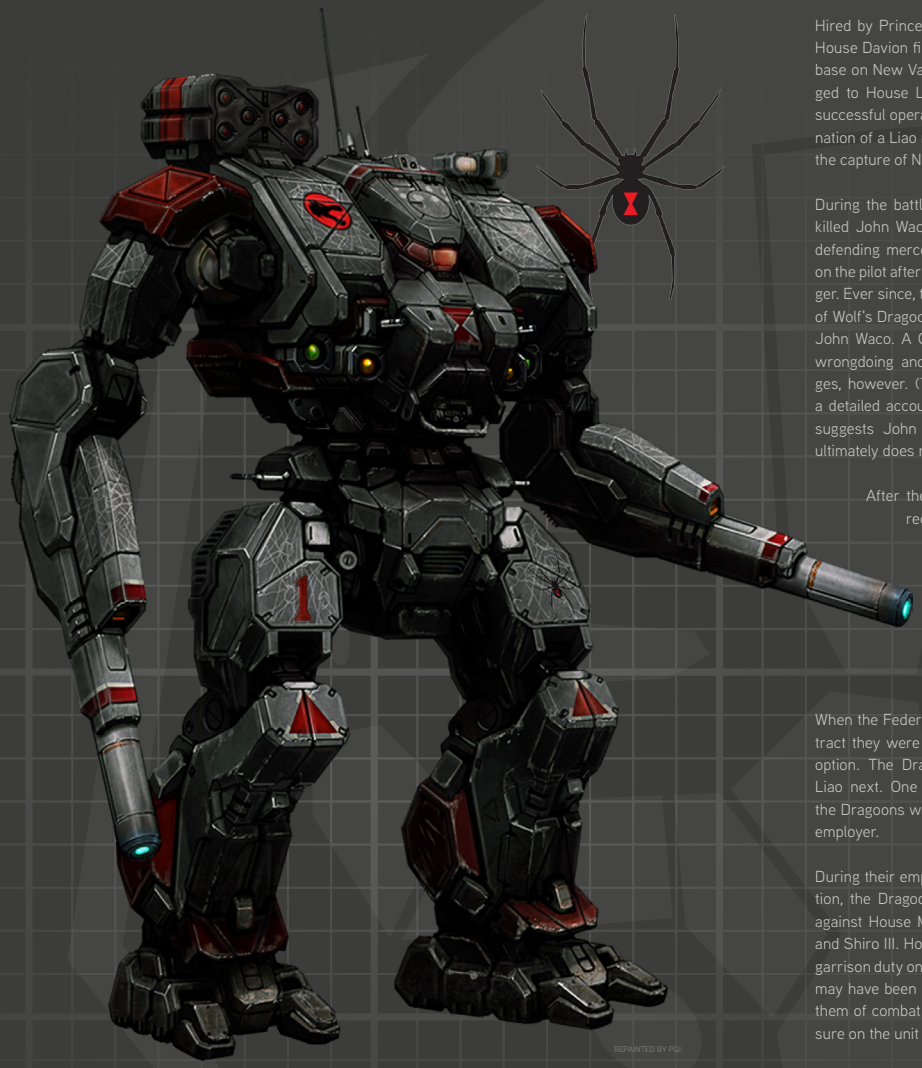
Delta Regiment paints its units dusty gray. *FM: MERC (REVISED), PAGE 112-120.*

WOLF'S DRAGOONS EPSILON REG.

The Dragoons prefer bold color schemes that emphasize their presence on the battlefield. Epsilon Regiment paints all its machines solid tan. *FM: MERC (REVISED), PAGE 112-120.*

WOLF'S DRAGOONS GAMMA REG.

The Dragoons prefer bold color schemes that emphasize their presence on the battlefield. Gamma Regiment paints all its machines mid-night blue. *FM: MERC (REVISED), PAGE 112-120.*





THE WOLF SPIDER BATTALLION

The Wolf Spider Battallion paints its machines black with blood-red trim. FM: Merc (revised), page 112-120.

Hired by Prince Ian Davion, the Dragoons worked for House Davion first. For five years they were granted a base on New Valencia and attacked worlds that belonged to House Liao until their contract expired. Their successful operations included the detection and elimination of a Liao raider base on Halloran V early on, and the capture of New Aragon in 3008.

During the battle for New Aragon, a Dragoon Stalker killed John Waco, the son of Wayne Waco, CO of the defending mercenary unit Waco Rangers, by stepping on the pilot after he had ejected from his destroyed Stinger. Ever since, the Waco Rangers were sworn enemies of Wolf's Dragoons, accusing them of having murdered John Waco. A ComStar inquiry found no evidence of wrongdoing and acquitted the Dragoons of all charges, however. (The short story Making a Name gives a detailed account of the event in a way that strongly suggests John Waco's death was unintentional, but ultimately does not rule out an intentional killing either.)

After the capture of New Aragon, Jaime Wolf recalled the Dragoons to New Valencia and intense starship activity ensued, marking the first of the Dragoons' secret resupply runs. After 10 months, the Dragoons had mysteriously replaced their losses and acquired stockpiles of equipment from an unknown source.

When the Federated Suns tried to renegotiate the contract they were politely informed that this was not an option. The Dragoons moved on and served House Liao next. One stipulation in their contract was that the Dragoons would not be used to attack their former employer.

During their employment with the Capellan Confederation, the Dragoons initially fought with great success against House Marik forces on Wallacia, Scarborough and Shiro III. However, they were inexplicably assigned garrison duty on Carver V in 3013; rumours indicate this may have been an attempt by the Liao state to deprive them of combat bonus payments to put financial pressure on the unit and gain control over them.

This forced inactivity caused some unrest among the Dragoons and during this time they fell out with a fellow mercenary unit in Liao employ, McCarron's Armored Cavalry on the planet Bithinia. The Cavalry held a grudge against the Dragoons from earlier clashes during the time of the Dragoons' employment with the Federated Suns.

Chancellor Maximilian Liao finally used the Dragoons to destabilize the Free Worlds League in a Liao-incited civil war, by placing Wolf's Dragoons under the command of Duke Anton Marik in his attempt to overthrow the Captain-General of the Free Worlds League, his half-brother Janos Marik.

The coup started on May 22, 3014. After initial successes, Anton Marik's forces suffered a series of setbacks and eventually he ordered the Dragoons to divide up and merge into his inept regular forces to bolster them. In light of overdue payment and viewing the orders as suicidal, the Dragoons refused and Jaime Wolf stormed out of a meeting on 28 February, 3015. This prompted the infuriated Anton Marik to take 28 remaining Dragoons hostage, and execute them shortly afterwards. Among those killed were Joshua Wolf as well as Jaime Wolf's wife and their two younger children.

In retaliation, the Dragoons attacked Anton Marik's stronghold on New Delos. On October 22, while the rest of the Dragoons were fighting Anton Marik's house guard, a furious Natasha Kerensky led her newly created Black Widow Company in a direct assault against Anton Marik's fortified manor, which he had hidden behind an infernal defense line of burning forests. Duke Anton Marik was killed in the action, ending the Marik civil war.

After ravaging New Delos for two days and wiping out the ducal troops almost to the last man, the Dragoons withdrew to the planet Second Chance.

Instead of attacking the Dragoons in their entrenched position after the abortive coup, Janos Marik offered to hire the exhausted unit and the Dragoons went to work for the Free Worlds League proper. Stationed along the League's border with the Lyran Commonwealth, the Dragoons were given time to recuperate and initially mounted only small strikes. They would later refer to this time as their "cattle raiding" period. Eventually, they embarked on a remarkable deep strike mission that ultimately aimed for the heavily fortified BattleMech factories on Hesperus II. When Lyran intelligence learned of the mission objective they rushed reinforcements to Hesperus II, including the mercenary units Hsien's Hotheads and Hansen's Roughriders, who barely managed to fend off the Dragoon assault when it came.

Following the costly defeat, the Dragoons regrouped their forces in 3019 and disappeared, only to reappear in early 3020 resupplied and back to full strength.

During this final supply run, Khan Kerlin Ward, fearing that a Clan invasion would destroy the Inner Sphere, secretly altered the Dragoons' mission: He ordered Jaime Wolf and Natasha Kerensky to prepare the Inner Sphere for the Clan invasion. Also, the Dragoons purged all information pertaining to the Clan homeworlds from their JumpShips' data banks upon returning. This effectively cut off all contact with the Clans. This fact was kept secret even among the Dragoons. *SARNA.NET*





WOLF'S DRAGOONS WOLFSBANE BAT.

The Dragoons prefer bold color schemes that emphasize their presence on the battlefield. Wolfsbane Battalion paints its machines black with broad red highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





WOLF'S DRAGOONS ZETA BATTALION

The Dragoons prefer bold color schemes that emphasize their presence on the battlefield. Zeta Battalion paints its machines black. *FM: MERC (REVISED), PAGE 112-120.*



NUEVA CASTILLE

Nueva Castile started as an early, pre-Star League era colony. The first settlers were Iberian, and landed on the world of Castile in 2392. These settlers established a feudal agrarian society. A total of nine planets were settled: Aragon, Asturias, Castile, Córdoba, Galicia, Granada, León, Navarre and Valencia. Due to the great physical displacement between Nueva Castile and the Inner Sphere, the realm lingered in peace and isolation, unaware of war and foreign politics for over 400 years.

The history of this region of space changed fundamentally in 2830, when a single JumpShip arrived in the Granada system. This JumpShip transported a group of refugees, armed with heretofore unknown technology, including BattleMechs. It is unknown where these invaders came from, or even if the invaders were aware of their origins, but their significant technological advantage resulted in the conquest of Granada. The native Castilians dubbed these invaders the "Umayyads", a reference to the Islamic empire that invaded the Iberian peninsula around 1½ millenia before. The name stuck. Despite the small numbers of Umayyad forces, the Umayyad Caliphate quickly conquered several more worlds. By 2855, only the world of Asturias remained free from the Umayyad conquest.

The Umayyad conquest of Nueva Castile would have been completed were it not for infighting resulting from the division of the spoils. As a result, Castilian forces commanded by Ferdinand Rodriguez were able to capture a BattleMech in 2857. By 2862, the Castilians had reverse engineered the technology and were fielding many primitive Internal Combustion Engine-powered 'Mechs, enough to turn the tide of war. Between 2862 and 3062, the Castilians gradually liberated most of their worlds, first Castile and León, then Aragon, Navarre, Galicia and Valencia. Only two worlds remained in Umayyad control, the disputed world of Córdoba and the Umayyad capital Granada.

The 230+ year war reached a cease-fire when operatives working for the Word of Blake revealed to both parties outside powers had been conspiring to prolong the conflict, aiding both sides in such a way as to prevent either from achieving a complete victory. Since this revelation, both parties have ceased full-scale war, and have actually begun a process of reconciliation.

In 3080 Clan Goliath Scorpion was Abjured and forced out of the Clan Homeworlds. They invaded several Nueva Castile systems, and formed the Escorpion Imperio.

MILITARY

Nueva Castile learned the art of warfare from the Umayyad, so they fight in much the same way. They maintain a large combined arms military supported by small units of BattleMechs. In the field, the army fights as lances of infantry, combat vehicles and 'Mechs. These units fight as mixed companies. Castilian technology is roughly equivalent to that of the Inner Sphere in 3025. As at 3075 Neuva Castile is the only nation known to still be operating Manatee-class 'Mech-transporting DropShips.

Rank within the Castilian military, like everything else within Nueva Castile, is based on hereditary status. Feuds, disputes and assassination are common place. The military is centrally commanded and supplied, with both roles ultimately controlled by the King. Therefore, it is of great importance that the sovereign is not offended, or this may lead to some (very) dangerous assignment, a lack of war materiel, or simple summary execution. In fact, each rung within Castilian society wields the same absolute power over all the lower class. All of these factors conspire to make the Castilian military nowhere near as effective as its numerical superiority (over the Umayyad) would indicate.

Castilian dress is a dark red jacket and black trousers. A (not so ceremonial) pistol or dagger is commonly worn on a sash tied around the waist.

RELATIONS

Castilian policies towards outsiders have been traditionally cordial as they sought outside intervention (and even trade) to gain the decisive advantage required to conquer the Umayyad. The Hanseatic League, unbeknownst to Nueva Castile, used this state of affairs to their advantage. The League effectively shaped the course of recent Castilian/Umayyad history by brokering mercenary deals and supplying arms in such a way as to prolong the strife. It was not until the late 3060s that the true extent of this interference was realized, though both sides only recognize the Hansa as free traders. The Castilians believe that Inner Sphere powers, specifically the Lyran Alliance, not the Hanseatic League, meddled in their domestic affairs.

Since the revelation that outsiders have secretly meddled in Castilian politics, relative peace has endured with only small raiding parties occasionally drawing blood, and there are signs the two nationalities may be uniting. Further, a large influx of recruits have responded to the desire for vengeance against the Lyran Alliance. However, centuries of mistrust make it unlikely the Umayyads or the Castilians will ever be able to mobilize against a Successor State.

In 3067, the King of Nueva Castile, King Joseph Noye, is described as cruel, ruthless and paranoid. *SARNA.NET*





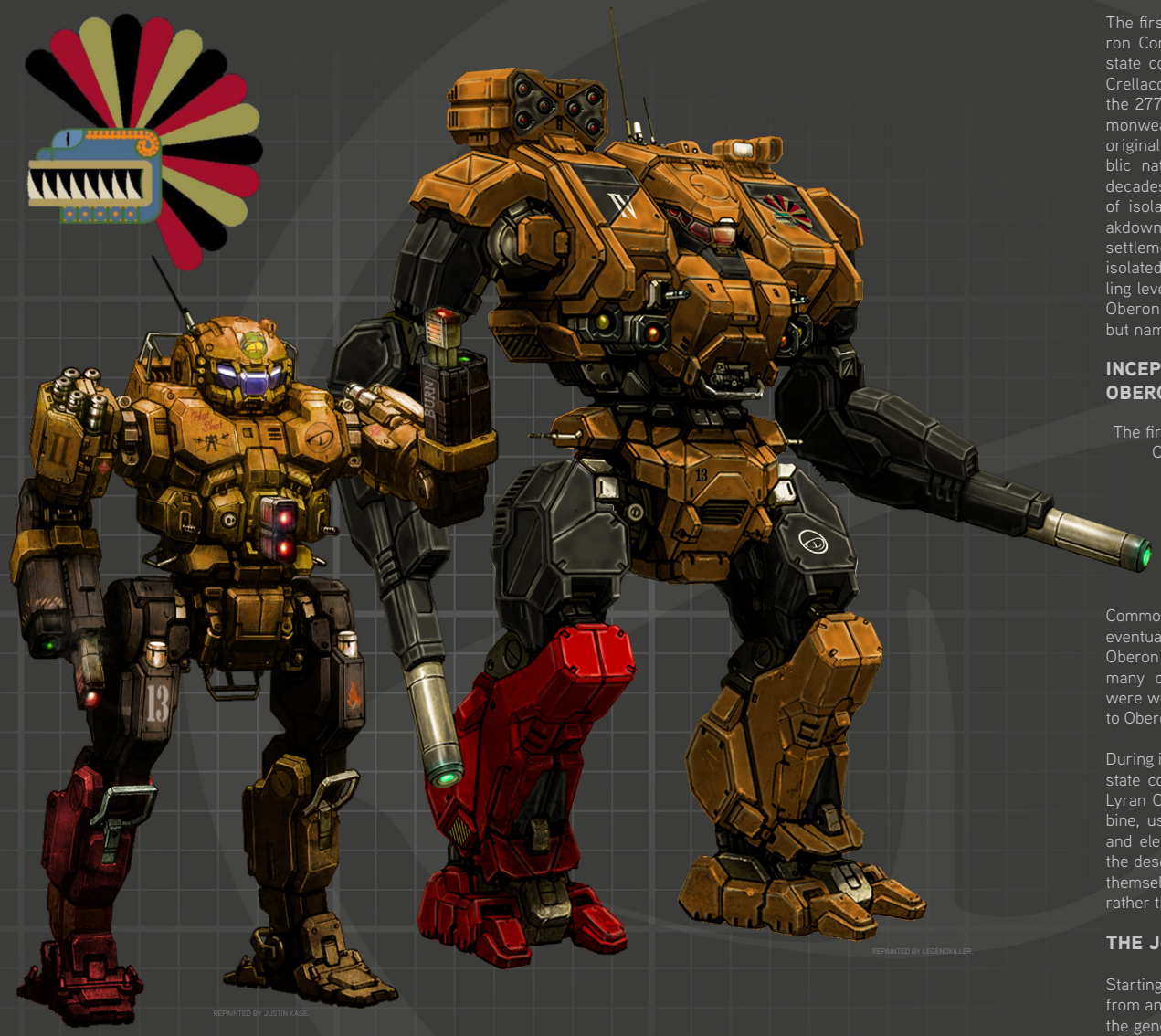
REPAINTED BY LEGENDKILLER

CASTILIAN BRIGADA

The Brigada machines are flamboyantly painted in the national colors. Vertical stripes of green and yellow are used on the limbs of Mechs, but the torso and head are left a dull metallic color. *CANONIZED BY HAUPTMANN FANJOY ON 9/27/2004. INSIGNIA BY HORUS*



OBERON CONFEDERATION



REPAINTED BY JUSTIN KASE.

REPAINTED BY LEGENDKILLER



OBERON GUARDS, 1ST-2ND

Oberon Guards paint their Mechs black from torso actuator down, dirty orange for the upper part. Right low leg is panted dark, blood red.
FAN-TRO 3028. INSIGNIA BY HORUS.

The first nation to bear the name of the Oberon Confederation was a small, three-world state consisting of the worlds of Oberon VI, Crellacor and Sigurd; born in the aftermath of the 2773-2775 war between the Lyran Commonwealth and the Rim Worlds Republic, the original Oberon Confederation kept the Republic nationalist cause alive for almost two decades, before succumbing to a combination of isolation, repeated bandit raids and breakdowns in irreplaceable technology. While settlements survived on the three worlds as isolated towns and villages despite the dwindling level of technology available on each, the Oberon Confederation ceased to exist in all but name.

INCEPTION OF THE OBERON PIRATES

The first Colonel Hendrik Grimm was a Lyran Commonwealth officer in command of the 65th Lyran Regulars regiment. Believing that the Lyran military high command had left them to die after the unit was battered by Free Worlds League troops on Graham IV, the surviving members deserted the Commonwealth and made for the Periphery, eventually settling on the temperate world of Oberon VI around the year 2855. Soon after, many deserting Inner Sphere soldiers who were weary with the endless warfare traveled to Oberon in search of an alternative.

During its early years, the people of the Oberon state conducted pirate raids against both the Lyran Commonwealth and the Draconis Combine, usually in search of spare 'Mech parts and electronics. For the most part, however, the descendants of Hendrik Grimm concerned themselves with the welfare of their subjects rather than with plunder for its own sake.

THE JOLLY ROGER AFFAIR

Starting in 3001, an influx of war materials from an unknown source started to trickle into the general periphery area beyond the Steiner and Kurita realms. During this time, several new bandit kingdoms sprung up, some of them operating from hitherto unknown bases or forgotten Star League sites. Pirate activity quickly soared to new heights all around Oberon until events calmed down somewhat after 3004; although no detailed data is available on how the Oberon pirates fared in these times it is safe to assume that they were in the thick of it, and emerged stronger.

INCEPTION OF THE OBERON CONFEDERATION

The Oberon Confederation was founded as a mockery of a state by the grandfather of Hendrik Grimm III in 3012. Piracy and slavery continued unabated. It was still a pirate kingdom and not by any means a stable state, frequently gaining and losing worlds through conquests or shifting alliances. However, most of these were insignificant worlds with only a few thousand inhabitants and little if any industry; their value was negligible compared to Oberon VI and the aforementioned core of the confederation, and gaining or losing them had little consequence.

Unlike most other bandit kingdoms, the Oberon Confederation was largely self-sufficient. Most importantly, it possessed several water-rich planets besides the electronics industry on Oberon VI, making it independent from raiding its neighbours.

REDJACK RYAN

The infamous Redjack Ryan was a renegade from the Oberon Confederation. He made his first appearance in the Inner Sphere as a lieutenant commanding one of Hendrik III's mercenary units. In 3017 his unit was hired out to occupy or garrison the world of Fianna, which at the time was contested between the Lyran Commonwealth and the Free Worlds League. Ryan and his men wrought utter destruction on the world including, among other atrocities, the destruction of a fusion power plant which led to contamination of the world's atmosphere. Before either Hendrik III or House Marik could assemble a force to deal with him, he fled and established himself as pirate leader on the world of Butte Hold, adjacent to the Oberon Confederation.

MARIA MORGRAINE

In the wake of Ryan's desertion, his lover Maria Morgraine, also a lieutenant in Hendrik III's forces, also broke away from the Oberon Confederation in 3021 and founded yet another ministate, Morgraine's Valkyrate which she ruled from the capital world of Gotterdammerung. Between 3021 and 3023 she extended her control over five ice worlds. *SARNA.NET*

OUTWORLD ALLIANCE





ARMORED DIVISION, 1ST-4TH

All of the Outworlds Alliance Armored Divisions used a standard ‚universal' mottled camouflage pattern, weighted towards brown tones. Consisting of a khaki base, small splotches of light brown, medium brown, dark brown, and forest green are added in successive layers. Each division uses its own highlight color.

The 1st Armored Division used metallic gold as a highlight color, and the shield of their symbol bears a roman numeral „I".

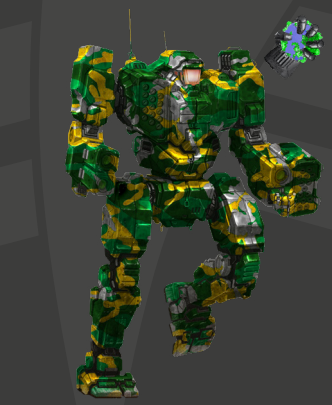
The 2nd Armored Division used pure white as a highlight color, and their shield bears a roman numeral „II".

The 3rd Armored Division used bright green as a highlight color, and their shield bore a roman numeral „III".

The 4th Armored Division used a medium gray as a highlight color, and their shield bore a roman numeral „IV".

The Armored Division unit symbol is a green shield bordered in gold, over a crossed sword and lance. The shield bears a roman numeral denoting the Division number, and rests atop an olive branch.

FAN-MADE COLOR PALETTE BY XINXSPUZ. INSIGNIA BY HORUS.





ALLIANCE BATTLEMECH REGIMENT, 1ST

The 1st Regiment uses camouflage of Gloss green, Safety Yellow, Primer Gray, Forest Green. *FAN-MADE COLOR PALETTE BY XINXSPUZ.*





ALLIANCE BORDERERS

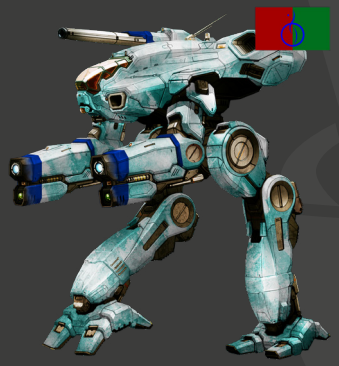
The Borderers apply dark brown camouflage pattern with shamrock green accents. *PERIPHERY, FASA 1629, FAN-MADE COLOR PALETTE BY XINXSPUZ.*





ALLIANCE GRENADIERS

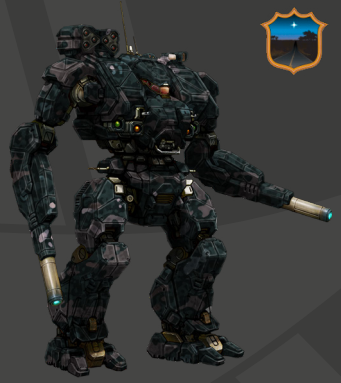
They prefer to paint their Mechs a uniform brown color, with white accents and gold highlights. *PERIPHERY, FASA 1629, FAN-MADE COLOR PALETTE BY XINXSPUZ. INSIGNIA BY HORUS.*





AVELLAR GUARD

The Avellar Guard employs a white and teal camouflage pattern with intermediate blue for highlights. *FAN-TRO 3028. INSIGNIA BY HORUS.*





LONG ROAD LEGION, 1ST

The Legion typically paint their ground forces in whatever camouflage scheme is appropriate to the world they are currently on. *FAN-MADE COLOR PALETTE BY XINXSPUZ.*





LONG ROAD LEGION, 2ND

The 2nd Legion have not picked a unified color scheme. They were, however, gifted with several thousand liters of „Valu-Brand Medium Brown Utility Enamel" at their formal commissioning ceremony, with a note attached that simply read „To our new groundpounders, with love." *FAN-MADE COLOR PALETTE BY XINXSPUZ INSIGNIA BY HORUS.*





PITKIN LANCERS

The Unit uses a gray and black mottled camouflage pattern over a pale gray base, suitable for arctic combat. *FAN-MADE COLOR PALETTE BY XINXSPUZ. INSIGNIA BY HORUS.*





SANTIAGO CARABINIERS

The Carabiniers use medium blue highlights over their gray camouflage. In the fighting on Lushann, the Carabiniers were not concerned with blending into the terrain. *FAN-MADE COLOR PALETTE BY XINXSPUZ.*



PIRATES



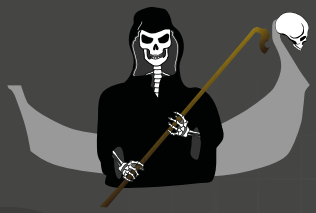
BAND OF THE DAMNED

The unit uses the Draconis Combine's 1st Sword of Light Regimental color scheme. This was intended as an insult to Draconis Combine due to actions committed to some the unit's members from its early days. *FM: PERIPHERY, PAGE 127.*



BATTERED BROOD

Formerly known: 11th Hussar Regiment. The Brood kept their SLDF paint scheme of olive drab and dark green but added white to the limbs in a counter pattern and red for highlights. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER.



BLOOD RAIN

Formerly known: 141st Amaris Dragoons. Blood Rain Prirates kept their paint scheme of olive drab but each Mewchwarrior adds bloody red to their liking. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



CAMERON'S CURSE

Formerly known: 38th Amaris Fusiliers. Cameron's Curse Pirates kept their paint scheme of olive drab with white on the outer limbs of their Mechs. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*

CHARON'S CHILDREN

Formerly known: 238th Mechanized Infantry Division. Charon's Children didn't change the olive drab paint scheme with the exeption of coloring their Mechs torsos in pitch black. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*



In 3064, Lady Death Paula Trevaline broke free of the FedCom prison in which she had been incarcerated for the previous 22 years. She went to the world of Verdigreis, where she put out word that she was free and she was looking to recruit able-bodied pirates for her band. Thousands responded, but only a few were selected by Trevaline. Only the most elite and skilled would do for her new pirate band. At Verdigreis, she acquired an Invader Class JumpShip and a DropShip prior to departing for a re-supply raid.

Her band's first victim was Althea's Choice, where she gained control of a second DropShip among the supplies she needed. During the raid, she encountered a renegade Clan Smoke Jaguar MechWarrior named Jaxon, who was aboard the DropShip she was pirating. After verbal exchanges, he challenged her to a duel during which he lost his eye to her bullwhip. He conceded and joined her Consorts. *SARNA.NET*

DEATH'S CONSORTS

Lady Death's machines are painted bone gray with black trim. *PERIPHERY, PAGE 126.*





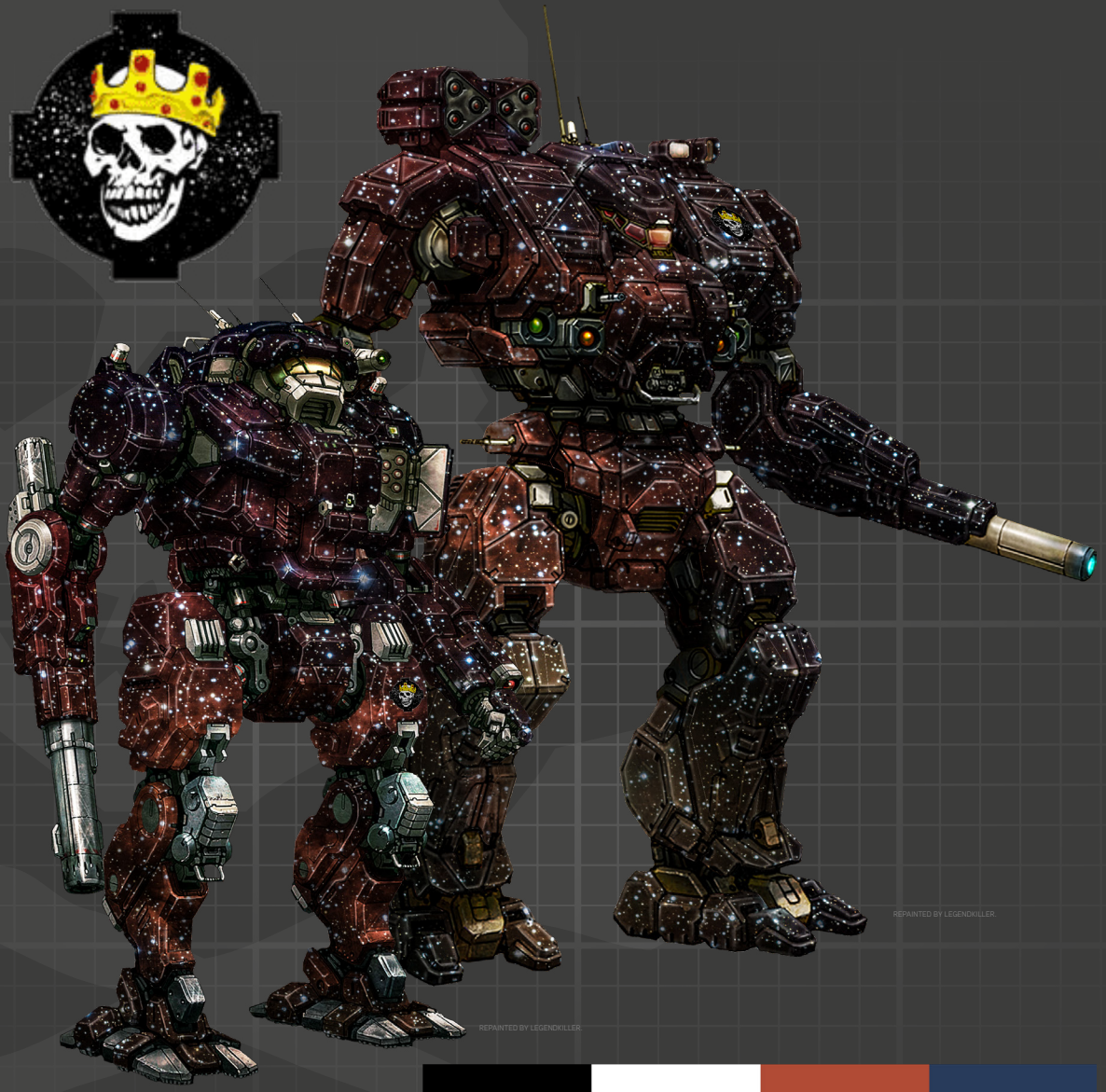
Dedrickson's Devils began their mercenary career as a reputable unit, and would continue to be so for several decades. That began to change following a dispute in 3041 between the Devils and their employer at the time, the Armed Forces of the Federated Commonwealth. After several years of shorted pay, the Devils broke their long-term garrison contract and set off for the Taurian Concordat in search of better opportunities.

The Devils reached the border of Taurian space but were refused passage through by the Taurian border forces at Pinard; the Devils retaliated by raiding the planet and fleeing into the Deep Periphery, beginning their active degeneration into a full-fledged pirate band. *SARNA.NET*

DEDRICKSON'S DEVILS

The Devils resorted to deliberate false-flag operations, painting their Mechs in the color schemes of one nation while raiding the other. When not employing false colors, the Devils use an original parade scheme of forest green and silver highlights. *MERCENARIES SUPPLEMENTAL 2, PAGE 28.*



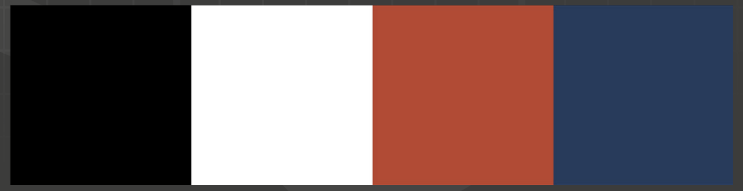


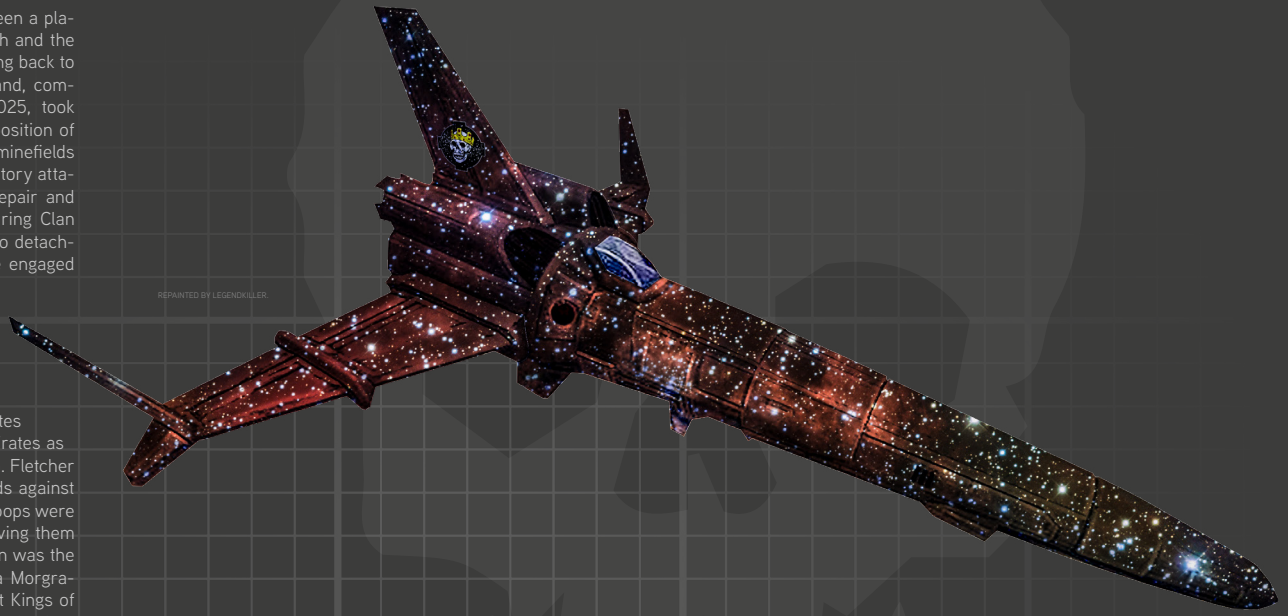
REPAINTED BY LEGENDKILLER

REPAINTED BY LEGENDKILLER

NEW BELT PIRATES

The New Belt Pirates paint their Mechs black or dark blue with stellar patterns. *FM: PERIPHERY, PAGE 129.*





The Belt Pirates of Star's End had been a plague to both the Lyran Commonwealth and the Draconis Combine for centuries, dating back to the Reunification War. The pirate band, commanded by Morgan Fletcher by 3025, took advantage of the natural defensive position of their world where an asteroid field, minefields and laser turrets that deterred retaliatory attacks. There were even facilities to repair and even construct new JumpShips. During Clan Wolf's conquest of the Periphery, two detachments of the Belt Pirates had twice engaged the Wolves, in one case being wiped out and in the other being forced to flee back to the safety of Novo Cressidas. The Wolves, for their part, proved to be as reluctant to face the asteroid belt of Star's End as the Successor States had been, and discounting the Belt Pirates as a threat, moved on with their invasion. Fletcher attempted to sent out retaliatory raids against the Clans, but the Wolves' garrison troops were more than up to the challenge of driving them off. Meanwhile, Susie Morgraine-Ryan was the daughter of Redjack Ryan and Maria Morgraine, two of the most infamous Bandit Kings of their era. Years earlier, the two pirate leaders had combined their forces and territory to form the the Greater Valkyrate, a minor Periphery State effectively serving as a pirate haven. When the Jade Falcons and Wolves destroyed Ryan's Rebels in 3049 and absobed the Valkyrate, Morgraine-Ryan and the remnants of her battalion were forced to flee. Eventually, in the aftermath of the Battle of Tukayyid, they reached Star's End, where they met with Morgan Fletcher II. All of Fletcher's efforts at striking back at the Clans had thus far ended in dismal failure, so after Morgraine-Ryan falsely claimed to have dealt a series of defeats to the Falcons, the two pirates agreed to combine their forces and thus the New Belt Pirates were formed.

AGAINST THE CLANS

Surprisingly, the new pirate band recorded a series of successes against the Clans from well behind their lines, capturing supplies and even taking possession of a number of Clan OmniMechs. Other pirates and ex-mercenaries soon began flocking to the New Belt Pirates' banner. They were even able to obtain enough Elemental suits to outfit a squad of troopers.By 3057, the New Belt Pirates had begun raiding Clan Wolf worlds in earnest. ilKhan Ulric Kerensky was forced to take the situation seriously, dispatching Crusader and solahma warriors to answer the challenge posed by the bandits. Kerensky was considering taking greater measures when the Refusal War broke out, forcing him to put all such plans aside.

In the aftermath of the Refusal War, the New Belt Pirates began raiding planets in Clan Wolf's occupation zone with ever greater boldness, taking advantage of the weakened Clan Wolf Touman. One rumor even claimed the pirates had seized a Clan Ghost Bear WarShip, though this appears not to have been the case. They had several noted victories in 3058 and early 3059, but that was expected to change soon change as Khan Vladimir Ward devoted more forces towards neutralizing this threat as opposed to relying on his solahma units for pirate hungting operations.

In 3060, Morgraine-Ryan led an attack on the world of Kore, a backwater Periphery world owned by the Alfin Mining Corporation. She was seeking a supply depot established by Clan Steel Viper years before. Elements of the Storm Riders mercenary unit managed to drive her off without her prize.

Despite their continued successes, by 3064 both pirate leaders began questioning the wisdom of their partnership, as both began looking for ways to eliminate the other. Morgraine-Ryan, in particular, began launching independent raids against the Clans. Fletcher, for her part, soon began to have private dealings with the Word of Blake, who were cultivating contacts with pirate kings throughout the Periphery.

DESTRUCTION

Although they survived the Wolves' attack, the heavy losses led to irreperable divisions between Fletcher and Morgraine-Ryan. In 3066, Morgraine-Ryan, holding Fletcher responsible for the crackdown by the Wolf Clan, finally ousted the other pirate in an action that cost the New Belt Pirates another company. Susie Morgraine-Ryan now had sole command of the New Belt Pirates. The bandits now went to ground, keeping a low profile as they attempted to recover their strength. At this time, the New Belt Pirates were at 60 percent strength of their two battalions, with a veteran rating and fanatically loyalty to Morgraine-Ryan. One noteworthy member of the pirate band was Jason "The Clyde" Marshall, a company commander and Venom pilot who had previously supported Fletcher and had survived her fall from power, but whose own future was now in doubt.

During the early Jihad, Clans Hell's Horses and Ice Hellion were in perpetual conflict in the rimward Periphery. The New Belt Pirates attempted to take advantage of the chaos in a new series of raids against the Horses. Though they were initially distracted by the Hellions and the Wolves, Khan James Cobb never forgot about the New Belt Pirates, and in 3074 he sent Beta Galaxy to deal with the bandits once and for all. Although their asteroid field had long since proved an impressive defense against incoming DropShips, against crack Clan ProtoMechs and Elementals, they proved easier game. Realizing her vaunter orbital defenses were on the verge of failing, Morgraine-Ryan attempted to make a run for it. This led to a complete collapse of the New Belt Pirates' defenses, as the Horses secured the shipyards and Star's End.

A report in 3079 by David Lear for Devlin Stone confirmed the destruction of the New Belt Pirates. *SARNA.NET*





LAFAYETTE LEGION

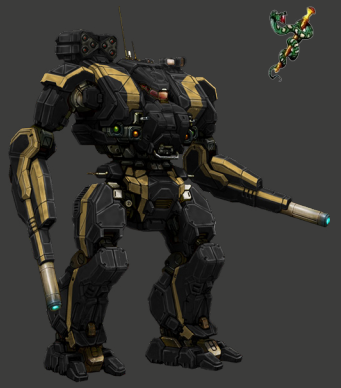
Lafayette Legion opted for a light and dark gray paint scheme with brown highlights on the right and yellow on the left side of their vehicles. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*





MCLARREN'S FORGOTTEN

Formerly known: 192nd Dragoon Regiment. McLarren's Forgotten have adopted light and dark gray to their original olive drab and red paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER. INSIGNIA BY HORUS.*







REPAINTED BY JUSTIN KASE.

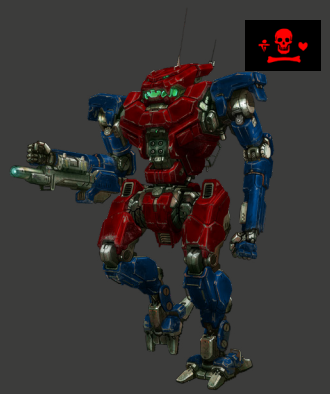
REPAINTED BY LEGENDKILLER.

MORRISON'S EXTRACTORS

The Extractors paint their vehicles any color they wish, but they always trim their machines with gold. *FM: PERIPHERY, PAGE 128.*

ORDER OF THE FAITHFUL

The Order's supposedly ancient Mechs, recovered from buried desert stockpiles, retain their Star League Defense Force khaki color. However, the rough life on Astrokaszy has weathered them with excessive amounts of wear, tear, and lack of maintenance. *CANONIZED BY DAK ON 3/29/2008. INSIGNIA BY HORUS.*





RED CORSAIR

The The Red Corsair employs a blood red and dark blue paint scheme. *FAN-MADE COLOR PALETTE BY LEGENDKILLER.*

SANTANDER'S KILLERS

The Killers use two tones of grayish brownish tan, one light and one darker. Resembling aged carved wood. A Pale orange-red and Deep crimson red for trimming. The center torso is jet black. *FAN-MADE COLOR PALETTE BY DAV. INSIGNIA BY HORUS.*

RYAN'S REBELS

Ryan's Rebels don't bother with paint schemes at all. Each Mechwarrior is using individual colors or non at all. *FAN-MADE COLOR PALETTE BY JUSTIN KASE.*





SHE-SE TIAN

The unit's Mechs and machines are painted a tan-colored brown with green trim. *FM: PERIPHERY, PAGE 131. INSIGNIA BY HORUS.*





THE GHOSTS OF SPARTACUS

The Ghosts are painting everything in a light blue with a black St. Andrews cross over the front and silvery accents. Arms, legs and vehicle sides are covered in a clear varnish, showing the original metallic color of the armor and patches. *FAN-MADE COLOR PALETTE BY SPARTAKUS. INSIGNIA BY HORUS..*



TORTUGA PHALANX

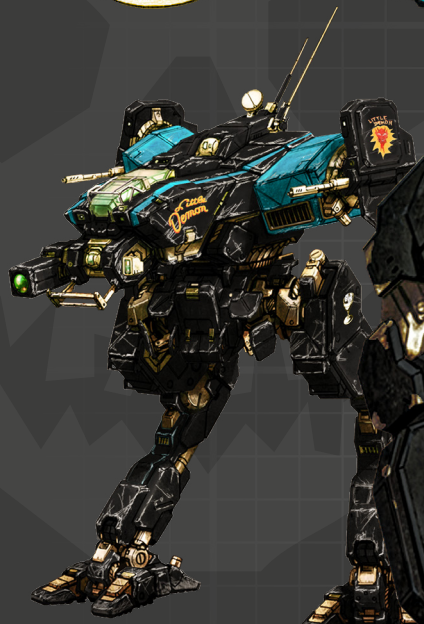
The Mechs of the Tortugan Phalanx are painted a dull grey, embellished with bright red blood dripping from the various weapon ports; each Mech also sported the Phalanx's insignia on both shoulders. *SARNA.NET*

The Fusiliers settled in the Dominion, taking over what used to be Lady Death and her Pirate band's base of operations twelve years after their capture by 9th FedCom RCT. The unit setout and began raiding neighboring nations, especially the Federated Commonwealth.

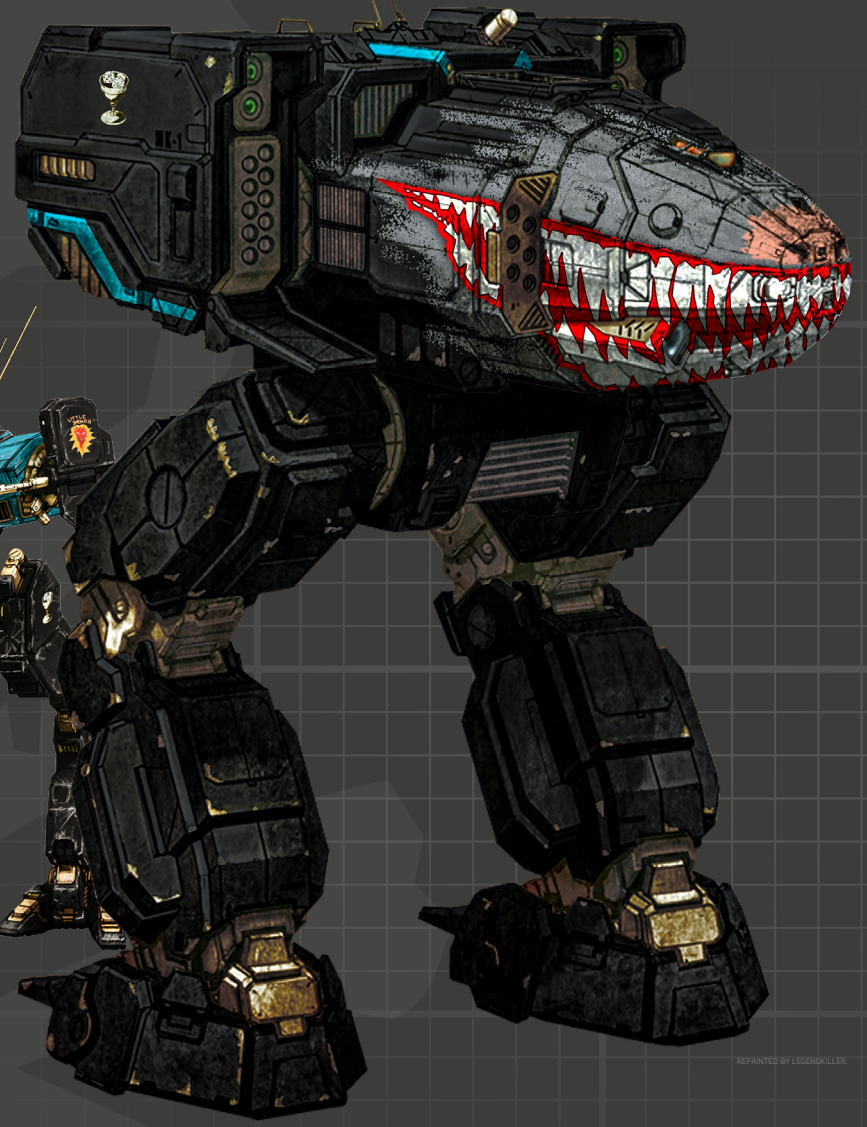
Throughout these raids, Tortuga Prime begun to industrialize and create primitive BattleMech factories, due to the Fusiliers' actions shortly after their arrival in late 3050s. The Fusiliers' industrializing revived the planet's flagging economy and allowed for the Word of Blake to set up a B Class HPG Station on the planet.

The unit adopted the planet's name as its own, as the Tortuga Fusiliers. They beefed up their forces by expanding their Aerospace elements and creating an infantry unit by 3064. Where drawing from people of the Dominion to create a formal infantry regiment trained in crowd control as well as a general battlefield unit. They also moved to rebuild Tortuga Prime's aerospace forces, using up to nineteen Aerospace fighters to form the core of an Assault force planetary assault and interdict trade for the Fusiliers.





REPAINTED BY LEGENDKILLER.

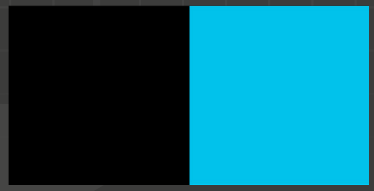


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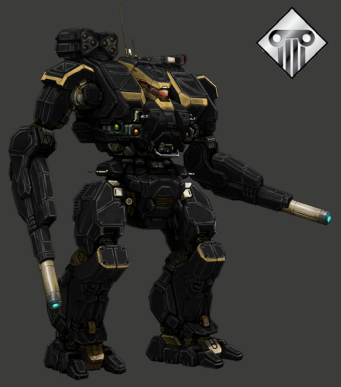
However, the intervening year had not been kind. The unit had expanded two battalions however, two companies had been outright destroyed when they decided to leave to join the Lady Death's Death's Consorts. Elements of the Fusiliers were present in the New Port Royal system when the Death's Consorts lost a Union-class DropShip in 3066. *SARNA.NET*

TORTUGA FUSILIERS

Formerly known: Fuchidia's Fusiliers. The Tortuga Fusiliers employ a paint scheme of black touched with a shocking blue. *FM: PERIPHERY, PAGE 130.*

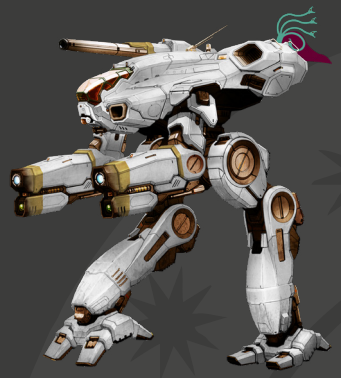


REPUBLIC OF THE SPHERE



HASTATI SENTINELS, I-XVI

The Sentinels use a black base with gold accents as their color scheme. *FM: 3085, PAGE 180.*



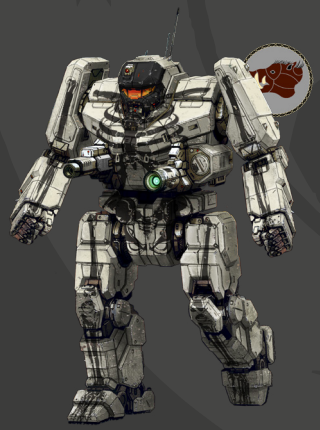
PRINCIPES GUARDS, I-XV

The Principes' color scheme is white with gold accents. *FM: 3085, PAGE 181. INSIGNIA BY HORUS.*



STONE'S DEFENDERS

Stone's Stalwarts are painted black with a green skeleton and Irish Banshee Motifs. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



STONE'S FURY

Units of Stone's Fury are painted bone white and decorated with a charcoal skeleton. Some warriors have added blue flames to the skeleton, often around the skull. *CANONIZED BY CSO 4/13/2010. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER

The Lamenkov's Liability was a small Republic of the Sphere Mechforce that was part of General Belle Lee's Errant Force.

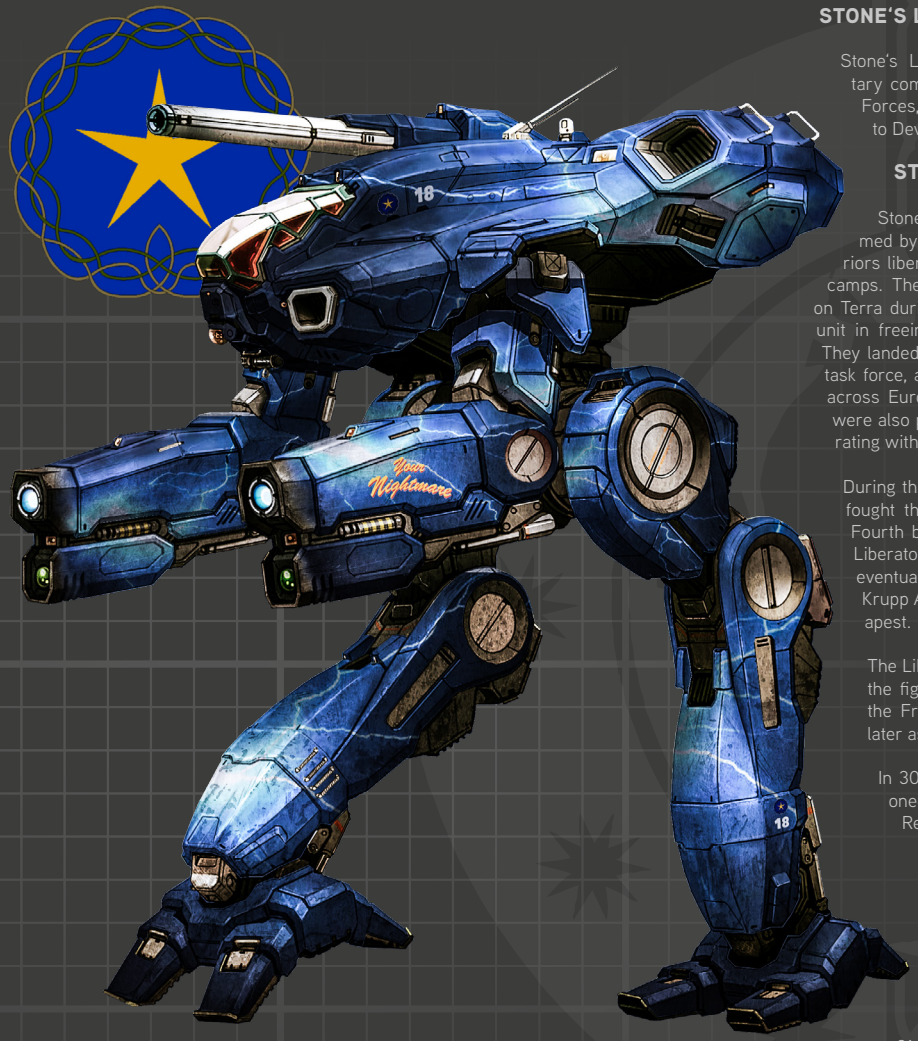
In June of 3085, the Liability would be dispatched to the world of Schedar, where it was ordered to put down a well-armed but, minor insurgency. The Lance operated out of the Rander Communications Equipment facility, which would serve as their base of operations. On the second day of their mission, the Liability engaged a Trebuchet attacking a mining complex in the Luyten's Pan area. However, the situation turn out that insurgent group, the Schedar Enlightenment and Liberation Force (SELF), had prepared an ambush. SELF's force consisting of several Mechs and a mix of combat vehicles attacked the unsuspecting Republican lance. Lt. Lamenkov would order her force in fighting withdrawal but not before receiving considerable damage while they were trying to elude their pursuers. Once they had returned to base, they soon learned that SELF had Schedar's HPG compound blockaded.

Planetary Governor Hamilton Rander provided little support during the crisis, as the planetary economy would become erratic from the interdiction of its HPG complex. Rander would offer little aid, including resources from Schedar's weakened Militia.

After a month of fighting, the Lamenkov's Liability would conduct series of skirmishes to attempt to weaken SELF' assets and try to find its base of operation. Despite being cut off from the HPG and potential reinforcements from the Republic the Liability used innovation to get by. The unit received little help from Governor Rander, who had been exploiting the situation for political gain. The Liability would finally spot the insurgency's base in a cave system outside of the Sino Forest. SELF's surviving engages the Liability in the heavily wooded area. The Liability's skills prevailed and decimated SELF's military assets to the point that the organization had to cease their insurgency on Sheridan. *SARNA.NET*

LAMENKOV'S LIABILITY

Lamenkov's Liability use a White skull with a Black and Bone white Woodland scheme. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER

STONE'S LAMENT

Stone's Lament was the premiere military combat unit of the Republic Armed Forces, originally formed as a force loyal to Devlin Stone himself.

STONE'S LIBERATORS

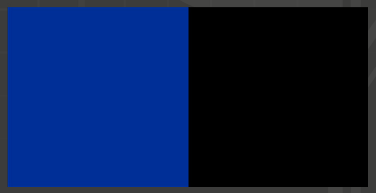
Stone's Liberators was originally formed by Andrew Redburn from the warriors liberated from Word of Blake prison camps. They were the first troops to land on Terra during that assault, and were a key unit in freeing the world from the Blakists. They landed on Terra as part of the Geneva task force, and proceeded to fight their way across Europe. Elements of the Liberators were also part of the assault on Mars, operating with Clan forces.

During the siege of Geneva the Liberators fought the Blakist's Fourth Division. The Fourth broke out of Geneva and led the Liberators on a chase through Europe, eventually destroying the Blakists at the Krupp Armaments headquarters in Budapest.

The Liberators also played a key role in the fighting between the Republic and the Free Worlds League in 3081, and later assaulted Tikonov and Liao.

In 3085 Stone's Liberators was stationed on Kansu in Prefecture V of the Republic of the Sphere.

During the Capellan Crusades of 3111-3113, they led the Republic's counterattack into Capellan space. They had to withdraw to Republic space before the Crusades came to an end due to heavy losses, but they had rebuilt by 3145. They were stationed on Rigil Kentarus in 3145, where they were training in orbital combat drop tactics.



STONE'S LIBERATORS

Stone's Liberators use a midnight blue base with ghostly highlights, often in the form of phantasmal creatures. The highlights are always painted in cool tones, such as green, blue, or purple. *CANONIZED BY CSO 4/13/2010. INSIGNIA BY HORUS.*

STONE'S PRIDE

Stone's Pride was formed after the Jihad ended, late in 3085. They were a parade and bodyguard unit for the Exarch of the Republic of the Sphere. It remained active until Devlin Stone retired. At that point they were deactivated. In 3143 they were reactivated and resumed their duties as the Exarch's bodyguard.

In 3085 Stone's Pride was stationed on Terra in Prefecture X of the Republic of the Sphere. They were based on Asta in 3145.

STONE'S REVENANTS

Stone's Revenants came into being as a unit on Chara in late 3077. The Revenants formed up from survivors from a number of allied coalition units which had been badly mauled during the campaign for Chara in Operation SCOUR; General Belle Lee made the decision to create the new command rather than rebuilding the various broken units.

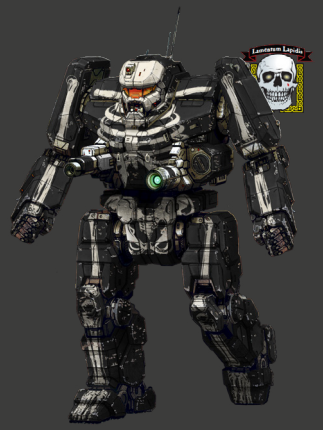
During the assault on Terra, they assaulted the Cairo Castle Brian.

STONE'S DEFENDERS

Stone's Defenders were formed after the rise of Fortress Republic. The unit consisted of recent academy graduates led by officers from Stone's Revenants. The unit was very similar to one of the Draconis Combine's Sun Zhang Academy Cadre units. They were part of Terra's defenses. They possessed a large number of Ares-class BattleMechs.

STONE'S FURY

Stone's Fury was formed after the rise of Fortress Republic. Its soldiers were highly experienced veterans and Knights. These warriors were very skilled but not used to working in a large groupage As of 3145 they were undergoing a strict training program to remedy this problem. They were stationed on Liberty in 3145. On Liberty, they were required to put down protesters who wanted Fortress Republic shut down. mThey also used their position to experiment with new tactics for unmanned units like the Celerity ultralight BattleMech. The low intensity conflict provided by the protestors allowed them to test their theories without exposing the valuable drone units to heavy combat. The soldiers of Stone's Fury also participated in raids outside the walls of Fortress Republic. *SARNA.NET*





STONE'S LAMENT

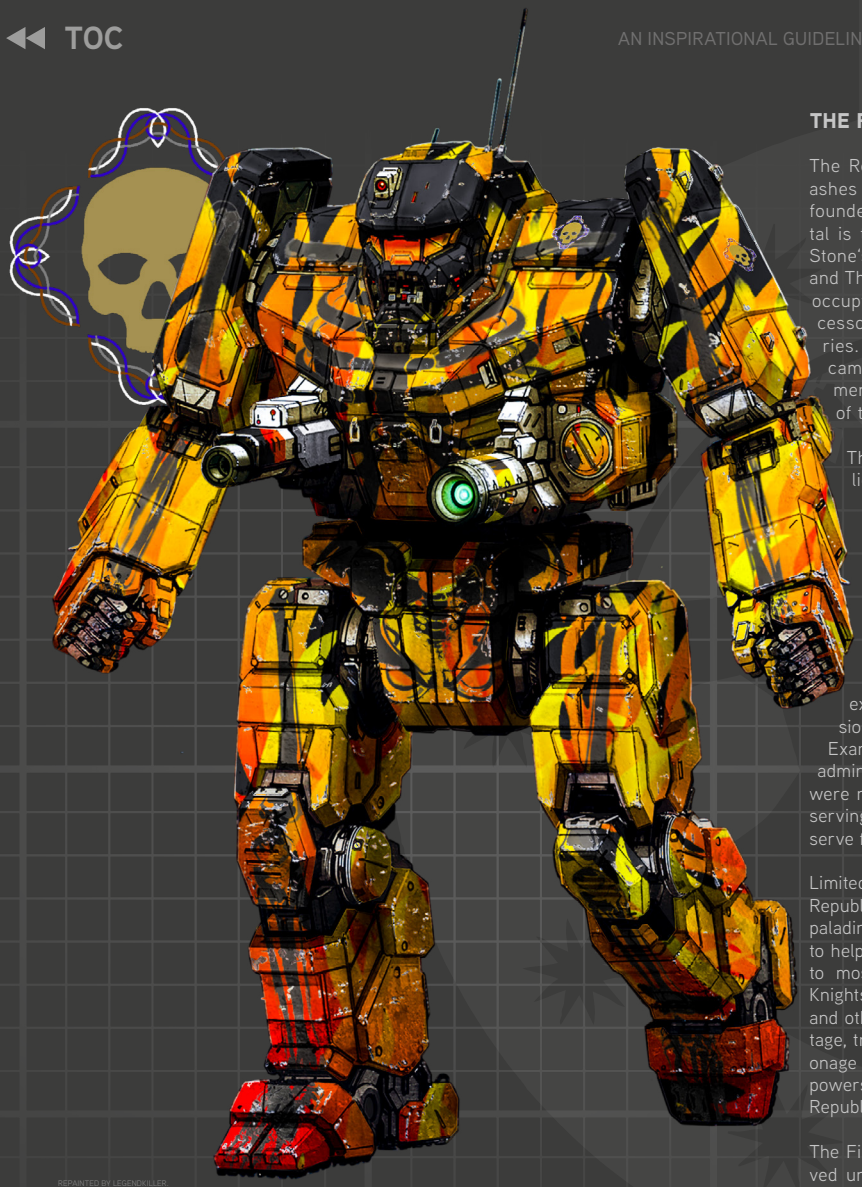
This unit uses a distinctive black-and-white skeletal color scheme. *TRO:3075, PAGE184. STRATEGIC OPERATIONS, COVER.*





STONE'S PRIDE

Stone's Pride are painted Black with Golden Lion Motifs. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



REPAINTED BY LEGENDKILLER.



THE REPUBLIC OF THE SPHERE

The Republic of the Sphere rose from the ashes of the Word of Blake Jihad. It was founded by Devlin Stone in 3081. Its capital is the city of Geneva on Terra. Part of Stone's vision was to create a time of peace and The Republic helped fulfill that vision by occupying many of the planets that the Successor States had fought over for centuries. Stone also acknowledged that power came from the people, not the government, so he sought to weaken the power of the nobility.

The estimated population of the Republic of the Sphere is 250 billion.

EXARCH

The Republic is ruled by an Exarch, who is elected by the council of Paladins. Only a Paladin of the Sphere may be elected to the position of Exarch when the position is vacant. The Exarch is essentially the chief executive and makes most of the decisions that affect the entire Republic. The Exarch has a Chief of Staff who aids him in administrative duties. The first two Exarchs were not elected into their position. Exarchs serving the Republic after Devlin Stone only serve four year terms.

Limited support was available for former Republic worlds, but many knights and even paladins chose to remain outside of Fortress to help the people of The Republic. Unknown to most major powers, a secret group of Knights, Paladins, Republic Military forces, and other allies were enlisted to cause sabotage, trigger events, and other forms of espionage to distract other would-be conquering powers from turning their eyes to the new Republic Territories.

The First Exarch was Devlin Stone who served until 3130. The second Exarch, Damien Redburn, was chosen by Devlin Stone to succeed him. The third Exarch of The Republic, Jonah Levin, was elected by the council of Paladins. His election came shortly after the assassination of Paladin Victor Ian Steiner-Davion, whose death was investigated by Jonah Levin on the orders of Exarch Redburn.

STONE'S REVENANTS

Stone's Revenants are painted black and use a flaming, charred skeleton motif. *CANONIZED BY CSO 4/13/2010. INSIGNIA BY HORUS.*

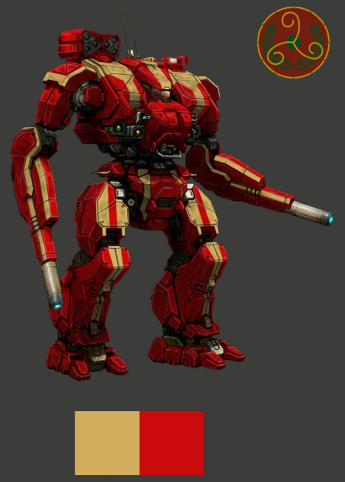
PALADINS

The Paladins are the elite leaders of the Republic who answer only to the Exarch, though he is elected from their number. They vote on policies and can lead the military, including Knights, on special missions.

Paladins are chosen by the Exarch from the ranks of the Knights as a candidate when a slot becomes available, through retirement, promotion to Exarch, or death. They are thoroughly tested by their fellow knights after being chosen. They are knighted to Paladin rank in a ceremony using Devlin Stone's sword by the Exarch.

There are eighteen Paladins who are chosen to serve The Republic. Seventeen of those are known public figures, while the remaining Paladin, known as the Ghost Paladin runs the Intelligence Service of The Republic, the men and women known as the Ghost Knights. The current Ghost Paladin at the time of the election of Exarch Levin is Paladin Emil, who works under the cover of the concierge of the Hotel Duquesne, the hotel of choice for The Republic in housing its dignitaries and high ranking personnel. Known Ghost Knights include Knight Reo Jones, under the cover of a disgraced Knight-to-be, and Mason Dunne, the man behind the Battle of Basalt, which restored that planet to Republic rule (see Ghost War).

Amongst the Paladins, a notable figure is the „Black Paladin", Ezekiel Crow, whose real name was Daniel Peterson. A Paladin of The Republic, he betrayed the very Republic he had sworn to defend, on the planet Northwind. Countess Tara Campbell of Northwind and of the Highlanders, unknowing of his intentions, had fallen for him. Shortly after his betrayal on Northwind, he attempted to assassinate Paladin Jonah Levin on Terra, and interfered with Terra's planetary defense against the Steel Wolves. He was foiled when Countess Northwind defeated him and destroyed his Mech. Unbeknownst to her, he did not die. In an attempt to redeem himself, he ended up on The Republican world of Liao, fighting a Capellan Confederation assault and dying there.



TRIARII, I-IV

The Triarii Protectors utilize a red scheme accented with gold. *FM: 3085, PAGE 182. INSIGNIA BY HORUS.*

Due to the deaths of Paladins Victor Steiner-Davion and Ezekiel Crow, the Paladin Council was now short of Paladins, which were needed for an election for the next Exarch to be held. Thus Knights Janella Lakewood and Gareth Sinclair were elevated to the position of Paladins of the Sphere.

PREFECTURES

Continuing down the ruling structure of The Republic, every Prefecture is ruled by a Lord Governor. All military matters are handled by a Prefect. Within each Prefecture, there are many planets, each ruled by a planetary Governor, and local defense in the hands of the local Legate. The Exarch is assisted in the running of The Republic by Senators within The Republic Senate, two per world, representing each Prefecture. The guardians of the peace within The Republic are the Paladins and Knights of the Sphere.

The Republic consists of ten prefectures, using roman numerical system of numbering. *SARNA.NET*

RIM WORLDS REPUBLIC

THE RIM WORLDS REPUBLIC

The Rim Worlds Republic was a major Periphery power until it was destroyed by the SLDF under Aleksandr Kerensky during the Amaris Civil War, 2766-2780. The Republic was located anti-spinward and coreward of Terra, bordering the Lyran Commonwealth in a region of space known as The Rift. In the absence of published historical maps, two pieces of information allow us an idea of the size of the Republic:

In 2237, in the midst of the Outer Reaches Rebellion, Hector Worthington Rowe, an undergraduate student studying classics and history at the University of Thebes, Alexandria, volunteered to join Reinfield's 3rd Alexandrian Militia in an attempt to defend his school. Shortly afterwards, Terran Alliance forces (the 14th and 29th Alliance Special Combat Battalions) invaded Alexandria, killing 3000+ Alexandrians. Alliance forces retreated offworld in 2238.

After the end of the rebellion, Rowe started a student group in order to protest against the „Great Alliance Devil". The group became militant, and in 2244, hijacked a flotilla of Jumpships belonging to the Skye Freight and Goods company. Rowe arrived at an isolated Terran Alliance garrison world, Lucianca, home to the 151st (Altairian) Fusiliers. Rowe and his guerrillas infiltrated the Fusiliers, assassinated the commanding officers, and staged mock trials against the unit - invariably executing each soldier through torture. Rowe was forced to flee, however, when one of the hijacked Jumpships escaped.

Rowe and the remaining assailants blackmailed the remaining Jumpships, and departed for the Periphery, eventually arriving at the Dark Nebula. Along the way, Rowe raided small colonies and outposts, taking slaves (especially women), livestock, parts and food. After six years on the run, Rowe found a habitable world beyond the Dark Nebula, and founded Apollo and the Rim Worlds Republic on 8 September, 2250, and named himself First Consul of the Republic. Hector Rowe ruled for more than 50 years until his son, Maxwell Achilles Rowe, deposed him from power and became First Consul in 2305 - through bribery. Hector Rowe quickly committed suicide. *SARNA.NET*



AMARIS DRAGOONS, 1ST-832ND

The Amaris Dragoons were one of the premier forces of the Rim Worlds Republic. Their BattleMechs are painted Gun Metal Gray with Gold Highlights and often incorporate the Dragoons symbol. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



AMARIS FUSILIERS, 1ST-8TH

Amaris Fusiliers BattleMechs are painted Khaki with Gunmetal Gray Highlights and often incorporate the Fusiliers symbol. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



The Amaris Lancers were one of the premier forces of the Rim Worlds Republic. Lighter than most of the Rim Worlds Army forces, the Lancers were the RWA equivalent of the SLDF Striker Regiments. Their supporting armor units were hovercraft or other fast units, while their Mechanized infantry were based on hovercraft. In addition, each division had a battalion of Land Air Mechs available to support the nine regiments of each division. The LAMs were typically used as recon assets, directing the other units of the division towards the target.

The Lancers were usually the forces first deployed by the RWA against bandits and pirates. The Lancers were also shuffled from one deployment to another every four to six months to patrol the Republic's borders.

After the start of the Amaris Civil War, most of the Amaris Lancers were transferred into the Amaris Empire Army. At the same time, several new Amaris Lancer units were created. *SARNA.NET*

AMARIS LANCERS

Their BattleMechs are painted mixed Frosted Blue and Gunmetal Gray with Blue and White highlights and often incorporate the Lancer symbol. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



AMARIS LEGIONAIRES, 1ST-7TH

Their BattleMechs are painted mixed Dark, Dark, Darkest Blue and Black with Lighter Blue and White Striped highlights and often incorporate the Lancer symbol. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



AMARIS REGULARS

Much like the naval camo, Amaris Regulars tend toward a dull gray for accents and exposed internal parts, with a majority of the unit covered in navy blue. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*



The Republican Guards were the workhorse units of the Rim Worlds Army. They were formed in the middle of the twenty-third century as the Amaris Republican Guard. Though they participated in the Reunification War they suffered little damage and quickly rebuilt. In 2765 each of the Guards units was actually a Division sized formation that consisted of four BattleMech and five Mechanized infantry regiments. The Guards were broken down into mixed unit brigades and stationed in former SLDF Castles Brian on Republican worlds.

There was some variation in the unit composition: The First Guards had six regiments of Mechs and three of infantry, while the Fourth Guards had traded two of their Mechanized infantry regiments for two zero-g trained jump infantry regiments. *SARNA.NET*

REPUBILCAN GUARDS

The Republican Guards BattleMechs are painted a modified SLDF scheme; olive drab base with red piping and often incorporate the Republican Guard symbol. *FAN-MADE COLOR PALETTE BY PRUSSIAN HAVOC.*

STAR LEAGUE

In 2600, Lady Shandra Noruff-Cameron died, followed two years later by Lord Ian. Ian's son Nicholas was then declared leader of the Star League. During Nicholas' reign, the League narrowly averted a war with an unbalanced Leonard Kurita and the Draconis Combine, avoided when the shamed Kurita family assassinated the Coordinator. Another feature of Nicholas' reign was a string of important technological breakthroughs, the most significant of which include the HyperPulse generator, new water purification procedures, medical advances, and neural-dimensional computer technology, all leading to rapid expansion of the Star League. Marrying Lydia Petersen, Duchess of Bryant earlier, in 2598, their son Joseph was born two years later. In 2646, Nicholas Cameron designated Michael Cameron, Joseph's son, as his successor, who assumed power in 2649 upon Nicholas' death.

Michael's reign was characterized by incidents with the Rim Worlds Republic and House Kurita, with the Draconis Combine encouraging independent Mechwarriors to engage SLDF forces in self-proclaimed 'duels' in the First Hidden War. On October 13, 2690, Michael retired after he was diagnosed with pancreatic cancer, and Jonathan Cameron, his oldest son, was designated his replacement.

During his reign, Jonathan engaged in a build-up of SLDF forces. First Lord Jonathan declared that Royal units would receive new technology first, with house units receiving it as hand-me-downs many years later, and saw to the construction of Space Defense Systems in major Hegemony systems, composed of drone WarShips, computer-run spaceports, and huge ground-based laser and missile emplacements designed to mop up any remaining invaders. Jonathan faced renewed cries of discontent in the Periphery and a second political crisis from the Draconis Combine, when House Kurita launched the Second Hidden War against House Davion over the question of Kurita succession to the Davion throne. Unstable and unable to rule, Jonathan consulted his sister, Jocasta Cameron, more and more often, with Jocasta in effect becoming the defacto leader of the Star League. The appearance of five crack Star League divisions shocked both sides of the Second Hidden War into agreeing to a cease-fire, and the issue was resolved in Davion's favor. In 2738, Jonathan Cameron died of a stroke, and Mother Jocasta handed over the Star League to Jonathan's son, Simon.

With the growing discontent in the Periphery and worried that Periphery forces could soon rival that of the Regular Army, First Lord Simon instructed that more fortresses be built in and along the Periphery border. The only Periphery kingdom apparently supporting the Star League was the Rim Worlds Republic, the high praise and show of admiration from the Amaris family, rulers of the Republic, only making some observers skeptical, aggravated by the hidden Rim World forces bringing its power two to three times above the allowed numbers.

WANING YEARS

Angered by the lag in the Star League forcing a cease fire between the Federated Suns and Draconis Combine, Richard Davion slowly withdrew its cooperation from Simon's reign, as Houses Davion and Kurita drifted further and further from participation in the Star League. Finally, in 2751, Simon Cameron died, his peace initiatives a failure, leaving his eight year old son, Richard Cameron II the only successor. The five Lords convened on Terra and appointed General Aleksandr Kerensky, commanding officer of the Star League Defense Forces as Richard's Regent and Protector. *SARNA.NET*



ROYAL BLACK WATCH REGIMENT

The Watch usually paints its Mechs green, with bands of the Black Watch Tartan randomly encircling the Mech. *FM:COMSTAR, PAGE 100.*



ALL DIVISIONS AND REGIMENTS

Based on the standard SLDF color scheme, the BattleMech Regiment paints its machines in olive drab with dark green highlights. *CANONIZED BY MADDOC ON 9/24/2004.*

TAURIAN CONCORDAT



The origins of the First Brinton Defenders lay in the Reunification War, although the regiment didn't form up until shortly after the regiment ended. Taking its name from the planet Brinton, a newly-colonized world at the time, the First was formed by merging together the fragmented remnants of the 111th, 122nd and 129th Concordat Chasseurs, the regiments that had been destroyed in the savage and brutal campaign by the Star League Defense Force to capture the industrial world of New Vandenberg.

Formed during the Star League era as the Taurian Concordat colonized new worlds in the region, the Second Brinton Defenders was a favored command, along with its sister regiments in I Corps and received a steady stream of new supplies and BattleMechs as a result of the constant struggle against pirates and raiders in the region. *SARNA.NET*



BRINTON DEFENDERS, 1ST-3RD

All units use varied Woodland Camouflage schemes based on the 1st Corps Logo Colours. 1st Brinton add a touch of green to their scheme, 2nd Brinton add a touch of red and 3rd Brinton add a touch of blue. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*



The local militia brigade known as the Perdition Guards originated in the Perdition Union region of the Taurian Concordat, with the brigade expanding as the Concordat colonised systems between the Badlands Cluster and the Hyades Cluster during the Star League era.

With the recovation of the Council Edict of 2650 the Taurian Defense Force began rebuilding openly in earnest, and III Corps - destroyed during the Reunification War was rebuilt around the single surviving Pleiades Hussars regiment and the Pleiades Lancers, a second regiment spun off from the Pleiades Hussars during the 2620s. By 2765 three of the Perdition Guards regiments had been augmented through the addition of BattleMechs to their equipment, and those three regiments - the Fourth, Sixth and Eighth Perdition Guards were rolled into III Corps. *SARNA.NET*



PERDITION GUARDS, 4TH-8TH

Units use a digital woodland camouflage pattern using the colours of the Taurian Concordat Emblem. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*





CONCORDAT COMMANDOS

The Commandos use camouflage patterns when painting their machines. They always use a shade of red in the pattern. *FM: PERIPHERY, PAGE 58.*





CONCORDAT JAEGERS

Units belonging to the Jaegers painted their machines a flat reddish-brown and have emblem of the Taurian Concordat painted at the most forward point. *FM:PERIPHERY, PAGE 59.*





DUMASSAS LÉGIONNAIRES, 1ST-12TH

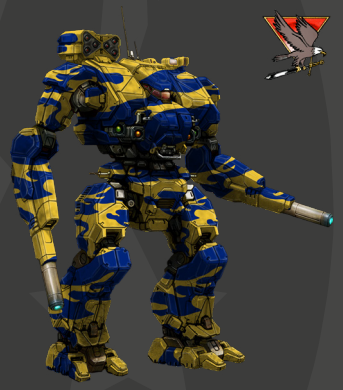
All units use a Brown colour scheme with Black and red epaulets with gold edging. *FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.*





PLEIADES HUSSARS

The Hussars use a tiger-stripe camouflage pattern of blue and yellow. *FM:PERIPHERY, PAGE 62.*





PLEIADES LANCERS

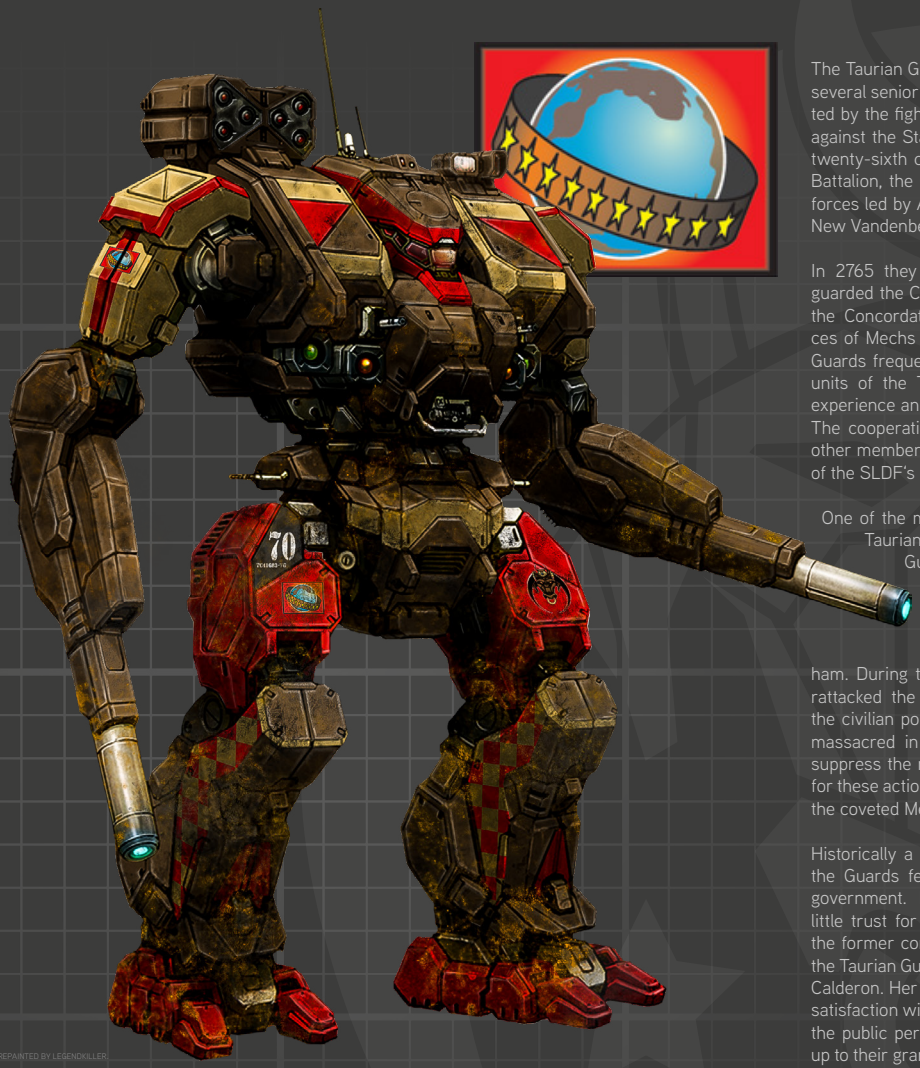
The Lancers prefer camouflage to stylized paint schemes, typically employing either a tiger-striped or jungle-vine pattern. They always work in the colors blue or yellow, a tribute to their fallen homeworld of Pleiades. *FM:PERIPHERY, PAGE 64.*





RED CHASSEURS

The color scheme of the Chasseurs is a coal black base with painted red and orange flames leaping and twisting up the right side of a Mech or along the right side of a vehicles or fighter craft fuselage. *FM: PERIPHERY, PAGE 60.*



REPAINTED BY LEGENDKILLER



The Taurian Guards were created by combining several senior Regiments that had been decimated by the fighting during the Reunification War against the Star League in the later part of the twenty-sixth century. Originally organized as a Battalion, the Guards saw action against SLDF forces led by Aleksandr Kerensky on the planet New Vandenberg in the late 2760's.

In 2765 they were stationed on Taurus and guarded the Calderon family, the Protector, and the Concordat Privy Council. Four extra lances of Mechs provided this protection, and the Guards frequently cross-trained with the other units of the Taurian Guard Corps to provide experience and maintain a high readiness level. The cooperation between the Guards and the other members of the Guard Corps rivalled that of the SLDF's special forces commands.

One of the most celebrated Regiments in the Taurian Defense Force, the Taurian Guards have been awarded seven Taurian Brands. The first of these awards was given in the fighting against House Liao forces on the world of Mendham. During this campaign the Guard counter-attacked the Capellan forces, thereby saving the civilian population of the planet from being massacred in a pogrom that was planned to suppress the rebellious local population. It was for these actions that the unit survivors received the coveted Mendham Brand.

Historically a trusted and loyal TDF Regiment, the Guards fell out of favor with the Taurian government. Protector Grover Shraplen has little trust for the Guards since the actions of the former commanding officer and Marshal of the Taurian Guards Regiment and Corps, Brenda Calderon. Her resignation has caused mass dissatisfaction within the Guards as a whole, giving the public perception of a unit unwilling to live up to their grand history and consequently living down to Shraplin's lowered expectations. *SARNA.NET*

TAURIAN GUARDS

The Guards typically paint their assigned equipment brown with red and gold accents. *FM:PERIPHERY, PAGE 57. ALSO GRASSHOPPER, FM: PERIPHERY (COLOR PLATE 3).*





TAURIAN LANCERS, 1ST

The machines of the First Lancers are painted a metallic green with red trim. *FM: PERIPHERY, PAGE 63.*





TAURIAN LANCERS, 2ND

The Lancers employ a dark blue scheme trimmed with silver and red. *FM:PERIPHERY, PAGE 65.*





TAURIAN LANCERS, 3RD

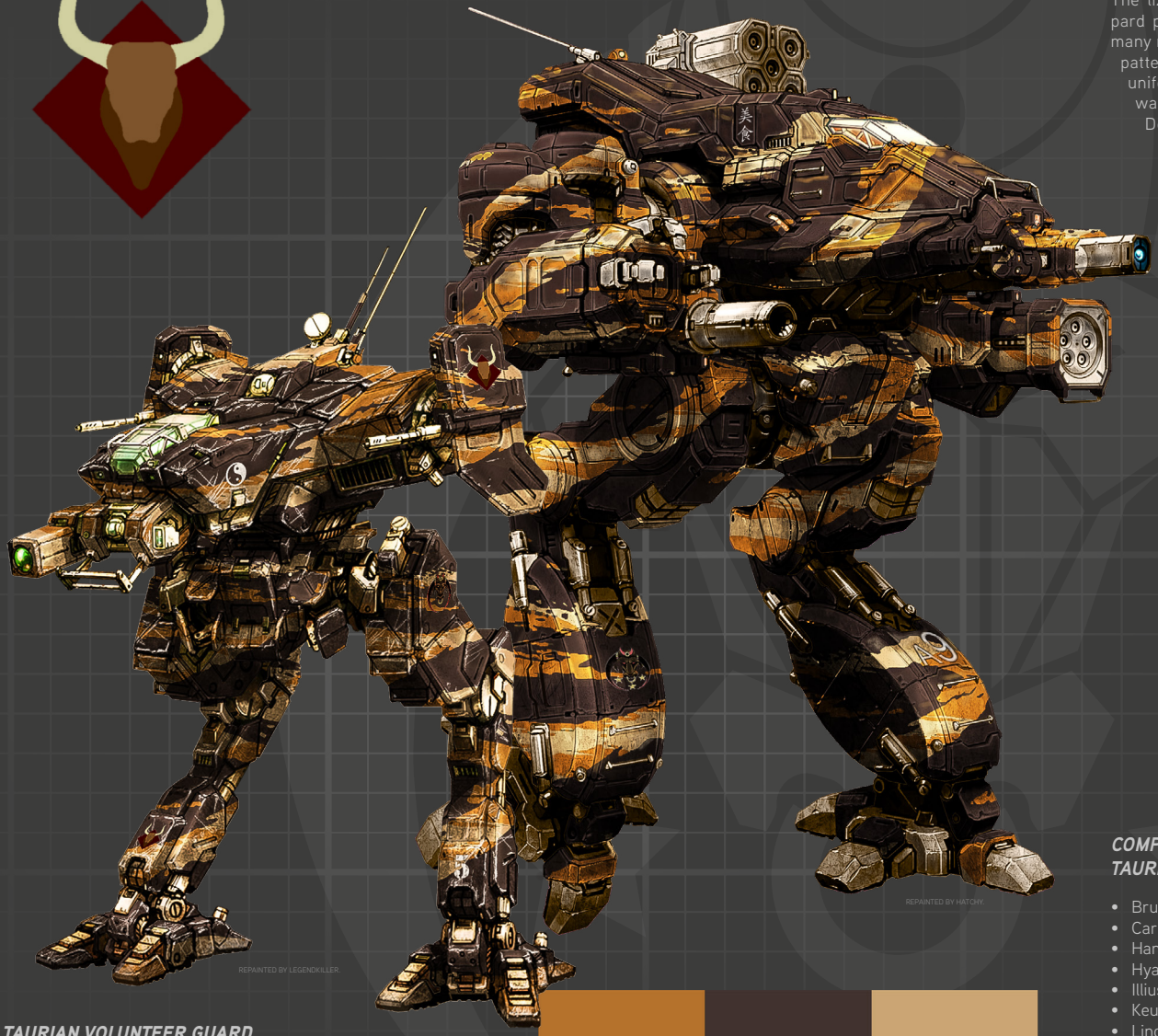
The Third Lancers are currently using a gray base color with metallic red trim. *FM:PERIPHERY, PAGE 66.*





TAURIAN VELITES

The unit uses the Taurian Guards Colour Scheme with red and gold strips down the outside of the legs. *FAN-MADE COLOR PALETTE BY FLAMESTALKER.*



TAURIAN VOLUNTEER GUARD

The volunteer guard use a Lizard Pattern Camouflage using the Taurian Guards colours.

FAN-MADE COLOR PALETTE BY FLAMESTALKER. INSIGNIA BY HORUS.

LIZARD PATTERN

The lizard pattern (TAP47 pattern or Leopard pattern for the French) is a family of many related designs of military camouflage pattern, first used by the French Army on uniforms from 1947 to the late 1980s. It was based on the British paratroopers' Denison smock.

There are two major types of lizard pattern, horizontal like the original French design, and vertical like the early variant developed by Portugal. In addition, the Vietnam War tigerstripe pattern is descended from Lizard.

EVOLUTION

Lizard patterns have two overlapping prints, generally green and brown, printed with gaps so that a third dyed color, such as a lighter green or khaki, makes up a large part of the pattern. In this, it is printed like earlier British patterns used on that country's Paratroopers Denison smocks. Lizard patterns have narrower printed areas than the British patterns, and the original form had a strong horizontal orientation, disrupting the vertical form of the soldier's body.

HORIZONTAL LIZARD PATTERNS

Horizontal lizard patterns in different colour forms were made by the French. A copy of the French pattern, made in Asia, was adopted by some African countries such as Chad, Gabon, Rwanda, and Sudan. In around 1970 Cuba designed a gray variety, used by Cuba and by the FAPLA of Angola. Greece has used a range of horizontal lizard patterns from the 1970s. Russian Spetsnaz and interior ministry troops wear horizontal lizard patterns.The Israel Defence Force used actual French lizard uniforms (donated by France) until 1968, alongside plain (unpatterned) battledress.French lizard was among the patterns used in Congo in 1978.

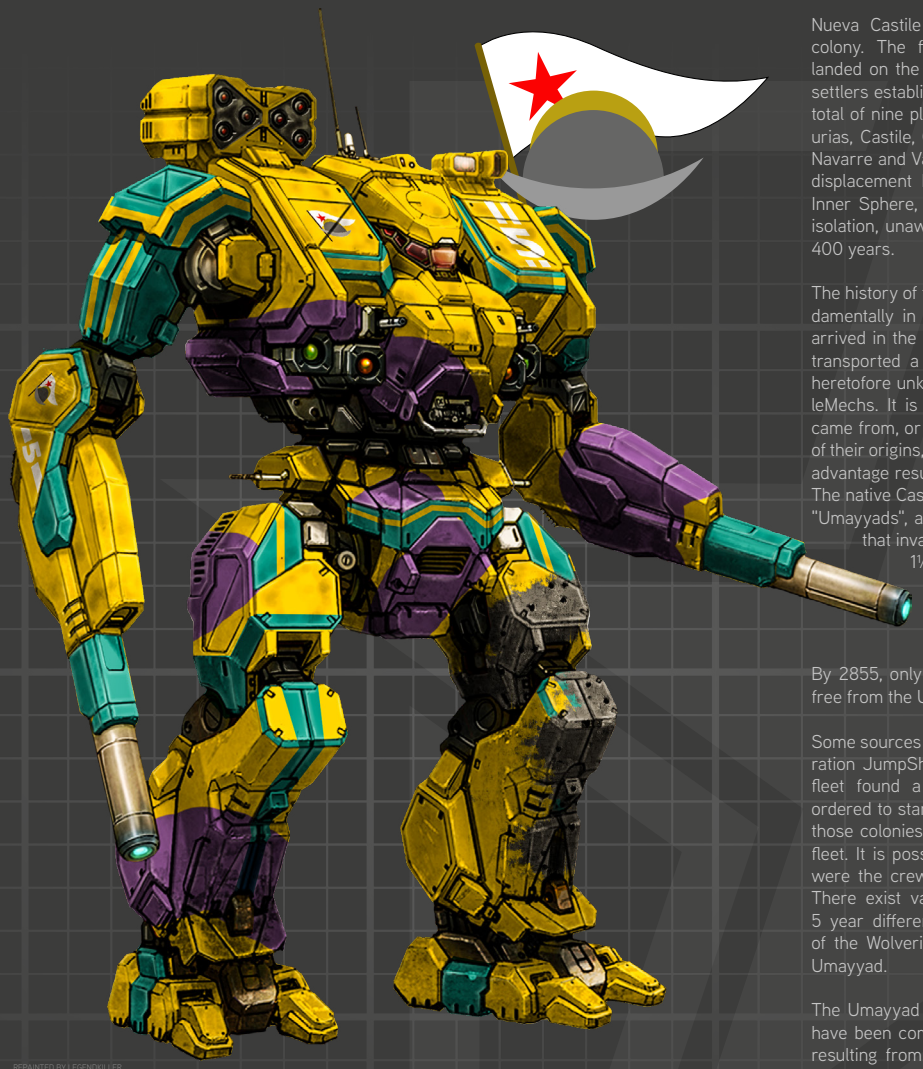
VERTICAL LIZARD PATTERNS

Vertical lizard patterns in different colorways were apparently developed in Portugal from the original French patterns. The lizard pattern had been in use in Portugal since 1956 with the Air Force's Paratroopers, being extended to the Army's Special Rifles units in 1960. With the Portuguese Military engaged in the Overseas Wars mainly fought in the African jungles, the camouflaged uniform was issued throughout the Army and some units of the Navy and Air Force. In 1963, a vertical lizard pattern was developed, this replacing the French horizontal pattern. Paradoxically, the Portuguese vertical lizard pattern become popular amongst some of the guerrillas that opposed Portugal in the Overseas Wars and was latter adopted by the armed forces of some of the former Portuguese African colonies after their independence. The Portuguese vertical lizard pattern was adopted by Brazil, which developed a range of colorways for each of its armed services. Egypt, Greece, India, Lebanese Palestinians and Syria have all used variants of the vertical lizard pattern. SWAPO guerrillas in Namibia wore a wide variety of camouflage, including Portuguese lizard. *WIKIPEDIA*

COMPOSITION OF THE TAURIAN VOLUNTEER GUARD

- Brusett Volunteer Guard
- Carmichael Volunteer Guard
- Hanseta Volunteer Guard
- Hyalite Volunteer Guard
- Illiushin Volunteer Guard
- Keuterville Volunteer Guard
- Lindsay Volunteer Guard Linsday
- Midale Volunteer Guard Midale
- New Ganymede Volunteer Guard
- Pinard Volunteer Guard
- Renfield Volunteer Guard
- Victrala Volunteer Guard
- Werfer Volunteer Guard

UMAYYAD CALIPHATE



REPAINTED BY LEGENDKILLER.



Nueva Castile started as a pre-Star League colony. The first settlers were Iberian, and landed on the world of Castile in 2392. These settlers established a feudal agrarian society. A total of nine planets were settled: Aragon, Asturias, Castile, Córdoba, Galicia, Granada, León, Navarre and Valencia. Due to the great physical displacement between Nueva Castile and the Inner Sphere, the realm lingered in peace and isolation, unaware of war and politics for over 400 years.

The history of this region of space changed fundamentally in 2830, when a single JumpShip arrived in the Granada system. This JumpShip transported a group of refugees, armed with heretofore unknown technology, including BattleMechs. It is unknown where these invaders came from, or even if the invaders were aware of their origins, but their significant technological advantage resulted in the conquest of Granada. The native Castilians dubbed these invaders the "Umayyads", a reference to the Islamic empire that invaded the Iberian peninsula around 1½ milenia before. The name stuck. Despite the small numbers of Umayyad forces, the Umayyad Caliphate quickly conquered several more worlds. By 2855, only the world of Asturias remained free from the Umayyad conquest.

Some sources show that in 2825 a single exploration JumpShip of the fleeing Clan Wolverine fleet found a Spanish-speaking colony, was ordered to start negotiations for and trade with those colonies, but never returned to the main fleet. It is possible, that the Umayyad invaders were the crew of exactly this Wolverine ship. There exist valid hypotheses that explain the 5 year difference between the disappearance of the Wolverine JumpShip and the arrival of Umayyad.

The Umayyad conqest of Nueva Castile would have been completed were it not for infighting resulting from the division of the spoils. As a result, Castilian forces commanded by Ferdinand Rodriguez were able to capture several

UMAYYAD 1ST CORPS

The MechWarriors of the 1st Corps paint their machines in a bright yellow with teal trim. Flowing patterns of purples or blues are often added. *CANONIZED BY HAUPTMANN FANJOY ON 12/14/2004. INSIGNIA BY HORUS.*

BattleMechs in 2857. By 2862, the Castilians had reverse engineered the technology, and were fielding many primitive Internal Combustion Engine-powered 'Mechs, enough to turn the tide of war. Between 2862 and 3062, the Castilians gradually liberated most of their worlds, first Castile and León, then Aragon, Navarre, Galicia and Valencia. Only two worlds remained in Umayyad control, the disputed world of Córdoba and the Umayyad capital Granada.

The 230+ year war reached a cease-fire when operatives working for the Word of Blake revealed to both parties outside powers have been conspiring to prolong the conflict, aiding both sides in such a way as to prevent either from achieving a complete victory. In light of this revelation, both parties have been a process of reconciliation.

UMAYYAD SOCIETY

The Umayyads have a martial, feudal society ruled by a monarch, but unlike the Castilians, merit (political and martial) and unwavering loyalty determine one's place in Umayyad society. Upward and downward mobility are the rule, and within one's class democratic principles are prevalent. However, only those people who can trace descent from one of the original Umayyad invaders are allowed to participate in war; rising into the Umayyad nobility (and upper echelons of command) is difficult. Sciences and arts are easily visible within Umayyad society, and capital punishment is almost unheard of.

Umayyad people also possess no currency; barter is the norm. Society is far more open (as compared with that of Nueva Castile), and there is limited democracy. The Umayyads speak Arabic, English and Russian and practice Islam, but like the Castilians, more than 230 years of shared history has allowed some intermingling of Umayyad and Castilian heritage.

MILITARY

The Caliphate maintains a large combined arms military supported by small units of BattleMechs. In the field, the army fights as lances of infantry, combat vehicles and 'Mechs. These units fight as mixed companies. Umayyad Technology is roughly equivalent to that of the Inner Sphere in 3025.

The Umayyad military is not centrally governed, but is a coalition of warriors hailing from all parts of Umayyad society. The Umayyad military is therefore very open, and outside of rank and unit cohesion, soldiers possess a lot of freedom. There is no standard uniform - small units of soldiers generally derive their colors from personal heraldry and the heraldry of unit commanders. The Umayyad have also learned from the infighting which doomed their initial invasion - feuding is discouraged, and non-lethal honor duels (fought with swords) are the most common means to ending a bitter dispute.

One might expect such a fighting force incapable of waging war. Not so! The Umayyads form an extremely cohesive fighting force. Honor and bravery are regarded with the utmost of respect, and cowardice viewed with contempt. These mores extend to the Umayyad's foes, and Castilian acts of uncommon bravery are celebrated. Further, the honor of vehicle crews and 'Mech pilots transfers to their mounts. The honor of one's weapons is also regarded as sacrosanct, and to bring great dishonor or cowardice to a long-honorable combat vehicle or 'Mech is sacrilegious.

RELATIONS

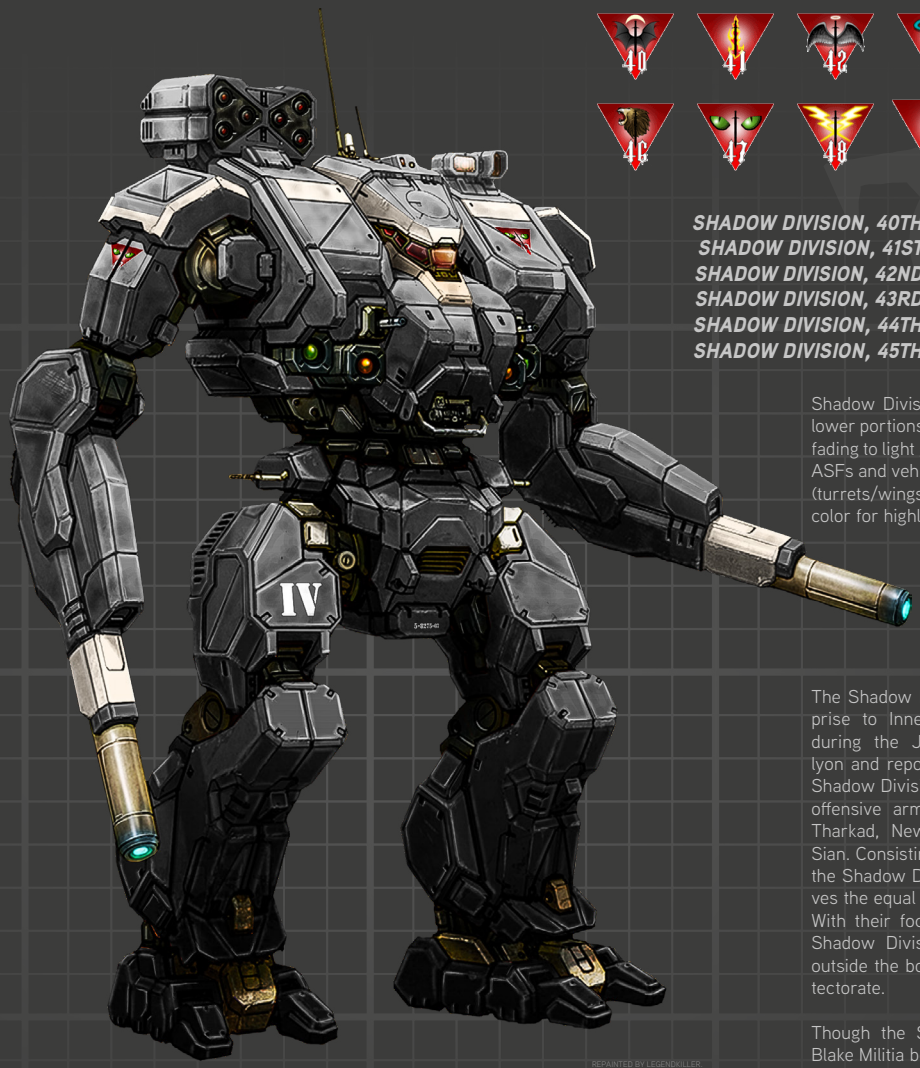
Umayyad policies towards outsiders have been traditionally cordial as they sought outside intervention (and even trade) to gain the decisive advantage required to conquer Nueva Castile. The Hanseatic League, unbeknownst to the Umayyad, used this state of affairs to their advantage. The League effectively shaped the course of recent Castilian/Umayyad history by brokering mercenary deals and supplying arms in such a way as to prolong the strife. It was not until the late 3060s that the true extent of this interference was realized, though they were deceived even then. Both sides only recognize the Hansa as free traders. They believe that Inner Sphere powers, specifically the Lyran Alliance, not the Hanseatic League, meddled in their domestic affairs.

Since the revelation that outsiders have secretly meddled in Castilian and Umayyad politics, relative peace has endured with only small raiding parties occasionally drawing blood. The Umayyads people have even begun the reconciliation process with the Castilian people, but centuries of warfare will probably prevent any concerted response against an Inner Sphere Successor State for some time.

In 3067, the Caliph of the Umayyad Caliphate is Lisa Burrill. *WIKIPEDIA*



WORD OF BLAKE



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SHADOW DIVISION, 40TH
SHADOW DIVISION, 41ST
SHADOW DIVISION, 42ND
SHADOW DIVISION, 43RD
SHADOW DIVISION, 44TH
SHADOW DIVISION, 45TH
SHADOW DIVISION, 46TH
SHADOW DIVISION, 47TH
SHADOW DIVISION, 48TH
SHADOW DIVISION, 49TH
SHADOW DIVISION, 50TH
SHADOW DIVISION, 51ST

Shadow Divisions paint their Mechs black on lower portions (aftward for ASFs and vehicles), fading to light gray towards the top (forward for ASFs and vehicles), with highlights on the arms (turrets/wings). Each Divison uses a different color for highlights. *BATTLECORPS MILSPEC NEWS*

The Shadow Divisions were the greatest surprise to Inner Sphere intelligence agencies during the Jihad. Led by Precentor Apollyon and reporting directly to The Master, the Shadow Divisions served as the Blakist's main offensive arm, initiating first strikes against Tharkad, New Avalon, Luthien, Atreus, and Sian. Consisting solely of Manei Domini troops, the Shadow Divisions quickly proved themselves the equal of most elite military commands. With their focus on offensive operations, the Shadow Divisions spent most of their time outside the borders of the Word of Blake Protectorate.

Though the Shadow Divisions and Word of Blake Militia both answered to the Master, their commanding officers (Precentor Apollyon and Precentor Martial Cameron St. Jamais) were bitter rivals. This friction, as well as the Manei Domini habit of looking down on the „Frails" that made up most of the WoBM troops, led to several cases where the Word suffered avoidable reversals. Late in the Jihad, there were rumors that Shadow Divisions raided Protectorate worlds and killed members of the Word of Blake Militia and Protectorate Militia.



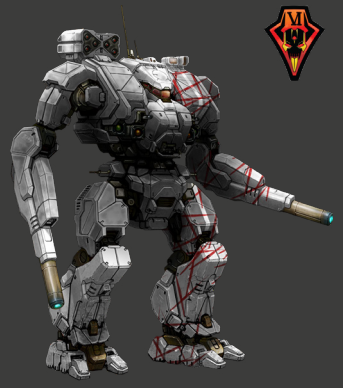


SHADOW DIVISION, 52ND

The 52nd paints their Mechs black on lower portions (aftward for ASFs and vehicles), fading to red towards the top (forward for ASFs and vehicles), with metallic gold highlights on the arms (turrets/wings). *BATTLECORPS MILSPEC NEWS*

The Shadow Divisions employed any weapon that would help them achieve victory. Usually these were updated conventional weapons such as OmniMechs or OmniFighters, but the Shadow Divisions were especially dangerous when losing. They indiscriminately used nuclear weapons, orbital bombardments, chemical and biological weapons on those worlds where they were defeated. One of the prime examples of this is Galax where they employed a chemical weapon to poison the fragile biosphere of the planet, forcing the world into quarantine. *SARNA.NET*

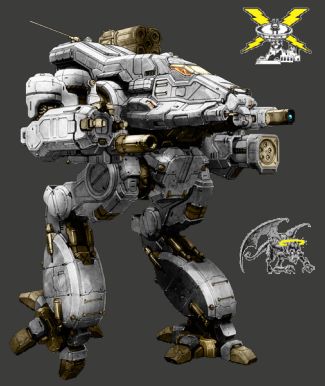
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DIVISION IV-GAMMA, 2ND
DIVISION IV-MU, 3RD
DIVISION IV-IOTA, 4TH
DIVISION IV-ETA, 5TH
DIVISION IV-THETA, 6TH
DIVISION IV-IOTA, 7TH
DIVISION IV-KAPPA, 8TH
DIVISION III-GAMMA, 9TH
DIVISION III-BETA, 10TH
DIVISION, 31ST
DIVISION, 36TH





OPACUS VENATORI

Their parade scheme is charcoal, fading to white at the extremities. Units have distinct red slashes on their left sides. Venatori units have a single white stripe running down the left torso and leg. *STARTERBOOK: WOLF AND BLAKE, PAGE 32.*





MILITIA AND OTHER DIVISIONS

Indicative of their common origins with the Com Guards, the Word of Blake Militia paint their vehicles in white or use appropriate camouflage. *FM: COMSTAR, PAGE 50.*

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