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Republic Armed Forces

FILING NOTES:

FIELD RESEARCH
S128, S051

05/09/3132

THOUGHT CONTROL
C051, C012

CERTIFIED

IMAGE ACQUISITION
G202, G122, G114

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CORRECTION ENFORCEMENT
L314, L145

APPROVED

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D327 05/26/3132

Record No
DF-638-PE



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CLASSIFIED
05P



LEADER: Commanding General Tina Magnusson-Talbot
QUOTE: "Stone's legacy lives in us and our drive to protect his dream."

The militias are the reserves that operate on a planetary level. The Knights of the Sphere are the federal marshals that garner the lion's share of the public's awe and respect for their far-reaching, inter-Prefecture powers and martial prowess. It is the Hastati Sentinels, Principes Guards, and Triarii Protectors, however, that are the workhorses of The Republic.

Formed from the best of the non-BattleMech military forces from across the Inner Sphere—along with those few MechWarriors who were not cashiered or made Knights—that followed Devlin Stone in the creation of The Republic, these line regiments form the bulwark of the best defense of The Republic. Though there are a total of ten regiments, each permanently assigned to one of the ten Prefectures

within The Republic, that reality exists only on paper. In practice, most of the regiments are paper tigers, with a significant percentage of their personnel and equipment slowly cashiered out and downsized in the face of the economic prosperity that engulfed The Republic and the relative lack of war over the last two decades.

The degree to which any given regiment has been downsized depends upon its Prefecture. In Prefectures such as IX, III, and IV, where amicable relationships existed between The Republic and the bordering House (Steiner and Davion, respectively), the regiments were a pale imitation of their strength two decades ago; the ability of rebels such as the Dragon's Fury and Bannson's Raiders to so quickly gain a foothold in Prefectures III and IV can be directly attributed to that policy. In Prefectures such as V and VII, the continued aggressiveness of House Liao and the fractured states of House Marik meant a constant, strong military force had to be maintained to keep those militant factions in check.

- 1) FOLD ALONG DOTTED LINE
- 2) GLUE BACKS TOGETHER
- 3) CUT OUT FOLDER ALONG SOLID LINE
- 4) FOLD FOLDER IN HALF ALONG DASHED LINE



ELITE UNIT: Hastati Sentinels

Record No
DF-638-01



MOTTO: "Victoria Exarcho"
(Victory for the Exarch)

The Hastati Sentinels are the best of the best of combined-arms in The Republic. Though they originated as a hodgepodge of individuals from almost every House, Clan, and even the Periphery, years of superlative training and the border wars that have erupted now and then between The Republic and the Capellan Confederation as well as the Marik-Stewart Commonwealth have forged the Hastati into an elite force.

Though many Hastati warriors are the equal of any in the Inner Sphere (though they'd not admit it, a few of the



VETERAN UNIT: Principes Guards

Record No
DF-638-02



MOTTO: "Anima et Mens Concordantur"
(Heart and Mind Unified)

Within the workhorse combat commands of The Republic, the Principes Guards are the bedrock. The Triarii more often than not act as goodwill politicians and parade units. The Hastati, due to their impressive battlefield acumen, get shuffled between Prefectures constantly, acting as teachers, shoring up paper-tiger units during pirate activity flare ups, and so on.

The Principes Guards, on the other hand, are firmly wedded to each other and to the Prefectures they protect. While a Triarii might present speeches to packed houses,

1) FOLD ALONG DOTTED LINE

2) GLUE BACKS TOGETHER

3) CUT OUT CARDS ALONG SOLID LINE

Hastati MechWarriors are every bit as good as the Knights of the Sphere; their disposition, however, does not allow for their induction), as a whole they can't quite stack up against the finest combat commands of the Great Houses or the Keshiks of the Clans.


As with the Principes Guards and the Triarii Protectors, not all Hastati regiments are created equal. Hastati V warriors are nominally the finest in The Republic due to their continued skirmishes with House Liao forces through the years. With the loss of the HPG net and the rise of so many rebellions in Prefectures III and IV, however, many personnel have been transferred to Hastati III and IV in the hopes of bolstering their extremely limited strength.

Regardless, the Hastati are a force to be reckoned with.

and carouse with both nobility and people of business, a Principes will be living among the people—a part of their community—known to them by their first names. This bond of trust then goes both ways, with the local civilians trusting the Principes Guards to protect them (and hence The Republic), and the Guards confident they can count on the support of their local populations.

This unity of heart and mind not only extends to the community in general, but also to the warriors themselves, with the Principes Guards by far the most tightly knit of The Republic's combat commands.



GREEN UNIT: Triarii Protectors Record No
DF-638-03 

MOTTO: "Vis per Varietate"
(Strength through Diversity)

Unlike most Houses, whose parade units are some of their most elite regiments, The Republic of the Sphere has chosen a different path.

Because the keystone of The Republic is the diversity of its nationalists and the setting aside of past prejudices and enmities, the Triarii Protectors showcase the strength and purpose that can be derived from diversity. Beautiful and handsome, young and clean scrubbed, these soldiers from every race, creed, color, and nationality form a constant parade of unity and "potential" for worlds all across The Republic.

- 1) FOLD ALONG DOTTED LINE
- 2) GLUE BACKS TOGETHER
- 3) CUT OUT CARDS ALONG SOLID LINE

A Triarii is part soldier, diplomat, politician, and poster child for the success of The Republic. Most of the individuals chosen to join the Triarii are passionately dedicated to Stone's dream, and The Republic is more than happy to exploit their young, earnest faces by putting them in front of the cameras on as many worlds as possible.

That is not to say that the Triarri cannot hold their own on the battlefield. They acquit themselves admirably enough—it would wreck the image of a strong, united front if a Triarri unit was routed and destroyed too easily—but their strength lies off the field, before the PPC is charged and the Gauss slug loaded.