

# FIELD REPORT: PERIPHERY



**TO: Devlin Stone**  
**FROM: David Lear**  
**Date: 12 October 3079**

Attached you will find our most comprehensive report on the status of the various militaries of the Periphery. Note that the distance between our borders and the Periphery is vast and may make the information seem irrelevant. However, given our knowledge of history and how according little respect for the Periphery doomed the Terran Hegemony, we should take care to monitor developments in this region of space lest we repeat the errors of our predecessors. Our people have deemed this compiled data as accurate, but relying as we are on shared information from multiple sources, errors are expected to be inherent in the information to a degree not easily quantified.

The primary nations of concern are the Magistracy of Canopus, the Taurian Concordat and the Marian Hegemony, though information on the burgeoning Fronc Reaches, Filtvelt Coalition, Calderon Protectorate, and various pirate factions is also included; the Circinus Federation is not included; effectively little more than a Blakist vassal state at this time, the Word's counter-intelligence has made it difficult to solidify an accurate picture of the military situation there at this time. The forces deemed most likely to encounter our own are the Canopians, given that their alliance with the Confederation has been cemented through matrimony. The Taurians suffered greatly in the Jihad against the Federated Suns and are expected to be a minor risk in terms of military power and political influence as they seek to rebuild their shattered economic and military might. The Hegemony is still in flux under its young new Caesar, but that

state's aggressive history points to future conflicts with its neighbors. Fomented rebellions in the Lothian District have escalated greatly of late, though the Caesar has curiously focused on acquiring new territory rather than securing those worlds within his domain.

The Periphery suffered less in some regions than in others. While the major realms sustained heavy damage, the Jihadists seemingly ignored most of the smaller states. The Fronc Reaches, for instance, has apparently prospered with the massive influx of refugees from all corners, while Randis IV continues to grow more self-sufficient. The breakaway Filtvelt Coalition has yet to experience its "teething phase" as a nation, while the pirate realm of Malagrotta died stillborn and was reabsorbed by the FedSuns. What little news comes from the Niops Association is grim. The Calderon Protectorate has spent the war vacillating between raiding and protecting the neighboring Taurian Concordat, while the Mica Majority has tried to remain unnoticed in the face of Clan Snow Raven's rising dominance in the Outworlds region.

In the deeper Periphery, the Hanseatic League is reportedly courting disaster by confronting both Clan forces and Nueva Castile at once. This conflict may become quite severe, but at this time, we feel it is too remote to be of immediate concern. (Nevertheless, our people will continue to investigate.)

Given the independence-mindedness that so fiercely embodies Periphery nations and their peoples, one should never discount their ferocity or their short tempers. While reserved when left alone, they are quick to retaliate and escalate beyond any perceived threats or attacks. They may eventually become valued trading partners, but we would be well advised never to take these distant powers for granted.

## HOW TO USE THIS BOOK

*Field Report: Periphery* is a *BattleTech* supplement designed to provide players with information about the state of the various militaries in the Periphery in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *Periphery Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the States*. *Strategic Update* is a brief overview of the Periphery militaries' current conditions and perceived objectives, while *Goals of the States* presents the political and suspected military benchmarks the Periphery nations are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Periphery, while *Infrastructural Integrity* will present an overview of the state of various Periphery support assets in the wake of the Jihad.

The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various brigades in the Periphery militaries, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers non-Periphery forces serving with their Periphery allies. These include the most prominent mercenary commands serving in the Periphery.

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**Developer's Note:** For more information about militaries of the Periphery, or the state of warfare before and during the Jihad, see *Field Manual: Periphery*, *Field Manual: Updates, Masters & Minions: The StarCorps Dossiers, Jihad: Terra*, or *Technical Readout: 3085*.

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## PERIPHERY OVERVIEW

While the Periphery has shown flashes of brilliance and cooperation in recent decades, much of that was lost during the Jihad. The Trinity Alliance that united the Canopians and Taurians with the Capellan Confederation threatened to destabilize the Rimward Periphery beyond anything since the Reunification War. The Jihad, however, put the final nail in the Alliance's coffin, when the bitter and marginalized Taurians finally withdrew. The ties between the Canopians and Capellans, however, only grew stronger as a new Magestrix assumed the throne, married the Capellan Chancellor and bore their children. The Taurians, meanwhile, railed against the Federated Suns, and now seek to rebuild and regain some semblance of stability while still holding on to their meager gains in the Federated Suns.

The Fronc Reaches reasserted its independence from the Canopians when the latter's military forces withdrew during the Jihad. In the Marian Hegemony, the death of the Caesar in a radiological attack demoralized much of the populace, but only strengthened their military resolve.

Pirates remain a problem to stability and reliable trade, but those who now ply the spacelanes for ill-gotten gains have changed. Some bands over-reached themselves during the war, and were overwhelmed by the responses they provoked. Meanwhile, the Filtvelt Coalition made a (so far) successful play for independence from the Federated Suns in the wake of the Suns' apparent abandonment of the region.

Most minor nations of the Periphery, including the Rim Collection, Mica Majority, and the Fiefdom of Randis, have weathered the Jihad with ease, largely because they are simply too small to have attracted the ire or attentions of the various forces fighting in the recent war. Likewise, the Deep Periphery has been spared the ills of the Jihad, though conflicts between them and with stray Clan forces continue to threaten their well-being.

## STRATEGIC UPDATE

As to why the Periphery militaries did not participate in our Coalition against the Blakists, the reasons are as varied as the various powers themselves.

When Taurus was bombarded by asteroids, the decapitated Taurian leadership naturally responded by blaming the Federated Suns, who they were already in conflict with. Taurian fervor led them to launch genocidal attacks against many Suns worlds; that the AFFS had to task large numbers of troops against this fanatical enemy speaks to the quality of the Concordat's forces and the savagery of their actions. Millions of civilian casualties to date can be traced to the bombardments by the Taurian's solitary WarShip *Vendetta*, a gift from their Blakist allies. Meanwhile, Taurian ground forces in the Pleiades remain entrenched there, and continue to cause problems for our FedSuns allies. Though attrition is taking its toll, it is unlikely that the Taurians' posture towards House Davion

will relax in any meaningful time frame, meaning the possibility of another unrestrained series of attacks remains high. The Calderon Protectorate's open opposition to the Concordat's military junta has had little effect on this conflict. With planetary allegiances swinging from Concordat to Protectorate to neither, a de facto neutral zone now exists between the two. This could lead to increased and more aggressive pirate activity in the region, with less central authority to contain it.

The Canopians' lost their beloved Magestrix and a great deal of their military elite when Crimson was firebombed. Hadji Doru, one of the few surviving leaders, led the opposition against the Blakists until Canopian forces deployed within the Confederation could return to reclaim their nation. The fact that the Canopians allowed this to happen through the ill-advised spread of their defenses through the Fronc Reaches is unlikely to be repeated in the future and will surely affect their relationships with Sian and Fronc.

The Fronc Reaches took steps during the Jihad to build a true military force, especially after the Magistracy's withdrawal. While the Colonial Marshals remain as a law-enforcement body, the Reaches' Sentinels were created to serve regional defense. Though this is a small force at present, the proto-state's willingness to cede land and titles to troops in exchange for loyalty and defense has seen several small private commands join the Sentinels. The most prominent of these are the Fronc Cuirassiers, formed around the Derek's Devils mercenary force, whose pursuit and destruction of Blakists masquerading as pirates netted them both prestige and high-tech salvage. Primarily, President Carver Trondel and Force Commander Dirk McEvans believe that the Magistracy will be too distracted with its own rebuilding, and the Concordat too consumed by their war against the Federated Suns to pose any immediate threat to the Reaches. Still, Trondel has made overtures to the Calderon Protectorate for cooperation against pirate forces.

The Marian Hegemony lost a great number of troops through their opposition to the Blakist-backed Circinians, but the greatest loss was that of Caesar Julius and much of the military hierarchy in the neutron bombing of Nova Roma. Nevertheless, the struggle against the Federation's enhanced technologies forged the Legions into a cohesive and deadly force. Though depleted in numbers, they are now regarded as more formidable than ever, a fact demonstrated by their conquest of several nearby systems formerly claimed by the Free Worlds League. Young Caesar Cassius' choice to fight the Circinians hardest in the Lothian province—where the collateral damage would presumably weaken the resident Lothian rebels—may have seemed a brilliant strategy at the time, but the outcome has only exacerbated the insurrection beyond his ability to control.

The Filtvelt Coalition, seen by many as an upstart breakaway, capitalizing on the Federated Suns' upheavals during the Jihad, is actively soliciting any AFFS forces, mercenaries and even privateers who might prove willing to defend their new realm (or at least turn their guns away from it). While their overtures for military aid are so far generating few warm responses, the fact they can draw on

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## MAGISTRACY OF CANOPUS



The Magistracy Armed Forces (MAF) has emerged from the Jihad as the premier military force in the Periphery, boasting both the region's most advanced factories on Detroit, as well as a stable alliance with a Successor State. While their forces and command structure suffered in the Word of Blake's initial strikes, the survival of their top general helped maintain the MAF's cohesion until Magestrix Naomi Centrella returned.

### CONDITION

The Magistracy's leadership was nearly decapitated when the Blakists firebombed their national capital of Crimson. The attack not only claimed the life of the Magestrix Emma Centrella, but also eliminated most of the MAF's command structure in the process, and destroyed the Canopian Institute of War. The Blakists were able to occupy numerous Canopian worlds in the chaos following the attack, under cover of an HPG blackout, but not without facing a strong guerilla resistance led by Senior general Hadji Doru. While the return of Magestrix Naomi solidified the MAF's resolve in opposing the Blakists, the loss of Raventhir's Iron Hand in the Crimson firebombing will likely be felt for years to come. Most of the other commands fared as well as one might expect against the technologically superior Word of Blake military, but held firm for years thanks to aid from the Capellan Confederation. Still, as the Word's campaign against Canopus was more targeted and used fewer troops, the MAF is in relatively better condition than the militaries of the Inner Sphere.

### MORALE

Left to fend for themselves for so long before Naomi returned to claim the title of Magestrix in person, some of the MAF saw some of their dedication to the Magistracy wear away. Others—particularly those who fought alongside General Hadji Doru against the Blakist occupiers on Canopus—had their resolve strengthened. The MAF is thus a force with a range of loyalty to the throne, well equipped to handle high-tech enemy opposition.

### REGIMENTAL STATUS

#### Magistracy Cavaliers

Regiment/Regular/Reliable  
75% strength | 5% Upgraded  
Current Base: Novo Tressida / Crawford's Delight

#### First Canopian Brigade

Regiment/Regular/Questionable  
85% strength | 20% Upgraded  
Current Base: Dunianshire

#### Magistracy Royal Guards

**First Canopian Cuirassiers**  
Regiment/Veteran/Fanatical  
40% strength | 62% Upgraded  
Current Base: Canopus

#### Second Canopian Cuirassiers

Regiment/Elite/Reliable  
95% strength | 70% Upgraded  
Current Base: Canopus

#### Chasseurs À Cheval

**First Canopian Light Horse**  
Regiment/Elite/Fanatical  
95% strength | 70% Upgraded  
Current Base: Detroit

#### Second Canopian Light Horse

Regiment/Veteran/Reliable  
65% strength | 48% Upgraded  
Current Base: Joppa

#### Third Canopian Light Horse

Regiment/Veteran/Reliable  
55% strength | 10% Upgraded  
Current Base: Marantha

#### Canopian Fusiliers

**First Canopian Fusiliers**  
Regiment/Elite/Reliable  
80% strength | 20% Upgraded  
Current Base: Bethonolog

**Second Canopian Fusiliers**  
Regiment/Veteran/Reliable  
70% strength | 22% Upgraded  
Current Base: Ballad II / Weistheimer

#### Third Canopian Fusiliers

Regiment/Elite/Fanatical  
65% strength | 100% Upgraded  
Current Base: Krimari / Joyz / Candiear

#### Magistracy Highlanders

##### First Magistracy Highlanders

Regiment/Veteran/Fanatical  
70% strength | 30% Upgraded  
Current Base: Fanardir / Early Dawn

##### Second Magistracy Highlanders

Regiment/Veteran/Reliable  
70% strength | 20% Upgraded  
Current Base: Addasar

##### Canopian Highlanders

Regiment/Veteran/Fanatical  
75% strength | 30% Upgraded  
Current Base: Cate's Hold / Brixтана

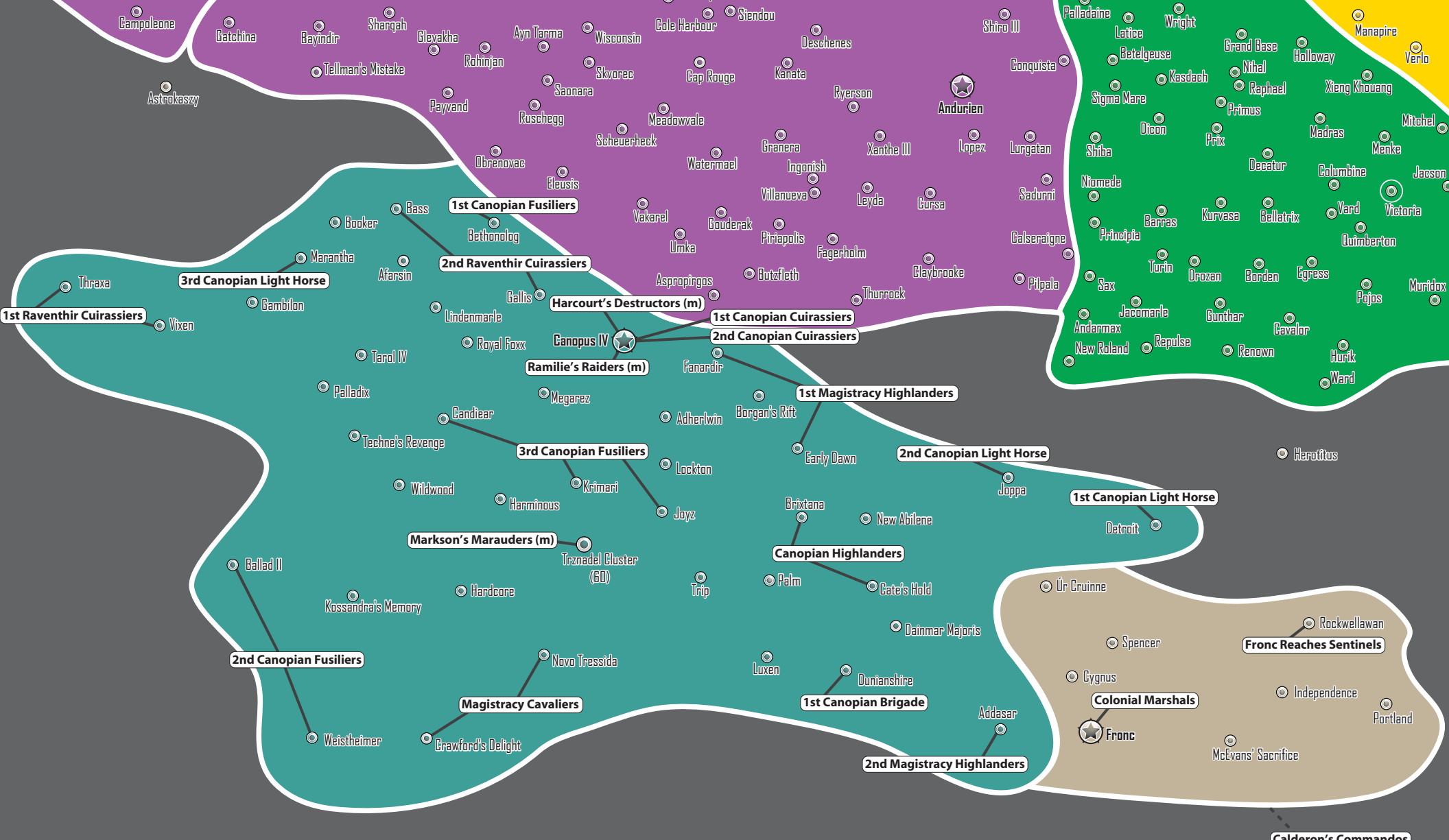
#### Raventhir Cuirassiers

##### First Raventhir Cuirassiers



Regiment/Regular/Questionable  
85% strength | 5% Upgraded  
Current Base: Thraxa / Vixen

##### Second Raventhir Cuirassiers

Regiment/Regular/Reliable  
85% strength | 15% Upgraded  
Current Base: Bass / Gallis



**Magistracy of Canopus Region  
Deployment Map - August 3079**

 Nation Capital   
  Province Capital

0 10 20 30 40 lightyears

Coreward  
 Rimward  
 Antispinward  
 Spinward