BATTLETECH™

SECOND SUCCESSION WAR™



CATALYST game labs™

A SUCCESSION WARS ERA SOURCEBOOK

WAR TO END ALL WARS

By 2821, the "Great Succession War" has ground to a halt, the participants seeking desperate respite and to forge a new peace and hope for mankind. Yet not everyone shares this ideal and soon secret machinations undermine the peace efforts and propel the Inner Sphere into a new round of violence. Soon brother will be set against brother and madness will reign once more: The Second Succession War.

The ***Second Succession War*** covers the aftermath of the titanic First Succession War and the Great Houses efforts to survive before the machinations of Conrad Toyama propel them into a new round of blood-letting. Detailing the efforts to build a peace while preparing for a new war, this volume showcases the causes and consequences of the Second Succession War, as well as the politics and stresses between and within the Great Houses.



CATALYST game labs™

UNDER LICENSE FROM

topps

STAR LEAGUE ERA | CLAN INVASION ERA | JIHAD ERA

SUCCESSION WARS ERA | CIVIL WAR ERA | DARK AGE ERA

©2017 The Topps Company Inc. All Rights Reserved. Second Succession War, Classic BattleTech, BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

WWW.CATALYSTGAMELABS.COM

THE SECOND SUCCESSION WAR



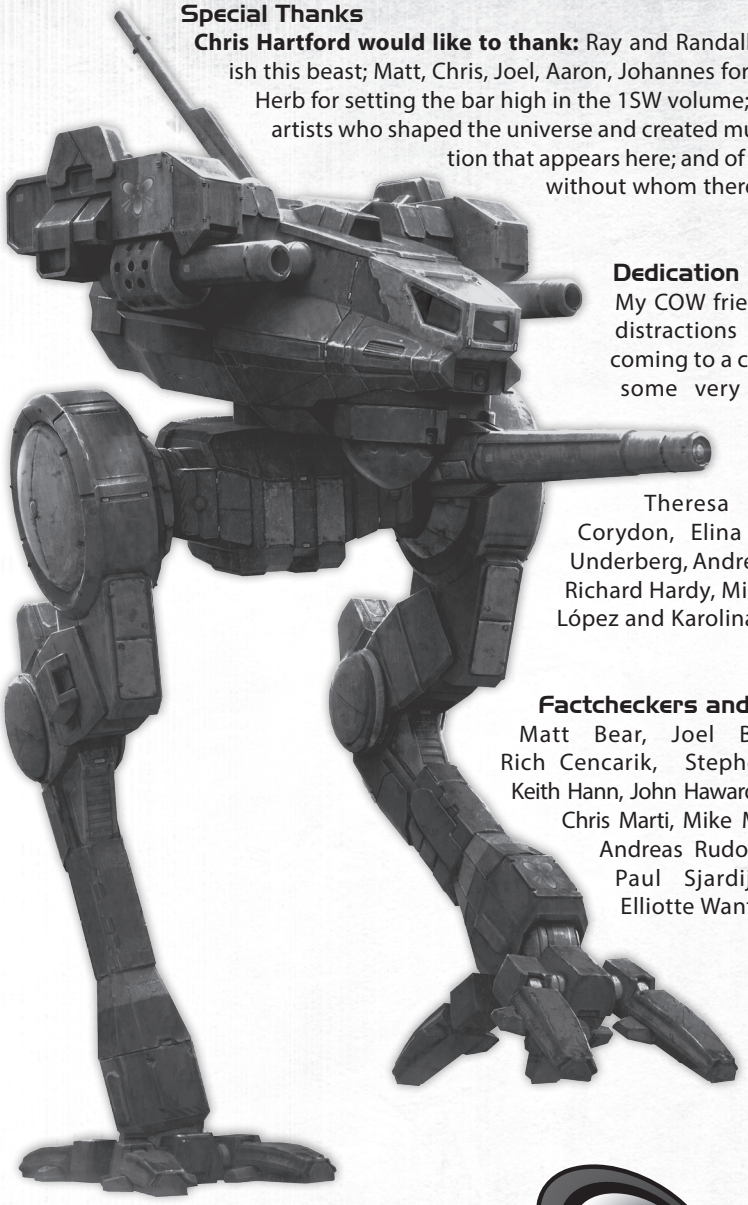
CATALYST game labs™

TABLE OF CONTENTS

INTENTIONS 4
INTRODUCTION 11
How To Use This Book 11
CRUCIBLE 12
Rise And Fall 12
Tribes 12
Apocalypse 13
Breathing Room 15
THE SECOND SUCCESSION WAR (2825–2863) 17
War Renewed (2825–2830) 17
The Commonwealth-Combine Front 20
The Combine-Suns Front 21
The Suns-Confederation Front 23
The Quiet Eagle 31
Tightening The Screws (2830–2840) 31
The Dragon Strikes: Black Wind, Red Wind 31
Crossed Swords 35
The Eagle Swoops 39
In The Manner Of A Fantasy 44
The Four-Front War: Operation Cookie Jar And The Comstar War (2837–2742) 45
The Politics Of Succession (2835–2840) 52
Advances And Reversals (2840–2850) 55
The Steiner-Kurita Front 55
The Davion-Kurita Front 61
The Confederation's Travails: A Three-Sided War 65
Marik Resurgent 66
Running On Empty (2850–2860) 69
Regency And Revenge 71
The Sixth, Seventh, And Eighth Battles Of Hesperus 72
The Marathon Offensive 74
The Last Gasps (2860–2863) 76
A New Peace ...and Everything After (2863–) 77
TIMELINE OF THE SECOND SUCCESSION WAR 80
LEGACY OF DESTRUCTION 84
The Losers 84
War Resumed 86
PERSONALITIES OF THE SECOND SUCCESSION WAR (2830-2864) 88
Zabu Kurita 88
Yoguchi Kurita 88
Roweena Kurita 89
Miyogi Kurita 89
Michael Davion 90
Peter Davion 90
Laurelli Liao 90
Dainmar Liao 90
Charles Marik 91
Gerald Marik II 91
Philippa Marik 91
Melissa Nin 92
Claudius Steiner 92
The Triumvirate 92
Elizabeth Steiner 92
Conrad Toyama 93
Raymond Karpov 93
SECOND SUCCESSION WAR DEPLOYMENT TABLE 94
Armed Forces Of The Federated Suns (AFFS) 94
Capellan Confederation Armed Forces (CCAF) 95
Draconis Combine Mustered Soldiery (DCMS) 96
Free Worlds League Military (FWLM) 98
Lyran Commonwealth Armed Forces (LCAF) 99
Major Periphery States 100
RULES ANNEX 102
Special Case Rules 102
Creating Second Succession War Scenarios 102
Before You Start 102
General Rules 103
Random Assignment Tables 103
Technical Readout 113
GRF-1S *Griffin* 114
TDR-5L/5LS *Thunderbolt* 116
BLR-1D *BattleMaster* 118
Inner Sphere At War (Expansion) 120
Game Setup 120
Starting Setup 120
Military Development Phase 122
Converting ISW Combat Commands to Other Systems 122
Converting ISW Combat Commands to ACS Formations, Combat Units And Teams 122
Converting ACS Combat Teams To SBF Formations And Units 124
Converting SBF Units To Battleforce, Alpha Strike And Total Warfare Elements 125
Converting Back From Battleforce, Alpha Strike And Total Warfare To SBF And ACS 125
Technology And Research (Inner Sphere At War) 126
Additions To Faction Abilities And Flaws 126
Setup: Starting Technology 126
Economics And Logistics Phase: Calculating Resource Points 126
Economics And Logistics Phase: Research Technology 126
Intelligence Operations (Inner Sphere At War) 129
Additions To Faction Abilities And Flaws 129
Starting Setup: Starting Intelligence 130
Order Writing Phase 130
Military Development Phase: Creating Special Operations Teams 131
Intelligence Operations Phase 131
Resolving Intelligence Operations 131
Foreign Intelligence Operations 136
Special Operations 138
Counterintelligence Operations 142
Interstellar Communications (Inner Sphere At War) 143
Communications Technology 143
Interdiction 144
Other Communication Methods 145
ISW Combat Command Conversion Tables 147

Special Thanks

Chris Hartford would like to thank: Ray and Randall for letting me finish this beast; Matt, Chris, Joel, Aaron, Johannes for all the extra work; Herb for setting the bar high in the 1SW volume; all the writers and artists who shaped the universe and created much of the information that appears here; and of course the players, without whom there'd be no game



Dedication

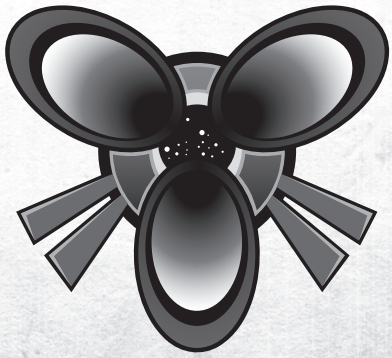
My COW friends for all the fun distractions as this book was coming to a close (which meant some very late nights and early mornings): John Shockley, Martyn Meeks, Theresa Nielsen, Michell Corydon, Elina Gouliou, Sharon Underberg, Andreas Okkels Nielsen, Richard Hardy, Mirella Machancoses López and Karolina Fairfax

Factcheckers and Playtesters

Matt Bear, Joel Bancroft-Connors, Rich Cencarik, Stephen A. Frabartolo, Keith Hann, John Haward, Johannes Heidler, Chris Marti, Mike Miller, Josh Perian, Andreas Rudolph, Eric Salzman, Paul Sjardijn, Geoff Swift, Elliotte Want, Chris Wheeler.

Find us online:

precentor_martial@catalystgamelabs.com
(e-mail address for any BattleTech questions)
http://bg.battletech.com
(official Classic BattleTech web pages)
http://www.CatalystGameLabs.com
(Catalyst web pages)
https://store.catalystgamelabs.com
(online ordering)



Published by Catalyst Game Labs, an imprint of InMediaRes Productions, LLC
PMB 202 • 303 91st Ave NE • E502 • Lake Stevens, WA 98258

©2017 The Topps Company, Inc. All Rights Reserved. BattleTech: The Second Succession War, BattleTech, Classic BattleTech, BattleMech, and 'Mech are registered trademarks and/or trademarks of The Topps Company Inc. in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Printed in the USA.

CREDITS

Writing
Chris Hartford
Intentions
Paul Sjardijn
Rules Annex
Ray Arrastia
Joel Bancroft-Connors
Randall Bills
Keith Hann
John Haward
Johannes Heidler
Chris Marti
Geoff Swift

Product Development
Ray Arrastia
Strategic Assistance
Matthew Alexander
John Haward

Product Editing
Aaron Cahall
Phillip A. Lee

BattleTech Line Developer
Randall Bills
Assistant Line Developer
Ray Arrastia

Production Staff
Art Direction
Brent Evans
Assistant Art Director
Ray Arrastia
Cover Art
Marco Mazzoni
Design & Layout
Ray Arrastia
Illustrations
Justin Adams
Robert Atkinson
Kevin McCann
Aaron Miller
Gerhard Mozsi
Matt Plog
Ryan Portillo
Anthony Scroggins
David White
Maps
Matthew Alexander
Ray Arrastia
Øystein Tvedten

INTENTIONS

Foothills of the Green Mountains
Terra
15 May 2819

The wooden chair on the porch creaked as Conrad shifted his weight. It was slightly chilly, and cooling down rapidly now that the sun had set. The forest around the cabin was alive with birds that had not yet retired and the sound of the wind passing through leaves. Many trees were still sparse, but he could see that the full majesty of the nature around him would be achieved within just a few days. It was easy to understand why his friend favored this area over any other on the planet, but Jerome would never see the coming summer. He would die this day. Or the next, if he was lucky.

If I *am lucky*.

The doctors had told Conrad that Jerome's every moment now was pain. There was nothing that they could do, beyond reduce his "discomfort."

The shepherds of all Mankind's knowledge, and we are helpless.

The irony was bitter and painful. It made him feel empty, and old. All their work, all *his* work, and all they could do was to name the disease that was killing Jerome Blake. They'd been taken by surprise.

The cabin's door opened, and Michelle Dupreas walked out, closing the door behind her. "It's your turn now, Conrad."

He sighed, then slowly rose to his feet. He thought he had hated the waiting, but realized he hated the sudden arrival of this moment more. Michelle was looking at him, and he returned her gaze. There was always something unsettling about her, as if she distilled some intimate truths from you just by looking.

But he decided that she shared his pain. He wished he could say something to her that expressed the awareness that they finally had something in common. Despite his best efforts, the words remained out of his reach. He nodded instead, and then walked inside.

The cabin's interior had not changed at all since he last visited it, but it was busier with people than it had ever been. Several of Dupreas' ROM agents feebly attempted to go unnoticed in various corners, their efforts aided to some degree by the massive egos of the men and women that occupied the sporadic and spartan furniture. Conrad almost smiled when he realized there were insufficient seats to accommodate all the members of the mighty First Circuit.

The door to the master bedroom opened, and Herman Schwepps walked out. He smiled gravely and sadly at Conrad, and extended his hand as the two men approached in the narrow hallway. Decorum left him without options.

"I'm so relieved you could make it, Conrad. He's really looking forward to seeing you."

Then why are you delaying me?

"Damn shame, this business. Well, I shall not keep you."

Conrad nodded as he released the hand of his rival. Despite his better judgment, and despite the irritation of losing precious time, Conrad couldn't help but feel some appreciation of Schwepps' performance. He pushed it away.

You've gotten far too good at this business, Herman.

Conrad smiled sadly, and made his eyes smile as well. "Thank you, Herman. Your support means a great deal to me."

Schwepps nodded and went for a seat that his lowest-ranked sycophant relinquished. It seemed clear to Conrad that he wasn't fooling Schwepps. But both of them were performing for the room, not each other. Conrad glanced at the audience, and noted only the expected amount of fawning over the heir-apparent of ComStar.

Good. No one knew.

▲▼▲

The bedroom resembled the living room. Only the sparsest of accessories and furniture was present, including an elegant, if ancient, computer on a desk at the window. The I.V. stand looked too modern and out of place. The man who sat in the bed looked older and frailer than he had ever been. It wasn't the man who trusted him to run a First Circuit HPG on Dieron. It wasn't the man who convinced them that Terra needed to be conquered. It wasn't the man who stood his ground when Successor Lords vowed to destroy him. This man looked… *tired*.

"Ah! Good to see you, Conrad, my ancient enemy! Have you come to beg for absolution?" Conrad smiled at the joke, but it was difficult. "It is said that forgiveness is a creative force." The leader of ComStar laughed, weakly. Jerome's voice was no different from what it had been just two days prior, but there was a weariness that seemed alien to Conrad. Blake always seemed to possess an unending supply of energy and purpose. It had been infectious and inspiring, but its absence left a painful, blatant void. Here was a man who had accepted he had no tomorrow.

"You know, I've been meaning to tell you, all this reading I've been doing has really been paying off."

Conrad moved about the room. The sparse dresser had a water pitcher on it made of Tharkan marble.

Threats and gifts…

He picked it up, pouring a glass, then placed the pitcher back down, more to the back of the dresser.

INTENTIONS

"I finally found out what the name of the West River was!" Jerome continued pleasantly. "The Abenaki called it 'Wantastiquet.' Sounds wondrous, doesn't it? It means 'the source of the river.' Not very poetic, but a damn sight more inspiring than 'West,' wouldn't you say?"

Conrad picked up a book from the bookshelf. *Waters of the Lonely Way*. He looked at the back cover as he finally spoke. "Certainly the word for it is more pleasant and melodic than what our crude English can manage." He placed the book back on a different shelf. "A pity the Capellans have grown so cantankerous. I would have much preferred speaking Mandarin or Russian with greater frequency."

"Excellent choices! I have always been a bit partial to Japanese, especially when wielded as proficiently as you do!"

"*Domo arigato, sensei*. Dieron was a demanding experience." He adjusted an old, amateur picture of Lake Michigan. It showed a man and a boy fishing and waving towards the camera.

"But you've always needed a challenge, Conrad. I suspected it then, and you've proven it countless times since."

Conrad sat down next to Jerome's bed. He was grateful for Jerome's efforts to make small talk, even if he knew it was all a smoke screen. It gave him time to block the cameras and listening devices in the room. But more importantly, it gave him time to absorb what his eyes had shown him.

"That's all of them, according to Dupreas."

"Good." Jerome smiled, then sighed. "Conrad, it's all going too fast, and I'm sorry. I'm sorry that we don't get to spend more time on this."

"I should've been more aggressive when the seizures started to get worse. It's always been attributed to your wounds from Dieron, but I should've realized it could be something new. I—"

"Oh, stop it, Conrad. I'll not have you blame yourself for that. Besides, we passed the point where anything could've been done long before Saturday anyway."

Conrad let out a long sigh in the silence that followed.

"I'm *afraid*, Jerome. I'd always believed you'd be around for years, decades even. I know we've been talking about a transfer for a little while now, but even then I thought you'd always stay within reach for advice."

Jerome nodded, but said nothing.

"I fear I'm not ready. I fear that I'll do it wrong, that I'll make a horrible mess of it. I know we'll see a lull in the fighting within the next few years, but the Houses barely understand how much they've lost. But when they do, their next war might start with Terra."

"It very well might. This war will not end any time soon, and it will get much worse before it all ends. This is what I believe: a BattleMech is not mankind's greatest achievement, nor will it be your greatest weapon. Knowledge will be your greatest asset, and our neutrality will be our best shield. There will be many who will demand we act more. They'll use Mordiki as an example."

Conrad nodded in agreement. "Exposing the atrocities on Kentares was instrumental not only in getting the Federated Suns to fight, but also in breaking the morale of the DCMS. If that had stayed secret, Jinjiro would be walking on New Avalon by now."

"Likely he would've. And then Combine boots would march on Arcturus, Sian, and Atreus before long."

"And then there would be peace."

"No. Inevitably, war would return. That is the lesson of the last forty years, Conrad. We're not ready. Mankind is not ready. We advanced too swiftly. We've gotten too good at war, but we haven't matured any. There will always be those at the periphery of power who resent those at the center. Geographically or metaphorically. And there will always be those with power who abuse it, and harm those without it.

"We've got to let it burn out, Conrad. Mankind needs an object lesson to realize what it's capable of. And then we need to never forget. I thought for a while that the storm would pass swiftly, but look at how many worlds have been outright *murdered*. Look at how swiftly they have destroyed the very means to travel the stars, to purify water. It has to all burn out before we can expect them to learn. It took me too long to realize it. Kerensky saw it, but I just wasn't ready to believe."

Kerensky. Conrad had been asking for years, but Jerome had always dodged the question.

"Will the SLDF return once the Houses have beaten each other into submission?"

It would be a prime moment to strike. Presuming Kerensky had managed to keep his force near full strength all those years, their prior numerical disadvantage would instead be met by beaten, depleted House militaries. Where the SLDF might have been able to defeat any single House in 2784, they could now flatten two with room to spare. Even their fleet would no longer be massively outnumbered. The prospect of a reborn Star League suddenly filled Conrad with hope, but it didn't last long.

"No," Jerome grunted, adjusting himself and adding a fresh dose of pain medication. "Or rather, I don't know. I admit I was quite angry with Kerensky and DeChavilier. I felt abandoned. You know as well as I do that Kerensky could have made a run at it as First Lord. When he didn't, I held it against him. Then I wanted him to stay close, at least, so that he could intervene when the time was right. But after a few months of that, he told me I was a dreamer. The last messages we exchanged were… heated. I regret that. He was a good friend…

"But I don't know where he went, I don't think anyone does. And I don't believe he'll return. He kept telling me it would take decades, centuries even. I just didn't want to believe him, I wanted another Star League in my lifetime. If Kerensky is still out there, then we won't see him any time soon, if things go according to his plan..."

Conrad nodded. He wasn't really surprised, but he'd hoped for a different answer. Jerome drank some water before continuing. The sound of his swallows seemed loud in the shielded, soundproof room.

"Mankind will have to *burn* among the stars. And maybe then we can progress once again. We lost centuries of progress during the medieval period, and had to re-learn everything. But maybe now, we can have a shortcut. As long as ComStar remains a vault of knowledge, we may one day be able to teach Mankind when they are ready.

"But any vault can be cracked. We will only succeed if we're not worth the trouble. Right now, they only care about military threats. They still believe that our Silver Shield army is operational here on Terra. Hayes believed we could have taken other worlds, but as much as it pained me to say no, doing so would have just made us vulnerable. Our true mission is the eventual salvation of Mankind itself. Any lives we can save between then and now are incidental to this greater goal. Because we must last decades, or very possibly centuries, if we are to succeed."

"Easier said than done," Conrad said with a shrug. "We may be blurring the lines between business and sovereignty more than pretty much any other company in history, but you're asking us to outlast a storm that's bigger than us. And while I agree that the 'Combine boots everywhere' conclusion to the war doesn't make for fertile ground to rebuild, you're still requiring us to intervene to keep the wars going. And we've agreed for years now that neutrality is absolutely critical to our survival."

Jerome shook his head. "You're missing the point, Conrad. Mordiki wasn't wrong because he acted. He was wrong because he acted openly. If we are to have a future as a species, we must mature as a species. We've had too many false starts over the centuries, so if billions must bleed and burn and die now, it's our responsibility to ensure that cost isn't wasted! We can't let conflict die down too long until we're absolutely sure that we can expect something better, rather than just more of the same. If that demands action on our part, so be it. It cannot compromise the ultimate mission. We have to embark on a long play here—a five-year plan won't do. We need a five-hundred-year plan. Or more!"

Conrad waited for a few moments before he spoke, letting the silence neutralize the emotion Jerome's words had evoked.

"All that's execution. Details. It still doesn't remove the fact that forces both inside and out will pull at us to get involved. That's human nature. And an autocratic regime never survives the death of the autocrat. Our ideas will die with us, Jerome. They might die with you. I'm not sure I'm big enough to step in your footsteps."

"Nonsense, Conrad! You're twice the leader I ever was, and I'm not telling you anything new there. I've merely been someone who took what he had in front of him, and did it. I wouldn't have lasted this long except that I've constantly found myself stepping into a vacuum. First due to the war, then when suddenly I was the full and total extent of the Star League's government, and then suddenly again when Kerensky left. I've always led because I pursue an idea that's greater than me, not because I'm a good leader. Everything I've learned about leadership, I've learned from the people around me. Kerensky. Bishop. And you, Conrad. It comes natural to you, it's a learned skill for me. And I've had it easy. I've never had to face a challenge from within. You will, but you're up for it. You can lead people, and you're at your best when you speak to them. My best ideas happen when I'm writing."

The Administrator leaned back. What his mentor said was true enough. He had been supplying advice for years to help him deal with the internal politics. But a key aspect of all of it was the cult of personality that had sprung up around Blake. He was brilliant, certainly, but he was now often regarded as someone who could do no wrong, whose judgment was impeccable.

"There is still no guarantee that our mission survives me. Even if I do everything right, I could die a year from now, and all our sacrifices will be for nothing."

Jerome smiled. "I agree. So, I came up with a plan. I've actually been working on this for a little while now, ever since Ilsa Liao was kind enough to prove it might work. She certainly handed me enough ammo. There is only one thing that outlasts an autocrat. A religion."

"What?! You—" Jerome held up his hand, interrupting Conrad's outburst.

"Let me finish. We agree that we have a higher calling. But any such mission does not outlast an individual. The calling has to become bigger than any man or woman. And we've been slowly moving towards that for years now. As the Successor Lords are starting to realize how much they've lost, we have truly become the only hope of preserving the future. Our people are starting to believe in that."

"My God…'ComStar is the only hope of preserving the future of human beings in the Inner Sphere.' That was said… more than 10 years ago. How long…?"

"It happened naturally, Conrad. In hindsight, I realized that we'd already been moving towards it even before Silver Shield. Even your little quip about 'excommunication' adds to the pile. But we have the beginnings of a religion, and we've had them for a long time. More often than not, our recruits feel a genuine calling. Only at the higher levels does the mongering and sycophancy kick in. We're a proto-religion right now. But soon, you can turn it in to a full religion.

"All you need is a saint."

Conrad jumped to his feet, and the flimsy chair fell back, clattering across the floor.

"NO! I refuse! That's…horrifying! I'll not turn you in to some figurehead, some idol, some false god just to further this ridiculous agenda!"

"Oh, stop it, Conrad. I've been a symbol for years now. But I haven't been myself for most of my life. Always in the service of others, for the greater good. Meeting someone else's expectations. I was a little genius, and my parents made sure I went to school. I graduated at sixteen, but I've had no life, and no love. All I've ever had was a career and a crisis." Suddenly, Jerome's face twisted in to an angry scowl. "Why should I care how I'm remembered, when I've barely lived at all?!"

Conrad was taken aback by the intense bitterness of Jerome's words. They'd never before spoken about such matters, and now his beloved mentor sat in front of him, shaking with frustration. There was a longing in his words, and a deep sense of loss. Before him was a man who was looking back at his life in these last few moments, and he did not like all that he saw. It was honest, but it was brutal.

Conrad opened his mouth to say something conciliatory, but Blake stopped him with a gesture and a sigh.

"My chance has come and gone, Conrad. But if one more sacrifice can be made useful, well, I believe that's worth some slight discomfort on my part. Or *yours*."

The last was an order. Conrad was quiet for a long time, then he nodded.

Jerome smiled, and opened the drawer to his bedstand. He pulled out two noteputers.

"I've been working on this the last few months now. One's got my actual journals, the ones I've kept for years now. The other is the new version you're going to use. I've designed them to put everything that's happened the last few years into a common perspective. I've even retroactively installed some predictions and hindsight-informed observations to give it a bit of a prophetic flavor, but the truth is that things have been happening the way Kerensky, and myself to a lesser degree, predicted anyway. These new journals are a bit unfinished and rough, I wasn't expecting to need them this early. But they'll still do the job, if you fill in some of the blanks. They'll allow you to keep the mission alive when I'm gone. They'll allow you to hoist up the idea of a Blake who never really existed, but who can act as an unassailable martyr. You'll cash in on my cult of personality as well as the cultural reluctance to speak ill of the dead, and if you're quick enough, you'll have a religious organization."

Conrad couldn't help but sound bitter. "That easy, huh? Make a farce out of my best friend, and gain power."

Blake deliberately ignored the sarcasm. "Well, it won't be easy, that's for sure. But it might work. You'll have to deal with a few obstacles, though. Schwepps won't have any of it, he's too much a businessman, and these days, too much a politician. Dupreas will be on your side—in fact, the efficiency with which she's been able to lock up the organization convinced me this was even remotely possible. Beyond that, it'll depend on whether you let Schwepps gain power. You might have to make an example of him."

"He thinks he is your successor, you know?"

"If this was a true business, he might very well have been. And you'll have to be careful not to take things too far. Some people won't stop you, even when you do go too far, and that will only empower the other side. The side of slow corruption and death. You'll have to be careful selecting *your* successor."

"I certainly wasn't expecting this conversation when I walked into the room. I might have stayed outside. Does Dupreas know?"

"Bits and pieces. I know you can rely on her. I would've vetted more people, but this is all happening a bit soon, huh?" They both chuckled wryly.

"Speaking of soon, there's a problem you'll have to deal with. My will specifies cremation, the ashes to be scattered over the Court."

"Done. I'll do it myself. How's that a problem?"

"It won't do to martyr me without a shrine, Conrad. You can't spread my ashes. You'll have to make a tomb for my corpse."

"Oh…God…"

"Yes, and it'll have to be real Roman Catholic saint stuff, too. You can't hold back there, Conrad. You need the symbol. And it needs to be tangible."

"I'm still too much of a Protestant for that. I recognize that it'll work, but it disgusts me. My God, the insanity of this conversation…"

"Hang in there, old friend. I still haven't told you about the Gabriel base, and why it took until 2802 to turn a profit. Or a few other things. But before we get to that, I want to repeat my prior warning. I'm making you play a very dangerous game, even if you succeed. Religions have proven themselves a wonderful blessing to mankind, and a terrible curse. All we want is something that'll outlast the wars, but if we're not careful, we'll make a monster. There hasn't been a true religious war in centuries, and if you prove too good at creating zealots, mankind might yet see another. You'll have to try to keep it within certain limits to avoid escalations with terrible consequences."

▲▼▲

Conrad leaned back in the flimsy chair. It creaked under his weight.

Jerome had fallen asleep shortly after their conversation moved away from ancient secrets and manufactured false religion. They'd played music from someone called Eric Clapton, a song about spurned love with a long piano and guitar coda.

They'd chatted about fishing for a few brief moments before Jerome wanted to take a nap.

But now, Jerome had stopped breathing. His friend was dead. Conrad leaned forward, and sighed deeply. He felt his insides contract achingly with every breath. The pain of his loss was deep and sudden somehow. He felt truly alone for the first time. He cried.

It *wasn't* fair. It was too soon. They had talked in a way that they never had before, and it was almost as if they had grown closer in the last brief few hours than they had been in the preceding forty-three years.

The pain receded slightly as he cried. He stopped, and cursed extensively at the ceiling. Then the enormity of what could happen next overcame him, and he felt panic settle in.

It was impossible. It was insane. It would never work. He didn't need to do this. He *shouldn't* do this. It was *too much* for him. For anyone.

He looked at the noteputers next to his dead friend. One journal was Jerome's. The other belonged to Blake, a man he never knew. He got up, and checked a mirror to see if the signs of his tears were still visible on his face. He suddenly looked so much older. His vanity had long since become a casualty of time, but the face that looked back at him was far more tired than the one he saw this morning.

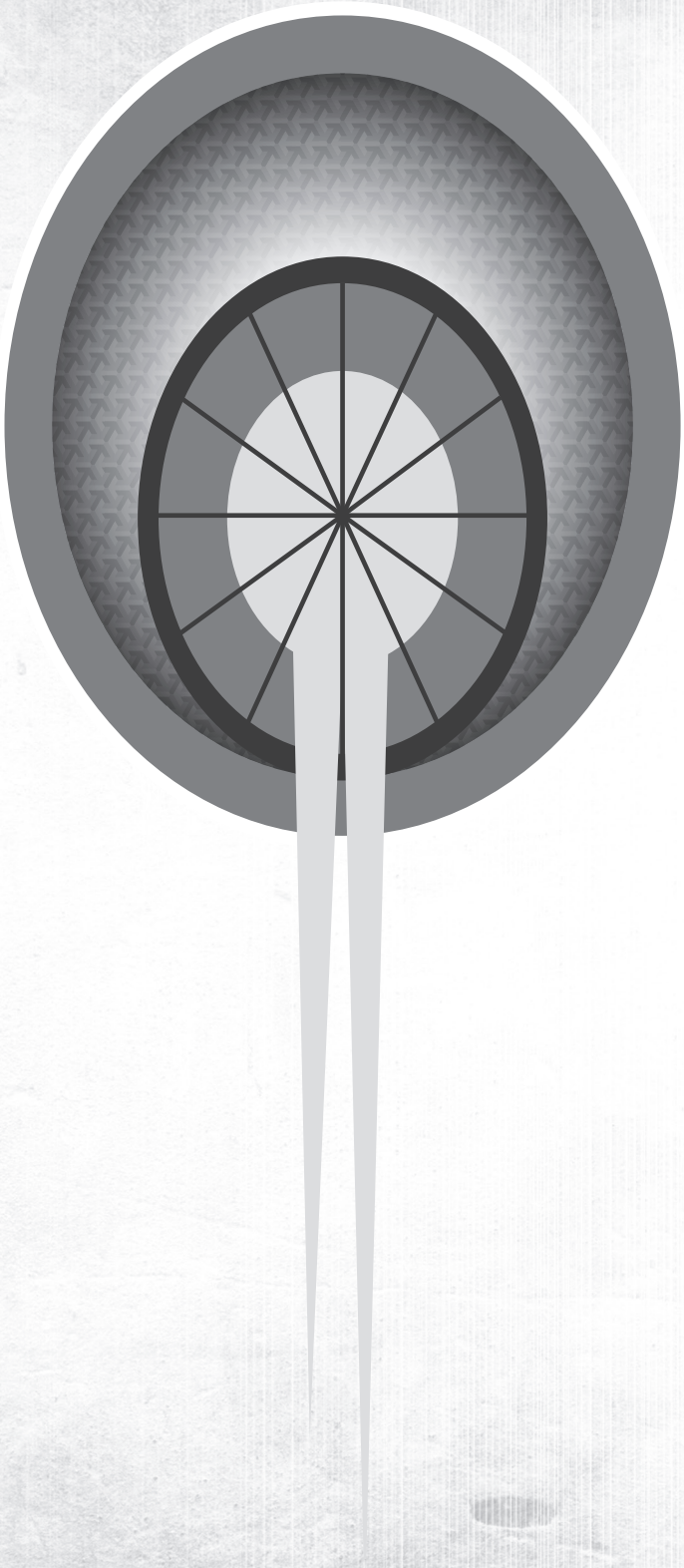
The moment was so fragile. Like a bird in his hands. He could change everything for everyone right now with the smallest of physical efforts. Or he could, with an almost equally tiny amount of force, do nothing. And no one would even know.

He walked back to the noteputers and picked one up, storing it in his coat. Inside the drawer was the sealed order Jerome had mentioned, which named him his sole successor. It might delay Schwepps long enough, especially if he bullied the First Circuit outside into confirming its authenticity immediately. He sighed, and picked up the other noteputer. The distance between him and the door would be his last few free moments. He looked down at his friend.

"I give it a day, Jerome. No more. I'm a fraud, and they'll know it."

He exhaled, and as the air left him, a new weight settled on his mind. He walked through the door. Conrad smiled grimly. Forgiveness was a creative force. But so was anger. He found comfort as his mind set itself on familiar problem-solving patterns. He loved effecting change. Every problem could be solved by just parsing it into smaller problems, which could be defeated in turn.

Outside, the First Circuit would meet someone new and never seen before. They would meet Toyama, the tyrant. He knew each of them, and they would prove unable to resist him. The outcome known, it was now but a matter of implementation.



INTENTIONS

Hilton Head Island
Terra
11 June 2830

The Shrine was empty, closed off by some of Dupreas' most trusted agents. Conrad had been here many times over the past few years, but always while presiding over some official function or religious holiday. The Shrine was filled to the brim then, and the rituals helped him stay detached from the absurd and the grotesque. At the center of the domed structure was Blake, the relic. Embalmed and preserved with a hideous process, the remnant of his friend looked slightly artificial, surreal, as if it was manufactured from plastics and fabrics. Conrad touched the glass nearest to the face and sobbed, once. It came forth almost like an involuntary cough, and he felt his sadness clench down painfully on his throat.

Many described seeing the Blake relic as an uplifting, comforting experience. They would say it filled them with hope. But the preservation of his friend only brought back the memories of Jerome just after he stopped breathing. The memories of the sudden emptiness that had filled him, the enormity of which surprised him then, as it did now.

Every time he really remembered that moment, he would struggle to not be absorbed by the extent to which he missed his friend and mentor.

Why does it still feel *this way after all this time?*

It was like the accusations that he and Blake were at odds, all those years ago. Tabloids and whispering enemies pounced on it, insinuating hate and dysfunction where there was none. It had hurt though. But it was nothing like the pain of the more recent cowardly whispers that claimed he had murdered Jerome. Those cut deep every single time. Why?

He sat down with his back to the reliquary, next to the spot that had already been visibly polished by the knees of too many. The pumps that moved the *fluids* through the corpse whispered quietly. *Blake's Blood indeed…*

"I…" he felt stupid as his voice echoed quietly in the empty place. A voice that now commanded billions. Yet he felt only loneliness. He grunted and pushed through his emotions that had delayed him this long.

"I am afraid, Jerome. The moment is here. I thought…I thought the moment was at your cabin, but…If I do nothing now, I think this fire will burn down to a smolder. Yet if I push…I think it might burn for another century. So far, my actions have been minor, little more than propaganda. I could've done… more. But I fear... I fear that we will be cursed for our plan. That history will see us not as saviors, but as instigators. You and me both. If I do this wrong, they'll name WarShips after me. Or BattleMechs."

"I'm… not sure this is still the right course. I can still walk away… and see what… happens." His voice trailed off. He hated this *weakness*. He hated this uncertainty. He hated still feeling doubt after all these years.

The price he had paid this last decade, over and over, the cost to him personally. The countless lives he had affected for the worse. The suffering caused by his hands. If he wavered now, all of that would become meaningless, an unpleasant footnote in history.

But did that really justify *more* crimes?

Humanity had been at war now for almost his entire life. He barely remembered what it *felt* like to be at peace. The current pause wasn't peace, it was more like the moment just prior to mortal combat. When you looked at your opponent, and you both *knew* what you were about to do.

There had been no real rapprochement between the Houses, no significant efforts to mend fences and re-establish a constructive relationship. There was just the sharpening of knives.

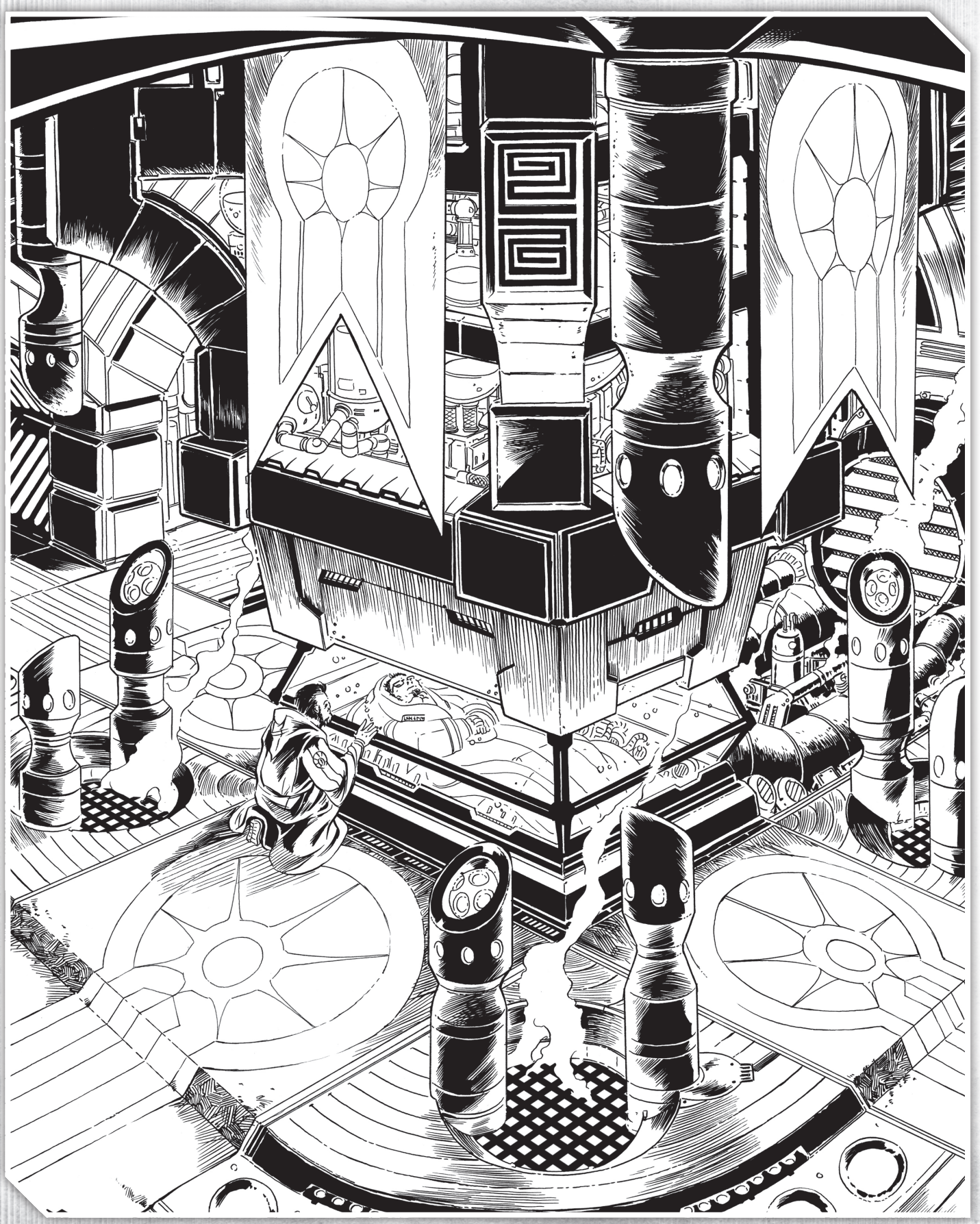
Worlds without military use, but with dire needs, had been left to die. They could have been saved, but the price was building fewer BattleMechs, and everyone was focused only on the enemy. Not merely the Successor Lords themselves—even the public at large seemed content to let their countrymen die a slow death, writing them off as soon as their planet's ability to sustain life was compromised. The distance between planets had proven sufficient to turn former cousins into faceless aliens, unworthy of life in some way.

They had learned *nothing*. There had been no progress, no awakening, and no realization of what mankind was now blindly doing to itself.

Conrad stood up and turned towards Blake. "I may never know whether this is the right decision. But I've only got one move to make, and to do nothing now is the greater evil. When a trillion decided to do nothing, at least I decided to act!" He turned to move away, but stopped himself. With a calmer voice, he continued.

"If you're just a symbol now, then let it be a symbol of change, and of improvement. Of the idea of humanity's growth. Of us taking responsibility for all that we are capable of doing. If I can succeed in that, well, then praise be unto *Blake*. And let those who say it with actual sincerity be *good* people."

He began walking towards the exit. He powered on his communicator, and opened a channel. "Michelle. Pass the package along to Jeanette."



INTRODUCTION

Some say war is not a series of discrete events, but rather a continuum, a never-ending state with only occasional aberrations of peace to mar its form. The Succession Wars, a near-constant conflict spanning almost a quarter of a millennium, certainly fit that concept. The First Succession War, which ended in 2821, was the most brutal conflict in human history, while the Third was one of the longest by a significant margin. The Second Succession War is often forgotten, dismissed as less brutal than the conflict that preceded it and shorter than the one that followed. Such assumptions neglect the socio-political, economic and military events of the conflict.

While external events drove the war's grand events and campaigns, internal politics were key factors in several Houses; the battles between Charles Marik and Parliament, between Claudius Steiner and the Estates General, and between Roweena Kurita and her siblings. These conflicts hampered the war efforts of the respective Houses, exacerbating already perilous situations. The addition of a new player in the form of ComStar, thanks to a change in the order's tactics under Toyama and his successors, also damaged efforts to rebuild and establish stability. The interdiction of Tharkad, and later of the Free Worlds League, made the Successor States take note of the power ComStar wielded.

That the First Succession War was the most devastating military conflict in history is unquestioned, but such broad statements neglect much of the collateral damage that befell the Inner Sphere as a consequence of the fighting. Far more worlds died or were abandoned in the Second Succession War than the First, often a result of cascade-failures begun in earlier conflicts, exacerbated by new disasters and the collapse of the interstellar economy.

Militarily, the Second Succession War began in a similar manner to the First: raiding gave way to large-scale operations. But by its end, the Successor States had lost the ability to bring war on broad fronts with dozens of regiments. Instead, raiding and small-scale operations became the norm, as the combatants lacked the manpower, material, and transport capacity to do anything more.

That the devastation and horror that ensued did not convince people to give up on war entirely only highlights the conceit that man is his own worst enemy.

— Paladin Constance McGuire, Geneva, Terra, 3150

> **ilKhan,**
>
> **Among the information made available by the Exarch is this entry, recovered by Gunslinger Eli Sender. The original document was a draft compiled by Paladin Constance McGuire nearly a century ago, but upon examination, I believe it would serve as a solid primer for our *sibko*s regarding the history of the Inner Sphere during our Exile. I have taken the liberty of reviewing the original Republic draft and now submit the complete document for your approval.**
>
> **—Loremaster Stephan Roshak**

HOW TO USE THIS BOOK

The Second Succession War is the latest in a series of products that explore major but little-detailed conflicts in the past of the BattleTech Universe. This volume focuses on the second of the Succession Wars (which caused the earlier conflict once known as the "Great Succession War" to be retroactively designated the "First Succession War"). *The Second Succession War* builds on work found in *The First Succession War*, as well as the *Historical: Liberation of Terra* duology and *Historical: Reunification War*. As with those previous volumes, *The Second Succession War* is part sourcebook and part rulebook, allowing players to recreate key events of the war.

Intentions, the introductory story, reveals how a secret conversation shaped the history of the Inner Sphere. *Crucible* provides a summary of the events that led to the Second Succession War, in particular the events of the First Succession War—the rise and fall of the Star League, Kerensky's Exodus, and the ambitions and antagonisms of the Great Houses. *The Second Succession War* details the major events of the thirty-five-year conflict, covering key engagements on all fronts as well as the internal political machinations of each Great House. *A Legacy of Destruction* covers the aftermath of the Second Succession War and the attempts to broker peace while preparing for the next war. *Personalities* describes the histories and motivations of the House Lords and other notables of the conflict. The *Rules Annex* includes a number of items designed to aid play during the Second Succession War, including rules for generating forces representative of the era, as well as systems reflecting the impact of social and economic collapse.

CRUCIBLE

"My good friends, for the second time in our history, a British Prime Minister has returned from Germany bringing peace with honor. I believe it is peace for our time."

—Neville Chamberlain, *speech outside 10 Downing Street regarding the Munich Agreement,* 30 September 1938

"My simple demand
Submit and I'll spare your worlds
From the Dragon's claw"

—Coordinator Jinjiro Kurita, *haiku sent to the rulers of the other four Successor Houses*, late 2829

RISE AND FALL

The Great Succession War was the most devastating conflict ever to embroil humanity, exceeding even the Age of War or the Word of Blake's Jihad for ferocity and destruction. It grew out of long-simmering tensions and feuds among the human polity, held in check by the Star League for centuries until given vent with great ferocity in the wake of the Amaris Coup. Would such devastation have occurred had there never been a Star League and the Great Houses been left to their own bickering? Would war have erupted had the bulk of the SLDF opted to remain in the Inner Sphere rather than accompanying General Kerensky into exile?

By the third decade of the twenty-ninth century, the initial fury of what would become the First Succession War was largely spent and the original pretexts for the conflict long abandoned. Humanity had not given up on its fratricidal conflicts, however—a few sought lasting peace, but others sought to undermine that process. In the end, the first half of the 2820s amounted to nothing more than a brief pause in the conflict; an opportunity for the belligerents to catch their breath, rest and re-arm, and plan for a return to warfare.

Like the World Wars of old Terra, the resumption of open conflict in the form of the Second Succession War was largely inevitable. The First War had not settled matters, and it could be argued that the Second War was merely a continuation of the First, using the same equipment and tactics: terror and mass destruction. Politically, however, there were significant differences between the two conflicts. Most importantly, the five combatants of the First Succession War were joined covertly in the Second Succession War by a sixth faction in the form of ComStar. The Order had been active in the earlier conflict, but the death of Jerome Blake and the rise of Conrad Toyama—and later Raymond Karpov—to the Primacy heralded a more interventionist approach. ComStar shepherded the Successor States back toward war and embarked on direct action in some of the resulting conflicts. Other agents began to take an interest as well; Kerensky's descendants, in the form of the Clans, began a long observation of the Inner Sphere and even took a direct hand in events.

While the First Succession War had been hugely destructive, it was the Second that pushed humanity to the brink. The interstellar economy virtually collapsed, and many worlds crippled during the two conflicts ceased to be viable for human habitation. For some it was a slow decline, the population desperately clinging on to survival. For others, the end was sudden and lethal. Realizing the precariousness of their situation—and with most WarShips and strategic weapons exhausted and the means of replenishing them lost—the Successor States brought the era of mass devastation to a close. After another short pause, the Third Succession War would be markedly different in character, focusing on small-scale actions and the preservation of resources, and would span a stunning 160 years. Ironically, the uptick in manufacturing capacity and technological recovery at the end of that conflict and in the decades after the discovery of the Helm Memory Core allowed humanity to build new arsenals that would lead to the resumption of devastating warfare during the Blakist Jihad.

TRIBES

Man is a social animal, and since the dawn of time we have grouped together, forming tribes that delineate between "them" and "us." History is replete with the conflicts and consequences of this instinct, and mankind's expansion to the stars was no exception. Many of the proto-states that emerged were built along nationalistic, ideological, or religious lines. When those states merged and became the Great Houses, and later the Successor States, those internal divisions remained.

The Lyran Commonwealth is one example. The Commonwealth's overriding culture stems from the old-Terran state of Germany, itself an amalgam of petty kingdoms. The constituent parts of the Commonwealth emerged from different cultural heritages—the Scots and Italians of the Federation of Skye, the Irish of Donegal and the Pakistani-Americans of Tamar. Throughout the Commonwealth's history, these sub-cultures and their agendas warred with each other, and that friction occasionally manifested as conflict and rebellion. The other Successor States followed a similar pattern: the Scandinavian, Japanese and Arab heritage of the Draconis Combine; the Franco-British trappings of the Federated Suns; and the Sino-Russian origins of the Capellan Confederation. The Free Worlds League was even more confused, mixing aspects of dozens of cultures (notably Spanish, Greek, Indian, Italian and Mexican).

The Star League, founded by Ian Cameron and Albert Marik in 2571 made the same mistake. It sought to bring together six nation states, each with its own internal conflicts, into a single pan-human society. Unsurprisingly, the League's creation was not universally popular, and discontent within the member states rumbled for decades, while the Periphery states chose not to join at all. The newly-minted First Lord seized the resulting Reunification War as an opportunity to help unify the member states while bringing the recalcitrant Periphery into the fold.

The Star League endured for the next 150 years, during which the promise of a pan-human society manifested in increased living standards—humans could expect to live to 110 years of age, with medical treatments available for a wide variety of ailments and injuries. Technology likewise increased exponentially; high-speed interstellar communication became feasible in 2630, and by the mid-twenty-seventh century, most of the Inner Sphere's population had access to easy communication, in some cases in real-time, across the thousands of worlds of the Star League. It is hardly surprising that many look back on the Star League years as a golden era.

The reality was more complex. Relations between and within the member states were fractious and a series of political and military incidents ensued—tribalism in action. The most serious conflicts became brush-fire wars, often prompting the intervention of the Star League Defense Force. The most serious of these incidents began in the 2760s, when the Periphery nations forcibly incorporated into the League rose in open rebellion. Attempts by the SLDF to restore order turned into bloody encounters and spread the League forces thin, prompting the young First Lord Richard Cameron to call on his friend and mentor, Stefan Amaris of the Rim Worlds Republic, for assistance in securing the core worlds of the Terran Hegemony.

In hindsight, Amaris' hand in igniting the Periphery rebellion was obvious. After positioning Rim Worlds forces around the Hegemony, he murdered the First Lord in December 2766 and usurped the Star League throne, birthing the Amaris Empire in place of the Hegemony. He failed to account for the determination of Commanding General Aleksandr Kerensky, who led a furious counter-assault first against the Rim Worlds Republic, and then against Amaris forces on humanity's core worlds. After a long and bloody campaign, the SLDF succeeded in securing Terra in September 2779.

Did the other tribes of humanity help? Some gave tacit support to the General's operation, but most Council Lords stood on the sidelines and waited to see who would prevail, each driven by their own personal greed and ambitions. Following Amaris' execution, they faced the need to name a new First Lord, but again put personal ambition ahead of the greater good. In October 2780, the Council Lords voted to disband the Star League, paving the way for the bloody Succession Wars that followed.

Kerensky—stripped of his office and his role as Protector of the Realm in one of the Council's final acts—could have pressed his own claim to the First Lordship. He chose not to do so, opting instead to lead the SLDF into the void, an Exodus which would eventually lead to the formation of the Clans by his son, Nicholas. The departure of the SLDF made the First Succession War all but inevitable.

APOCALYPSE

The period between the death of Simon Cameron and the Amaris Coup were good years for the Great Houses. The Houses faced little restraint, and busily freed themselves of the military and fiscal limitations imposed by the Star League's founders. To fuel their unchecked weapons build-up, the Council Lords placed an onerous tax burden on the League's territorial states, filling their own pockets while fostering resentment in the Periphery. Their successful militarization, coupled with losses sustained by the SLDF in deposing Amaris, meant that Kerensky's force could no longer claim dominance over the Inner Sphere.

The departure of the SLDF for points unknown removed the damping rods over the Council Lords. With all five nations armed to the teeth, disaster was inevitable. It began when Minoru Kurita named himself First Lord on New Year's Eve 2786, followed in short order by similar claims from the other House Lords. The land-grab that had been ongoing since the departure of the SLDF accelerated, and the Great Houses' devouring of the Terran Hegemony's carcass soon brought them into direct conflict.

Even before Minoru's official declaration of war, heated conflicts broke out on several fronts. Towne was the most notable of these early battles, a three-way clash in 2785 between the Federated Suns, the Draconis Combine, and the Capellan Confederation. The struggle was a disaster for the AFFS, eventually becoming known as the Towne Debacle. The battle for the Bolan Thumb began a full nine months before the Coordinator's New Year's Eve proclamation, and by early 2787 all of the major fronts were in flames.

It remains unclear which nation first deployed strategic weapons, but by mid-2787 their use was commonplace, both in the form of ship-killer missiles and as counter-force/counter-value weapons on planetary surfaces. The Federated Suns-Draconis Combine front saw particularly profligate use of weapons of mass destruction, as did the Free Worlds League-Capellan Confederation front, with Kenyon Marik ordering the use of thermobaric weapons against numerous Capellan worlds. The Ares Conventions, abandoned for a time during the Reunification War but tacitly followed by most militaries since that time, were utterly discarded. Civilian targets, hitherto off limits, became the focus of many attacks which sought to destroy the enemy's ability and will to wage war. This abrogation of the Conventions was not a sudden development–the SLDF had been "flexible" in their enforcement throughout its history, and the war against the Usurper had been no-holds-barred. As a consequence, the Successor States took their cues from that carnage, and showed little restraint when it came to their own conflicts.

THE RISE OF THE COMSTAR NEWS BUREAU

Throughout the First Succession War, ComStar provided communications and broadcast services to the Great Houses. But in the years between the First and Second Wars, the First Circuit realized there was an entirely different tactic they could use to shape Blake's Vision for the Inner Sphere. Rather than simply carrying the news, ComStar could report it, establishing their own impartial news-gathering and dissemination service. The concept, proposed by Precentor Barnard, Judy Cheny, was simple and elegant and played directly into Primus Toyama's plans.

By mid-2826 the ComStar News Bureau was broadcasting across the Inner Sphere via the ComStar network. Led by Precentor Cheny, CNB soon established itself as a valued source of unbiased news across the Inner Sphere, a counter to the spin-doctors and truth manipulators of each state. Some decried its brand of solid reporting and analysis as propaganda, or even worse, "fake news," but CNB soon established a commanding market share. Efforts by the Draconis Combine and Capellan Confederation to censor CNB broadcasts soon ran afoul of the Order; a stern reprimand from the First Circuit made it clear that any interference with CNB would be regarded as a violation of the 2787 Communications Protocols. With the Interdiction of Tharkad fresh in their minds, the Great Houses relented.

It is a great irony that the accusations of bias on CNB's part were not without justification. While rarely straying into outright falsehood, shifting emphasis as to how a story played in one market could have a major impact on audience reaction. In effect, CNB became a major new tool in ComStar's arsenal for shaping public opinion, one with Inner Sphere-wide reach that could be tailored to an individual world if needed.

Toyama exploited this new capability mercilessly in the run-up to the Second Succession War, sensationalizing the "Chain Gang" raids and embarrassing the DCMS with stories about their inability to catch the Minnesota Tribe. CNB played up border tensions and troop deployments across the Inner Sphere, heightening tensions and fanning the fear of renewed conflict. Troops were redeployed to meet these threats, real and imagined, bringing the return to war ever closer.

Behind the scenes, CNB also worked hand-in-hand with ROM, providing means to communicate with local agents and to disseminate information to ROM teams across the Inner Sphere. It was a combination of ROM and CNB efforts that provided details on ISF and DCMS operations to the Lyran Commonwealth's Loki, and leaked details of several members of the Capellan House of Scions' predilections to the MIIO, allowing them to blackmail the government officials.

Many of the initial campaigns were intended as knock-out blows, though the sheer scale of the Successor States made such efforts impractical. The Federated Suns came the closest to ruin as the skill and ferocity of the DCMS carried House Kurita to within a jump of New Avalon. A lone assassin on Kentares ended both Minoru Kurita's dream of dominance of House Davion and his life, and triggered one of the most brutal massacres of the Succession Wars. Had Jinjiro Kurita mourned his father's death rather than avenged it, the Combine might have indeed prevailed. Instead, the horror of the Kentares Massacre became a rallying cry for the AFFS and furthered an animosity between the two nations that still resonates today.

On paper, the Capellan Confederation seemed the most likely to succumb to predations by its neighbors. But with House Davion distracted by the Combine invasion, the Confederation seized the opportunity to reclaim the long-contested Chesterton worlds. They succeeded in expanding control over nearby worlds, but fell short of taking Chesterton itself. Faced with a resurgent AFFS, Chancellor Ilsa Liao opted to switch tactics and instead offered to support Davion's claim to the post of First Lord--in exchange for Chesterton. Prince Paul rejected the offer out of hand and, despite being in the midst of planning a new assault on the Draconis Combine, instead launched a series of counter-invasions against worlds recently taken by the Liaos. On the Confederation's other border, the Free Worlds League staged a broad offensive, pushing the CCAF back and launching drives toward Wazan, Corey, and long-contested Andurien. House Liao managed to reclaim some of their lost territory, but Andurien remained out of their reach.

The Free Worlds League could have pushed the Capellans further, but large swaths of the FWLM were engaged against Lyran Commonwealth. The Steiners focused considerable pressure on the thorny Bolan Thumb, where fighting had raged even before the official commencement of hostilities, but also assaulted worlds around Solaris VII and Kalidasa. The League failed to hold the Bolan Thumb, but did maintain control over worlds at the base of the salient such as Ilion and Altoona, and widened their grasp to include Cavanaugh II and worlds around Dixie. Similarly, they threatened the Lyran drive around Kalidasa with their own push toward Shiloh.

The conflict on the League border also occupied much of the LCAF High Command's attention, leading to limited operations against the Combine. This allowed House Kurita to focus their attention against their Davion foes, but hardly meant the front was static. The Combine slowly pushed forward on a broad front around Tamar, and likewise made inroads into Skye. Not everything went the DCMS' way, however; their efforts to seize Hesperus were bloodily repulsed, and the LCAF staged counter-invasions against Lambrecht and around Najha.

Perhaps the most surprising military operation of the First Succession War occurred in 2788, when ComStar seized mankind's homeworld using supposed "mercenary" forces. The move infuriated the Great Houses, but none were willing to breach the Communications Protocols they signed with former Star League Minister of Communications Jerome Blake a year earlier. As a result, ComStar retained unchallenged possession of Terra until the thirty-first century. If the Order's use of "mercenary" troops angered the Great Houses, the truth behind the operation would have sent them running: the large force employed to take Terra comprised a number of SLDF divisions who had chosen not to take part in Kerensky's Exodus and had instead sworn loyalty to Blake. Most of the troops stood down after the successful operation, but ComStar remained in possession of a massive array of Star League military technology—equipment that would be used to build the Com Guards.

The First Succession War was not fought solely on planetary surfaces; the conflict also saw some of the largest fleet actions ever to occur in the Inner Sphere. The scale of battles like Skondia and Cholame rivaled the engagements of the Kerensky-Amaris conflict, and each cost the Great Houses a significant part of their precious WarShip

fleets. The loss of those behemoths left invasion forces exposed and removed the fire support they offered. With military transports now easy targets, all of the Successor States began co-opting commercial transports in order to enact even the most basic interstellar operations. This caused further commercial collapse and hastened the demise of numerous worlds that relied on interstellar commerce to survive.

BREATHING ROOM

By the end of the second decade of the twenty-ninth century, all of the combatants taking part in the First Succession War were exhausted, and the tempo of operations fell away markedly. By 2821, no major operations were underway; instead, a series of local cease-fires and treaties brought hostilities to a close. The states that remained were shadows of their former selves, their militaries were shattered and their economies in ruins. Whole worlds died, either as a result of military action or as a consequence of social and economic collapse. Many others were pushed to the brink, doomed to collapse during the Second Succession War and the centuries that followed.

Could true peace have emerged from the aftermath of the Great Succession War? It seems unlikely. There was no clear victor and animosities had deepened during the conflict. Even without outside interference, it seems likely that the Great Houses would have eventually thrown themselves back into armed conflict. Though it would not become clear for many years, ComStar and its new leader, Conrad Toyama, actively sought to destabilize the Successor States. Many of the organization's schemes were subtle: edited news in one state, a few lost messages in another, all leading to antagonism and a desire to settle scores. Other efforts were more direct, such as hampering a POW transfer or the leaking of incriminating intel to sour relations. Some schemes would be a long time brewing, notably the consequences of Jeanette Marik joining ComStar, but others were more swift and direct.

The communications interdiction against Tharkad in 2823 came about in response to efforts by the Estates General to tax ComStar's services, an attempt to demonstrate the power of the Lyran state against an extra-territorial corporation. Instead, ComStar's response showed just how much power the Order held. The Commonwealth couldn't govern effectively when the information flow into and out of the capital was frozen and had to be carried by JumpShip. The Commonwealth soon relented, cowed by the impact of interdicting even a single world. The other Successor States were put on notice that ComStar would not tolerate interference in its affairs. That resolve would soon be tested.

The Successor States sought to rebuild after the carnage of the Great Succession War, but by emphasizing repairs to their militaries rather than their infrastructures or economies, overall improvements were limited. True peace never entirely manifested either, as low-level raiding, special-forces actions, and espionage continued throughout the inter-war period. Each nation sought to hamper the operations of their rivals and undermine their reconstruction efforts, usually covertly but occasionally through direct action such as sabotage or assassination.

While 2830 is officially cited as the start of the Second Succession War, the Great Houses were at each other's throats by the mid-2820s. The Draconis Combine and Federated Commonwealth resumed hostilities in March 2825 with the "Chain Gang" missions, swiftly followed by a direct assault. House Kurita's other front was never fully at peace, with several worlds repeatedly changing hands. The situation escalated such that by 2828 a de-facto state of war existed. House Liao sought to exploit the Federated Suns' preoccupation with the Dragon to launch its own counterassaults in August of the same year, and the tragic consequences of that operation would re-ignite conflict between the two nations. Though all of this, and despite provocation on both fronts, House Marik's Free Worlds League stood aloof. They resisted the urge to be drawn back into the conflict, even while preparing for it. ComStar decided to take a direct hand, using Jeanette Marik to give her brother, the Captain-General, little choice but to resume hostilities.

THE MERCENARY REVIEW BOARD

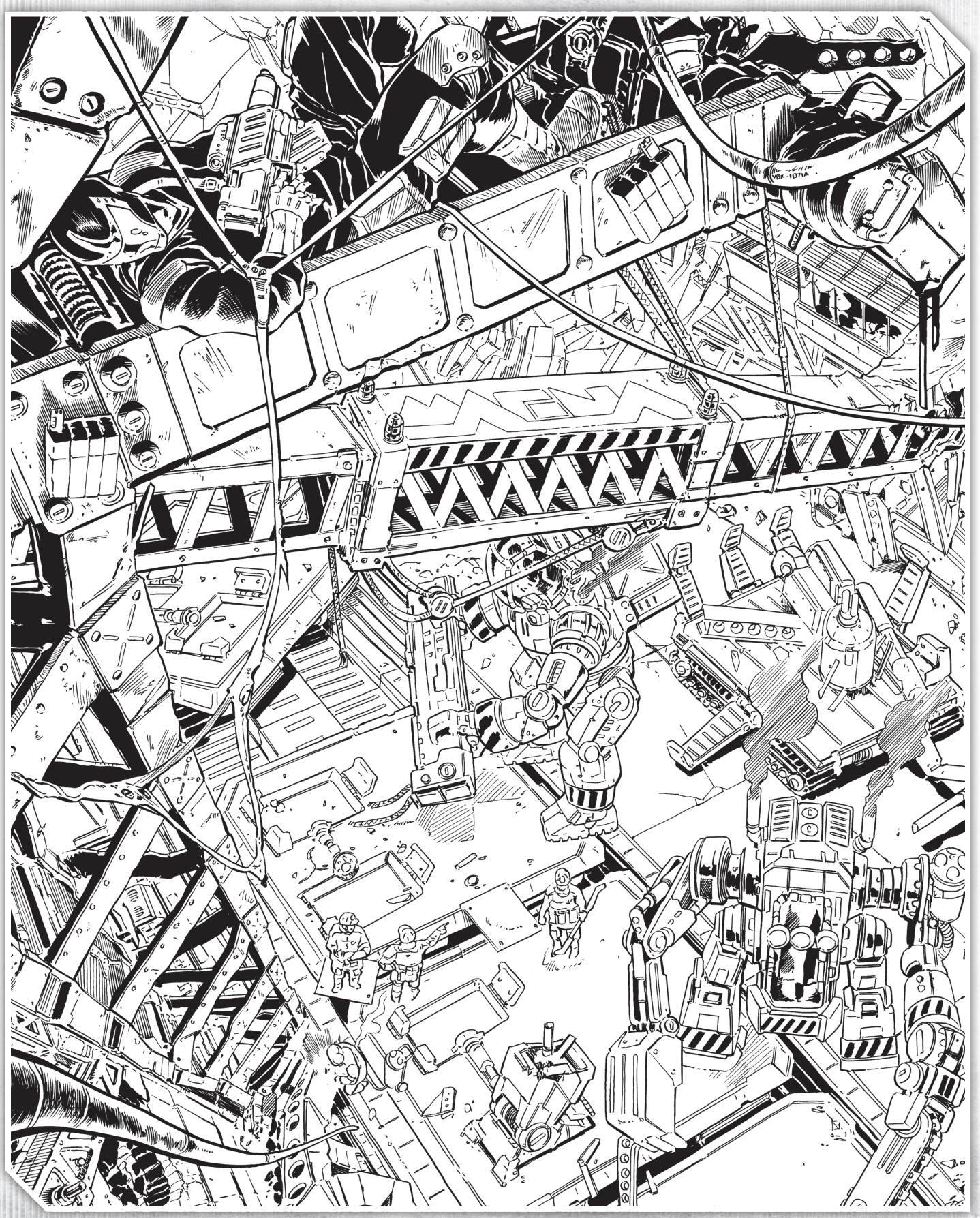
Another arm of ComStar, founded in 2789, was the Mercenary Review Board. Unlike the ComStar News Bureau, the board was not established as a political tool for the Order, but rather as a neutral arbiter to govern the sellswords whose use increased dramatically during the Great Succession War. While some mercenaries were honorable and dedicated, primarily those that had formerly been part of the SLDF, many displayed a lack of ethics and a willingness to work toward their own ends rather than those of their employers. A number of such units fled or turned coat in the early years of the Succession War, leading to a lack of trust in any hirelings.

Coordinator Minoru Kurita raised his concerns about mercenaries in a discussion with Administrator Blake, suggesting the creation of a registry and administrative arm to police the contracts issued to such troops, and their behavior in the execution of their duties. Kurita intended this to be a multinational effort—possibly with himself at its head—and thus was surprised when Blake announced the formation of the Mercenary Review Board under ComStar's authority a week later.

While the Coordinator may have felt his idea was stolen, an accusation made by several of his warlords in later years, oversight of the contracts and behavior of mercenary troops by a neutral body was the only viable option. It was profitable, too; the Great Houses would pay a five percent commission for ComStar to administer their contracts, and the Order held the mercenaries' payments in escrow, releasing the funds as the contract dictated—and withholding them if needed. Honest mercenaries benefited as well, since the MRB ruled as often in their favor as it did the Successor States. Though adjudication by the Board cost the troops some commission—another five percent—it soon proved a worthwhile investment.

Of course, contracts were still offered outside of the Mercenary Review Board's aegis, but Blake made it clear that those unsanctioned contracts would not be protected by the Board.

Caveat Emptor!



THE SECOND SUCCESSION WAR (2825–2863)

"I know not with what weapons World War III will be fought, but World War IV will be fought with sticks and stones."
—Albert Einstein

"You know why Davion officers have spurs on their boots? So they can ride horses once the Federated Suns finally runs out of BattleMechs."
—Erik Raj, *Monday Night Live*, Donegal Broadcasting Company, 2852

The era of peace that followed the Succession War came to an end in the late 2820s, incidentally transforming the Succession War into the First Succession War in the process. As with the First Succession War (or Terra's World Wars), the dates of the conflict varied significantly depending on the participants; some border conflicts, such as between the Lyran Commonwealth and Draconis Combine reignited in 2825, while others, such as the Federated Suns-Capellan Confederation conflict, resumed in 2828. Conversely, the Free Worlds League did not become embroiled in the general conflict until 2830, and as such this is the date most historians use to date the start of the Second Succession War. Some historians suggest that the First Succession War never truly ended and the period 2821–2825 was instead merely a period of retrenchment and rearming before the conflict heated up again, They instead suggest that the "Great Succession War" ran from 2787 to 2863. However, markedly different characteristics of the two phases of the conflict undermine this suggestion, reinforcing the idea of two distinct conflicts just as the low-tempo (and extremely long) Third Succession War is distinguished from the Second despite the absence of a formal cessation of hostilities and a very brief (three year) interwar period.

WAR RENEWED (2825–2830)

The interwar was never entirely peaceful—each of the Houses suffered raiding by their neighbors and replied in kind. As early as 2825, the occasional raids had escalated into a continuous serious of military actions that were indistinguishable from the military campaigns that followed. Prior to that, a cold war of spies and special forces prevailed as each Great House sought to assess the damage to their enemies and identify any vulnerabilities they could exploit in the resumed hostilities they all presumed would happen. This covert war of spies was waged across the Inner Sphere, though most of the intelligence agencies were badly bloodied and their networks compromised by the housecleaning and internal security operations that accompanied the First Succession War. High-profile successes were few and far between, with disasters and confusion the order of the day.

IN DISTANT STARS

As the First Succession War stumbled to a halt and the Inner Sphere breathed a few ragged breaths before launching into a second round of conflicts, the Clans continued their metamorphosis into the force we are familiar with today. Operation KLONDIKE took place in 2821 and early 2822, with Nicholas Kerensky's Clans enforcing their will over the shattered remnants of the SLDF exiles. In many regards the Exodus Civil War, which culminated in Operation KLONDIKE, was even more brutal than the Succession War, with the use of nuclear, chemical and biological weapons compounded by ethnic cleansing and other war crimes. In the Inner Sphere, the Great Houses prevailed even though they were bloodied by the conflict. In Clan space, little remained of society, and the survivors were malleable clay in Kerensky's hands.

The annihilation of Clan Wolverine in 2823 was the first major political event within the Clans and the only one—until late in the thirtieth century, at least—to possibly have had any impact on the Inner Sphere. The Minnesota Tribe incident is popularly linked to survivors of the Wolverines, though even today we have no definitive proof of this. Even more significant to the Clans were the events of 2834. A dispute with Clan Widowmaker evolved into a Trial of Refusal, and ilKhan Nicholas Kerensky suffered fatal wounds while refereeing the contest. The Clans were now deprived of Kerensky's vision and authority, metamorphosing over the next "Golden Century" into the factionalized, militaristic society that returned to the Inner Sphere in 3050.

—*A Pocket History of the Inner Sphere*, Terra Press, 3122

INNER SPHERE - 2830



Lyran Commonwealth

Tamar Pact
1) Trellshire
2) Tamar Domains
3) Camlann Shire

Protectorate of Donegal
4) Coventry Province
5) Alarion Province
6) District of Donegal
7) Furillo Province

Federation of Skye
8) Kannon Shire
9) Virginia Shire
10) Rahneshire
11) Isle of Skye



Draconis Combine

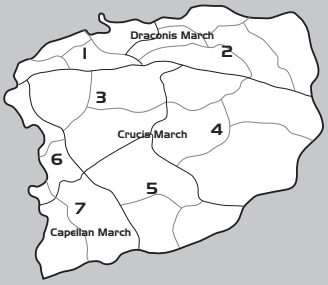
Pesht Military District
1) Kagoshima Prefecture
2) Coudoux Prefecture
3) Bjarred Prefecture
4) Pusht-i-rud Prefecture
5) Ningxia Prefecture

Galedon Military District
6) Oshika Prefecture
7) Matsuida Prefecture
8) New Samarkand Prefecture
9) Kaznejoy Prefecture

Rasalhague Military District
10) Radstadt Prefecture
11) Trondheim Prefecture
12) Tinaca Prefecture

Benjamin Military District
13) Baldur Prefecture
14) Xinyang Prefecture
15) Kajikazawa Prefecture
16) Proserpina Prefecture
17) Iruzun Prefecture

Dieron Military District
18) Kuzuu Prefecture
19) Ashio Prefecture
20) Chaville Prefecture
21) Addicks Prefecture



Federated Suns

Draconis March
1) Robinson Operational Area
2) Woodbine Operational Area

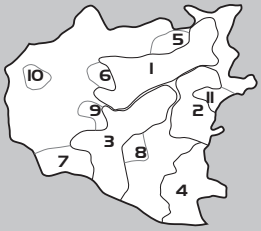
Crucis March
3) Markesan Operational Area
4) Minette Operational Area
5) Chirikof Operational Area

Capellan March
6) Kathil Operational Area
7) Taygeta Operational Area



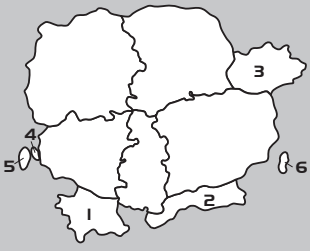
Capellan Confederation

1) Tikonov Commonality
2) Chesterton Commonality
3) Sarna Commonality
4) Capella Commonality
5) Sian Commonality
6) St Ives Commonality
7) Andurien Commonality



Free Worlds League

1) Marik Commonwealth
2) Federation of Oriente
3) Principality of Regulus
4) Duchy of Andurien
5) Stewart Confederation
6) Duchy of Graham-Marik
7) Rim Commonality
8) Regulan Free States
9) Principality of Gibson
10) Abbey District
11) Duchy of Orloff



The Periphery

1) Magistracy of Canopus
2) Taurian Concordat
3) Outworlds Alliance
4) Illyrian Palatinate
5) Lothian League
6) Tortuga Dominions


LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS
Region capital
District capital
National capital
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Anti-spinward
Spinward
Rimward
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.

DISTRIBUTED PROCESSING

Though all of the Inner Sphere intelligence agencies struggled in the wake of the First War, the Lyran Intelligence Corps in particular was smarting from being hamstrung during the ComStar Interdiction of Tharkad in 2823–24. Though excluding only the Lyran capital from communicating with the rest of the Inner Sphere, the interdiction that began a scant four months into Archon Marcus Steiner's reign brought home the importance of interstellar communication and the vulnerability of centrally coordinated military and intelligence operations.

A result of this, most of the Successor States shifted toward regional centers, distributing the command and analysis processes and allowing a faster response to the shifting frontlines. In the Draconis Combine the military district Warlords took a more prominent position, encompassing political and economic decisions, while in the Federated Suns, March commands took on even more importance. To the military, who was already used to operating under the vagaries of interstellar communications, this only amounted to a minor operational change; decision-making shifted toward the frontlines, albeit subject to oversight and ratification by the central government. In many regards, it merely reinforced the neofeudal structures already in place since the Age of War. There would be consequences—e.g., the unfettered ambition of a local warlord or the rise of secessionist movements—but the consequences of failing to plan for future eventualities was unthinkable. Only in the Free Worlds League, already riven with factional rivalries and political divisiveness, was there little change, something that would come back to haunt them in the ComStar War of the late 2830s.

—*400 Days: The Interdiction of Tharkad*, Donegal Press, 3015

THE COMMONWEALTH-COMBINE FRONT

While central governments were the principal targets of such espionage, regional and planetary authorities presented weaker and more exploitable targets. Operations such as those against Duke Kelswa's office on Tamar in March 2825 became commonplace. The Draconis Combine's Internal Security Force, recruiting operatives from Lyran worlds taken in the First Succession War, succeeded in placing agents within the duke's staff and gained access to reports passing through his office on the economic and military situation within the district, as well as briefings from the Triad regarding the wider situation within the Commonwealth. Stretched thin, the LIC failed to identify the mole for several years, and significant quantities of information was passed to the Combine's intelligence agencies. Ironically for the ISF, it was another intelligence agency—the Free Worlds League's SAFE—who broke up their network on Tamar. Having sought to use Tamar as a backdoor to intelligence on the situation along their own border, the Marik agent became suspicious of the actions of another member of the duke's staff—the ISF agent—and believing them to be an LIC Molehunter tasked with unmasking the SAFE operation, murdered them and fled. The resulting investigation finally broke both espionage networks.

The Combine's espionage operations were not their only tack during this climb back toward general war. They also sought to actively undermine their neighbors' recovery efforts by initially employing ISF operatives to arrange a number of "accidents" in key programs. It soon became clear, however, that their intelligence agencies and special forces were insufficient for the task at hand, and so Coordinator Jinjiro Kurita took another approach.

Teetering on the brink of insanity, the Coordinator conceived the notion of emptying the Combine's prisons and penal camps, providing the convicts with rudimentary training and then unleashing them on the Lyran Commonwealth and Federated Suns. These raiders, later nicknamed "Chain Gangs," were promised their freedom if they succeeded. In reality, the only freedom they could expect was that of the grave.

The Draconis Combine Mustered Soldiery struck all along the Combine-Commonwealth border, hitting almost two dozen worlds between Rigil Kentarus and New Caledonia. Many of these attacks—rarely larger than company strength and in some cases only a lance or two, and equipped with 'Mechs better suited to the scrapyard that were more dangerous to their pilots than their opponents—inflicted little damage, with even planetary militias able to fend them off. A number of the raiders took minimal offensive action, surrendering as soon as they grounded and faced any form of opposition. However, on two occasions—the attacks on Altenmarkt and Vega—it took an insurrection within the units, the troops revolting against their notional officers, before the troops surrendered. In other cases, the Chain Gangs proved devastatingly effective, their courage bolstered by psychotropic drugs. On Carse, the force known as the Hiyama Chain Gang destroyed several towns and two key industrial centers before being crushed by the Seventh Lyran Guards, redeployed from Arc Royal to meet the threat. Similar devastation occurred on Chateau and Maestu, the latter by Chain Gang 23 (one of the few such units to employ LAMs), and the force on Verthandi remained at large in the Silvan Basin for almost nine weeks. Though the raids were of limited military value, Lord Kurita considered them a great success. Though they had inflicted minimal damage, the Chain Gangs had brought Steiner reconstruction efforts to a halt for almost half a year and forced the redeployment of countless Lyran Commonwealth Armed Forces units to meet the threat, something that would play a major role later in the conflict.

Though they didn't realize it, the Combine had a secret ally in the Chain Gang missions. ComStar played a key role in the success of some operations, hampering the Lyran response through delays or modifications to the signals sent to units tasked with meeting the threat. None of these actions were blatant—e.g., a two-day delay in delivering a message blamed on a failed router or a couple of important words lost from a message—but they were sufficient to change several outcomes. To some extent the Order didn't care about the outcome of the raids; rather, it was the chaos they sought—and fodder for the new ComStar News Bureau. With several Chain Gang attacks proving devastating, CNB was able sensationalize the raids and thus heighten fear along the border and a desire for a Lyran response.

That response arrived swiftly. Battalions from the Eighteenth Arcturan Guards, Seventh Lyran Guards, and First Lyran Regulars struck back at the Combine in May 2826, targeting a cluster of worlds around Otho, Darius, and Aix-la-Chapelle. The DCMS might have struck back at these raids but was instead distracted by the Minnesota Tribe incident that drew the Combine's attention to the Periphery borders. Even so, the Lyran troops performed surprisingly well, thanks largely to improvements in training and leadership advanced by former Stealths CO General Raymond Hempsted. His re-formation of the Fifty-fourth Lyran Guards (squandered by the LCAF High Command on Otho in the dying years of the First Succession War) became the model for the LCAF during the Second Succession War. No expense would be spared on the training and equipment of frontline units, with mercenary forces assigned the risky dangerous raids.

At any other time, these assaults—by Lyran line units, undisguised—would have provoked outright war, but the DCMS seemed to care little, and it would take several more incidents before war resumed unabated. Some members of *Tai-sho* Munatori's staff on Rasalhague went so far as to show grudging respect for the Steiner troops and their audacity, bemoaning their absence from the battlefield because of the incursion from the Periphery. General Hempsted himself went so far as to say, "So it seems Marcus Steiner does have a spine."

On 11 January 2827, the Lyran merchantman *Chahar Profit* misjumped and found itself in the Darius system. Efforts to evade the DCMS pickets proved fruitless, and in the early hours of 12 January the vessel was disabled and boarded, though not before it launched a "pigeon" jump-drone back toward friendly lines. When news of the vessel's seizure reached Archon Marcus, he ordered a decisive response and called for the re-formation of the Stealths.

General Hempsted assumed command of his old unit, calling back to service those of his colleagues who had survived Otho. The new Stealths comprised only fifteen 'Mechs—and their pilots had an average age of sixty-three—but Hempsted described his colleagues as the "best of the best." It wasn't an idle boast.

On 21 February 2827, the unit jumped to a pirate point in the Darius system and burned toward the planet. While their fighters and DropShips engaged the Kurita naval forces in-system, LCAF marines liberated the *Chahar Profit* itself. Meanwhile, the Stealths sought to rescue the vessel's crew by executing a combat drop and landing outside the woefully unprepared planetary capital, Gaumata. The citizens of the capital were shocked to see Lyran 'Mechs on their streets, and the local troops, dismissive of the LCAF despite the success of Lyran raids the previous year, were quickly routed. With the ship, its cargo, and its crew rescued, the Stealths withdrew in good order, albeit under heavier fire than during their arrival. Only two 'Mechs were lost, though their pilots were rescued, and the Lyran force returned to a hero's welcome on Chandler, the *Profit*'s original destination. Adding to the sweetness of the victory, Combine reprisals against Chandler in 2828 swiftly went from being a punitive raid to a rout of the DCMS troops. The Kurita force expected a weakly defended world; instead they found a planetary militia galvanized by the success on Darius and backed by the Stealths, which was rapidly expanding to battalion size with the LCAF's best and brightest at the helm. After four days the DCMS troops withdrew but not before they had received, in General Hempsted's usual understated words, "a bit of a kicking."

Other incidents would follow, but with tensions on both sides reaching a boiling point (and ComStar exacerbating both), a resignation of general war was only a step away. By 2830, both sides were carrying out unrestricted operations.

THE COMBINE-SUNS FRONT

The Chain Gang missions targeted the Federated Suns as well as the Lyran Commonwealth, but where the missions against House Steiner were terror raids that focused on resources and infrastructure; those against the Federated Suns focused on military targets. Some of their sacrifices were to pin the Armed Forces of the Federated Suns troops in place, others to draw them out of position or to destroy supply caches. The DCMS, having pushed House Davion to the brink of annihilation during the First Succession War but having lost the initiative after the Kentares Massacre, sought to put the Federated Suns back on the defensive and hamper the impending operations to retake worlds lost in the First Succession War.

The Davion troops showed the Chain Gangs little mercy, even when they quickly surrendered, as anti-Combine sentiment had become endemic throughout the military and the civilian population. While the Liaos of the Confederation were despised, as much for their weakness as any conflict between the two peoples, the warriors of the Combine were demonized and despised. This was largely the legacy of Kentares—battle cries of the massacre remained popular until the Clan invasion—but the brutal attitudes of most DCMS warriors earned them little respect among the Davion populace.

Unlike the Steiner front, which crystallized around the *Chahar Profit* incident, there was no single focus to reignite the war between Houses Kurita and Davion. Instead it was a slow but steady slide into war through the late 2820s, with both sides involved in near-constant raiding after 2828. The return to general war on this front might have happened sooner had the AFFS not been engrossed on its other front, which had resumed open hostilities in 2828. Instead, it took Jinjiro's mass offensive of 2830 (in part hoping to exploit the AFFS's distraction) to fully reignite the border, though not in the manner he may have hoped for.

THE MINNESOTA TRIBE

Few mysteries have proved as enduring as the Minnesota Tribe, an unknown force that struck at the coreward Draconis Combine in late 2825 and managed to sow panic in the DCMS and disrupt their plans for an offensive against their neighbors. The origin of these troops remains unknown despite rumors during the Jihad that they were the remnants of the disgraced Clan Wolverine. The Clan-origin theory continues to have a grip on the public imagination, despite more recent evidence suggesting it—and the so-called *Blake Documents*—were an elaborate forgery. That the tribe used Star League–era equipment and tactics is unquestioned, but with the pristine 'Mechs in Regular Army colors, other possibilities have greater credence. For example, the 'Mechs could have merely been spoils from a rediscovered Star League cache, or the tribe might have been survivors of one of the many Star League Defense Force formations that disappeared in the wake of the Amaris Coup.

First contact with the tribe—at that point an unknown force—occurred on Svelvik on 9 June 2825. The interlopers handily defeated the understrength garrison and then took food and other supplies before disappearing for several months. Initially the DCMS suspected the unit was a mercenary force in the employ of the Lyran Commonwealth, but their formations and equipment matched no known formation. Additionally, their refusal to communicate with the defenders and the arrival and departure into uncharted systems added an extra layer of mystery. Their only distinguishing feature was a patch bearing the outline of the North American district of Minnesota, and so the unit and the fleet of transports that accompanied it became known as the Minnesota Tribe.

The second encounter with the tribe occurred on Trondheim on 17 December, a prefecture capital and base of the Twentieth Rasalhague Regulars. The rationale for attacking the world was unclear—the tribe took some supplies but not as much as they had from Svelvik; the ISF postulated the unit was looking for information. After beating back the Rasalhague Regulars, the tribe raided the town of Misby Flats, leveling the mayoral complex before withdrawing. The action on Trondheim convinced the DCMS troops they were facing an SLDF Regular Army unit due to the tribe's tactics and skill on the battlefield, but definitive proof was impossible to obtain: the tribe destroyed their crippled 'Mechs, and stranded tribe members committed suicide rather than be captured. Jinjiro did not require definitive proof, however. He became convinced the tribe was advanced scouts for General Aleksandr Kerensky's SLDF, now preparing to return to the Inner Sphere. The paranoia the Coordinator showed was a sign of his long slide into madness, but given the possibility of a vengeful Kerensky appearing from the Periphery, it was not without justification. The Coordinator ordered both Rasalhague and Pesht onto a war footing and moved troops to the Periphery borders, denuding their other frontiers to the benefit of the Lyran Commonwealth and the Federated Suns.

With the tribe able to strike almost anywhere at will, making preparations to intercept them was a guessing game. At Jarrett, the tribe's third target, the DCMS got lucky and intercepted the raiders shortly after they landed on 19 August 2826. However, despite their efforts to pin the tribe in place, massed aerospace sorties on the DCMS lines kept most of the Kurita force out of the battle. Efforts to intercept the intruders' DropShips and JumpShips were similarly blunted, and the raiders jumped away.

The final encounter with the Minnesota Tribe took place on Richmond on 9 March 2827 and was notable for the raiders' very clear purpose. After landing, the tribe quickly brushed the garrison forces aside and moved to liberate the world's massive slave and prison camps. They showed little interest in other objectives, and so the Combine assumed they were the reason for the Richmond assault. However, as many of the camps were new—some newly home to political prisoners from Jinjiro's post–First War pogroms—it seemed likely the tribe had learned of them on a previous raid, most likely Svelvik. Dozens of DropShips landed to extract thousands of prisoners, soon boosting into orbit and rejoining the transports. When the JumpShips disappeared into the unknown once more, the DCMS began preparing for the next raid.

The blow never came, and the Minnesota Tribe disappeared, though the DCMS remained on high alert well into 2827. The fate of the tribe and its flotilla of JumpShips and DropShips caught the attention of the Inner Sphere, and several expeditions attempted to trace the mysterious force. Only ComStar—who shared Jinjiro's view that the tribe was the vanguard of a returning SLDF—had any success in following the trail to the world of Valentina. The Order was unable to contact the invaders, but technical evidence recovered on Richmond supported the SLDF-origin theory, while the insignia carried by the 'Mechs match that of the 331st Royal BattleMech Division, one of the units that left with General Kerensky.

The return of Kerensky's descendants as the Clans in 3050 provided further credence, and with the benefit of over three centuries of hindsight we can be reasonably confident the tribe were either a Clan scouting force or one of several groups of renegades that fled after Operation KLONDIKE. Some of ComStar's visual evidence hypothesizes a link to Clan Wolverine, destroyed on Nicholas Kerensky's orders in 2823, but it remains unsubstantiated. The Council of Six denies there were any Wolverine survivors and decries the scurrilous *Blake Documents* as a base fabrication.

—*A Primer of the Succession Wars*, Sandhurst Military Press, 3130

[Note: [redacted] —Gunslinger Eli Sender]

THE SUNS-CONFEDERATION FRONT

The Liao-Davion front remained calm for almost six years after the end of the First Succession War, the occasional raids lacking the tempo of those on the Kurita border. To a large degree both Chancellor Ilsa Liao and First Prince Paul Davion were unwilling to rush into war, though by the same measure, they prepared for it. Chancellor Liao's planned offensive against the Federated Suns was code-named Operation CELT. Meanwhile, Prince Davion left his generals to manage the Combine front while he ordered plans drawn up for an offensive against the Confederation, named Operation DAO.

The focus of CELT was the Chesterton worlds, long coveted by the Capellan Confederation and partially captured by the Capellan Confederation Armed Forces in the First Succession War. The prize, Chesterton itself, remained in Davion hands, albeit as part of a salient with Demeter. Liao forces on the surrounding worlds—Almach, Sonnia, Tianamon, and Ulan Batar—looked on rapaciously, dreaming of the day they would complete the liberation.

Paul recognized this Liao ambition and planned the Operation DAO offensive accordingly. His preparations for war began slowly, with the establishment of supply caches and the preparation of logistics to support troop movements. The First War had devastated the merchant fleets of the Great Houses—and replacement vessels were few and far between—so planning any large-scale offensive became more akin to a juggling act to ensure troops and cargos were in the right place at the right time. Frequently they weren't; tales of units stranded at a way station were commonplace, as were cases of troops arriving in one place while their gear had been delivered elsewhere. Plans for DAO limped onward. The intended February 2829 launch was pushed back to April and then August, but before the assault phase of the plan could be activated, fate intervened.

On the other side of the equation, Ilsa Liao sought to reduce the Demeter-Chesterton salient and remove a stain on her nation's honor. The immediate aftermath of the First Succession War was especially challenging for the CCAF: almost all of its units were in poor shape, lacking troops and resources, and the Chancellor was forced to take a pragmatic approach, authorizing the repair and resupply of some units while denying others. With the morale of many units already fragile, it was little surprise when some units mutinied and had to be reined in by the security services. In most cases order was restored, but in the case of the Eighth and Ninth Andurien Hussars, the extent of their mutiny led to their abandoning the Confederation, becoming the core of the Dismal Disinherited mercenary formation.

Directing forces to that task as Operation CELT—targeting Demeter, Tawas, Sanilac, and Chesterton itself—she also authorized a wide push along the borders to distract the AFFS and draw troops away from the target area. Starting in late May, the forces assigned to the Chancellor's missions targeted a number of worlds from Mendham to Edwards. Many of these actions were little more than raids-in-force, seeking to destroy infrastructure and distract the AFFS, though the CCAF commands were directed to repurpose these as full-scale invasions should the situation permit.

The attack on Bahl's Retreat was one such engagement, the raid-in-force by the Eleventh "Paches" Lancers quickly overmatching the defending Simpson's Samurai. The result was unexpected—the Lancers were inexperienced and regarded as somewhat disposable by the CCAF—but the opportunity to capitalize on the near-rout of the mercenaries was an opportunity House Liao did not want to lose. Unfortunately, the inexperience of the Capellan formation hampered their efforts to complete the destruction of battle-hardened Samurai troops. Even so, when the Lancers withdrew on 4 July, the Samurai were a shattered husk, only a company remaining operational. The survivors would later join with the remnants of another mercenary formation, Belinda's Irregulars, to form the Bloody Suns. On Smolensk, where the Fifth Liao Guards faced minimal opposition, and Boeotia, where the Second St. Ives Lancers smashed the Sixth Sakhara Academy Training Battalion, House Liao gained easy victories, albeit soon to be squandered when Operation CELT's forces were recalled to the Confederation. On Beten Kaitos the Third Tikonov Lancers staged a brutal assault against the Avatars of Painful Death (part of the Blue Star Irregulars) and initially looked set to overwhelm the mercenary force, who were already in poor shape after the First War. However, the mercenary regiment put up a spirited defense and beat back the Capellan force, turning the tables with a series of swift flanking assaults that threatened to isolate large swaths of the Lancers. Similarly, on Edwards the Fifth Deneb Light Cavalry came within a whisker of crushing the landings of the Twenty-seventh Sian Dragoons, and only a concerted push by the Dragoons' Third Battalion, backed by heavy aerospace support, allowed the Liao unit to gain a toehold.

Kathil and Mendham were more typical of the CCAF operations—unlikely to result in gains for the Confederation but vital targets in the war effort. Landing on Kathil on 2 June, the Chesterton Cuirassiers under the command of Laurelli Liao faced off against the Twenty-seventh Avalon Hussars and the Kathil Capellan March Militia. It was never going to be a straight clash; despite her youth, Colonel Liao was a canny commander, trained in warfare from a young age and skilled at keeping the opposition off balance. A series of feints against District City and the GM facilities ensured the Davion forces could not afford to put a foot wrong or consider relocating to counter the main Liao assaults. The deadly dance between the two forces lasted almost three weeks, neither side gaining a decisive advantage. Ironically, most of the damage to the Cuirassiers resulted during the hasty withdrawal off-world in the dark days after 24 June.

THE DUKE AND THE MERCENARY

Biographers would have us believe that when Maggie Ross and then-Colonel Damien Hasek met on New Syrtis in the bloody aftermath of Operation CELT, it was love at first sight and the start of one of the Federated Suns' greatest dynasties. Nothing could be further from the truth.

Margaret Ross, only twenty-two, was sharply intelligent but also cold and aloof, little accustomed to the role of leader—despite her performance on Tawas. She was naive as to the complexities of politics within the Capellan March and the Federated Suns, while her low birth and Terran heritage marked her as an outsider. Hasek, on the other hand, was thirty-six, a worldly, charismatic and experienced member of a patrician family whose lineage could be traced back to the founding of New Avalon.

The two first met at the award ceremony where each was recognized for their role during Operation CELT, but rather than sparks flying, it was more like staring daggers. Hasek's diaries later recorded his meeting with the "ice queen, breathtakingly beautiful to look at but with a heart of snow." Ross's own journal describes Hasek as a "self-important boorish peacock." Hasek was a well-known womanizer, so the hint of impropriety in the documents comes as little surprise, and if anyone dared suggest it would lead to one of the Federated Suns' greatest romances, they would have been laughed at. Ross returned to her unit, promoted to the rank of major and serving as XO for the Bloody Suns, while Hasek was elevated to rule the Capellan March.

The pair might never have met again, but fate seemed to throw them back together with uncanny regularity, whether on one of the duke's tours of the front or at frequent planning sessions on New Syrtis. When friendship turned to romance isn't clear, but the duke's concern for Ross after the gassing of the Bloody Suns in the bloodbath of Mira—and his uncharacteristic authorization of nuclear reprisals during the campaign—is most likely. Ross was a regular at court during her convalescence, and rumors began to circulate that the bachelor duke had abandoned his frequent dalliances with the society elite of New Syrtis.

(CONTINUED ON P. 25)

Mendham was considerably more brutal, the Fourteenth Syrtis Fusiliers and the Twenty-sixth Avalon Hussars overcoming their initial shock at the CCAF assault, pushing back hard against the Sixth St. Ives Lancers and First Centauri Guards. Attempts by the CCAF forces to break out of the landing zone at Munnings were repeatedly repulsed, but so too were efforts to crush the landings. By mid-June both sides were battered and bloodied, though neither was yet willing to capitulate. The decision would instead be made for them, events elsewhere forcing the Liao troops to stage a hard-fought withdrawal.

The main campaign began well for the CCAF on 2 June, the troops assaulting Demeter landing handily brushing aside the AFFS's efforts to prevent the landings and securing a bridgehead. Both the First Redfield Regulars and Twenty-fifth Sian Dragoons landed in regimental strength, and despite efforts by the Fourth Syrtis Fusiliers under the command of Damien Hasek to contain the landings, the Capellan troops pushed out from their landing zone. The Fusiliers' efforts left them overextended, and a lightning assault by the Redfield Regulars severed their supply lines and threatened to envelop the Davion position. The Davion troops staged a fighting withdrawal, but the brutal engagement left the unit mauled and scattered. Over the next week, several companies were isolated and crushed, but Hasek pulled together a reinforced battalion, which managed to evade the CCAF's attempts to bring them to battle. Instead he turned the tables and harassed the Capellan supply lines. Even so, the long-term prognosis for the Fourth was grim, but after just two weeks of bitter cat-and-mouse fighting, both sides learned of the debacle on Orbisonia, and despite their numerical weakness, the reinvigorated Fusiliers began to press their tormenters hard. The morale of the invaders wavered, and when the Thirty-ninth Avalon Hussars (relocated from the Outworlds Alliance border as part of Operation DAO) and the Bald Eagles mercenary regiment (part of the Screaming Eagles) jumped into the system on 30 June, the Liao commander, Colonel Jiang Bao, ordered his troops to withdraw. Paul Davion would ultimately reward Colonel Hasek with the dukedom of New Syrtis and command over the Capellan front, something the new peer jokingly referred to as a rather double-edged award.

On Tawas the Third Liao Guards sought to block any AFFS relief efforts against beleaguered Chesterton and Demeter, pinning the mercenaries of Belinda's Irregulars. Command of the defense should have fallen to the Irregulars' Colonel Belinda Williams, a veteran of the 2812 Battle of Chesterton, but when Liao fighters brought down her DropShip in the early hours of the invasion, killing the colonel and her staff, the Davion defense, scattered and leaderless, looked doomed. Instead it was twenty-two-year-old Captain Maggie Ross who stepped up to the plate. Despite being a graduate of the Davion academies during the interwar years, Ross proved to be tenacious and cunning. Her prompt decision to order the evacuation of Camp Austin spared her troops a gruesome fate when the Capellan invaders employed strategic nuclear weapons on the Davion base. Despite several clashes with the Liao Guards, Ross was able to preserve her command and stage a highly mobile campaign against the invaders. Though lacking the strength to beat back the CCAF troops, the mercenaries were able to keep them off balance, harassing supply lines and staging swift assaults on the Capellan rear areas. Ross's most successful operation came on 22 June in the third week of the campaign, when she personally led a raid that destroyed three Liao Guards DropShips, prompting the Capellan troops to pull back to a tight perimeter around the spaceport. When news of events on Orbisonia began to filter through a few days later the CCAF unit withdrew from Tawas, leaving the Irregulars bloodied but victories. Only thirty-one mercenary MechWarriors survived, and only twenty-six of their 'Mechs remained operational. The AFFS recognized the valor of Ross and her men with the Syrtis Medal of Honor and an offer to rebuild the Irregulars as part of the AFFS. Instead, the survivors opted to join another group of survivors from Operation CELT, Simpson's Samurai, becoming the Bloody Suns, a reinforced 'Mech battalion.

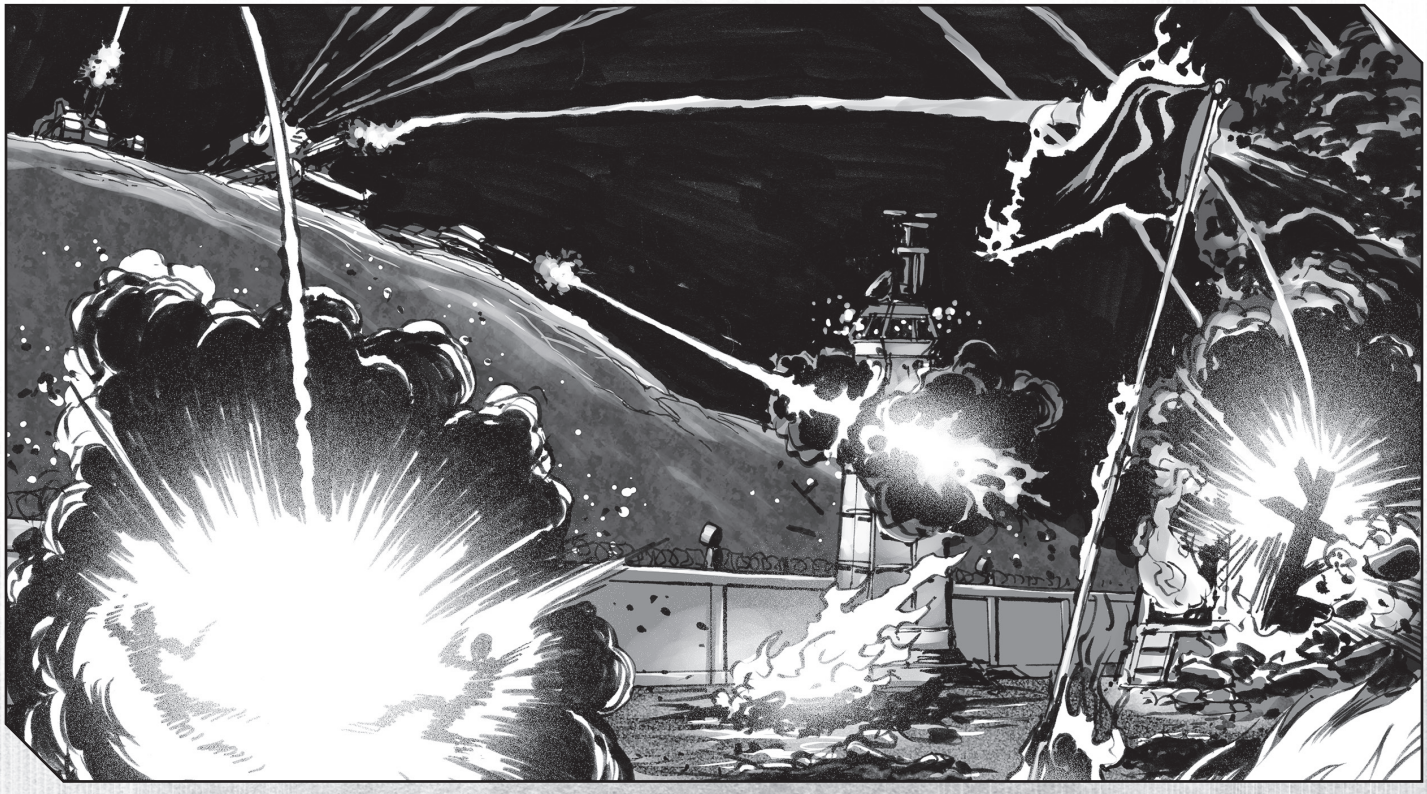
On Sanilac the Ninth Tikonov Lancers had much the same objective as the forces attacking Tawas, but the result was almost the inverse. The initial CCAF landings were shambolic, as navigational errors and poor weather scattered the Lancers. The Eighth Crucis Lancers, forward deployed from Markesan as part of the preparations for Operation DAO, should have been able to deal with the invaders in short order, but their response was timid and lackluster. The Capellan troops gained valuable time to recover, and very soon their battle experience began to tell. The Crucis Lancers were driven back in engagement after engagement, forced to abandon their bases and the main population centers. The Tikonov Lancers struck hard, isolating Davion companies and crushing them without mercy, and soon the AFFS commander, Colonel Kit Dubonet realized that, without recourse to strategic nuclear weapons or a miracle, the world would be lost. Dubonet set in motion a plan to use the Lancers' meager supply of chemical weapons against the CCAF HQ in the capital, Sandusky. That such an attack would also kill thousands of civilians was dismissed by Dubonet as "collateral damage." Thankfully, the events on Orbisonia preempted the Crucis Lancers' actions, and with the Capellan troops withdrawing—and reinforcements from the Twelfth Syrtis Fusiliers arriving on-world—calm returned. Dubonet's poor performance and reckless planning led to his reassignment to the staff of the new Duke of New Syrtis, Damien Hasek, something only the dimwitted Dubonet regarded as a promotion.

Chesterton, the primary objective of Operation CELT, was targeted by the Seventh and Eighth Tikonov Lancers and six support regiments, together with two of the Confederation's remaining WarShips, CCS *Poznan* and CCS *Prominence*. It would not be an easy battle—in addition to the March Militia's two line regiments, the Fourth Crucis Lancers and the Third Deneb Light Cavalry were on-world. There was little General Jessica Bassner's troops could do to block the initial CCAF landings: the Capellan WarShips allowed them to establish local domination of near orbit. Their control wasn't complete, however; Davion raids from bases on Willus, the outer moon, harassed the Liao traffic.

THE DUKE AND THE MERCENARY (CONTINUED)

It seems that after Mira, the duke sought to keep the Bloody Suns away from danger, but after returning to the front in 2834 as colonel of the mercenary force, Ross sent a short, stern message to the duke: "Stop mollycoddling me." Within weeks, the mercenaries had been released to active service once more and participated in the campaigns on Highspire, Gallitzin, and St. Ives. The mercenaries gained a solid reputation for skill and bravery as well as steadfast loyalty to Houses Davion and Hasek. When Ross and Hasek married on New Syrtis on 23 June 2838, the mercenaries were again offered a place in the Syrtis Fusiliers. This time they accepted, becoming the third battalion of the Fourth Syrtis Fusiliers, thereafter known as the Ross Fusiliers. Ross and Hasek's son, Orlando, was born in 2839, and a daughter Cassandra followed in 2841. Both would follow their parents into the military, Orlando as a MechWarrior and later an officer on his father's staff during the last decade of the Second Succession War and Cassandra as a combat medic. Ironically it was Cassandra who first saw action during the bloody attempt to retake Robinson in 2858 when she was only seventeen and serving as a para-rescue medtech.

—*Noble Lines of the Federated Suns*, Kestrel Editions, 2972



BEST-LAID PLANS: OPERATION DAO

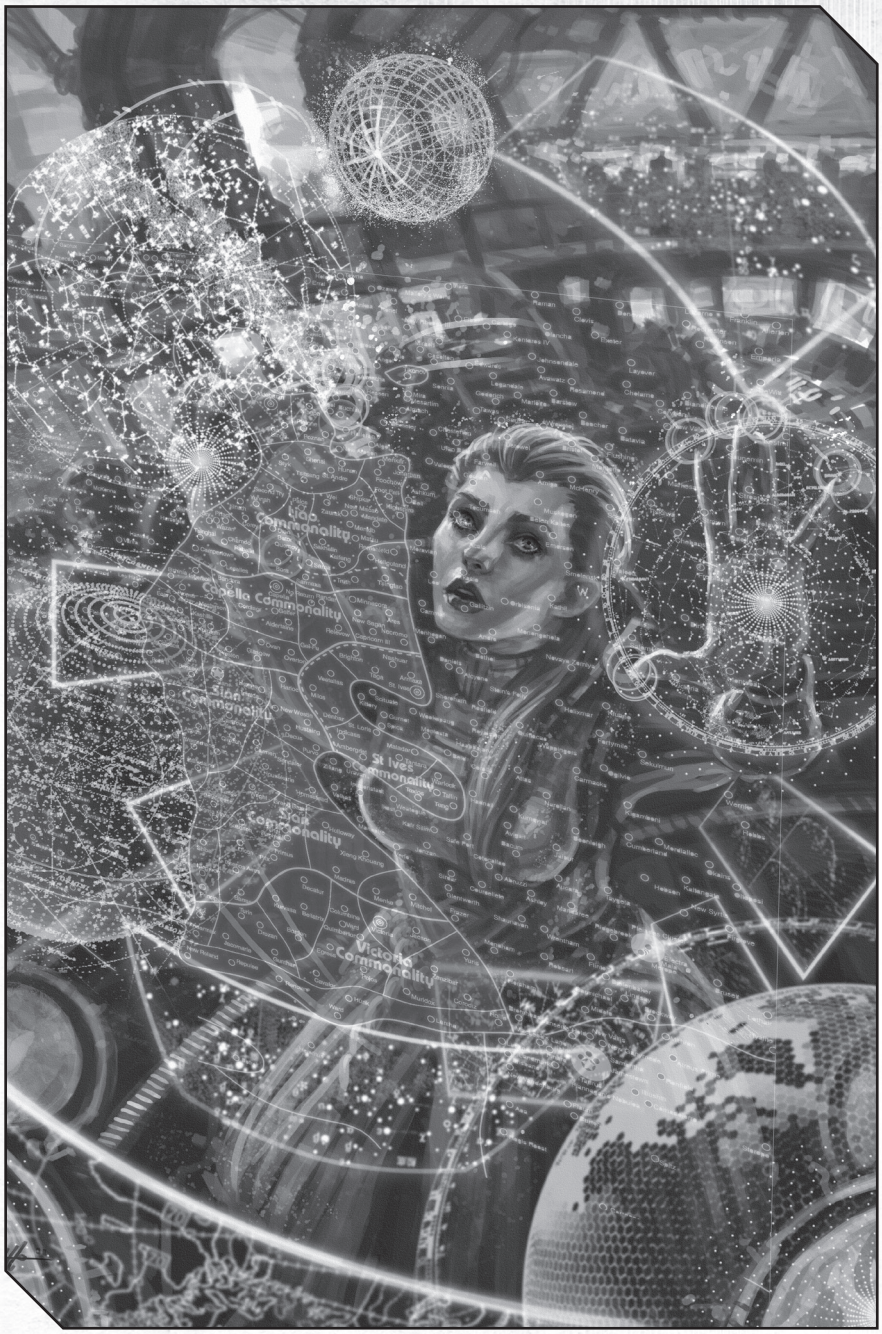
The AFFS spent much of the interwar years planning for a resumption of hostilities, rightly expecting that the CCAF would be doing likewise. Both Operations CELT and DAO had similar goals, namely improving the position of their forces in the Chesterton region, but while CELT had a clear and specific focus, the Davion plan was larger and more involved. As a consequence, it was more challenging to get underway.

The telltale signs of preparation spurred the CCAF to action, but surprisingly, the true scale of the Davion preparations were unclear to the Confederation, and the assumption that striking hard and fast could preempt the Federated Suns would ultimately become their undoing.

DAO's principal objective was to be the elimination of threats to the Demeter-Chesterton salient, disrupting CCAF infrastructure, and overwhelming the Capellan defenders on a broad swath of worlds from Stein's Folly to Schedar. The coreward arm of the assault was to comprise twenty BattleMech regiments targeting the Caselton Thumb, while a similar number were to strike all along the border, from Redfield to Valexa. It was to be a knockout blow, shattering the Confederation's will and ability to fight, and it would have been one of the largest engagements of the early Succession Wars.

The preemptive assaults of Liao's Operation CELT prevented DAO's formal activation, but the Davion preparation meant there was sufficient force in the region to stop the assaults cold and send the CCAF packing with a bloody nose. Though CELT cost House Liao dearly, most notably with the death of the Chancellor, it did prompt a rethink by the AFFS. When the Davion assaults did come, their aims were less ambitious, giving the new Chancellor, Laurelli Liao, opportunity to react.

—*Missed Opportunities*, New Syrtis Publications, 2906



The landings themselves began late on 18 June and, though initially successful, soon found themselves under intense pressure from the AFFS. The Seventh Tikonov Lancers, 100 kilometers west of Chesterton City, had barely debarked their DropShips when they came under air attack by the Crucis Lancers; soon after, they found themselves under ground assault. Unlike the 2812 Battle of Chesterton, the counterattacks were neither a surprise nor a devastating blow, but the ferocity and determination of the Davion forces gave the CCAF reason to worry. The Liao commander, Colonel Fa Zeng Li, authorized the use of chemical weapons against the Davion infantry, forcing the withdrawal of conventional forces, though the AFFS 'Mechs continued to harass the LZ.

Facing only the Chesterton CMM, the Eighth's landing south of Tristram went much better, and the Tikonov unit had soon driven the militia unit back to the city. Two days later, the Capellan forces broke through Tristram's defenses and pushed forward into the city. However, their rush to crush the defenders nearly became their undoing when, having timed their suborbital hop to avoid the Liao WarShips, the Third Deneb Light Cavalry staged a combat drop in their rear area. Tristram and the Chesterton CMM became the anvil, and the DLC the hammer, threatening to crush the CCAF unit. It was only via the valorous efforts of two Liao companies in a deadly rearguard action that allowed most of the Eighth Tikonov to extricate itself from the city.

With the Eighth on the run from two Davion divisions and the Seventh stalemated, the battle for Chesterton seemed lost, and with news filtering in from Orbisonia, the CCAF units decided to withdraw. However, their situation became even more precarious—the FSS *Nathan DuVall* and FSS *Pleiades* arrived in-system and engaged the Capellans. Rather than being protected by their own naval behemoths, the escaping CCAF forces instead found themselves minnows in a battle of titans. Almost a third of the troops who escaped Chesterton didn't survive to return to the Confederation, and while the FSS *Nathan DuVall* was crippled and later scuttled, both Liao WarShips perished.

Preferring to lead from the front, Chancellor Ilsa Liao led the raid against Orbisonia, a key world in the coreward district of the Capellan March and a major AFFS staging area. The Chancellor landed on 19 June 2828 at the head of the Red Lancers and Prefectorate Guard, and her intention was to pin the Second Ceti Hussars and Fourteenth Avalon Hussars in place, preventing them from countering the main offensive against Chesterton. The Liao troops expected a bloody fight, and initially the assault went well, the pinning force driving back the AFFS troops. In the early hours of 20 June 2828, Ilsa received confirmation of the Seventh and Eighth Tikonov Lancers' assaults on Chesterton itself and retired to bed in a jubilant mood. She was awoken ninety minutes later, drowsily expecting news of the assaults on Demeter and Sanilac. Instead what she heard chilled her bones: the Davion Assault Guards were in the process of dropping onto Orbisonia, having arrived via a pirate point. Ilsa's offensive had run straight into the teeth of the forces Paul Davion had marshaled for Operation DAO's counterblow against the Confederation.

The Chancellor ordered an immediate withdrawal, but both of her units were fully engaged with the Avalon and Ceti Hussars, both of whom had been bolstered by news of the Assault Guards' arrival. Disengaging from the light and maneuverable Davion troops proved troublesome, and the CCAF forces sustained significant casualties, resorting to the use of chemical weapons to stem conventional forces in one Davion advance. The Assault Guards dropped directly from orbit and straddled the Capellan positions, and their arrival threatened to turn the Capellan withdrawal into a rout. Ilsa stepped into the breach, her valiant leadership inspiring the other Capellan troops and allowing them to withdraw in good order. Refusing to give up command of the rearguard even when her officers insisted, Ilsa fought for time to allow her troops to escape. At 1315 hours on the fourth day of fighting, Ilsa Liao, Chancellor of the Capellan Confederation, Duchess of Sian, and First Lord of the Star League, fell to Davion troops, first Chancellor lost in battle and the highest-profile casualty of this new war. Her death was not in vain, as almost 80 percent of the CCAF troops were able to withdraw from Orbisonia. Laurelli Liao, commanding a raiding force on Kathil, became the new Chancellor and immediately withdrew her force to return to Sian and assess the catastrophe that had befallen her mother's grand plan for the CCAF.

Fortunately for the Chancellor, the disaster of Operation CELT did not become a death knell for the Confederation. The Marik border—denuded of troops to allow the Davion offensive—remained quiet. Had Captain-General Charles Marik decided to exploit the situation, the Confederation would have been caught in a vise and dismembered. Instead, Laurelli stabilized the Marik border and recalled troops to prepare for the inevitable Davion onslaught.

The success against the Liao incursion encouraged Paul Davion, who was determined to focus on the Capellan front. In April 2829 he relocated his headquarters to New Syrtis, and in the following month he launched his troops in a broad offensive against a wary House Liao. He abandoned the broad aims of Operation DAO and instead set in motion a two-prong offensive whose core assaults targeted seventeen worlds straddling the Demeter-Chesterton salient. The intention was to relieve pressure on the beleaguered Chesterton worlds, with Operation SUN targeting systems around Tikonov and Operation RAIN targeting the Valexa-Axton region. In a mirror of Operation CELT, additional Davion forces struck six other worlds along the borders to pin Liao troops in place, with particularly heavy assaults launched against Stein's Folly, Teng, and Abruzzi.

The first troops of Operation SUN departed the Federated Suns on 27 October 2829 and began their assaults over the next two weeks. The Eighth Syrtis Fusiliers and First Arcadian Cuirassiers assaulted Mirach, where they faced substantial resistance in the form of the First and Eleventh Tikonov Lancers and the mercenary Fifteenth Dracon Regiment. After a brutal engagement that secured planetary orbit for the AFFS, the Fusiliers staged combat drops in the foothills of the Deia Range, landing fifty kilometers west of the capital, Cingulum. Both Lancers regiments moved to engage the lone Davion unit, nestled in the Edair Valley, hoping to drive them back before their DropShips could land and secure the beachhead. The Lancers pushed hard, but the Fusiliers had chosen their terrain

OPERATION CELT

Primary targets: Demeter, Chesterton, Tawas, Sanilac
Secondary targets/raids: Orbisonia, Kathil, Bahl's Retreat, Boeotia, Beten Kaitos, Smolensk, Mendham, Edwards

BACK-CHANNEL NEGOTIATIONS: THE FUNERAL OF ILSA LIAO

It is a popular misconception of war that powers involved in armed conflicts completely break off relations. Throughout history, back channels have remained available, whether via a third party, like an unaligned nation or a corporate entity, or via a neutral body like the church or, during the Succession Wars, ComStar. That such honest brokers might not be trustworthy is always at the back of the combatants' minds, but in the early years of the Second Succession War, there was little reason to doubt the good offices of the interstellar communications agency.

With the benefit of hindsight, the duplicity starts to become clear: the manipulation of media and communication in the interwar years hindered efforts to build a lasting peace and instead pushed the Successor States towards a resumption of hostilities. The interdiction of Tharkad in October 2823 reminded the Inner Sphere governments of ComStar's power and influence, prompting some to recall Operation SILVER SHIELD and the organization's use of military force to secure its goals.

Records recovered from the Order showed that Primus Conrad Toyama took a direct hand in many of these interventions, most famously the suborning of Jeanette Marik and the tragic consequences that ensued. What is less well known was the Primus's involvement in returning Ilsa Liao's body to the Confederation. The AFFS did not initially know who they had killed on Orbisonia, though once they identified the body, the Davion commanders found themselves with a quandary. Most of the war dead were interred in simple graves on the worlds they'd fought over, military cemeteries being an oft-overlooked feature of worlds on the frontlines. Those interred were given all the honors of war—the combatants knew that to do otherwise was to invite tit-for-tat reprisals with their own war dead—but while the graves of common soldiers were respected, those of notable commanders were often a focal point for public animosity or, in the case of occupied worlds, resistance. Ilsa, as leader of not only a task force but also a nation, would be a massive symbol.

(CONTINUED ON P. 29)

well, and the narrow frontage of the valley negated their numerical advantage. They were pleased, however, that the Fusiliers' transports veered away from the embattled landing zone and instead grounded on the plains near Cingulum. They were stunned when yet more 'Mechs appeared on the battlefield, the "empty" Fusiliers transports in actuality belonging to the Arcadian Cuirassiers. Realizing the imminent danger of being caught between the two regiments, the Lancers disengaged from the Fusiliers and instead turned on the Cuirassiers, hoping to break out. It very nearly succeeded; the Davion line buckled, and the Lancers punched through in several places. Unfortunately for the Capellan troops, the delay allowed the Fusiliers to catch up and the four-regiment engagement turned into a meat grinder. The Capellan formations disintegrated, and scarcely a dozen companies escaped. The Davion units were bloodied too, but they remained an effective fighting force. With only the Fifteenth Dracon left to provide an organized defense, the Capellans withdrew off-world.

Caselton saw the Twelfth Syrtis Fusiliers facing off against the understrength Fourth Tau Ceti Lancers, but despite their numerical inferiority, the mercenaries put up a spirited defense. They made little effort to hold the main population centers or industrial sites and instead staged a mobile campaign, striking quickly at the Fusiliers then withdrawing at speed. They fought for time, hoping the CCAF would send reinforcements, but with House Davion targeting so many worlds, the Confederation had little to offer. After nineteen days, the CCAF issued withdrawal orders.

Another Fusiliers regiment, the Thirteenth, assaulted Sonnia where they faced the First Ariana Fusiliers and the Eighth Chesterton Cavalry. The Syrtis Fusiliers' strategy was daring, each battalion landing separately and striking at multiple targets, forcing the Capellan troops to split their own efforts. The speed of the Fusiliers made pinning them down difficult, and no sooner had the Liao forces shifted their defenses than the Thirteenth faded away to strike elsewhere. After three weeks of this the defenders were exhausted and were in poor shape to face the newly arriving Second Davion Guards. By the end of December, both Liao units had been mauled and withdrew to Tikonov. The Chesterton Cavalry was in such poor condition that the unit disbanded and the Ariana Fusiliers absorbed the survivors.

Mira should have been a sideshow of Operation SUN, as the Bloody Suns faced off against the Third Chesterton Cavalry and were expected to win handily. However, they didn't count on the Liao commander who, when his position was untenable, employed chemical weapons against the mercenaries. Paul Davion had threatened to fight fire with fire, but Duke Hasek, who had close ties to the Bloody Suns, was on planet. In retaliation for the use of chemical weapons, Hasek ordered reprisals against the Chesterton Cavalry, one of which came in the form of an air-dropped nuke that obliterated the Cavalry's command post. The Eighth Crucis Lancers, who landed in support of the Bloody Suns, crushed the surviving elements of the Third Chesterton and showed little mercy.

The remaining engagements of Operation SUN were anticlimactic. On Mesartim the Eighth Robinson sparred with the Second Confederation Reserve Cavalry for three weeks before the arrival of additional Davion forces prompted the Liao unit to withdraw. On the final world, Almach, the Second Arcadian Cuirassiers faced little organized resistance but struggled to gain full control of the world in the face of civil disobedience and noncooperation by the planetary authorities. Though the Davion sunburst flew over the world, Almach was not officially incorporated into the Federated Suns until early 2830.

Operation RAIN saw much less resistance than SUN, despite being of similar size and scope. Only Westphalia and Farwell posed significant obstacles to the attackers. Ulan Batar, Goshen, and Valexa fell after only a few days of fighting, their planetary militias capitulating in the face of Davion line troops. The defense on Tecumseh also folded quickly, but here a resistance movement sprang

up and remained an issue for the AFFS until the late 2830s. On Axton the Third Liao Lancers faced off against the Davion Heavy Guards and Third Ceti Hussars, and rather than fight with the odds heavily stacked against them, the Lancers opted to withdraw after a handful of minor clashes.

On Farwell the Davion Light Guards slammed into the Forty-second Striker Regiment, part of the mercenary Twelfth Star Guard. The elite Davion unit had expected to smash the mercenaries but instead were met with a dogged defense that was both pragmatic and effective. The mercenary commander, Felix Mansell, showed little surprise at the Davion assault and, when positions became untenable, was willing to fall back to other pre-prepared redoubts, trading land for time. He also took opportunities when they arose, striking at exposed Davion positions and raiding lightly defended supply lines. On one such raid, the mercenaries captured a company of Davion infantry and surprised the Federated Suns forces with their humane treatment, something that had been in short supply on the Davion-Liao front. By mid-September, it was clear that no help would be coming for the Star Guard while Davion reinforcements were flowing onto the world. Mansell released the prisoners and began prepping his DropShips for departure. He was surprised to receive a direct communication from the Davion Guard commander, Georgina Howard, offering the mercenaries the honors of war and allowing them to withdraw unmolested.

The eleven-week battle for Westphalia was much less civilized, neither side giving nor asking for quarter. Defense of the world had been entrusted to the First Chesterton Voltigeurs who were ably supported by two marine regiments and five hovercraft companies. The Twenty-second Avalon Hussars were likewise equipped for operations on the water-rich world, bringing in hovercraft, hydrofoils and even a pair of submarines to hunt the foe. 'Mech forces clashed on the numerous islands in the shallow littoral waters while the naval vessels staged a war of maneuver in the deeper seas. These were unforgiving battlefields with hundreds perishing, either in the destruction of their vessels or in the immediate aftermath. Most casualties were due to drowning, but in a number of cases both Davion and Liao troops died of thirst and starvation after being cast adrift with little hope of rescue. The skill of the Hussars eventually prevailed, the Liao unit surrendering and the surviving CCAF personnel shipped off to POW camps deeper in the Capellan March.

The broader series of raids designed to pin CCAF troops in place during SUN and RAIN rarely saw major engagements, though there were notable exceptions. For every Redfield (where a company from the Fifth Deneb Light Cavalry faced off against a planetary militia) or Abruzzi (where the Twenty-sixth Sian Dragoons spent four weeks in unsuccessful pursuit of Redfield's Renegades), there were bloody clashes like Stein's Folly and Teng.

The assault on Stein's Folly should have been a simple hit-and-run by a battalion of the Eleventh Syrtis Fusiliers, but a fusion-core failure on one of their DropShips stranded a company of 'Mechs. Rather than abandoning the troops or their gear, Colonel Alina Brzkova opted to fight while the stricken vessel was repaired. The result was a brutal fifteen-day series of engagements, the Capellan Sharpe Rifles attempting to crush the smaller Davion force. The need to defend the stricken DropShip hampering their trademark maneuverability, the Fusiliers were forced to improvise, using their lighter forces as bait to draw the Liao troops into terrain where they'd prepared traps or had pre-plotted artillery barrages. Dubbed "Scoot and shoot," the tactic proved effective in the first week of the campaign, but the second was a bloody slugging match; only the weapons of the grounded Davion DropShips leveled the field. The Davion troops were finally able to withdraw on 17 November, nine 'Mechs and over a hundred infantry casualties were left behind while the Rifles had lost twenty-four 'Mechs and almost 200 infantry and armor troops. Though small in the scale of the other engagements in SUN and RAIN, the battle became a favorite topic in Davion military academies during the Second Succession War due to the mismatch in forces versus the number of casualties inflicted.

BACK-CHANNEL NEGOTIATIONS: THE FUNERAL OF ILSA LIAO (CONTINUED)

The AFFS asked ComStar to contact the Capellan authorities to arrange the repatriation of Ilsa's body. Due to the nature of the request and the sensitivity of the relationship between the belligerents, the request was presented to the full First Circuit on 29 June. ComStar had the wherewithal to facilitate the repatriation, but the political considerations weighted heavily on the council. Leaving the Chancellor's remains on Orbisonia would provide a focus for Capellan ire. Furthermore, if ComStar failed to convey the Federated Suns' offer to the Capellan government, the slight would deepen the animosity between the two nations.

Toyama's decision surprised the First Circuit: he authorized the transmission of Davion's message and furthermore made a courier vessel available for transporting the casket. While antagonizing the two parties was a covert goal of the Order, he felt that ComStar's best interests would be served by allowing the Capellans to hold a state funeral for their fallen Chancellor, boosting their morale and determination to resist the now-inevitable onslaught.

The Chancellor's funeral on 19 October was a grand affair. The whole of Sian was festooned with signs of mourning, and survivors of Orbisonia escorted Ilsa's body. As Toyama predicted, the pageantry buoyed the flagging spirits of the nation, and the images of the new young Chancellor, Laurelli Liao, in her military finery gave heart to a nation still in shock. That resolve would soon be tested again, but without the state funeral to bolster their morale, the Liao defenses might have collapsed, and the Second Succession War would have come to a quick conclusion on the Liao-Davion front.

—*The Secret Struggle: ComStar in the Succession Wars*, Republic Press, 3125

FIGHTING FIRE WITH FIRE

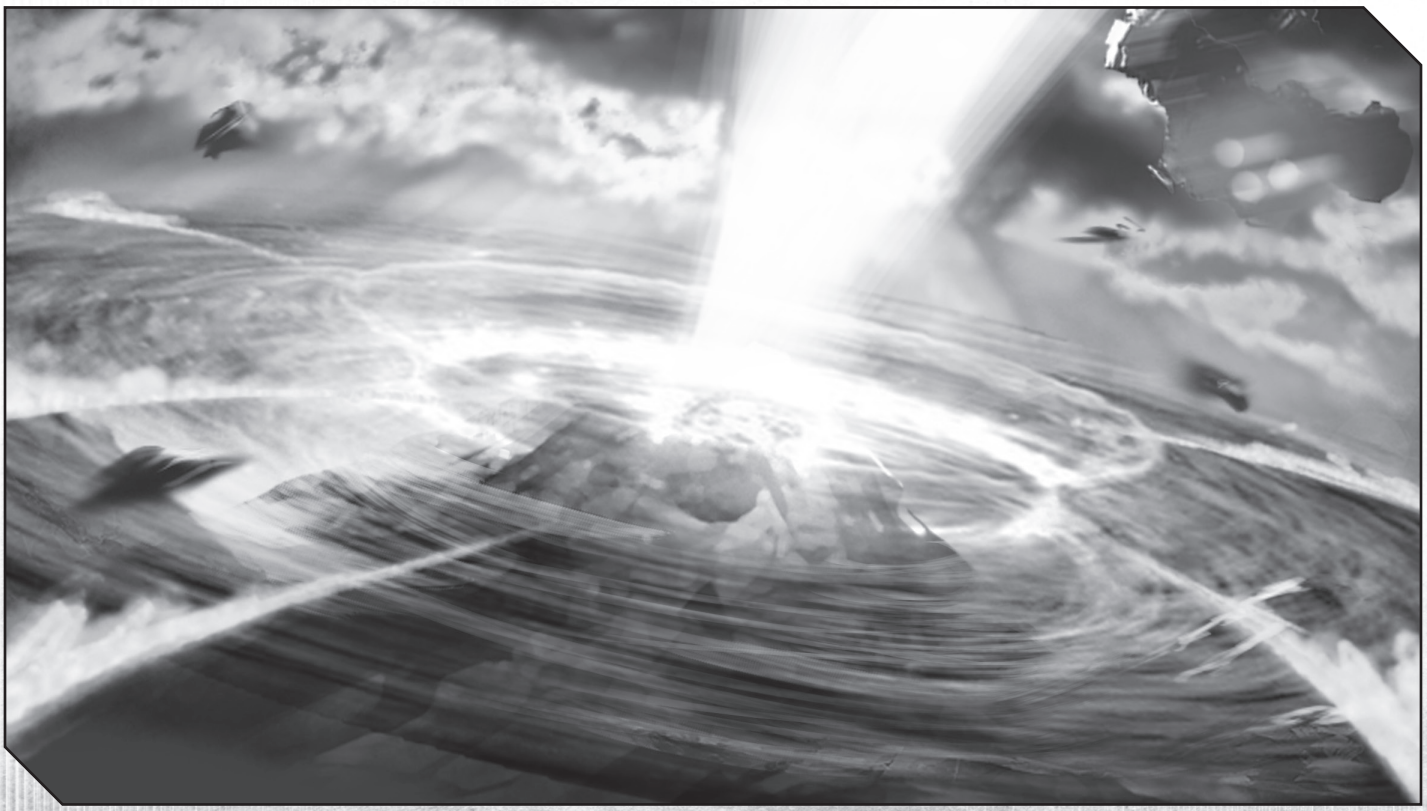
Paul Davion had refused to allow his commanders authority to use strategic weapons—permission for the use of nuclear, chemical or biological weapons could only come from him or the March Dukes—but as had been shown on Orbisonia and Chesterton the previous year, the CCAF had no such scruples. Any advantage the Capellans thought they might have had from having such weapons was quickly disabused; though not allowing their indiscriminate use, Paul did approve the use of the devastating weapons in response to Capellan actions and the CCAF soon learned that any use of terror weapons against the AFFS or civilian centers was met in kind by the Davion troops: After using chemical weapons against the Davion troops on Teng, the AFFS nuked the primary Capellan staging area. Duke Hasek authorized a similar reprisal on Mira after the CCAF employed chemical weapons against the pro-Davion Bloody Suns mercenaries. After three or four such tit-for-tat attacks, both sides exercised a modicum of restraint, though much of the conventional fighting remained brutal.

—*Unconventional Weapons*, Keystone Publications, 3041

OPERATIONS SUN AND RAIN

SUN: Mirach, Caselton, Sonnia, Mira, Mesartim, Almach
RAIN: Ulan Batar, Farwell, Goshen, Valexa, Westphalia, Tecumseh, Axton
Secondary actions: Stein's Folly, Redfield, Teng, Maldive, Abruzzi, Bethel, Hadnall.

The raid on Teng became notable not for the actions of the troops who fought there but rather for the decisions of their leaders on Sian and New Avalon. The First Crucis Lancers' attack on the world was a raid-in-force, successfully pinning the Seventh Teng Hussars and the First Centauri Guards. The battle-hardened Lancers made good use of their light 'Mechs to harass the CCAF troops, drawing them into the Zhou Badlands, where the tortuous terrain, broken twisting canyons, and cave systems negated the Liao troops' firepower. After six weeks of failing to bring the Lancers to battle, the Capellan commander sent a message to Sian, requesting permission to use chemical weapons across the badlands. The request was approved, and on 18 December CCAF bombers dropped dozens of chemical munitions across the area. Though of limited use against BattleMechs, the heavier-than-air toxins saturated the canyons and caves, proving devastating against unprotected support personnel or those with inadequate NBC protection gear. The Davion reprisals were devastating, and the surviving Lancers withdrew unmolested. By year's end, the AFFS were making headway against the Confederation, but they had not completed all of SUN and RAIN's objectives, and soon there would be new distractions.



THE QUIET EAGLE

Relations between the Lyran Commonwealth and the Free Worlds League had soured in the wake of collapsed talks over prisoner exchanges, but Charles Marik refused to be drawn into the resumption of fighting among his neighbors, hoping to remain aloof and marshal his strength for a decisive blow against the Capellan or Lyran states. Had he known of the Confederation's weakness—Ilsa Liao drawing many units away from the Marik border to support Operation CELT—he might have acted differently, but his intelligence apparatus was in a shambles, and the Free Worlds League Military received scant news about the Liao deficiencies. So paranoid was he about the relative blindness of the Free Worlds League that he soon began searching for a new source of information.

Conrad Toyama, having sought to inflame tensions on one border only for the participants to show surprising restraint, saw in Charles Marik's desires a new opportunity to exert influence. The Captain-General's sister Jeanette had joined ComStar in 2821, and the Primus saw her as the ideal cat's-paw to bring the Free Worlds League into the new war. Jeanette made frequent trips to the League, and in February 2830 Charles arranged to meet her at the HPG station on Irian. Desperate, he asked if she would be able to provide her homeland with information on the neighboring states. She agreed, and on 13 June 2830 she provided details of a plan by the Skye Rangers to assault Graham IV, Castor, and Callison. Marik, incensed by the LCAF plan, immediately began plans for his own military operations, striking out at LCAF forces on Dieudonné and New Hope. Toyama is alleged to have said "The fish has taken the bait," and with that all five Great Houses were embroiled in general war.

The Second Succession War had officially begun.

TIGHTENING THE SCREWS (2830–2840)

Though some powers had already been locked in renewed hostilities for over half a decade, the involvement of the FWLM in the summer of 2830 marked the official start of the Second Succession War. Even without House Marik involvement, matters were escalating—in terminal decline, Jinjiro Kurita massively increased the tempo of operations against his neighbors, seeking to deliver knockout blows to both. House Davion, already embroiled in war with the Capellan Confederation, was deemed ripe of the plucking. Reality, however, was another matter.

Marik operations against Dieudonné and New Hope continued apace, the FWLM slowly driving the LCAF back and completing both campaigns in March 2831. The Lyran Commonwealth called both attacks "unprovoked aggression" and denied Charles Marik's allegations regarding the LCAF's intentions toward League worlds. In reality, both excuses and denials were irrelevant; Marik had declared war on the commonwealth on 14 June 2830. The sparks of war had been struck, and the Inner Sphere was now a raging inferno.

THE DRAGON STRIKES: BLACK WIND, RED WIND

Seeing both his neighbors distracted, Jinjiro Kurita launched offensives against both his neighbors on 19 February 2830. KUROI KAZE (Black Wind) targeted the Lyran Commonwealth, while AKAI KAZE (Red Wind) focused on the Federated Suns.

Less than a month later, on 14 March, an incensed Marcus Steiner declared war against the Combine. The DCMS were still smarting after the *Chahar Profit* debacle and the raids that followed, so Chandler figured prominently in the Coordinator's plans. Moore was also targeted for full-scale invasion, while troops staged a series of deep raids to harass the LCAF and hamper operations to relieve the primary assault worlds.

AGENTS PROVOCATEUR

While much of the slide back to war was a natural consequence of the rivalries between the Great Houses, the situation might not have deteriorated so far had not one of the less obvious powers, ComStar, been actively interfering in matters. While not wishing to intervene directly in Inner Sphere affairs—and fighting a brief internal conflict against Precentor Herman Schwepps to solidify his grip on the Order's reins and ensure a policy of open confrontation wasn't followed—Primus Conrad Toyama believed that the Inner Sphere would need to beat itself into submission before ComStar could emerge as its saviors and lead the united peoples back to the light of a new era under the auspices of the Order.

Unlike Primus Myndo Waterly, who sought to do this via Operation SCORPION in May 3052, or the Word of Blake, who sought to cleanse the Inner Sphere in warfare, Toyama never acted openly. Instead ComStar manipulated supposedly sacrosanct message traffic and employed cat's-paws, agents placed stir up trouble and undermine efforts toward peace. He also employed the ComStar News Bureau to shape public opinion, heightening the apparent threat of enemy forces and the strength of each nation.

A host of minor operations took place across the Inner Sphere under the auspices of Operation DIVINE INTERVENTION, bringing tensions to the boil or weakening key figures, but several successful ROM operations reshaped the entire conflict. ROM's covert support of LIC operations against the Draconis Combine leaked vast quantities of information about the DCMS's readiness, countering the disadvantage of the ISF debacle on Tamar. The LIC's Loki division believed the successes were all their own work, and the seeming outbreak of competence among the staff of the anti-spinward rival prompted Coordinator Jinjiro Kurita, already teetering on the brink of madness, to launch an all-out assault on the Lyran Commonwealth.

The subornment of Jeanette Marik, who joined ComStar in June 2821, was the crowning achievement of these operations, allowing ComStar to influence Free Worlds League operations for many years. It was also their greatest failure, revealing ComStar as both a partisan agency and, when Captain-General Charles Marik realized ComStar was acting against the League as well as for it, a treacherous one. While the public was given no cause to distrust the Order, by the end of the 2840s, most of the Great Houses regarded ComStar, now metamorphosing into a theocracy under the authority of religious zealot Primus Raymond Karpov, with grave suspicion.

—*Dark Shadows: Behind the Succession Wars*, University of Saso Press (New Syrtis), 3095

THE NIGHTINGALE SINGS

One of the great debates among scholars of the so-called ComStar War between the Free Worlds League and ComStar in the 2830s was the culpability of Jeanette Marik in the affair. Charles Marik regarded her as guilty and exacted the ultimate revenge with the destruction of the Oriente HPG station, but there is substantially less actual evidence.

Anastasius Focht's briefing on ComStar after the fall of Myndo Waterly suggested that Primus Conrad Toyama was initially skeptical of Jeanette's intentions, thinking it was more a ploy by the Mariks to gain an advantage. He subjected the Captain-General's sister to a series of rigorous screening sessions, going so far as to interview the candidate himself on two occasions. Her desire to join the Order appeared genuine, so he approved her membership and placed her education in the hands of his most trusted followers. Focht alleged that Acolyte Marik's indoctrination within the Order went far beyond that most candidates received, becoming tantamount to brainwashing, compounded with profligate use of stress techniques and pharmacological subversion of her consciousness. The veracity of this conditioning cannot be confirmed, but Jeanette did seem to transform from a mild-mannered, quiet, and studious individual into a zealous ideologue, espousing ComStar's ideals and the teachings of Blake.

That Jeanette was approached by her brother and, after approval from the First Circuit, provided him with intelligence is beyond question. Her state of mind—whether she genuinely thought she was aiding the Free Worlds League, or ComStar, or both—may never be known. She proved to be a willing conduit of information to her brother but there is little to indicate she was aware of some of the misinformation contained in the reports, nor that ComStar was leaking information from Marik communiqués to their rivals, something Toyama authorized almost as soon as Jeanette entered into regular correspondence with her brother. Certainly in the years since the Jihad there has been a movement within the Free Worlds League to rehabilitate Jeanette's image, portraying her as an unwitting puppet of a corrupt Order. This movement, the Nightingales, portray the tragedy of Oriente as one more evil to be laid at the feet of ComStar, the spectacular backfiring of an initiative that, had it worked, could have suborned the League even more thoroughly than the Blakists did two centuries later.

—*Beneath the Robe: An Insider's Look at ComStar*, Donegal Press, 3092

OPERATION KUROI KAZE

Primary targets: Chandler, Moore†
Secondary targets/raids: Orkney, Colmar, Trell I, Buckminster, Konstance, Muphrid, Arc-Royal, Furillo

† Denotes a failed assault

Strikes against Orkney, Colmar, and Trell I served to pin troops within the Tamar Pact, while blows against Buckminster, Konstance and Muphrid did the same in the Federation of Skye. An audacious deep-raid against Skye was cancelled at the last minute due to JumpShip issues, but others against Arc-Royal and Furillo made clear that not even the Protectorate of Donegal was safe from the Dragon's wrath. In addition to distracting the LCAF, these raids continued the Combine's policy of targeting their rivals' infrastructure, striking at targets of opportunity that furthered the Dragon's goals.

As in 2828, the Lyran forces on Chandler put up a spirited defense and beat back several Combine assaults after the initial DCMS landings on 27 February. Unfortunately, the DCMS High Command was not going to be caught off guard twice and had committed significant forces to the world, including the Fifth Sword of Light and Fourth Arkab Legion. Against such overwhelming firepower, even the skill and determination of the Stealths was insufficient to hold Chandler, which finally fell to Combine forces on 10 August.

The Combine targeted Moore for similar reasons: along with Lambrecht it was part of a salient that comprised worlds taken from the Combine in the First Succession War. The dishonor of this drove the DCMS to significant risk in the operation, but they expected a popular uprising to support their operations. They were rapidly disabused of such notions, as the people did not rise up in support of the invasion and instead many helped organize a civilian resistance to the Combine troops. What Kurita had not accounted for was that Moore had originally been a Terran Hegemony world, and the older elements of the population still recalled the days before the Amaris Coup. They had little love for House Steiner, but compared to the Combine, the Lyran Commonwealth was the lesser of two evils. The world became a hellhole for the DCMS; the fanatical defense combining with formidable terrain made the campaign a nightmare for the attackers. For every square kilometer of ground gained, the defenders seemed to regain two, and more than once a DCMS firebase became the operations center for LCAF defenders. The planet itself seemed to oppose the invasion, as firestorms within the methane swamps incinerated unprepared Combine infantry and armor. Lyran troops, having studied the swamp flare-ups, timed their passage through such areas to avoid the most dangerous periods while luring the DCMS into them at the most inopportune times. By early September the Kurita troops had had enough and withdrew to a tight cordon around Shizuoka, the planetary capital. On 22 September, after an anxious ten-day wait for permission from the Coordinator, during which time they were pummeled by the LCAF, the DCMS force withdrew from Moore.

OPERATION AKAI KAZE

Primary targets: Lucerne†, Franklin†, Sakhara V
Secondary targets/raids: Breed, Crossing, Rowe, Clovis, New Valencia, Maynard, Le Blanc, Bremond, Fairfax, Carcassonne
Atonement target: Dahar

† Denotes a failed assault

While DCMS troops were finding mixed success against the pitiful Lyrans, Jinjiro Kurita also sent troops to harass his more worthy foe, the Federated Suns. Having sparred with House Davion during the supposed peace of the interwar years, the DCMS increased their tempo of operations, on which the AFFS at first commented little. Though the Combine mixed raids with more-determined assaults, Lucerne, Franklin and, Sakhara were singled out for the main assault while a series of worlds became targets for heavy raids. As with operations on the Lyran front, these raids were to sow confusion and draw the AFFS out of position, reducing the AFFS's ability to counter the primary assaults.

RED WIND's secondary actions targeted ten worlds along the border. On Breed, the First Avalon Hussars swiftly beat back an assault by the Eighteenth Benjamin Regulars, crushing their LZ and forcing the bridgehead troops to stage a rapid withdrawal to their DropShips. Similar efforts by the Third Amphigean Light Assault Group on Clovis initially seemed to go well, but as the attacking DropShips began to descend through the atmosphere, they were met with waves of fighters—a shock as the DCMS believed the Clovis Guards had perished in the First War. The attackers withdrew without attempting to make planetfall. Carcassonne was the first DCMS success of RED WIND, the Sixteenth Galedon Regulars smashing the local militia and storming the mountaintop fortress of Queribus. *Tai-sa* Bray Siglain petitioned to remain on Carcassonne and seize it for the Dragon, but the isolated position deep in the Draconis March made holding the world impractical. Instead, the Combine troops remained on-world until they had news of inbound AFFS reinforcements, then escaped to their waiting JumpShips. Similarly, the deep strike against New Valencia went well, as the troops of the Second Arkab Legion took control of the industrial city of Cartagena and DCMS technicians stripped valuable components. However, while the DCMS had estimated at least uninterrupted ten days for their salvage operations, the AFFS responded with unexpected alacrity. Reinforcements arrived in-system scarcely five days after the invasion. This was attributed to bad luck—a Davion formation transiting a nearby world was redirected to resist the incursion—but some Combine officers suspected a darker reason. A third deep strike against Maynard turned into a confusing melee, as the Twenty-fourth Galedon Regulars, initially landing successfully, became embroiled with the local militia and were unable to withdraw before the arrival of Davion reinforcements. A supposedly ten-day operation ended up lasting sixty-seven, and the shattered remains of the Regulars eventually withdrew on 19 May, having suffered over 50 percent losses.

Le Blanc, Rowe, and Bremond served their purposes—swift hit-and-run raids to sow chaos and confusion. The DCMS forces involved faced little organized resistance and withdrew in good order. Fairfax and Crossing were different beasts. On Fairfax, the Seventh Sword of Light met stiff resistance from the Fifth Robinson Chevaliers, the Davion unit inflicting disproportionately high losses on the Combine formation despite the Chevaliers still being understrength from the First War. On Crossing, the Davion forces consisted of a mercenary regiment, the Eighth Striker Regiment of the Fighting Uruk Hai, and three training cadres—the First NAMA and the First and Fourth Sakhara. The commander of the Thirty-ninth Galedon Regulars dismissed the AFFS troops, expecting the cadres to be of little military value and the mercenaries to lack commitment. He was wrong on both counts. The cadres proved surprisingly resilient despite their inexperience, and the mercenaries showed a willingness to take risks in pursuit of their mission. Scarcely a third of the Thirty-ninth made it off-world.

With many of the Davion troops embroiled in operations against the Capellan Confederation, many in the DCMS expected these assaults to be as devastating to the AFFS as the First Succession War had been. Launching on 19 March, a week after the deep raids began—believed to be sufficient time to draw off the AFFS—the primary assault forces made simultaneous jumps into their target systems. Jump-point defenses were swiftly overwhelmed, and each flotilla burned hard toward their targets. Resistance was mixed. On Lucerne, the DCMS faced wave after wave of Davion fighters, many showing suicidal valiance to slow the attackers, while on Sakhara V the one brief attempt at resistance was easily brushed aside; the AFFS fighters harried for several days before being overwhelmed above the system's third planet.

THROUGH THE CRYSTAL BALL

The AFFS's success in blunting the DCMS offensive of 2830 at first seemed like magic. They bolstered defenses on the primary target worlds substantially and created fast-reaction forces to counter the plethora of deep raids. It was as if they had some sort of crystal ball allowing them to predict their enemy's actions.

To some extent they did.

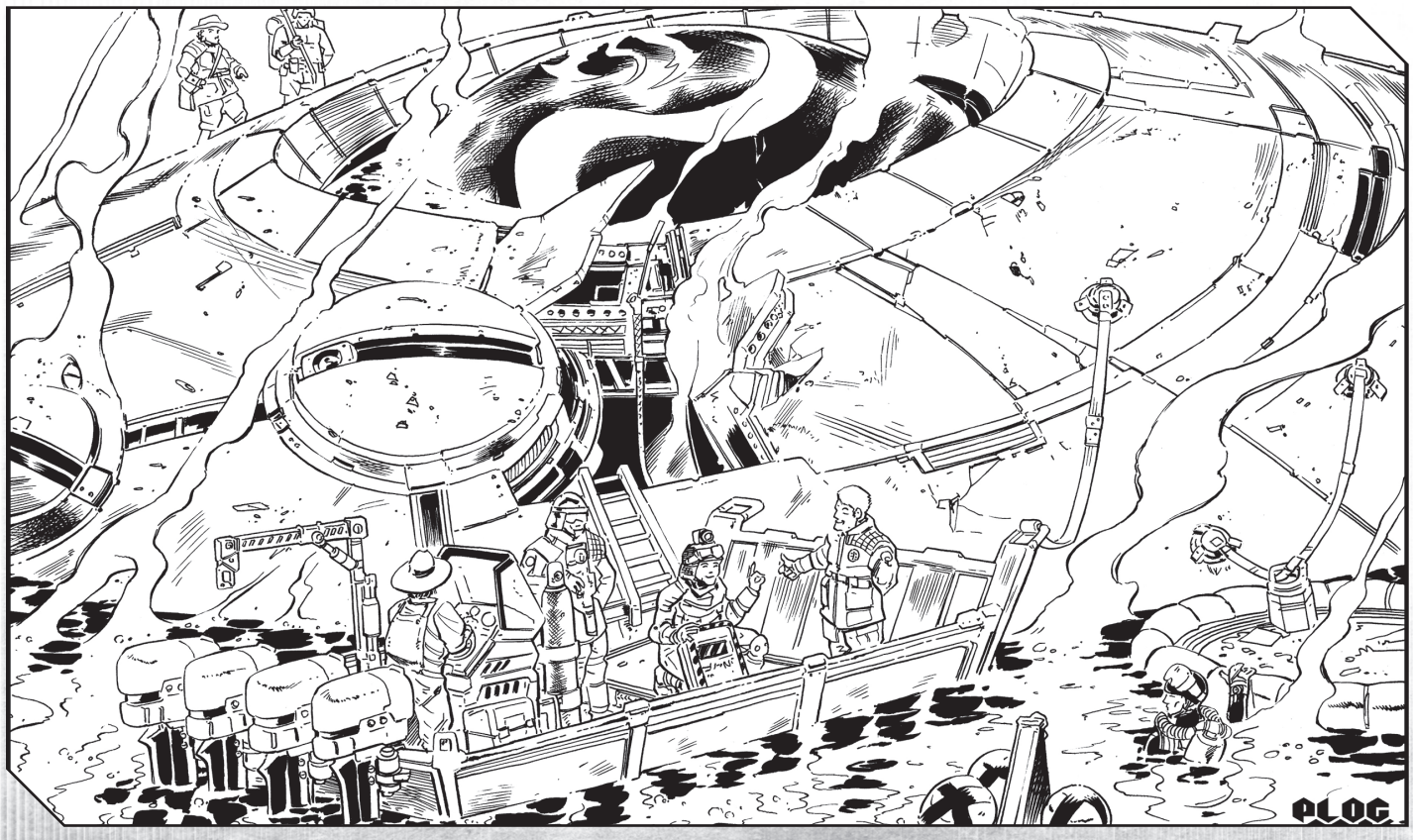
In May 2829, a DropShip accompanying the DCMS on a raid against Kennard suffered a drive failure during reentry and fell out of control. The DCMS believed the vessel was utterly destroyed, but MIIO agents combed the wreckage, which had landed in the Southwark lake country, and made a startling discovery. Though the vessel was badly damaged, they recovered the communications system and its solid-state cryptographic decoders and were able to restore the device to working order. Using the device, the MIIO was able to decode communications traffic from key Combine worlds and gain an insight into the Combine's plans. The DCMS had not changed its codes, believing the loss on Kennard to have destroyed the cryptographic equipment. The MIIO learned of Operation RED WIND and put defenses in place to deal with it, though blunting the attack exposed their hand.

(CONTINUED ON P. 35)

On the ground, matters were far from what the DCMS expected. Despite the size of the assault forces—three 'Mech regiments and ten support regiments per world—the Davion defense proved resilient, and the Kurita troops struggled to push out of their landing zones. ISF reports suggested no more than one 'Mech regiment and a smattering of support forces were present on each world, something the invaders should have bested in short order. It soon became clear that the planetary defenses were more substantial. The insignias of three or four regiments were identified on each world, along with more than a dozen support regiments. Rather than having three-to-one numerical superiority, at best the DCMS had parity with the Davion forces, and on Franklin they were clearly outnumbered.

Less-determined troops may have cut their losses and withdrawn immediately—they retained space superiority—but for the warriors of the Combine, to do so would have been a major dishonor. Whether their predicament was a result of bad luck of guile on the enemy's part, the Kurita soldiers vowed to do their duty to the Dragon and pressed on. Despite their best efforts, progress was slow, and with supplies dwindling rapidly, the campaigns looked doomed. Only on Sakhara V did the Combine make headway, establishing a solid foothold and base of operations against the Davion troops. In early 2831, after eleven months of fighting, Sakhara was finally claimed for the Dragon.

Meanwhile, the situations on Franklin and Lucerne had become increasingly desperate, and in late May the commander of both attacks, *Tai-sho* Chosokabe Motochika, requested permission from the Coordinator to withdraw and regroup rather than suffer the loss of his forces. Six weeks later, with no new orders from Luthien—though he was sure they were coming—Motochika ordered his troops to abandon their positions and retreat off-world. Only once they were safely back at the jump point and preparing to return to the Combine did he discover the request had never been sent. Rather than continue home, where he could expect



an "invitation" to commit *seppuku*, he instead took his remaining four regiments—three 'Mech and one conventional—and drove deeper into the Suns.

Without orders to warn them, the AFFS was slow to react to this volte-face and was ill-prepared to counter the troops' assault on Dahar IV. Motochika left three of his regiments in orbit and took personal command of the unit involved in the landing, the Ninth Benjamin Regulars. Facing them were the Twenty-third Avalon Hussars, but to the surprise of the Davion commander, the *tai-sho* called for a parley while his DropShips were descending. As his troops established defensive positions, Motochika calmly walked out under a flag of truce to meet his opposite number, to whom he expressed a desire to surrender his troops and defect.

The AFFS officers were suspicious of this—no other Combine unit had ever defected, nor had any officer as senior as the *tai-sho* offered to defect—but the value of Motochika and his knowledge would prove invaluable if his offer was genuine. They knew from communication intercepts that something had gone wrong for the *tai-sho* during the withdrawal from Franklin, and together with his past record—even during the First Succession War he had proven himself an honorable warrior who eschewed the tactical nuclear weapons so prevalent in that conflict—allowed themselves to believe his sincerity. The Davion troops thoroughly searched the DCMS officer and his escort before taking them away for interrogation, then they moved to disarm the seemingly compliant Benjamin troops.

The jaws of the Combine trap sprang shut, and the remaining troops in the "empty" DropShips in orbit dropped onto Dahar, landing on top the of the now confused Davion force. Caught in a vise, the Hussars were crushed, with scarcely a battalion breaking free of the now enlivened Combine troops. The AFFS commander accused Motochika of treachery, but the *tai-sho* replied that lulling the enemy into a false sense of security was a legitimate stratagem of war. He also stated that doing so—and the destruction of the Avalon Hussars—would expunge the shame of their unwitting withdrawal from Franklin and Lucerne, allowing them to return home. His words proved true: upon hearing the news of the victory at Dahar IV, Jinjiro Kurita granted the conquerors permission to return to the Combine. The *tai-sho* himself never benefited from Jinjiro's largesse. While still imprisoned by the AFFS, he took a poison capsule and died while his troops razed the once-pristine industrial world.

OPERATION TANTO

Primary targets (standard comms): Udibi†, Damevang†, Colia
Secondary targets/raids (concealed comms): Breed, Klathandu IV, New Aberdeen, Harrow's Sun

† Denotes a failed assault

CROSSED SWORDS

House Davion's Capellan border remained in a state of flux after Ilsa Liao's abortive assaults on the Chesterton worlds and Paul Davion's bloody counterblow. Most targets of Operations SUN and RAIN were under full Davion control, and pressure on the isolated Demeter-Chesterton salient had been removed. Some Capellan agents remained active on the worlds, but they proved only a minor nuisance to the new lords. Isolated, Schedar soon fell to the AFFS war machine, and Rio soon followed suit in late 2830.

THROUGH THE CRYSTAL BALL (CONTINUED)

The DCMS and ISF were surprised at the effectiveness of the AFFS defense and suspected an agent in their midst. When the ISF failed to turn up any new Davion agents—several known agents were purposely left in place to feed misinformation to the MIIO—they cast about for other culprits. Their communications systems were deemed a prime suspect, but rather than tipping their hand, they continued to use existing protocols for many communications, using new methods—and even going so far as hand-delivering messages—for their most sensitive projects.

Using knowledge of the MIIO interceptions, the DCMS launched a series of assaults named Operation TANTO in early 2831, three assaults coordinated via normal communication methods and four more via the new secure channels. Unsurprisingly, the AFFS staged robust defenses on the worlds attacked by the openly communicated assaults, with attacks on two of the three worlds being driven back. Only on Colia did the DCMS gain a foothold that over the next three months turned into a hellacious battle for control of the world. The other targets—those kept secret from the AFFS—saw a much lower-quality defense. New Aberdeen fell after just three weeks fighting, the AFFS troops driven off-world, while on Harrow's Sun a spirited seven-week defense mauled both sides before the DCMS ejected their ragged opponents. Davion relief forces arrived at both worlds too late to participate in the defense, and unwilling to challenge the occupying forces, they withdrew.

The breaking of the old DCMS ciphers became an open secret on both sides of the border, so the DCMS shifted their communications to new, secure methods while continuing to use the older ciphers to distract the MIIO; during this transition, the Davion intelligence community would continue committing resources to decoding DCMS ciphers. By the middle of the Second Succession War, the broadcasts and decoding efforts were largely abandoned, but various automated facilities continued to broadcast odd messages or sequences of numbers using the old ciphers, with hobbyist communities emerging on both sides of the border to monitor and decode them. Even as late as the early thirty-first century, there were rumors that the ISF used these "ghost broadcasts" to communicate with their agents, though the DCMS's official position was that these were computer-controlled stations stuck in centuries-old program loops.

—*The Ghosts in the Machine: Cryptography of the Succession Wars*, Robinson Press, 3034

The next phase of the Davion operation called for taking the commonality capital of Tikonov, a key political and industrial center with legendary defenses, and House Davion needed to secure any advantage it would need for the assault. Before doing so, the AFFS sought to isolate the world from reinforcements by occupying New Hessen, Alrescha, and Angol after short, brutal campaigns. Meanwhile, AFFS troops targeted worlds in the Sian and St. Ives Commonalities, preventing the CCAF from freeing up troops to aid beleaguered Tikonov. Redfield fell to the Davion troops in August 2830, the mountain fortresses of defenders proving no match for the mobility and firepower of Davion *Victors*, with Stein's Folly succumbing two months later while still reeling from the raids during Operations SUN and RAIN. Corella joined the Capellan March in April 2831 after a three-month campaign, while Abruzzi, Bacum, and Haappajarvi became part of the Federated Suns in July. Deep raids against worlds like Wei and Foot Fall, though having little hope of winning the worlds for the Federated Suns, sowed chaos in the Liao ranks.

Operation LION, better known as the First Battle of Tikonov, began on 4 April 2832 with the arrival of a massive Davion flotilla at the nadir jump point. The CCAF troops staged a valiant defense of the recharge station, at first in space and then in bitter corridor-by-corridor fighting within the station. Two CCAF WarShips on station at the nadir jump point docked with the complex and staged emergency separations to oppose the arrival of Davion troops and avoid being caught idle. This destabilized the nadir station and caused significant damage to the docking ports, requiring the station staff to spend the first hours of the battle restoring order rather than preparing their defense. Though the Capellan aerospace forces were outnumbered by the AFFS's own WarShip escorts, the presence of CCAF WarShips posed a grave threat to the Davion operations. The Davion Marine Corps's assault on the station was carried out under the guns of the Liao vessels. Quick strikes by the Capellan frigates destroyed two Davion transports before the vessels were driven away. One ship, the CCS *Jiaxing*, sustained enough damage in the fighting to warrant later being scuttled, her crew interned by the Davions. The second vessel, the CCS *Zhaoqing*, continued to be a thorn in the Davions' side throughout the campaign.

The primary AFFS assault force comprised the Second Ceti Hussars RCT, a well-trained and mobile unit adept at outmaneuvering the enemy. Commanded by General H. R. "Howler" Greer, the Ceti Hussars faced few significant challenges—their war of maneuver allowed them to avoid circumstances where CCAF forces had any notable advantage—and within four weeks, almost all of Tikonov was under AFFS control. Unfortunately, the Davion force's greatest strength was also its primary weakness: they were adept at lightning strikes, feints, and so forth but were ill-equipped for drawn-out slugging matches or assaults on major fortifications. The remnants of the Ariana Fusiliers withdrew into the High Kremlin, a former Star League fortress, and fortified cities like Tikograd, and despite Greer's best efforts, could not be dislodged. Capellan attempts to break out of the encircled citadels were repulsed, but so too were attempts by the Davions to storm the walls. The Hussars' light artillery pounded the High Kremlin for weeks on end, but neither side could break the impasse. Conditions within the fortress grew steadily grimmer as food supplies and other consumables began to dwindle, but after six months the AFFS were no closer to completing their conquest. General Greer was determined to win victory, but the arrival of a CCAF relief force, the Chesterton Reserves, on 19 October threatened the Davion position and place the Ceti Hussars between the hammer of the relief force and the anvil of the High Kremlin. Reluctantly, the AFFS troops withdrew.

The Capellan relief was short lived, however, with the rested and rearmed Second Ceti Hussars returning to the world seven months later, this time accompanied by the Seventeenth Avalon Hussars and the Ninth Deneb Light Cavalry. This new assault, Operation LEOPARD, included troops, artillery, and aircraft better suited to dealing with entrenched enemies. The capture of an outlying bastion of the High Kremlin allowed strike teams to penetrate the fortress through supply tunnels, and the High Kremlin fell on 20 May 2833 after a bloody two-week assault. Another two weeks saw resistance on Krasnodar and Pskov crushed; all of Tikonov's major population and industrial centers were now in Davion hands. Pinning down the last CCAF troops proved troublesome, as the Capellans had learned from the previous year's rout at Davion hands and adopted a mobile strategy. The three AFFS regiments found themselves broken into smaller and smaller elements to chase down the enemy and, though succeeding by degrees, soon found themselves in a difficult situation.

To support the dispersed operations, the AFFS set up numerous supply depots but left only light forces to guard each, reckoning that the on-world CCAF troops posed little threat to them. That may have been an accurate assessment, but it didn't account for the swift, light troops of the Capellan Hussars who arrived in-system via a pirate point on 13 June. Striking in coordination with local resistance cells, the Capellan Hussars destroyed many of the Ceti Hussars' caches. This alone might not have been an issue for Greer's troops, but the MIIO alerted the general to Capellan troop movements toward Tikonov that would soon bring much heavier forces to bear against his now supply-strapped units. Caught between risking three regiments to secure the world in the face of imminent Capellan assault or withdrawing with his tail between his legs but his unit intact, Greer chose the ignominious option. Greer was publicly vilified by the First Prince, who assigned him to KP duty on New Syrtis until the end of 2834.

Operation PUMA, the Third Battle of Tikonov, launched in April 2834 under the command of General Jessica Bassner of the Third Deneb Light Cavalry. The AFFS's battle plan called for the Third and the mercenaries of Kergawa's Blood Lances to land and seize the major objectives while heavier follow-up forces—the Second Davion Guards—would follow and provide a heavier defensive force to beat back any Liao attempts to retake the planet. The first phase of the operation went well: the Third faced little opposition and secured most of their objectives in the first three weeks. A few civil-industrial centers held out, notably Tikograd, but to all intents the world was under Davion control. The Cavalry dug in and undertook a number of policing operations against Capellan insurgents in advance of the Guards' arrival. Despite publicly showing a brave face, General Bassner worried about her position on Tikonov: reports claimed the CCAF was massing for a counterattack, but the Davion Guards had still not arrived. Several days passed, then the days turned into weeks, and still no relief force arrived. Capellan raiders probed the system and were beaten back by the Hussars' aerospace forces, but this demonstrated how keenly the CCAF were watching the commonality capital.

On 2 July, news reached the general that turned her blood cold: the DCMS, quiet for the last several years, had struck hard at various targets along the Combine-Suns border. The world of Sanilac, the Second Davion Guards' base of operations, was one of the targets, and the Second was embroiled in a bloody battle with Kurita forces. The Third Deneb Light Cavalry could expect no relief.

The AFFS High Command launched into a frantic series of planning sessions to determining the best course of action for the valuable but vulnerable world. One option was for the Third to remain on Tikonov and hold out until another relief unit could be dispatched. However, this exposed the Cavalry to the expected

OPERATION LION (2832)

Primary targets: Tikonov
Secondary targets/raids: Tigress, New Hessen, Hamal, Foot Fall, Wei

OPERATION LEOPARD (2833)

Primary targets: Tikonov
Secondary targets/raids: Frazer, Shoreham, Alcyone, Lee, Bell
Tertiary targets/raids: Glentworth, Daniels

OPERATION PUMA (2834)

Primary targets: Tikonov
Secondary targets/raids: Acala, Perkasie, Paches, Highspire

OPERATION TIGER (2834–2837)

Targets/raids: Abruzzi, Khi*, Aosia, Bethel, Dhaulgiri, Gallitzin, Genf*, Lee, Safe Port, St. Ives, Warlock

* Denotes a dead world

THE WALLS OF TIKOGRAD

No fortification on the Capellan front caused the AFFS as many problems as did the massive walls of Tikograd, the capital of Tikonov. Located on the rolling plains of Kazan, the city comprises two concentric rings of fortifications: a series of lower outer walls surround the main residential districts, and the larger Citadel Walls encompass the governmental, residential, and industrial districts of the inner city districts, including the Earthwerks factories.

The outer walls appear little more than cosmetic—and the steady growth of population since the outbreak of the Succession Wars led to shantytowns growing up outside them—but they provide a solid barrier against infantry and armor, due to being built in the days of the Tikonov Grand Union, before the introduction of the BattleMech. Though less effective against BattleMech forces, and despite their nearing half a millennium in age, the outer fortifications remain strong and help channel any attackers into pre-plotted killing zones.

The inner walls, known as the Citadel Walls, are a staggering 120 meters tall, proof against even the most determined jump-capable BattleMech. Heavily armored and dotted with gun emplacements, they form a near-impenetrable barrier to anyone seeking to capture the city and its valuable factories. Short of strategic nuclear weapons (which would compromise the valuable industries), there seem few options beyond aerial bombing, artillery, or siege warfare. Strong anti-air defenses along the top of the Citadel Walls hamper aerial attack, while storehouses within the city—and access to natural aquifers—make siege warfare a difficult option.

The Succession Wars saw numerous attempts to take Tikonov and its cities, and though Tikograd was briefly taken by the AFFS during the Second Battle of Tikonov (due to tactical missteps by the CCAF), the fortified city served as a bastion against incursions. The outer city was rebuilt after the depredations of the long siege during the Third Battle of Tikonov; only the ruined Hall of Prefects was left as a memorial to the valor of the city's defenders. Tikograd would prove resilient to everything the other Successor States could throw at it for the rest of the Succession Wars until Operation RAT in the Fourth Succession War. In 3028, the assault by the Crucis Lancers ultimately succeeded in overcoming the defenses and securing Tikonov for the Federated Suns.

—*Fortress Tikonov*, Bastion Press, 3042

A ROSE BY ANY OTHER NAME...

By the early Second Succession War, most of the SLDF-trained officers and troops remaining with the House militaries had either retired or been killed. The largest concentration of survivors was in the various high commands, so it was at such levels that many SLDF-style doctrines remained active. One such was the tendency to name individual military operations—Operation LION, Operation DAO, and so forth—though the practice originated in antiquity.

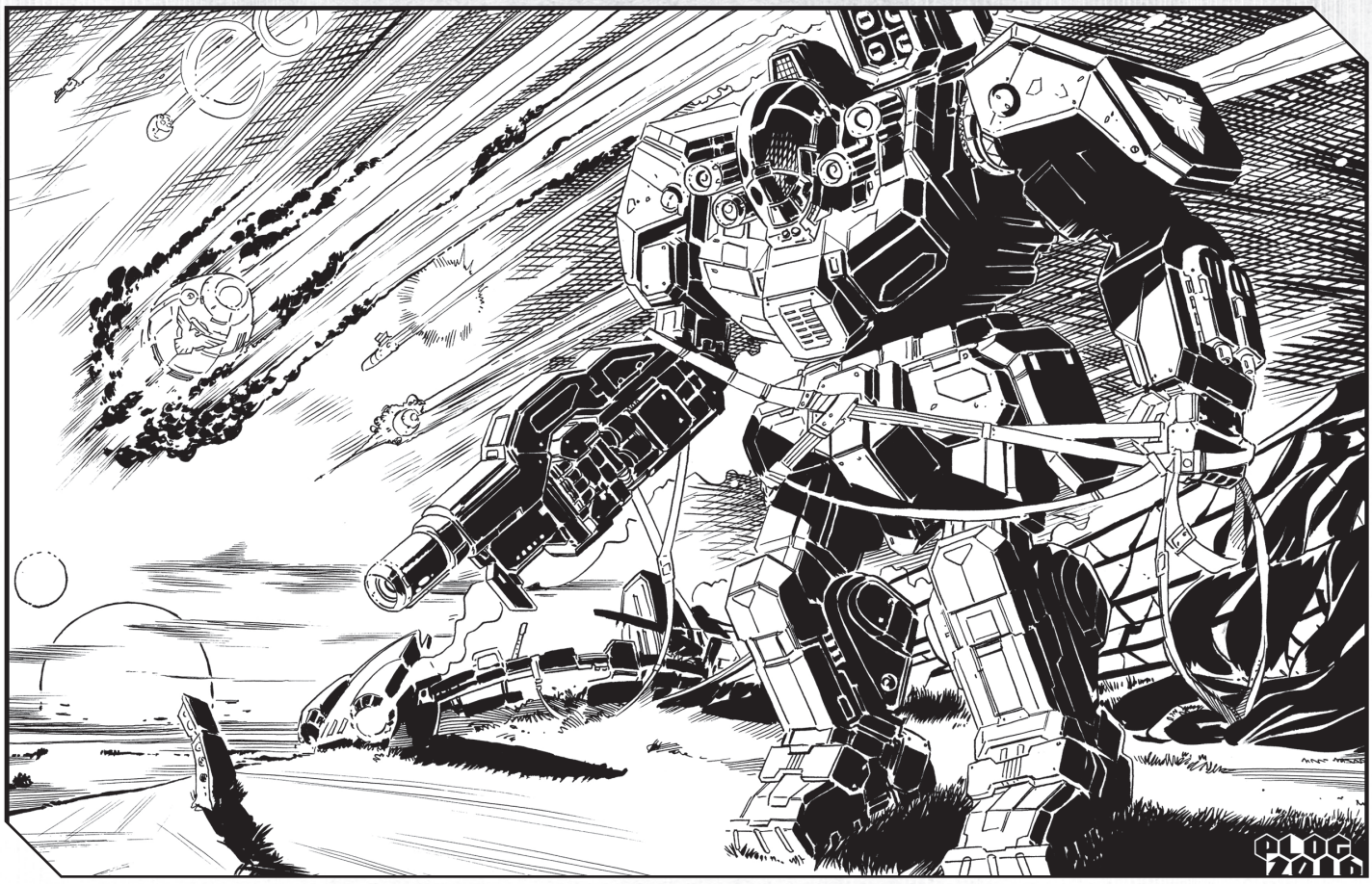
During the First Succession War and early in the Second, most operations received such designations, but as the Second Succession War progressed and many offensives became ad hoc affairs, the tendency to use grandiose names diminished. The practice was never entirely abandoned, but in the latter stages of the Second Succession War and throughout the Third, only the most significant large-scale campaigns received such designations. The remainder received only an alphanumeric designation on an operational order or logistics chit, and many, particularly during the Third War, didn't even receive that recognition.

heavy Capellan counterattack, and while the unit might have prevailed, the risk was significant. Another option was to withdraw to key fortifications like the High Kremlin, but doing so would negate the unit's main advantages of speed and maneuverability. Reluctantly, the First Prince settled on a third option: issuing recall orders to General Bassner, choosing to preserve the Third over holding the world. The decision was almost too late. McCormack's Fusiliers of the Northwind Highlanders broke through the orbital cordon and began landing. The Davion forces scrambled to intercept, so the mercenaries bore the brunt of the Liao counterattack. Over the next three days, the AFFS troops staged a fighting withdrawal, the Third withdrawing in good order but at the expense of the Blood Lances, who were largely wiped out. Though the AFFS would raid the world repeatedly over the next two centuries, it wasn't until 3028, during the Fourth Succession War, that the AFFS would make a major attempt against Tikonov and finally succeed in claiming the world.

Though Operations LION, LEOPARD, and PUMA focused on Tikonov, they also took in more than a dozen other worlds. Most of the secondary operations during Operation LION focused on isolating Tikonov, with Davion troops striking at worlds in the Tikonov and Sarna Commonalities to hamper efforts to support beleaguered Tikonov. Initially the efforts succeeded in dividing the attention of the Capellan High Command and hampering early efforts to relieve the High Kremlin. Unfortunately, none of the troops committed to the four target worlds were equipped for protracted operations, and by late summer 2832, they had little choice but to abandon their efforts. Doing so released troops to be used against Tikonov, prompting the withdrawal of the Second Ceti Hussars.

Operation LEOPARD took a different approach, attacking a broader swath of the Capellan border and with more substantial numbers of troops. This time the AFFS was planning to stay, and was prepared to push farther as the situation permitted. On Frazer, the planetary militia crumpled beneath the onslaught of the Fifth Syrtis Fusiliers, who took control of the world in an eleven-day campaign. So thorough was their victory that as soon as garrison troops had arrived from the Capellan March, the Fifth launched a fresh campaign against Glentworth. The campaign on Alcyone proceeded with similar speed—leading to a follow-up against Danais in October—but the other assaults were less successful for House Davion. On Shoreham, Capellan Hussars commander Colonel Hazel Tinworth fought a determined campaign against the Davion troops, but destroyed the planet's primary spaceport complex during her withdrawal to deny it to the invaders. The arrival of reinforcements from neighboring St. Ives tipped the battle in the Capellans' favor, and after three months the Davion troops withdrew. Lee and Bell turned into meat grinders for both sides, neither the CCAF nor the AFFS securing a decisive advantage. Both battles continued long after the Ceti Hussars abandoned their efforts on Tikonov. The major loss of life on both sides became something of a cause célèbre in the Federated Suns, becoming a prime example for the wasteful expenditure of troops and equipment. Both worlds continued to fly the Liao banner.

Operation PUMA again changed the tactics of the diversionary operations. Rather than forcing the CCAF to spread its troops out along a large stretch of border, PUMA focused on the spinward worlds of the Sarna Commonality. The AFFS expected significant Capellan resistance, but feints toward St. Ives and Sarna itself succeeded in misdirecting the CCAF reserves, with two of the four worlds falling within a month. The remaining targets of Acala and Highspire proved tougher nuts to crack. On Highspire, major civil unrest and terrorist actions supported the Capellan military's efforts to resist the invaders. The Thirteenth Syrtis Fusiliers and the Bloody Suns persisted with their efforts for three months, but with the situation on Tikonov becoming precarious in light of the Combine's Operation MOONLIGHT SONATA, the AFFS troops withdrew. Acala was more embarrassing for the Davion military: the Second Deneb Light Cavalry succeeded in taking several key cities, but in a near-replay of what befell the Ceti Hussars in the First Battle of Tikonov, the Second was unable to conquer the planet's major fortifications. After six weeks, the Second was no nearer victory, and the arrival of the Marion's Highlanders, part of the Northwind Highlanders, shifted the impetus to the CCAF. Though the Highlanders sustained significant losses in holding the formidable Wisdom King Wall against the invaders, they



succeeded in driving off the Davion units. Although Operation PUMA added two worlds to the Capellan March, its execution received intense criticism from the Royal Court, which suggested that, had the resources committed to the secondary targets been assigned to Tikonov itself instead, the Davion Sunburst would have remained flying above the prestigious world.

Despite pressure on the Federated Suns from the Combine's attacks, Duke Hasek maintained momentum against the Confederation via a series of raids from late 2834 until mid-2837, which struck randomly at worlds between Acala and the Periphery border, including a number of previously targeted worlds. Known as Operation TIGER, these raids continued the hit-and-run tactics of the previous three campaigns, the troops seeking to distract the CCAF and keep them guessing as to the next target. With no attempt to seize worlds—and without focusing on conquering Tikonov—the CCAF found it hard to counter the TIGER raids. Only a handful of the attacks were notable, among them the battles on Khi and Genf that proved to be the last gasp on those dying worlds. Both were abandoned soon after. The AFFS also staged an audacious raid against the prefectural capital of St. Ives in 2836, where the Fourth Syrtis Fusiliers and the Bloody Suns hammered Gryff's Hussars and the Fourth St. Ives Lancers before withdrawing.

THE EAGLE SWOOPS

House Marik was a reluctant participant in the Second Succession War, eventually drawn in through the machinations of ComStar, but the Free Worlds League was no less enthusiastic than its neighbors once plunged into the conflict. Charles Marik's fears about his neighbors and the paucity of information coming through SAFE prompted him to call on his sister Jeanette, an adept of ComStar, whose information led the Captain-General to declare war on the Lyran Commonwealth on 14 June 2830. Though modern historians suspect a significant proportion of the information the League received through such channels was bogus, there was sufficient truth in the early leaks to convince Charles and his officers of their veracity and value.

Charles's response to news of a planned Lyran invasion was his own preemptive campaign: Operation TALON launched in mid-August and targeted half a dozen worlds. In addition to moving troops toward Terra to blunt the expected Steiner invasion, he ordered troops across the border to seize New Hope. The world had been a possession of the Marik clan prior to the First Succession War, and its liberation on 19 August was seen as the first step in reclaiming the territories lost to their coreward foe in that bitter conflict.

Charles was unsatisfied with these small actions against Steiner's Federation of Skye province and ordered a more significant incursion farther along the border. These attacks, launched from the Dixie salient, targeted Zwenkau and Senftenberg. Three FWLM regiments struck each world, while smaller battalion- or regimental-sized forces struck other target worlds to distract the LCAF. The misdirection worked. Believing the Commonwealth faced a full-scale invasion of Furillo Province, House Steiner failed to focus its efforts on holding the two principal targets. By the time the masquerade began to unravel and LCAF's attention focused on the target worlds, Marik troops were already dug in and mopping up the last local resistance.

The Lyran defense on Zwenkau collapsed in short order, but on Senftenberg the Eleventh Donegal Guards fell back to the Castrum Aguilar, an impressive natural fortress on Monte Corrazina. A narrow road with six separate fortifications and dozens of gun emplacements formed the only approach to the fortress, the switchback road swiftly becoming a killing zone for the attacking troops. Formidable air defenses discouraged an airborne assault while artillery fire from mountaintop batteries rained down on the gathered FWLM troops. On its own, the Castrum would have been a major obstacle to the invaders, but bickering between several of the Marik commanders aided the Steiner troops. The FWLM struggled to maintain the siege and press forward through the layered defenses—after four weeks, only the two outermost defensive lines had been breached—and it was only after the intervention of the Captain-General that a cohesive strategy emerged. A series of night assaults wore down the defenders and secured the remaining gates, and on 11 December, seven weeks after the landing, Marik special forces secured control of the fortress's gates. League troops pushed into the complex, but the LCAF force refused to capitulate. Nineteen hours passed before the FWLM had control of the fortress and Senftenberg.

Marik troops continued to ravage the worlds for five months, but by early 2831 Marcus Steiner was marshaling significant forces for a counterattack by stripping garrison troops from interior worlds and sending them to the front lines as "Citizen Regiments." Rather than risk his own isolated troops, Charles Marik ordered them to withdraw, judging the damage inflicted on the planets' infrastructure as fair recompense for the Lyran treachery. If the LCAF expected an easy reoccupation of the worlds, the Captain-General soon disabused them. The withdrawing FWLM forces left behind numerous harasser units on the worlds—lance-sized units utilizing low-ammunition-dependency 'Mechs, such as *Guillotine*s—who made restoring order an arduous and drawn-out process. These units avoided direct contact with the returning LCAF, and though some were destroyed, almost half of them later escaped to the League. A few harasser units remained in place, blending into the population and becoming sleeper agents who would cause trouble for the Commonwealth later in the war.

The Steiner counterblow was brutal, not only restoring Zwenkau, Senftenberg, and New Hope to the Commonwealth but also targeting a swath of Marik worlds. Central to these was Dieudonné, one of Marik's final gains in the First War but abandoned in the interwar years. Charles Marik retook it in the early days of Operation TALON, but the LCAF sent regiments to retake it in September. They made limited headway, and the arrival of Marik reinforcements for a counterassault in early November eventually drove them off-world in March 2831. The LCAF returned in late August as part of Steiner's widening of the conflict, and finally recaptured the world.

The battle for Altoona, one of the jumping-off points for the assault into Furillo Province, matched the ferocity of the First Succession War. The invasion began conventionally—a naval battle at the jump point and then combat assaults against the world itself—but soon escalated. The debate over who used strategic nuclear weapons first has long been a bone of contention between the two Great Houses, but within weeks of the landings, both sides had employed nuclear and chemical weapons. Since troops were protected by vehicles and environment suits, military casualties were heavy but manageable. However, the losses among the civilian population were horrific and, along with destruction to the planetary

OPERATION TALON (2830)

Primary targets: Zwenkau, Senftenberg, New Hope, Dieudonné
Secondary targets: Bolan, Ford, Arcadia, Soilihull

OPERATION LEASH (LYRAN COUNTERATTACKS)

2830: Dieudonné
2831: Zwenkau, Senftenberg, Dieudonné, New Hope, Altoona*, Rochers*, Megrez, Danais

* Denotes a dead world

infrastructure, made life on the world untenable. The few remaining survivors evacuated to neighboring worlds, but the opposing troops continued to fight over the now-barren world for over four months.

Rochers, though less badly impacted by the fighting, was soon abandoned too, but for economic and logistical reasons: life on the mountainous world had always been precarious, and it relied on imported foodstuffs and life-support equipment from neighboring worlds. It had survived the First Succession War—barely—but most of its population had already fled. With the resumption of war, the last lifelines of the fragile world were cut, and the Marik government chose to abandon the planet; in so doing, the life-support systems of the mountain cities were deliberately destroyed to discourage Steiner occupation. With few resources to attract conquerors, the world was largely forgotten and became home to a succession of pirate bands during the Third Succession War.

Assaults on Megrez and Danais, historical Marik worlds that had been the focus of many campaigns between the Commonwealth and the League, formed the core reprisals of the LCAF campaign, dubbed Operation LEASH. The LCAF brought massive forces to bear against each—five 'Mech regiments to Danais, and six to Megrez, but to their surprise, a similar FWLM force awaited them. Whether SAFE determined the Lyran plan or ComStar forwarded communications intercepts is unclear—records of the battles are fragmentary—but both task forces were beaten back, albeit with severe losses on both sides.

The Second Battle of Dieudonné, a scant seven weeks after the first, went solidly in the Lyrans' favor. Believing that the world would not be targeted again so soon, the FWLM had withdrawn most of the force that relieved the world the previous November. When the LCAF returned on 11 January 2832, the best efforts of the valiant defenders proved insufficient, and by the start of February, the Steiner gauntlet flew over the world. Recent examination of LIC records suggests their agents learned of the Marik withdrawal through an impounded merchant vessel's manifest, though examination of the era's shipping registries fail to verify the identity the vessel in question. It has been suggested that this information in fact originated with ComStar, their first—but by no means only—double-dealing with the Free Worlds League.

With the Steiner front settling into a period of raiding and counter-raiding (at least until the Combine's Operation CHOPIN in 2835 turned the Steiner gaze away from the League), the Captain-General turned his attention toward his other enemy. The CCAF had raided a number of Marik worlds and reoccupied Nam Dinh and Sappho in April 2831 and Elnath in December, so Charles decided it was time to reopen that front. ComStar-provided intelligence revealed how denuded the Liao border defenses truly were, and with the Chancellor occupied with a succession of Davion assaults, there would be no better time to strike. Marshaling the Fusiliers of Oriente, Charles ordered them into the Sarna Commonality, aping the grand assault of his grandfather, Kenyon Marik. Charles sought to expand on the Shui-Pào-Phact salient, occupying of a broad swath of worlds between Berenson and Suzano. The plan, Operation BLACKSMITH, called for two task forces, one striking the coreward from bases on Hamilton and Augustine (Task Force Hammer), and the second assaulting the rimward worlds of Second Chance and Wazan (Task Force Anvil). Simultaneously, Charles dispatched the Second and Fifth Defenders of Andurien and the Second Fusiliers of Oriente to retake Sappho and Nam Dinh (Operation STOOP); both assaults encountered minimal resistance from the Capellan garrisons.

On 11 March 2832, Task Force Hammer, comprising six 'Mech regiments (including the Fourth Fusiliers of Oriente, the Twenty-eighth Marik Militia, and the Eleventh Oriente Hussars) and eleven support regiments, launched simultaneous assaults on their five target worlds. Berenson, Zion, and Kyrkbacken were lightly defended, as ComStar-provided intelligence had suggested, and fell by the end of the month. The battles for Belluevue and Menkalinan were more protracted; a more substantial CCAF presence made the Marik troops work for every piece of ground. Even so, by early July the Marik eagle flew over all five target worlds.

Task Force Anvil was less successful from the outset. Mechanical issues plagued the assault on Ohrensen, with a blown drive seal stranding a third of the assault force at Second Chance. The remaining troops pressed on with the assault, but it took almost four months for them to secure Ohrensen, Ventabren, and Jilin. Intelligence suggested these three worlds were lightly defended, but the reality was a near parity between the two forces. The campaign for Ventabren lasted eleven months before a bloody counterattack by the Sixth Liao Lancers and the Fourth Sian Dragoons drove the Marik troops off-world. Thousands had died on both sides for no appreciable gains. The attempt to retake Jilin was similarly bloody, though here the Marik troops withdrew after eleven weeks, their positions deemed untenable after Liao chemical strikes against FWLM supply depots. The Jilin economy, already teetering on the brink of disaster, collapsed after the battles, and within a decade the world joined those lost to the Succession Wars.

The last Anvil target—Elnath—was always expected to be tough nut to crack, with the Liao occupation force from the previous year remaining in residence. Two elite Marik regiments, the First Orloff Grenadiers and the Second Fusiliers of Oriente, received the honor of leading the assault, and threw themselves into the fray. The lines shifted back and forth for almost five months before victory was declared on 2 August. The Marik reoccupation would be brief, however. On 9 September, a Liao task force fought its way past the League pickets and combat-dropped the Third Liao Guards and Blandford's Grenadiers. Battered and bruised, the two FWLM regiments faced a desperate fight against fresh CCAF troops, and on 21 October, Charles Marik issued recall orders.

BLACK HOLES AND DEPORTATIONS

Capture by the enemy is an occupational hazard of war, surrender resulting in internment for "the duration" and repatriation at the end of hostilities. So far so good when your wars last months or a couple of years, but what about when your conflicts last decades? Centuries?

The First Succession War followed the traditional model, with prisoners of war interred for long durations and used as bargaining chips in behind-the-scenes negotiations, such as those that ended the conflict. However, as the war dragged on, the inhumanity of keeping people incarcerated for decades became clear, as did the cost in manpower and resources to house and feed them. The collapse of transport networks and the prioritization of military traffic added a new problem: the logistical challenges of returning prisoners to their homes. High-value prisoners were often ransomed back or bought their own parole, but the common trooper had little hope of repatriation.

It soon became clear that new solutions were needed, and while it remained customary for prisoners to be incarcerated for a period after their capture, most received some measure of freedom after a few months of captivity. That time was used to build up prisoner profiles to identify zealots that posed a risk to the local population. It also identified those likely to have intelligence that could aid the war effort, be it military, political, or scientific; those with valuable knowledge were often offered improved conditions (and in some cases employment) in exchange for their knowledge and cooperation, regardless of their political leanings. Officers were generally—but not always—treated better than enlisted troops, and some of high rank were treated as guests of their captors.

Those deemed low risk, around 95 percent of the prisoners, were often allowed to mingle with the local population, earning a living and building a new life for themselves. They were effectively free and could return home if they wished, though most Successor States would not foot the repatriation bill (save for where there was political advantage to be had), so the internees had to pay their own way.

Those deemed a medium risk, about 4 percent of internees, were usually transferred to camps on isolated continents (or in some cases, distant moons or worlds), tagged with radio transmitters, and allowed some measure of freedom away from any civilian population centers. Escape was possible, but with few sources of money to buy their freedom—and most of their efforts spent on subsistence—there was little hope. Good behavior and a consequent downgrading of their risk status could get prisoners transferred to better conditions and possible freedom, but there were no guarantees.

(CONTINUED ON P. 43)

OPERATION STOOP (2831–32)

Primary targets: Sappho, Nam Dinh

OPERATION BLACKSMITH (2832)

Task Force Hammer: Berenson, Belluevue, Menkalinan, Zion, Kyrkbacken
Task Force Anvil: Ohrensen, Jilin*, Ventabren, Elnath

OPERATION STEVEDORE (2833)

Primary targets: Ingersoll, Chengdu
Secondary targets: Bithinia, Propus

OPERATION ATTRACT (2833–36)

Primary targets: Katla, Leyda, Cursa, Mattisskogen, Claybrooke, Itica, Viribium, Aquagea

OPERATION HAWK (2834)

Primary targets: Pella II, Anegasaki, Ipswich, Calpaca, Goodna

OPERATION BRUM (2835)

Primary targets: Soilihull, Clinton, Trent

* Denotes a dead world

The next three years saw similarly mixed fortunes for the FWLM. Among the spectacular successes was the occupation of Ingersoll and Chengdu in 2833 during Operation STEVEDORE. Only on Chengdu was there organized resistance. The Seventeenth Liao Lancers staged a spirited defense of their homeworld, albeit a futile one: after seven weeks, the unit was surrounded and crushed, the thirty-seven survivors of the Chengdu Lancers sent to a prison camp on Oriente. On Ingersoll, the Tenth Oriente Hussars fought a brief campaign against insurgents in the ruins of Oxford, the former capital, which was devastated by Kenyon Marik's firebombing in 2789. Raids against Bithinia and Propus met only token resistance, and the FWLM opted not to withdraw the troops, netting twice the worlds they expected.

As a consequence of STEVEDORE's success, Operation ATTRACT, which began later the same year, was upgraded in scope, seeking to seize control of eight worlds in a four-year series of rolling assaults rimward of Andurien. Five pathfinder regiments struck at pairs of worlds (Katla and Leyda in 2833, Cursa and Mattisskogen in 2834, Claybrooke and Itica in 2835, and Viribium and Aquagea in 2836), and moved on to new targets once garrison forces were established on each world. Most of the Liao defenders stood little chance; the Ninth Sian Dragoons were crushed on Katla, and the Seventh Confederation Reserve Cavalry on Mattisskogen escaped with only a quarter of their strength. The CCAF's Third Andurien Hussars on Viribium gave a better showing, inflicting significant

damage to the Marik forces before being pushed off-world, but only the Third Sian Dragoons on Aquagea came close to victory, holding off the Second Defenders of Andurien and the Second Free Worlds Guards for eleven weeks before withdrawing. The commander of the Dragoons, Colonel Andrei Zhang, swore to return (and did in 2838 during the ComStar War).

However, elsewhere were major disasters. Operation HAWK, intended to extend the Shuen Wan salient and open the door for an assault on Sian, turned into a rout. Only one of the target worlds, Ipswich, fell to the FWLM after a grueling nine-week campaign, which included ten days of bitter street-by-street fighting in Southwold, the planetary capital. The other four assaults met massive and unexpected Liao resistance. The FWLM troops withdrew in disarray and were ill prepared for a Capellan counterattack on Shuen Wan by the Eleventh Sian Dragoons. The planet fell to the Liaos after a bloody eleven-day campaign, leaving the Mariks in a worse position than that they had started with.

This seesawing success concerned Charles Marik. There seemed to be little middle ground; operations were either wildly successful or unexpectedly countered. He began to suspect Capellan agents within his command staff, but operations against the Lyran Commonwealth also showed similar signs. An offensive against an "understrength garrison" on Dieudonné turned into a protracted slugging match, while Operation BRUM, deep raids sent against Soilihull, Clinton, and Trent, all worlds supposedly stripped of defenses by Marcus Steiner's Citizen Regiments, encountered frontline combat troops. Due to these results, Charles began to suspect a new source for his woes.



BLACK HOLES AND DEPORTATIONS (CONTINUED)

The most fanatical prisoners, the top 1 percent, including those accused of war crimes, were the only ones confined in super-max prisons in inhospitable locations. Yomi on Benjamin, Donegal's Marin Isle and Brighton's Brazen Heart were among the most notorious prisons. These prisoners' regimens were brutal, with life expectancies drastically reduced. Few confined to such prisons ever returned home, and many prisons logged them as deceased even while they remained incarcerated. Where evidence of war crimes existed, judicial executions were a regular occurrence, but by the onset of the Second Succession War, abuse of the system and a fear of tit-for-tat executions by the enemy had limited the practice.

There were also many regional variations. Both the Lyran Commonwealth and Free Worlds League used prison labor from low- and medium-risk internees to support local businesses. The work varied from the mundane to the dangerous—a clerk might be employed as an accountant, an engineer as a construction worker, or a trooper as a farm laborer—but was designed to offset the costs of incarceration and bolster the local economies. Such workers were able to acquire luxuries and even to build a new life. The corollary of this was prison life in the Draconis Combine or the Capellan Confederation, where the idea of human rights was not well established, were generally more brutal than in other states. To the Combine, those who failed at their duty and survived—or worse, surrendered—had dishonored themselves and were thus unworthy of good treatment. (In fact, DCMS commanders who followed the *Dictum Honorium* to the letter executed any and all prisoners who surrendered.) Even here there were exceptions; for example, the valiant efforts of the Fairfax Draconis March Militia on Tishomingo in 2836 earned the survivors honor and good treatment by the DCMS. The Combine and Confederation also made extensive use of prison camps for their own undesirables, and in many cases prisoners of war found themselves rubbing shoulders with felons and political dissidents. These camps became powder kegs, often exploding in violence that was brutally crushed by the warders, with freedom a very distant dream.

—*Forms of Constraint: Internees of the Succession Wars*, Caxton-Millenium, 3001

IN THE MANNER OF A FANTASY

After Operation TANTO the Davion-Kurita border quieted markedly, with only the occasional raid and counter-raid to keep the troops on their toes. Paul Davion, already focused on the Capellan front, delegated authority for the Combine front to regional commanders. He shifted troops, logistics chains, and transport vessels to the active front, denuding the resources available on the Combine front. Realizing the inherent weaknesses in this strategy, he ordered resources from the Crucis March made available to Draconis March commanders.

To the DCMS, Davion's preoccupation with the Confederation was a weakness to be exploited. Spies within the Federated Suns reported on troop movements and the shift in resources, and by 2834 the prospect of overrunning the Draconis March became too tempting. Jinjiro Kurita marshaled troops and supplies for more than a dozen raids into the Federated Suns, each tasked with search-and-destroy orders though also prepared to hold the targeted worlds should conditions prove favorable.

Dubbed Operation MOONLIGHT SONATA, the attacks began on 2 August 2834 and were devastating, though not as effective as the Coordinator hoped. Troops caught by the assaults were pummeled, but Paul's repositioning of Crucis March resources allowed a swift response, and the Combine made little headway. On Sanilac, the Second Davion Guards were forced to fight for their lives; they had been caught boarding their transports for relieving Tikonov and were brutalized before they could counter the Combine's raiders. The Davion troops prevailed, but at great cost. They were withdrawn from the line for almost a year for rearming and refitting, and meanwhile Tikonov had to be abandoned once more. On Lexington, Johnsondale, Kestrel, and Bremond, the DCMS troops encountered substantially more resistance than the ISF had led them to expect. Only the Kestrel operation was able to achieve its goals, and the efforts on all four worlds were swiftly abandoned. (After the debacle with *Tai-sho* Motochika, these raiders had been granted preemptive orders to withdraw should the situation prove untenable.) On three others, the Combine forces found negligible resistance on Dobson and New Ivaarsen; on Barlow's End, they swiftly drove off the Davion garrison and converted their raiding force into one of occupation. The Fourteenth Robinson Chevaliers challenged the occupation a few months later. Though the Combine garrison held onto Barlow's End by the skin of their teeth, Dobson and New Ivaarsen remained solidly in Combine hands.

The other five target worlds saw a mixed degree of tragedy and triumph over the next two years. On Strawn in January 2835, the Davion troops staged a near-suicidal defense against the elite Second Sword of Light. Though the defenders were nearly wiped out in the process, their action delayed the Combine troops long enough for the First Davion Guards to arrive. On Listowel two months later, the Fifth Dieron Regulars and Forty-first Avalon Hussars played a deadly game of cat and mouse through the Duchesne Mountains. Initially the Combine troops took the role of hunter, but an ambush by the Hussars at Drakman Peak (later nicknamed Deliverance Peak) turned the tables. The Regulars withdrew in late July.

The Combine assault on Cholame in December achieved its goal of destroying the planet's industrial facilities, but the victory soon became a pyrrhic one: Davion forces harried the Combine troops back to their DropShips, and scarcely half the unit returned to the Combine. Tishomingo, the site of several battles in the First War, also fell to the Combine's hands again in April 2836 after a brutal two-week campaign. The Fairfax Draconis March Militia fought tenaciously but were outclassed and perished. The March Militia's determination and unwillingness to ask for quarter impressed the Combine commanders, who declared them "true and righteous warriors," treating the few survivors—six MechWarriors and eleven troopers—as honored guests.

Alongside the strikes into the Federated Suns, Jinjiro's plan called for an increase in the tempo of operations against the Lyran Commonwealth: Operation CHOPIN. Though smaller scale than MOONLIGHT SONATA, this campaign formed a centerpiece around what would be the Fourth Battle of Hesperus, with outlying raids against half a dozen other worlds. Most were objective raids designed to unbalance the LCAF and destroy vital industries, but some became more protracted campaigns. On Kobe, targeted in June 2835, the LCAF sought to deliver a knockout blow against the Kurita raiders, sending the elite Fourth Royal Guards and Thirteenth Arcturan Guards against the Second and Fifth Rasalhague Regulars. Though the Steiner forces succeeded in isolating the Combine troops from their DropShips, they proved unable to bring the lighter troops to battle. The Kurita commander, *Sho-sho* Michael O'Connor, made exemplary use of his light armor and mobile 'Mechs to avoid the lumbering Steiner behemoths, launching a series of lightning raids that caused disproportionate losses to the LCAF. Both Combine regiments eventually withdrew from Kobe; their success was honored in the Combine for much of the twenty-ninth century by the colloquial phrase "a Kobe dance" to indicate a light antagonist maneuvering around and fighting a heavier and slower opponent. Kessel proved somewhat bloodier, with both the DCMS and LCAF troops decimated. After eleven weeks the Steiner forces claimed a pyrrhic victory, but in reality neither force was in a fit state to continue; the Combine general was simply the first to cut his losses.

Operation CHOPIN reached its climax in July 2836 with an assault on Hesperus II. Though long commemorated, this proved to be something of an anticlimax. Despite being the centerpiece of Operation CHOPIN, it involved only slightly more troops than the assaults on Kobe and Kessel, and the environment of Hesperus II played into the defenders' favor. The Combine commanders, overconfident after their recent successes, failed to apply the lessons of the First, Second, and Third Battles of Hesperus half a century earlier, and the Fourth Battle of Hesperus became an easy victory for the Steiner troops.

OPERATION MOONLIGHT SONATA (2834–2836)

Primary targets: Sanilac, Johnsondale, Listowel, Cholame, Kestrel, Strawn, Dobson, Barlow's End, New Ivaarsen, Lexington, Carcassonne, Bremond, Adrian, Tishomingo

OPERATION CHOPIN (2835–2837)

Primary target: Hesperus II
Secondary targets: Kobe, Satalice, Utrecht, Baxter, Kessel, Summer

The DCMS commander, *Tai-sho* Satoshi Anderson, sought to rescue his honor by petitioning the Coordinator for permission to use nuclear weapons against the Defiance Industries of Hesperus (DefHes) complex, but Zabu Kurita, acting in the stead of his brother the Coordinator, refused. Anderson had little choice but to withdraw, and six weeks later he appeared before the Coordinator to atone for his failure. The ritual suicide of the respected commander and Zabu's perceived lack of spine during the campaign fostered great resentment within the senior officers of the DCMS. Many saw Zabu's refusal to push for victory as a needless dishonoring of both the Coordinator and the DCMS. Much of the ensuing tragedy that befell House Kurita can be traced back to this incident, as can the determination of later Coordinators, such as Yoguchi and Miyagi, who would make taking Hesperus II central to their plans.

Tactically, MOONLIGHT SONATA and CHOPIN gained the Combine little, but the resumption of offensives, even with their limited successes, bolstered the troops' confidence. Furthermore, the offensives showed that the Combine could strike along a broad front and make strategic gains. With more planning and focus, they could once more make headway against their old enemies. To the Davions, the assaults made clear that single-minded focus on one enemy would leave them exposed on the other front. With Tikonov resisting their efforts, the hope of a knockout blow against House Liao was receding, and henceforth the Federated Suns would need to take a more balanced approach to their enemies. The Combine assaults made the Steiners realize that the Combine hadn't abandoned its deep-raid strategy, which meant vital worlds like Hesperus II remained in grave danger. They realized too that General Hempstead's innovations were not sufficiently widespread in the LCAF to aid Steiner troops against more mobile foes. Even so, convincing the Lyran generals of their value would be a difficult process and one that would soon come back to haunt them.



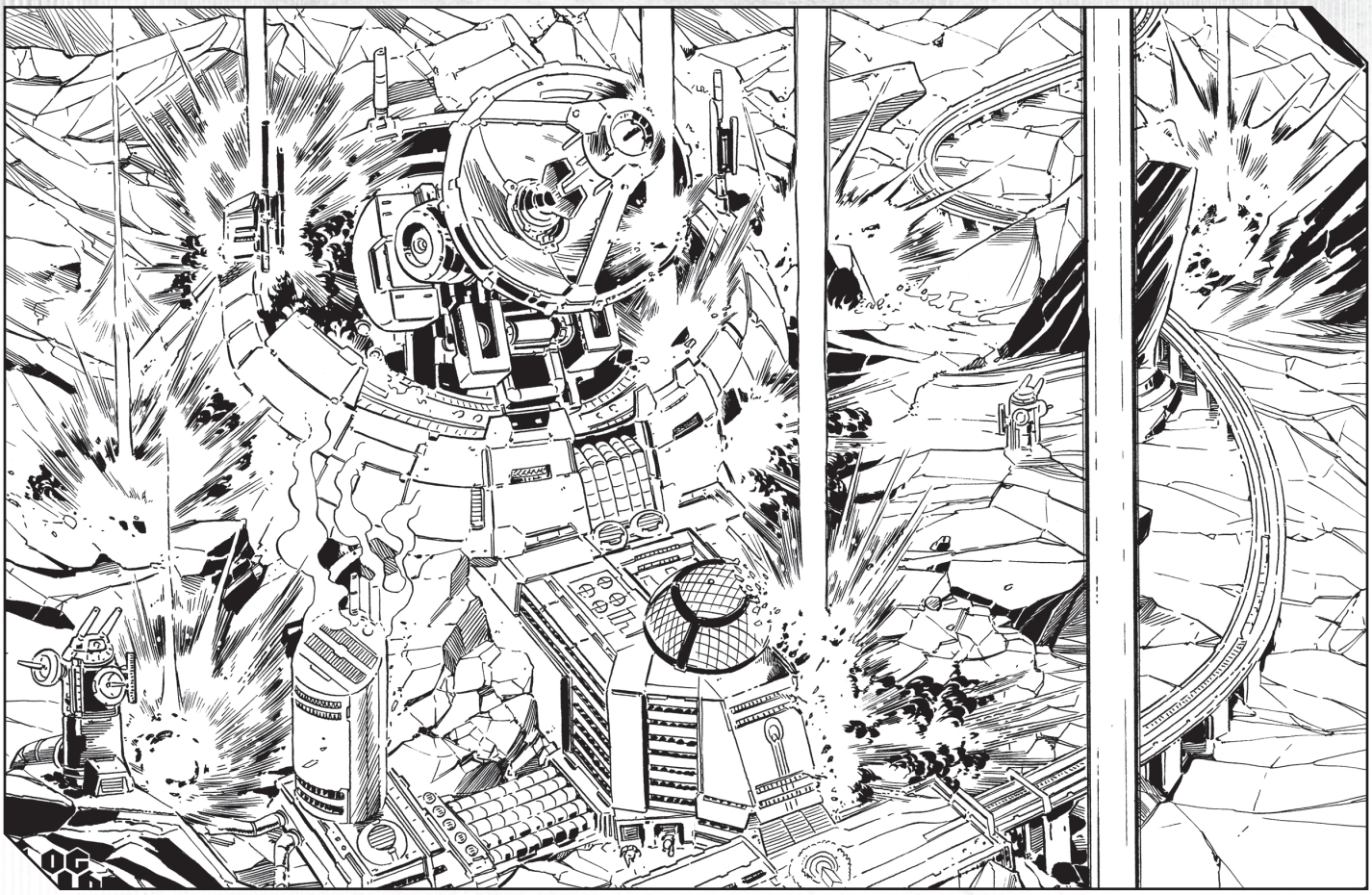
COMMUNICATIONS INTERDICT

"The Free Worlds League has been placed under Communications Interdict for violating the terms of the Communications Protocol of 2787. Until the League admits its violation and makes proper reparation to ComStar, in an amount equal to treble the cost of rebuilding the Oriente relay station, all HPG communications into or out of Free Worlds League territories or protectorates is hereby suspended."

—*Exclusion Order 2837/1*—shunning proclamation issued to all HPG stations.

THE FOUR-FRONT WAR: OPERATION COOKIE JAR AND THE COMSTAR WAR (2837–2742)

Jeanette Marik's intelligence from ComStar had proved a great boon to the Free Worlds League, allowing the FWLM to achieve significant victories against their neighbors. However, the reversals of Operation BRUM and the disastrous Operation HAWK made Charles Marik wonder about the information his sister had been providing. He didn't expect 100 percent accuracy, but many of the intelligence failures seemed to come at the worst possible moment. Furthermore, Charles suspected that the intelligence flow wasn't one-way, that his opponents were also receiving aid from ComStar. This suspicion took root in the summer of 2835. Meeting secretly with the head of SAFE, Morgan DeWitt, Charles set in motion a series of events to test his suspicions. Initially the ultra-secret SAFE task force—a dozen handpicked agents operating in utmost secrecy—hunted for moles within the League, but after months of fruitless searching they abandoned that approach in favor of a multipart trap: Operation COOKIE JAR.



The first stage of this trap was heightened military activity and shipping around the newly captured Cursa system, creating the illusion of a major operation in one of the world's outlying districts. DropShips landed empty but departed full to capacity, carrying away a secretive cargo. In truth, this cargo was mostly sand and rock used as ballast to change the flight profile of the DropShips to any observers. The second stage was intensified communications between the world and the Capellan front's command center on Oriente, and between Oriente and the capital. Most of these heavily encoded messages were unintelligible, but a few were vulnerable to decryption by anyone able to intercept the messages (such as ComStar). These messages contained references to a Star League storehouse, one of the caches left behind by General Kerensky's departing SLDF forces that would be a major boon to any of the participants of the Succession Wars.

The final step of the plan was a personal one. On 1 February 2837, the Captain-General arrived on Oriente, officially for a meeting with Duke Harlan Allison, but in truth one of his regular meetings with Jeanette. The siblings exchanged pleasantries and news, as had become their habit before moving on to discussions of the situation within the League and its neighbors. Charles remained uncharacteristically buoyant throughout, his excitement distracting him from his usually sharp and analytical discussions with his sister. Jeanette inquired as to what had put Charles in such a good mood, but he refused to answer, simply saying that the war would soon shift in the League's favor thanks to what the Liaos had missed on Cursa.

Six weeks later, a Liao raiding party struck at Cursa. Such targeting might have been chance, but the Liao troops headed directly for the site of the Marik operations, ignoring more valuable and less well-defended targets. The Marik garrison was driven off, and the CCAF troops scoured the site for the supposed treasure. To Charles Marik, this was proof not only of ComStar's complicity in providing intelligence to his enemies but also of his sister's direct involvement in this treachery. News reached the Captain-General on 19 March 2837, and he knew there was only one way to respond to his sister and Primus Toyama. Charles ordered the FWLM fleet gathered at Oriente to turn its weapons on ComStar's orbiting station, home to the planet's HPG station and more than 300 visitors and adepts, including his sister. There were no survivors.

ComStar's response was swift and decisive. Three days after the destruction of the Oriente facility, the First Circuit issued a proclamation decrying the barbarism of the Captain-General and citing the provisions of the Communications Protocol of 2787. They placed the entire Free Worlds League under an Exclusion Order, nothing less than a complete interdiction of

HPG communications throughout the nation. They shut down every HPG station within the League, and adepts were ordered to remove vital components to prevent their seizure by Marik agents. Most ComStar technicians fled the League or else blended into the population, hunted by SAFE. Marik agents investigated several stations but found them unusable, and withdrew after learning what they could of HPG technology. A handful of remote or highly secure stations remained operational, allowing ComStar to communicate with ROM agents in the field.

Almost immediately the League began to suffer. Communications could continue via courier JumpShips much as they had during the Age of War, but these were much slower than the ComStar system. Overnight the League's finances, media, and military were crippled. The League's economy, already hammered by the First Succession War, slipped further into chaos. Though the financial implications were horrific, they paled in comparison to the military ones. The FWLM would have to fight the Second Succession War deaf and blind while its neighbors suffered no such disadvantages. Garrisons would have to rely on their own initiative or preplanned strategies. There was little hope of responding to raids, no expectation of relief forces. Charles feared for the worst, and even before the LCAF and CCAF began to exploit the League's weakness like vultures, he issued orders to pull troops back from exposed systems or worlds whose populations remained troublesome, inviting the foes to "choke on the feast." This preemptive abandonment of border positions undoubtedly saved much of the FWLM, but it represented one of the greatest losses of territory in the League's history: forty-three worlds lost or abandoned to the enemy. Not all troops issued recall orders received them in good time, and more than a dozen regiments were mauled before making their escape. Two units, the Sixth Atrean Dragoons and First Tania Dragoons, did not survive the Steiner and Liao assaults that began in earnest a few weeks after the First Circuit's announcement. Marik troop movements became little more than a guessing game, troops moving blindly and shambolically. They were like a blindfolded man with a stick, beset by foes armed with the finest rapiers.

Military actions along the League's border were slow to appear but soon accelerated. House Steiner was initially hesitant to leap into the fray. Only a decade and a half had passed since ComStar had placed Tharkad under an exclusion order, and they were wary of attracting ComStar's ire, but when Archon Marcus Steiner saw that ComStar was not opposing military operations against the League, he sent troops to Oliver and Graham IV in late April. To enable the offensive, he ordered an expansion of the Citizen Regiment program and withdrew garrisons from many worlds deep within the Commonwealth. Even worlds like Hesperus II saw their garrisons denuded, something that very nearly proved disastrous a year later when House Kurita would launch an assault on the industrial world that came within a hair's breadth of victory (the Fifth Battle of Hesperus).

The initial Steiner and Liao assaults reached a crescendo in August, but it was not the only front on which the Mariks were fighting. No sooner had the Free Worlds League been placed under interdiction than the FWLM and SAFE became locked in months of covert warfare with ComStar. SAFE sought to capture ComStar agents and adepts from the HPG stations, coercing them to restore communications, while ROM sought to cripple the League's efforts and force capitulation. This "ComStar War" lasted for six months and cost thousands of lives, but by late September 2837, neither side had made any significant progress, and the scope of the covert conflict dwindled in the face of Steiner and Marik aggression.

With Oliver and Graham IV finally secure and the Kurita menace contained, the Archon ordered a broad offensive against House Marik. Marcus Steiner's assault forces advanced along two main axes: one expanded on the Oliver and Graham IV operations to cut the Mariks off from Terra and seize the former Terran Hegemony worlds, the other aimed at the major military hub of Tamarind. Both operations initially went well, and by the autumn of 2837, both assaults had made notable gains. Ilion and Malazan fell to the LCAF on the Tamarind front; plans for four other attacks were scrapped when Marik troops withdrew from Dixie, Hornir's Keep, Bella I, and Alula

THE BIG LIE

There is a saying: "Lie often and loud enough, and people begin to believe it's the truth." This neatly encapsulated ComStar's reaction to the aftermath of Operation COOKIE JAR and the destruction of the Oriente HPG station. Though it seemed they had been caught red-handed leaking information to the Capellan Confederation, Toyama's people protested their innocence and sought to transfer all the blame to the League's leadership. Until the Primus Sharilar Mori's administration, even ComStar's internal documents continued to blame dissatisfied officers within Oriente's command staff for leaking information to Capellan agents.

Records released after Mori deposed Primus Waterly in 3052 revealed the truth of what happened: Charles's suspicions of ComStar were justified—though the guilt of his sister is less clear cut. ComStar's intelligence leaks were shown to be part of a wider plan to destabilize all the participants in the Succession Wars, but with particular emphasis on the Free Worlds League. Toyama had hoped to win control, or at least substantial influence, over the League via the sharing of information and the subtle undermining of the Captain-General's position. Charles's violent reaction scuttled that plan, turning the putative alliance into bloody enmity. It also threatened to destroy the balance of power by allowing the Lyran Commonwealth and Capellan Confederation to gobble up large tracts of their vulnerable neighbor. Because of this, even though ROM and SAFE were locked in a bitter spy war, clues hint at ComStar using indirect methods to warn Marik garrisons of impending attacks or else hamper LCAF and CCAF operations.

Primus Toyama expected a six-month interdiction would bring the Free Worlds League to its knees, but Marik's intransigence proved him wrong. Charles refused to make reparations for his "crimes," and even when finally pressured to do so by internal politics, he adhered to the letter of the agreement, making financial reparations but refusing to bow to ComStar's influence. Toyama's dream of taking over one of the Successor States was thus shattered. This failure cost him much prestige and, eventually, his life.

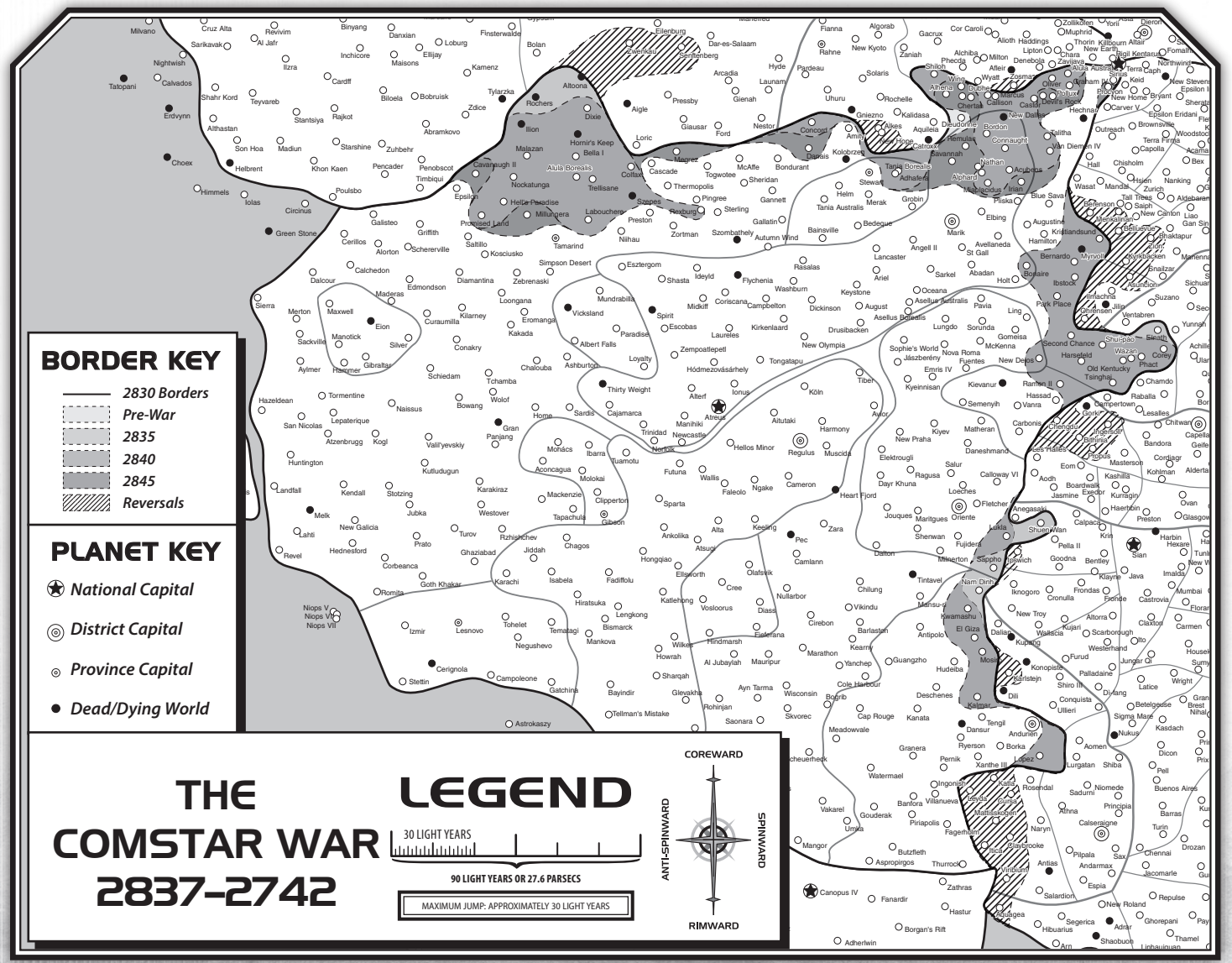
—Beneath the Robe: An Insider's Look at ComStar, Donegal Press, 3092

Borealis. The spinward assaults proved bloodier, with Marik forces contesting the five worlds of these second-wave assaults, but deprived of FWLM reinforcements, the Steiner victory was rarely in doubt on Zosma, Callison, Marcus, Bordon, and Shiloh. Meanwhile, the LCAF took charge of Alhena, Chertan, Dubhe, and Wing, worlds abandoned by the FWLM.

The scale of these gains proved a problem for House Steiner—the Commonwealth had expected to take a number of worlds, but gaining seventeen was far beyond Marcus's best estimates, which led to the occupations stretching the LCAF to its limits. The Archon called a temporary halt to offensive operations while assault forces were repositioned and additional garrison troops could be brought in from the interior. Offensive operations resumed in May 2838, but by that point the Commonwealth was also facing a resurgent Draconis Combine and once more fighting a two-front war. Even so, the LCAF made significant progress, pleasing both the Archon and the Estates General.

House Liao likewise made impressive gains against the Free Worlds League, driving Marik troops off eight worlds, but the Captain-General's withdrawal orders left another nineteen ripe for occupation (or in many cases, reoccupation). The CCAF, still engaged with the Davions, lacked sufficient troops to take control of these worlds quickly and spent much of 2837 trying to do so. Guerrilla forces left behind by House Marik provided a major obstacle to occupation efforts, and by year's end, although the Confederation had gained control of twenty-seven worlds, much of that control was notional. It would be mid-2838 before the CCAF was in a position to resume offensive operations, and many of the "liberated" worlds would remain hotbeds of dissent for decades.

In early 2838, Charles Marik found himself facing a fourth enemy, one previously allied to his cause: Parliament. Factions within the Free Worlds League government believed Charles's stubbornness toward ComStar was dooming the Free Worlds League, and they set about encouraging the Captain-General



to seek terms with the Primus. Charles refused to cooperate. Parliament, headed by Minister of Finance Hector Lombard, took steps to bring the Captain-General to heel. Lombard and his allies sought to choke off the FWLM's financing, and on 24 June succeeded in blocking Charles's appropriations for new regiments and equipment to meet the threat. Further floor battles blocked efforts to conscript new troops and press mercantile shipping into military service.

Now hamstrung as well as blind, the FWLM struggled to fight off the continuing Steiner and Liao predations. The LCAF's efficient and ruthless approach made significant progress in their anti-spinward drive toward Tamarind. Their spinward efforts were less successful though, in part because of the reluctance of the FWLM to abandon its Terran corridor, but also because of new participants in the feeding frenzy—raiders from Kurita and Davion. LCAF efforts to take Alula Australis initially fared well, and they seemed set to crush the Marik garrison. The arrival of the Fourth Avalon Hussars, part of a Davion expeditionary force, put a spanner in the works, and the Ninth Lyran Guards suddenly found themselves facing a competent and determined foe. After six weeks of fighting, both bloodied units withdrew, leaving the FWLM garrison to restore control. Similar clashes between neighboring states occurred on League-held worlds occurred between the Seventeenth Skye Rangers and the Third Ceti Hussars on Castor; the Twenty-sixth Lyran Guards and the Third Dieron Regulars on Alphard; and the Seventh Tikonov Lancers and the Ninth Proserpina Hussars on Kristiandsund. Castor and Alphard would eventually be claimed by House Steiner, but not until spring 2839, by which time Charles Marik had reached terms with ComStar. Davion raids into the Federation of Skye further undermined the Lyran position, with New Earth and Menkent targeted in December 2838 and Summer, Thorin, and Mizar in March 2839. Though causing little damage, these attacks served as a distraction to the Archon, one which only increased as the DCMS began a new offensive in 2840.

The summer of 2838 saw the Seventh Crucis Lancers and Hamilton's Highlanders fight a bloody engagement around the toxic remains of Lake Galvez on the ruined world of New Dallas, while Kurita and Davion troops clashed directly on Talitha, where they also faced a substantial Marik force. The three-sided battle for Talitha lasted from September to November 2838; the invaders withdrew shortly before the lifting of ComStar's interdict. New Dallas, meanwhile, was permanently abandoned, and would remain lost to the Inner Sphere until the Blakist Jihad.

The loss of Shiloh to House Steiner in August 2838 and Van Diemen IV to House Liao a month later finally drove Charles Marik to the negotiating table. The loss of worlds in itself was not a cause for concern—the Captain-General was resigned to that—but the fight for Van Diemen had cost the FWLM a regiment of the Fusiliers of Oriente, and with Parliament refusing to fund new regiments, it was a loss they could ill-afford.

FORM AND FUNCTION

Some seventy light years inside the Free Worlds League border, Tamarind was not a key base of operations for the modern FWLM, but it retained a number of features from the Age of War that balanced the world's beauty, which Tamarind was famous for, with military practicality. As the planet has been famed for its artwork since the founding of the Duchy of Tamarind in the twenty-fourth century, it is little surprise its cities are artworks too, ranging from the neoclassical structures of Padaron City, the brutalist towers of New Riva, or the para-Gothic spires of Hephaestus. Broad tree-lined boulevards and verdant parks complement Padaron City's elegant structures, dozens of shining bridges span the Parnos River and the plethora of canals that crisscross the city. During the Star League, this "Venice of Tamarind" was a major tourist attraction, drawing visitors from across the Inner Sphere, but few who saw the city realized the military significance of its design and construction.

The concentric rings of canals form a series of near-impassable barriers to attacking conventional troops, and each of the bridges, guarded by a fortified gun emplacement, is able to be destroyed by retreating troops. The broad avenues allow swift troop movements, provide dug-in troops and gun emplacements with excellent fields of fire, and serve as emergency runways for aerospace forces. Spotters in the high towers can warn of approaching foes and call down artillery strikes, while elegant rooftops conceal anti-air and anti-missile batteries. The invention of BattleMechs went some way to negating the benefit of these fortifications, but the Battle of Tamarind in 2839 sorely tested the defenders, with the defenses of Padaron City providing a decisive edge that allowed them to hold out and eventually push the LCAF off-world after the battle of Anthine Plains.

—*Architecture of War*, Terra Press, 3091

On 19 September Charles sent his son Garth to Terra to treat with ComStar. Rumors suggested that ComStar would impose a ruinous settlement on the Free Worlds League, and ComStar records insinuate that Primus Toyama intended to force the League to accept his overlordship, much as popes had done to temporal rulers during Terra's Middle Ages. The Captain-General's opponents in Parliament expected little of the young man, but Garth soon proved his mettle. Even when facing the full First Circuit, he made it clear that the Free Worlds League would adhere to the terms initially proposed by ComStar when they placed the interdict: three times the cost of rebuilding the Oriente HPG station. Efforts to pressure additional concessions from the Marik delegation failed, and on 2 November an accord between ComStar and the Free Worlds League was signed. A week later, HPG service within the League began to be restored. Reactivation notices rippled out from Terra according to broadcast schedules and courier-vessel itineraries. Even so, some worlds remained offline for weeks or months until technicians and parts were available to restore the HPGs to working order. Rebuilding of the Oriente station, this time as a ground-based complex, began two months later and would be completed by mid-2841.

The lifting of the communications interdict allowed the FWLM to respond to the situation along its borders, but it also showed how poor a state the Marik forces were in. Units were poorly positioned and badly supplied, and shuffling to meet both incursions effectively would take several months, during which time the Steiner and Liao predation would continue. Despite Charles's agreement

THE BATTLES FOR ANDURIEN

Andurien is seen as the epitome of the Age of War: a world fought over by two neighbors for so long that the reasons for their dispute were nearly lost to history. Albert Marik's willingness to surrender the world in exchange for peace with House Liao was central to Ian Cameron's plan to unify humanity in his Star League. The underlying tensions between the powers remained through that supposedly idyllic time, Marik going so far as to retain a Duchy of Andurien despite the absence of the titular world itself, and no sooner was the First Succession War declared than the FWLM sought to recover the coveted world. They succeeded in 2790, and for almost half a century, Andurien formed the cornerstone of House Marik's rimward defenses.

With the Free Worlds League placed under an exclusion order, House Liao seized the opportunity to retake the jewel. Initially the CCAF were too preoccupied with occupying worlds abandoned by the FWLM to make serious efforts against Andurien, though they raided in both August 2837 and January 2838. It was not until October 2838 that rumors of the interdict's end prompted the Liao military to make a concerted effort to retake the world.

All of the CCAF's surviving Andurien Hussars regiments—the First, Fourth, and Seventh—gathered for the assault, supported by the Fifth Sian Dragoons and the Second Liao Guards. They knew Andurien was well defended, home to the First and Second Defenders of Andurien and the Ninth Atrean Dragoons, as well as four of the League's remaining WarShips. It would not be an easy fight, but Chancellor Laurelli Liao believed retaking Andurien would cement the Confederation's new holdings.

The battles for Andurien's jump points were predictably bloody, Marik's fixed defenses exacting a high price from the invaders before the installations could be silenced. More than forty aerofighters as well as six assault DropShips perished in the operation, though losses among troop transports were minimal. The CCS *Khalzan*, one of two Liao WarShips that participated, took moderate damage and underwent repairs at the zenith point while the main flotilla headed in-system. Landing operations initially proceeded smoothly, with two regiments of troops making landfall unopposed, but the arrival of *Atreus*-class battleship FWLS *Majestic*, *Soyal*-class heavy cruiser FWLS *Kumbha*, and their DropShip escorts threw the operation into disarray. A vicious naval battle erupted in low orbit and destroyed almost a fifth of the Liao forces. The remainder survived by heading for the planet during the confused melee.

(CONTINUED ON P. 51)

with ComStar, the dispute between Parliament and the Captain-General continued. Hector Lombard refused to resume funding the FWLM, calling for the repeal of Resolution 288 (which granted the Captain-General special political powers) and the return of true democracy to the Free Worlds. Several mercenary contracts lapsed as this financial deadlock continued, further undermining the Marik position. Two worlds, Rexburg and Bonaire, fell to the enemy because the FWLM defaulted on their contracts of the mercenary defenders, who promptly turned coat.

Meanwhile, six more worlds fell to the Lyran military machine in early 2839, with Tamarind itself coming under attack by a three-regiment assault. The defenders beat back the attack in a grueling five-week struggle that saw the attackers reach Padaron City but founder in bitter street-by-street engagements. Vital shipyards also came under assault, but the substantial defenses, including a dozen assault DropShips, prevented the LCAF from taking control or of dominating near-orbit. This failure contributed to the LCAF's decision to abandon the Tamarind campaign on 11 May. The beleaguered FWLM troops stationed there breathed a sigh of relief and braced themselves for further Steiner assaults. House Liao also continued to press forward, taking several more worlds after the lifting of the interdict, though like the Lyran assault on Tamarind, their efforts to take Andurien in August 2837 and January 2838 and New Delos in March 2840 proved fruitless.

Not everything went the way of the Steiner and Liao aggressors though. In the last weeks of 2838, the Regulan Hussars attacked Carver V, a major staging post for assaults into the League and the site of massive CCAF storehouses. Blandford's Grenadiers opposed the Hussars assault and beat back the Marik troops after ten days, but the victory was a pyrrhic one. The supply warehouses were destroyed, and while the Mariks had not been able to take them, neither would the CCAF be able to use them to continue their advance. Carver V would be raided twice more during the war, once by Davion mercenaries and again by the Regulan Hussars.

Despite their lack of supplies, House Marik also made some localized counterattacks on the Steiner front. The remaining FWLM troops in the Terran region targeted Oliver and Graham IV and launched raids into the Federation of Skye to distract the Commonwealth. Steiner forces were caught by surprise, and though Oliver's defense clung tenaciously until mid-March, the LCAF forces abandoned Graham IV in late February. The garrison commander, Colonel Hendrik Grimm, went AWOL along with his entire unit. Once a rising star of the LCAF and serving as a major in the Third Lyran Guards, Grimm had become erratic, and only his ties to the Steiner family had saved him from a court-martial or medical discharge. Instead, he had been placed in command of the "safe" Sixth Lyran Regulars only to find himself in an untenable situation with the Marik offensive. He snapped. His paranoia bloomed out of control, and he began to suspect the Archon had abandoned him. Despite his erratic actions, his troops remained loyal and marauded along the border between the two nations for eleven weeks. They picked up defectors from the shattered Fifth Lyran Regulars along the way and then disappearing into the Periphery.

Charles Marik sought to remove another obstacle to his defense of the realm in August 2839, sending his personal guard to Parliament in an effort to arrest Finance Minister Lombard. The operation failed, and Lombard and his coconspirators fled to Helios Minor, where they established a Parliament-in-Exile. Throughout 2840, a war of words raged between the Captain-General and the exiles, but by the start of 2841, Charles had had enough. The fall of Asuncion to the Capellans in August 2840 and then the loss of Danais to the Lyrans in February 2841 caused Charles despair. He quit the capital, initially heading to the command center on Marik and then, in conjunction with the Duke of Oriente, Harlan Allison, to the beleaguered world of Irian. Strategically vital due to being the site of the League's largest 'Mech production plants, the world

was in danger of being caught in the vise between advancing Liao and Steiner troops. Savannah, Remulac, and Nathan fell to the LCAF during the summer and autumn of 2841, and the situation on Irian began to look increasingly dire.

The motley assemblage of forces the Captain-General and his associates assembled seemed a poor match for the enemy forces looming on the horizon. Only the First Fusiliers of Oriente, commanded by Duke Allison, was a frontline unit, with most of the remaining troops being a mix of reservists, walking wounded, and mercenaries. When House Steiner began its assaults on Irian on 5 January 2842, the defenders were outnumbered more than three to one.

Fortunately for the Captain-General, his abandonment of the fight with Parliament won him a backhanded victory. Deprived of someone to argue with and having no hope of their demands being met, the exiled Members of Parliament squabbled among themselves. Fears for the future of the League mounted, but none of the major political players would make the first step to resolve the dispute. Instead, it fell to a parliamentary back-bencher from the insignificant world of Thirty Weight to break the deadlock. MP Maren Ladislaw put forward a motion that, while not abandoning the exiles' efforts to censure the Captain-General, refused to do so at the cost of the League's existence. Duke Jonathan Humphreys of Andurien, which had been assaulted twice by House Liao in recent years, and Marquis Kendall Allison, Duke Harlan's brother, led Charles's political allies in this call, which widened the divides within Parliament and undermined Hector Lombard's position. On 4 January 2842, as Lyran troops were burning toward Irian, Parliament voted on the Ladislaw Amendment, agreeing by a vote of 213 to 185 to resume funding the FWLM.

Even so, the battle for Irian was a close-fought thing. The resumption of funding did not immediately aid the defenders, who spent eight weeks locked in bloody fighting for every meter of ground. The key clashes focused on the city of Kirin River, built around the Irian Technologies factory plant. Heavily defended with twenty-meter walls and dozens of gun emplacements, the factory complex was a veritable fortress accessible only through a series of blockhouse gates or a long maglev tunnel. A second wall surrounded the original bounds of Kirin River, but the city, known locally as Old Town, had spilled outside the city's original fortifications. The outer city, having been isolated when the Marik forces closed Old Town's gates, fell swiftly to the Lyran attackers. Hopes that the FWLM would hold Old Town's inner city were soon dashed as a series of Steiner assaults established bridgeheads in the crowded districts. The fighting turned into street-by-street actions, the League forces giving ground reluctantly and forcing the Steiner troops to pay a fearsome cost. On 9 February the Captain-General was nearly killed when an ambush in Old Town wrecked his *Orion*; only the prompt arrival of reserve troops allowed him to escape. By mid-March, the LCAF troops were closing in on their final victory. Scarcely a quarter of the FWLM forces remained, and those were confined to the IrTech compound and had little ammunition or supplies left. Repairs relied on cannibalizing parts from other machines. One more push would see the Lyran flag flying over the world.

That push never came.

On 19 March, five FWLM regiments jumped into the system at a pirate point and began landing troops. These forces, marshaled by the League Central Coordination and Command, fully resourced and transported by merchantmen contracted by Parliament on generous terms, caught the Steiner troops by surprise. In less than a day, the Lyrans went from the edge of victory to having to fight for their lives. The Steiner troops gave ground, trading conquered land for the time to meet these new foes. What the Marik reinforcements lacked in quality, they made up for with fury, and the Steiner withdrawals soon threatened to become a rout. With resurgent Marik troops pushing back at various points along the border, Marcus Steiner recalled his troops from Irian on 22 April, though the process of extricating the units would take almost a week and cost them over a quarter of their remaining force.

THE BATTLES FOR ANDURIEN (CONTINUED)

The CCS *Khalzan* and the CCS *Chengdu* perished in the clash, as did the FWLS *Majestic*. The wreckage of the vessels became a navigation hazard for vessels bound to and from Andurien, finally reentering the atmosphere and burning up in 2843.

Matters on the planet soon became similarly confused. Though two regiments had landed unmolested, the remainder were scattered widely, and the Liao troops faced an organized and determined resistance from the FWLM. The so-called Fifth Andurien War lasted nine weeks, but the CCAF troops were unable to get closer than 200 kilometers from the capital, Jojoken, prompting the recall of troops on 29 December.

If House Marik thought the Liaos were done with Andurien, they were quickly disabused of the notion. After three months of rest and rearming, the CCAF returned once it became apparent the FWLM was in no fit state to counter Capellan operations. Despite the lifting of the interdict, intelligence suggested Andurien's defenders had received only 10 percent of the supplies they needed to recoup their recent losses. The Sixth Battle of Andurien ran from March to October 2039 and saw the Liao troops reach the outskirts of Jojoken before being halted by dogged Marik resistance. The arrival of the Third Marik Militia and the Fifth Oriente Hussars in August turned the battle into a stalemate, and after two more months of sparring, the CCAF troops withdrew.

A raid by the CCAF in the summer of 2840 marked House Liao's last assault on the treasured world during the "ComStar War." Only battalion strength, the raid never seriously challenged Marik occupation, but it did succeed in damaging the world's 'Mech production plants and was thus regarded by the Chancellor as a guarded success.

"Though surely we have just reasons to seek changes in the Captain-General's conduct, what profit will we gain if we press for these changes now, and wake up tomorrow as a commonality of the Capellan Confederation? Who will listen to our complaints then?"

—The Honorable Maren Ladislaw, transcribed in *Atreus Hansard*, January 2842

OPERATION HOLY SHROUD

Primus Raymond Karpov regarded technology with awe, and believed only ComStar had the moral authority and right to shepherd the knowledge of the Star League. He opposed efforts by the Great Houses to recover any lost technology—or to maintain those they had recovered—and persuaded the First Circuit to support his agenda. His principal opponent in this was Precentor ROM Michelle Dupreas, who even after the First Circuit made its decision, continued her dissent that such blatant attacks on the Great Houses were a betrayal of Blake's will, and that more subtle approaches were better suited. Karpov called on her to resign and threatened her with excommunication. Dupreas resigned, not only from her office but also from ComStar. Within less than a month, she was dead, killed in a "traffic accident" believed by many to have been arranged by her successor, Janice Laidlaw.

Laidlaw implemented Organizational Edict 3056, which expanded ROM and enacted its bloodier aspects, what became known as Operation HOLY SHROUD. Under this operation, ROM agents made a multi-pronged attack on technological research in the Great Houses, sabotaging research installations and murdering scientists. Over 300 scientists perished in the years 2839–2844, though Laidlaw took Dupreas's warning to heart and made sure none of the incidents could be connected to ComStar. Instead, most appeared to be the work of their neighbors or internal extremists, increasing the tensions and instability ComStar had sought to foster since the end of the First Succession War. House Marik, who had gained some insight into HPG stations during the ComStar War, was particularly hard hit by HOLY SHROUD: all of the Free Worlds League's HPG research was destroyed in the five-year operation, and many of its scientists were murdered. HOLY SHROUD also targeted a less obvious threat: the bases and caches left behind by the SLDF. Teams of ROM agents chased rumors of such installations and either destroyed them or removed their contents for safekeeping on Terra (or, as would later become clear, one of the "Hidden Five" worlds).

(CONTINUED ON P. 53)

THE COMSTAR WAR

Steiner Attacks

2837: Zosma, Callison, Marcus, Bordon, Oliver, Ilion, Malazan, Dixie††, Hornir's Keep††, Bella I††, Alula Borealis††
2838: Tania Borealis, Connaught, Shiloh, Nockatunga, Hell's Paradise, Trellisane, Colfax, Szepes, Labouchere
2839: Acubens, Alphard, Miaplacidus, Castor, Devil's Rock, Rexburg‡, Tamarind†
2840: Concord, Promised Land
2841: Danais, Savannah, Remulac, Nathan, Cavanaugh II
2842: Irian

Liao Attacks

2837: Berenson, Zion, Kyrkbacken, Lopez, Claybrooke, Phact, Corey, Wazan, Lukla††, Sapphо††, Ipswich††, Kwamashu††, El Giza††, Mosiro††, Old Kentucky††, Tsinghai††, Ramen II††, Chengdu††, Ingersoll††, Shui-pào††, Second Chance††, Harsefeld††, Park Place††, Ibstock††, Bernado††, Myrvoll††, Kristiandsund††, Andurien†
2838: Andurien†, Van Diemen IV, Kalmar, Cursa, New Dallas††, Aquagea, Bonaire‡
2839: Karlstejn, Katla
2840: New Delos†, Asuncion, Andurien

Davion Attacks

2838: Alula Australis, Castor, New Dallas††, Talitha

Kurita Attacks

2838: Alphard, Talitha, Kristiandsund

Marik Counterattacks

2838: Carver V†
2840: Oliver, Graham IV, Zosma, Denebola, New Earth
2841: Labouchere, Colfax, Rexburg
2842: Irian, Bonaire, Tania Borealis

† Denotes a failed assault
†† Denotes world abandoned by the FWLM
‡ Denotes a world seized by mercenary turncoats

THE POLITICS OF SUCCESSION (2835–2840)

Primus Toyama's failure to gain control of the Free Worlds League sapped much of his vitality and undermined his position within the First Circuit. His plan had sown chaos—and House Marik would be a long time recovering—but it had shown ComStar's hand. Few believed Charles Marik's claims that ComStar had double-crossed him by feeding the Free Worlds League bad information, but while local leaks could be put down to a rogue precentor, the idea of leaks occurring on a state level caused concern across the Inner Sphere. Charles retracted his claims as part of the settlement with ComStar, but wariness of the Order—and of Toyama in particular—began to take hold.

Less than five months after the signing of the accord that lifted the Marik interdict, the Primus was dead, officially of natural causes, though documentation recovered after the ComStar schism casts doubts on that. In an odd mirroring of his own succession of Jerome Blake two decades earlier, evidence hints at Toyama having been removed from power by the new Primus, Raymond Karpov. While Toyama had deified Blake, following his former leader's agenda—the literal Word of Blake—Karpov was the one who put in place most of the pseudoreligious trappings associated with pre-schism ComStar and later the Word of Blake. He named Toyama a saint of ComStar and set about remaking the Order.

It is likely Karpov had access to his predecessors' notes—including Blake's own testaments and plans. Karpov's decision to take a more active role in limiting technology via Operation HOLY SHROUD ran counter to Blake's plan, but Toyama had already established a precedent. Similarly, the intention to rebrand ComStar as a religion was according to Blake's scheme, but whereas Toyama's approach had been pragmatic and respectful of his friend's memory, Karpov approached the change with a fanatic's passion.

Karpov issued orders that all staff wear robes embroidered with mathematical symbols and must pronounce "incantations" above machinery before operating it. Though the core of ComStar on Terra would remain technically literate, the coming decades would see most HPG operators replaced with indoctrinated staff who worked solely by rote, not understanding the underlying physics or mechanical principles. Few First Circuit members challenged Karpov's grip on power, but his expansion of ROM via Edict 3056 gave him a massive force with which to police the Order. Additionally, he tasked ROM with combating efforts within the Great Houses to recover technology, though this caused friction with Precentor ROM Michelle Dupreas, who subsequently resigned and was replaced by Karpov's pawn, Janice Laidlaw.

OPERATION HOLY SHROUD (CONTINUED)

Operation HOLY SHROUD officially ended in 2845, but the principles it espoused continued to be part of ComStar's operational doctrine until the Clan Invasion. As we now know, the Battle of Helm in 3028 and the attack on New Avalon's NAIS complex during the Fourth Succession War were both ComStar operations designed to deny the Great Houses access to advanced technologies. Only in the 3030s did ComStar fully abandon the principals of Edict 3056, the genie being well and truly out of the bottle.

That Karpov's deification of Blake and the transformation of ComStar into a theocracy undermined the Order's position as a guardian of technology is a supreme irony of Karpov's reforms. He turned science into religion and understanding into dogma, and soon ComStar, the last bastion of the Star League, was little better educated than the rest of the Inner Sphere, operating equipment by rote and without understanding. In that light, HOLY SHROUD takes on another, more ominous aspect, that of a petulant child fearful that someone else will eclipse their achievements.

—*Turning Points*, Terra Press, 3097



It was likewise a time of change in the Draconis Combine, the events of the second half of the 2830s shaping policy and subsequent events. Though revered and feared in equal measure, Jinjiro Kurita had been deteriorating since the mid-2820s, his mental state varying between military genius and raving madman. By 2835, his lucid moments were few and far between, leaving the Combine in a perilous state. No member of House Kurita or the DCMS High Command dared to remove the ailing but still-revered Coordinator, so much of the day-to-day running of the Combine fell to his brother, Zabu.

Though an effective administrator, Zabu's political acumen was limited, and his military experience amounted to brief service in a line regiment during the glorious early days of the First Succession War half a century earlier. He could make sure the DCMS were equipped and supplies flowed effectively, but he was far from an inspirational leader. Thankfully, Jinjiro was still able to contribute to the Combine's military strategy, and save for the bugbear of Hesperus II—which failed to succumb to even Jinjiro's cunning—the situation was good for the DCMS.

On 14 February 2837, six months after the failure of Operation CHOPIN's assault on Hesperus, Jinjiro went berserk, attacking his guards and having to be forcibly restrained. The trigger for this psychotic episode from which he never recovered was believed to be a parcel he received from an unidentified source. Having been screened by the ISF and palace security, it had been delivered to the Coordinator's private sanctum. The disturbance within the chamber was not initially seen as a cause for worry, as Jinjiro had suffered similar episodes previously, but the continued commotion eventually brought the matter to Zabu's attention. The regent ordered riot-geared guards into the room to subdue the Coordinator's violence. While the Coordinator and his injured guards received medical attention, Zabu and the ISF surveyed the wreckage of the once-elegant chamber. At its center, in the eye of the storm, sat the box delivered to Jinjiro. Atop it was a small, angelic doll dressed in the uniform of the SLDF.

The Kurita clan met in the wake of the incident, and with no sign of Jinjiro recovering from his episode, decided on a drastic course of action. They deemed the Coordinator unfit to serve and called on Zabu to take his place. It wasn't a unanimous decision—some called for the regent to recuse himself and allow his son, Yoguchi, to assume the throne, something Jinjiro allegedly suggested—and proved unpopular with the military. Zabu's reign would be brief and overshadowed by his brother's madness. Jinjiro would eventually escape his torments in 2841, after fashioning a noose from his bedclothes.

The new lord of the Combine, an intellectual best known for his leadership of the PRE—the People's Reconstruction Effort, charged with preserving knowledge and technology within the Combine—was seen by many as too timid and bookish to be a true Coordinator. Nonetheless, most of the Combine accepted him, until the presentation of the 2839 budget during the court session of 9 June 2838. To the shock of the Warlords, Zabu's plan called for a 4 percent reduction in the funding of the DCMS; the savings would fund technical education programs. Later analysis of the plan showed the wisdom in Zabu's proposal—with numerous accidents befalling Combine scientists, he saw the need to halt this loss of knowledge—but the immediate reaction was fury.

On the night of 23 June, *Tai-sho* Frederick Kozoma confronted the Coordinator, who after a brief confrontation, took his own life in the traditional samurai manner. Technically the Coordinator had committed *seppuku*, but as Kozoma delivered the final blow that beheaded the Coordinator, he was subsequently tried and executed for regicide. It was an open secret, however, that the *tai-sho* confronted Zabu with approval and backing of the DCMS High Command. However, the Combine and the new Coordinator, Yoguchi, could not afford to remove the military leadership.

OVER THE EDGE

The origin of the parcel that drove Jinjiro Kurita into insanity has never been identified, though a number of theories have emerged over the centuries. Most focus on factions within the Kurita court: foreign powers or more distant agencies would have had little motive or opportunity, though given later incidents, the role of groups like the LIC cannot be entirely ruled out.

The gift received by the Coordinator, a doll dressed in an SLDF uniform, showed a deep insight into Jinjiro's psyche and which buttons to press, something his de facto regent, half-brother Zabu Kurita, was certainly aware of. Some theories posit Zabu as the culprit, wishing to remove the obstacle to his succession and allow him to claim his birthright as Minoru Kurita's true, legitimate heir. (The elder Jinjiro was a legitimized bastard.) Against such theories are Zabu's lack of political ambition and the antipathy between him and the DCMS. Zabu's regency for Jinjiro served as a buffer against the High Command, and he would have known removing that protection would not have served him well.

Zabu's son, Yoguchi Kurita, has also been a suggested perpetrator playing a long game that removed two obstacles to his accession. However, records of the era show the strength of Yoguchi's family loyalty. While he might have removed his uncle to advance his father's position (and his own), it seems unlikely he acted against them.

However, his sister Roweena would later show a willingness to undermine her younger brother's position to secure power, and thus could conceivably have done the same against her uncle and father. Against this theory is the Combine's notable bias against female Coordinators (excepting the legendary Siriwan McAllister-Kurita), and thus it was unlikely she would ever be elevated to the post of Coordinator. Her appointment to her father's old post as head of the PRE may have been a reward for helping clear the way for Zabu's rise to power, but it could equally have been a means of reining her in, giving her major responsibility, thus affording her less time to play power games at court. She served as regent during Yoguchi's time on Tishomingo, and her slow response to the revelation of the Coordinator's survival is often cited as proof of her political ambition. That Roweena refused to take over as Coordinator after her brother's assassination by Snow Fire counters the idea to some extent, but her shadow war with her other brother, Miyogi, in the 2860s made her role as a power behind the throne clear.

(CONTINUED ON P. 55)

Thunder clouds gathering
Bamboo bends before the wind
Fire brings new life
—Death haiku of Zabu Kurita

As an accomplished MechWarrior and field commander, Yoguchi knew he had to regain the trust of the High Command, and did so in the same manner his uncle Jinjiro had—he attacked. The target for his wrath was none other than Hesperus II, the world his father was accused of costing the DCMS no small number of troops. He made it clear from the outset that the use of strategic nuclear weapons in the assaults was not an option—he understood his father's desire to preserve technology. Though he wanted to deny the Commonwealth use of DefHes's vast industrial complex, he would not do so at the cost of the factory itself. Instead he committed seven regiments, one of the largest forces of the Second Succession war, to what would become the Fifth Battle of Hesperus. House Steiner would retain control of the world, but the new Coordinator's decisive action cemented his position and set the scene for the next few years.

House Davion was not idle during the latter part of the 2830s, but its grand offensive against the Capellan Confederation slowed after the debacles at Tikonov and the adoption of flexible tactics by Laurelli Liao's troops. Though many accused Paul Davion of being fixated with taking Tikonov, he spent less time at the front directing operations against the Confederation and more at his HQ on New Syrtis planning an offensive against the Draconis Combine. Despite the occasional raid, the old enemy seemed to have lost interest in the Federated Suns, Operation MOONLIGHT SONATA having been the only significant operation along that front. The Combine seemed preoccupied with internal matters and the Lyran Commonwealth, leaving them ripe for a Davion attack. Slowly but surely so as not to alert the Combine, the First Prince began to maneuver troops into position.

OVER THE EDGE (CONTINUED)

While other intelligence agencies are considered unlikely candidates for triggering Jinjiro's mental collapse, agents of foreign powers were known to be operating within the court. That Snow Fire was able to establish herself a few years later is testament to that, but most of the other Successor States appear to be viable culprits. ComStar is the notable exception: thanks to their control of communications and with ROM agents embedded in most governments, the Order was likely aware of the Coordinator's weakness. Though ComStar gained nothing directly from removing the mad coordinator, doing so strengthened the position of the Draconis Combine by replacing the erratic Jinjiro with the more stable Zabu, Yoguchi, and Miyogi. No ComStar records exist to confirm this supposition, but the recent ascension of the radical Karpov to the Primacy was followed by a massive expansion of ROM and a push toward covert interventionism such as Operation HOLY SHROUD.

Did ComStar take action against Jinjiro, cleaning house for a Combine that was too honor-bound to do it itself? None can say for sure, but it fits the trend of the Order's activities during the Succession Wars.

—*Turning Points*, Terra Press, 3097

ADVANCES AND REVERSALS (2840–2850)

THE STEINER-KURITA FRONT

The new DCMS offensive that began in May 2841 hampered the Lyran Commonwealth's attempts to exploit House Marik's weakness, forcing the Archon to split their attention and resources. The new Kurita assault proved particularly vexing, as Yoguchi had opted to follow his grandfather's proven planet-hopping tactics. The Kurita assault forces jumped into one system then often jumped again to another world. The Lyrans could not be sure which worlds were the principal targets of the assaults and were thus required to keep reserve troops and transports on standby to react accordingly. Even with the benefit of HPG technology alerting them of the situation, the LCAF could not react immediately, and so the DCMS forces often had several weeks of free rein before reinforcements could be brought to bear. Facing a brutal and effective foe, the defenders often waited too long for Lyran reinforcements, forcing the to decision to launch a counter-invasion or else abandon the world entirely. The first system targeted by the DCMS attacks was New Caledonia (after jumps to Verthandi and Chateau) in the Tamar Pact, closely followed by nearby Harvest, Lambrecht, and Thorin, the latter two in the Federation of Skye. In each case, multiple Kurita BattleMech regiments backed by several conventional regiments formed the assault forces, outnumbering the defenders by a significant margin.

On Thorin, the Steiner troops received aid from an unexpected source—the world itself. Wracked by storms, the DCMS invasion coincided with particularly bad weather that hampered the war of maneuver that generally benefited the light Kurita troops. Instead, battles were fought in howling winds and driving rain, often at ranges of 200 meters or less. Numbers and speed counted for little, and instead the fights became brawls that favored the Lyrans' heavy and assault 'Mechs. Adding to the Kurita troops' misery was the near-suicidal bravery of the LCAF aerospace forces who, despite hurricane-force winds, staged repeated air attacks on the Combine position. Aircraft losses were horrendous, but the ferocity of the resistance persuaded the Kurita commander to withdraw. Learning from this campaign, the DCMS developed new tactics specifically for bad-weather fighting.

Despite the Combine's attempts at misdirection, the attack on New Caledonia was no surprise to the LCAF. The LIC had intelligence that the Combine was planning to turn the Lyran flank, so the LCAF and had stationed the prestigious Fourth Royal Guards to block any such attempts. Known as the "Pride of the Commonwealth," the elite Fourth was expected to make short work of the invaders, even once the size of the assault became clear. The Combine offensive had begun with a reconnaissance-in-force by a battalion from the Fourth Sword of Light but was soon followed up by the rest of the regiment and the entire Seventh Rasalhague Regulars, as well as half a dozen armor and infantry regiments. Though the Fourth Royal Guards gave a good accounting of themselves, badly bloodying the Combine forces, Colonel Tiber Hinders was forced to give ground while hoping for reinforcements. He counted on making the cost of the invasion too much for the Combine to bear, but he failed to count on his opposite number—Hugai Kurita, the Coordinator's eldest surviving son. (Yoguchi's firstborn, also named Yoguchi, had died in a 'Mech accident in 2833.) With the blood of the Dragon coursing through his veins, Hugai refused to be cowed, and almost by force of will alone, he managed to establish a secure landing zone. The campaign for New Caledonia became one of the most protracted conflicts in the Second Succession War, having raged for seven years when it concluded in July 2848. At first the LCAF did their best to support Hinders's troops, but the chaos that befell the Commonwealth in 2843 starved the unit of resources. Hugai's troops suffered no such disadvantage and soon pressed their attack. The Fourth Royal Guards would be driven from their bases and their caches, their hidden redoubts overrun. Their defense shifted from one of open resistance to one more akin to a guerrilla war.

HINDERS'S WAR: NEW CALEDONIA (2841–2848)

The Fourth Royal Guards expected their resistance on New Caledonia to only last a few months before relief arrived, but the political and military situation within the Commonwealth limited options to support them instead. The Fourth were isolated and forced to wage a prolonged campaign with few resources and little support. The idea that the Fourth fought alone is a popular myth: a small band of brave warriors facing off against an implacable foe. In reality, additional support came in the form of the Twenty-fourth York Regulars and six planetary militia regiments, four of infantry and two of armor. During the later phases of the conflict, Colonel Hinders also sent out scouts to drum up support among the population, ultimately raising two additional regiments of citizen militia.

Rather than occurring at the capital, Redfev, the initial clash between the Fourth and the Kurita forces came at the city of Avesta, a hilltop town best known as a transshipment point for farm produce, which served as the base of operations for a company from the York Regulars' Third Battalion. The Combine forces, a battalion of the Fourth Sword of Light who had landed on the Northumberland Plains, needed the port facility to secure their supply lines, but the LCAF—and the local population—would not make things easy. A series of hastily built fortifications hampered the DCMS's armor forces, forcing the commander, Hugai Kurita, to rely on infantry and 'Mechs. The first Kurita assault came on 27 May; 'Mech elements secured a bridgehead across the Stirling River, the infantry following in inflatable and amphibious vehicles. They met a storm of fire from the Steiner troops who, despite inferior numbers, were in heavier 'Mechs. Lyran aerospace forces wreaked attritional havoc among the attackers, sinking a number of transports and pounding the Kurita forces massed in the bridgehead. The York Regulars held out a further eleven days before superior Kurita numbers eventually forced them to withdraw. The DCMS had its spaceport, and soon supplies and reinforcements began to arrive on-world. The LCAF continued to harass the Kurita positions with air assaults, but by the second week of June the invaders' air defenses made such attacks a risky proposition.

South of Redfev, First and Third Battalions of the Fourth Royal Guards faced off against Second Battalion of the recently arrived Seventh Rasalhague Regulars. Under the command of Major Michael Hinders, the colonel's younger brother, the battalion served as a mobile harassing force out on the plains. Though less proficient than the Sword of Light, the Regulars were nonetheless a potent force whose heavy 'Mechs were a match for the Steiner forces serving as a mobile harassing force out on the plains. Initial clashes between the two sides were indecisive, with Steiner firepower and resilience countering the Regulars' numbers and ferocity. Air power again aided the LCAF, with repeated attacks on the exposed DCMS positions. Major Hinders's troops exploited the chaos of the air attacks and timed their raids to maximum effect. After several weeks of direct assaults, the DCMS troops switched tactics, staging flanking attacks to weaken the Steiner position. They had some success in drawing off elements of the defenders, but the approaches to the city remained a killing ground.

Meanwhile, the York Regulars staged a series of rearguard actions against the Sword of Light, attempting to keep the elite formation contained, but DCMS experience and numbers soon began to tell on the badly bloodied Regulars, who fled the system.

HINDERS'S WAR: NEW CALEDONIA (CONTINUED)

On 22 July, elements of the Fourth Sword of Light and several conventional regiments linked up with the Rasalhague troops at New Berwick, and the balance of power shifted in favor of the invaders. Even so, Colonel Hinders was disinclined to give up on the city or remain on the defensive; instead he sent Second Battalion under the command of his brother Michael to harass the Kurita lines and prevent the encirclement of the city. Despite this, the Combine's noose tightened, and by late August, with the city bloodied and supplies running low, Colonel Hinders gave the order to evacuate, directing his troops and the shattered remnants of the York Regulars to rendezvous at Redcastle, a former SLDF facility from the invasion of the Rim Worlds Republic seventy years earlier.

Hinders's hope of holding Redcastle against the invaders until reinforcements arrived quickly evaporated with news of the wider Combine offensive and the isolation of New Caledonia by Draconis Combine Admiralty ships. Despite this, the Fourth Guards held the facility for seventeen months, only abandoning it in January 2843. They had been able to hold back the Combine forces thanks to localized aerospace superiority: two wings of Lyran fighters operated with near impunity from bases in the mountains north of Kumla and a series of atolls on the Hebridean Sea. However, in October 2842 the DCMS had staged orbital drops on both the Kumla base, where they fought a bloody three-day battle in the tunnels and caverns under the mountain, and the island airfields. Hinders initially thought the DCMS had spotted the bases with orbital recon, despite the LCAF's best efforts at stealth, but survivors of Kumla Mountain believed the attacking special-forces troops already had plans of the base and knew its key defensive positions. He began to suspect a spy within the Lyran ranks.

Forced to abandon Redcastle, the Fourth sought refuge at Auldhame only to find DCMS forces already closing in on the base. Similar moves toward Rait and Calvay Shoals were blocked. A stand-up fight against the invaders was a losing proposition, so Colonel Hinders ordered his troops to scatter and go to ground; instead the Fourth would wage a guerilla war in conjunction with irregulars recruited since the invasion. The next five years were hard on both sides of the conflict but particularly on the planet's civilian population, which suffered almost 40,000 casualties. Neither the Sword of Light nor the Rasalhague Regulars were trained or equipped for asymmetric warfare, so the LCAF's guerilla campaign sapped both their strength and morale.

Hinders lost direct contact with the LACF in late 2843, but sporadic contact resumed in late 2844, when the chaos surrounding the ascension of Melissa Nin and then Claudius Steiner paralyzed the Lyran political and military machine. The Fourth Guards were truly on their own, so Hinders decided to go for broke, gambling on larger-scale military action against the Kurita occupation forces. The Fourth Sword of Light had been rotated off-world and replaced by the Sixth Rasalhague Regulars, who were better equipped to deal with civil unrest, and it was against these new arrivals that Hinders directed his forces. Initial attacks went well for the LCAF, and they saw several decisive victories, but by early 2846 their surprise resurgence was spent, and attrition began to take its toll. The Regulars staged a series of counter-raids against resistance bases and captured many LCAF troops and supplies. By the end of 2847, the resistance was doomed, though it would be another seven months before Hinders and the last of his troops was captured.

Hugai Kurita met with Colonel Hinders—the well-groomed and well-fed DCMS general an imposing sight next to the emaciated Lyran colonel. Hugai sneered at the opposing commander and denigrating the Lyran troops' performance and their failure to hold the world (though at seven years, it was one of the most dogged resistances of any campaign during the Succession Wars). He claimed that his agent had kept him updated about the LCAF's plans, and admitted some regret at depriving the colonel of a fair fight. As an apologetic overture, Hugai offered Hinders the opportunity to kill the spy who had destroyed his command.

Hinders leapt at the chance and was taken to a makeshift arena on the outskirts of Redfev where two battered *Thunderbolt*s awaited. His opponent was already ensconced in one of the battered machines, and with Hugai and his troops arrayed in their own machines around the arena, Hinders and the spy began a drawn-out slugging match. Hinders eventually won but received a lethal dose of radiation in the process due to a fusion engine breach. Nonetheless he was satisfied, having vanquished the traitor. He ripped open the cockpit and was horrified to find his brother Michael's body within. Allowing a minute for the horror to sink in and for Tiber's anguished cries to echo over the comms, Hugai then executed the colonel.

Whether Michael Hinders was truly a spy for the Kuritas or the revelation was merely a sick joke on the part of Hugai Kurita has never been revealed. However, the brutal horror of the fratricide became a turning point in the war: Hugai sent a battleROM recording of the fight to Claudius Steiner, knowing the Archon was a blood sport aficionado. The horror shocked even the insane Archon and prompted him to take action. Operation PRAYING MANTIS targeted both Hugai and his father Yoguchi, and the attack on the Coordinator became one of the most enduring acts of the Succession Wars.

—Heroes of the Second Succession War, Syrtis Military Press, 3002

THE FIFTH BATTLE OF HESPERUS (AUGUST 2838)

The short tenure of Zabu Kurita convinced the new Coordinator, Yoguchi, that he needed to make a solid impression and convince the High Command of his martial credentials. After the disastrous attack on Hesperus II during Operation CHOPIN he swore to finally take the world and committed two 'Mech regiments, five conventional regiments, and three capital ships to the operation. The massive DCMS force handily beat their way past the Steiner orbital defenses and began landings across the mountainous world. Opposition was minimal: the Lyran troops were inexperienced and poorly equipped, much of the garrison being away on the Marik front. As a result, the initial DCMS assaults were bloody and effective, driving the green defenders back to the DefHes factory complex.

However, the factory complex itself proved impregnable, its outlying bastions and gun emplacements proving a substantially effective obstacle. Though the DCMS controlled most of the world within a fortnight of their landings, the Combine commanders were denied their final prize. Efforts to break into the complex were rebuffed, and while DCMS control of the world was solid, Hesperus being so deep in the Federation of Skye made supplying the troops difficult. With LCAF forces maneuvering to counterattack, Yoguchi decided to abandon the world, but while the assault was unsuccessful, it did lift the DCMS's spirits. The Coordinator set the High Command the challenge of developing a robust offensive to secure Hesperus (which would ultimately become the Sixth through Eighth Battles of Hesperus), though he would not live to see it enacted.

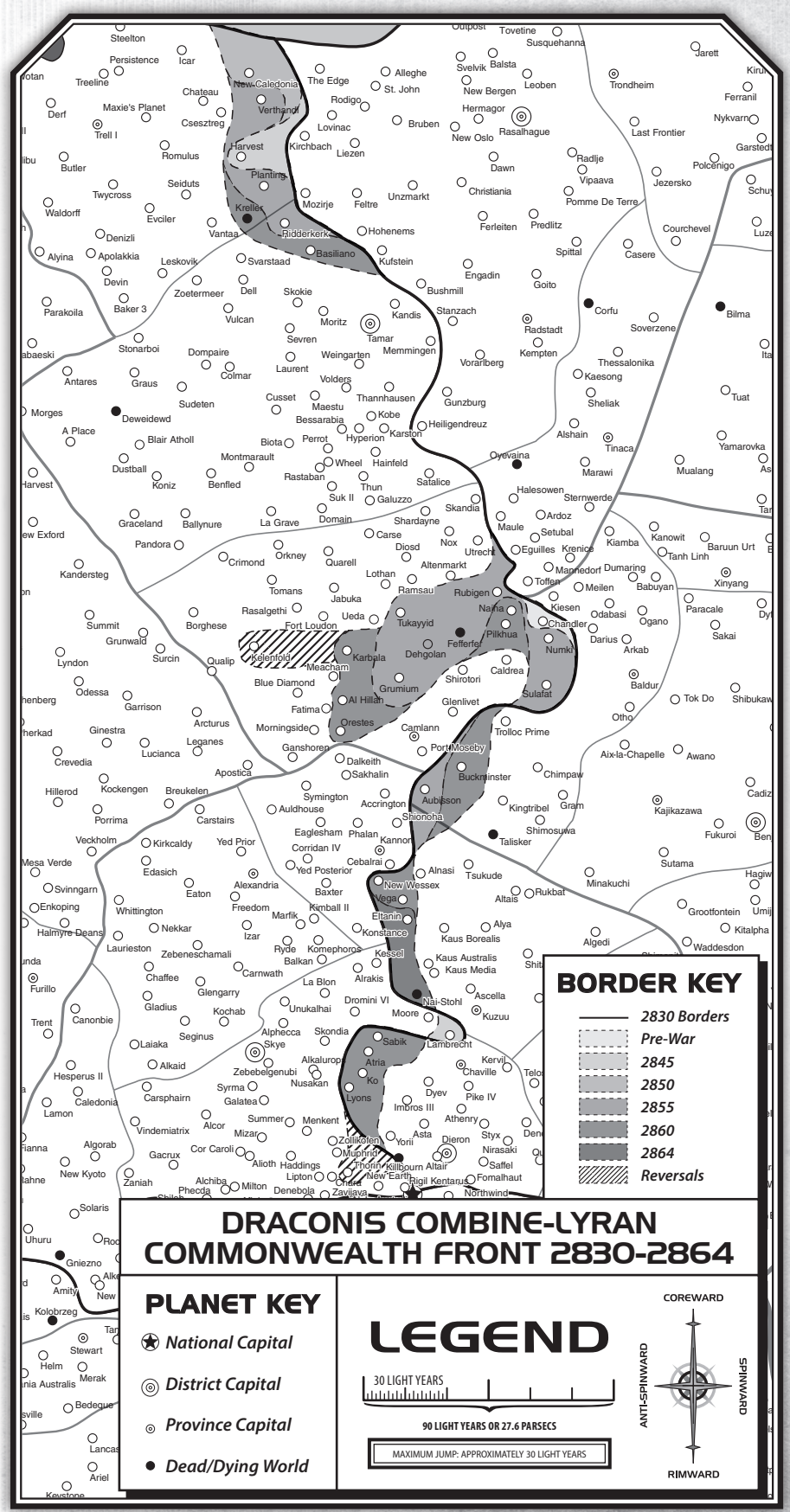
As its name suggests, the world of Harvest was a major center for food production, with massive grain fields and ranches spanning thousands of square kilometers. During the Star League, much of the agriculture was handled by machines, but by the Second Succession War, manpower provided much of the labor. The world had few major urban centers, and those were situated on the continent of Ohio, providing the megafarms with processing and shipping facilities to off-world markets. These facilities had been raided several times in the First Succession War, and so the LCAF's defensive stance during the Second Succession War called for a forward defense, keeping the fighting away from the cities and their valuable infrastructure. The Steiner forces established a series of fortified camps from which they could operate or withdraw to in the event of an invasion. The LCAF gambled that the value of Harvest lay in its farming facilities and its ability to supply nearby worlds, and that invading forces would not wish to poison the world or its infrastructure.

The gamble paid off, but the fractured defense hampered the LCAF's ability to resist a determined Kurita incursion. The arrival of raiders in the form of the Nineteenth Rasalhague Regulars on 4 June saw the DCMS harassing the defenders mercilessly, landing hammer blow after hammer blow against isolated forts. The Combine troops showed little mercy, and the poor Steiner showing encouraged the Regulars' commander to call in additional troops and turn the raid into a full-scale invasion. Together with the Fifth Arkab Legion and Third Proserpina Hussars, the Regulars harried the sole LCAF regiment, the Thirty-first York Regulars, turning the coursing of the unit into bloody sport. Less than a fifth of the Lyran unit escaped Harvest due to Combine fighters and attack DropShips harassing the fleeing transports all the way to their JumpShips. (The Thirty-first was ultimately decommissioned.) A panicked LCAF rushed reinforcements to the region.

At the other end of the border, the Fourth Lyran Regulars on Lambrecht suffered a sustained assault by the Second and Fifth Dieron Regulars, which left them reeling. Air power helped the defenders win back some measure of control, but lightning assaults against the airfields forced the LCAF aircraft to adopt a flexible strategy, meaning they were often rerouted to a different base than their takeoff location due to their original base being overrun during the sortie. Fuel became a vital factor in the war: numerous pilots were forced to ditch their aerofighters when their fuel tanks emptied while returning from an engagement, especially if they were rerouted in midflight to a distant airbase. Within ten days of the invasion, most of the fighters were operating from rough-hewn landing strips in the wilderness or clearings deep in forests, with ground troops similarly on the run and dependent on limited resources. Within three weeks the situation was on the brink of disaster. Colonel Thickpenny didn't think his troops would last until early July, when the LACF reinforcements were to arrive, and thus chose to withdraw. Though a few harassing attacks were made on the fleeing DropShips, the DCMS let the Steiner troops go.

The invasion of Thorin was meant to complement the Lambrecht attack and open a second front for the Dragon by exploiting the defenses denuded by the LCAF's reaction to New Caledonia and Harvest. At first the operation went well: air strikes from the Seventh Dieron Regulars and Eighteenth Rasalhague Regulars pinned Lyran troops and shattered unit cohesion. The Steiner forces struggled to counter this death-from-above, and a repeat of the Harvest campaign looked likely. The planet itself seemed to have other ideas, as a series of unseasonable storms arose to hamper Kurita aerospace operations. *Tai-sho* DeForrest ordered his fighters into action anyway, but they struggled to achieve their objectives, and many fell afoul of the weather or Lyran interceptors. The DCMS ground troops had little option but to operate without air cover or aerial reconnaissance, and the horrible weather hampered their mobility. The heavier Lyran BattleMechs of the Fifth Skye Rangers found the conditions less onerous, and the clashes between the two forces became slugging matches in which the defenders had a significant advantage. After three weeks the Combine withdrew its troops and looked set to abandon the Federation of Skye offensive.

With the situation on the Marik border shifting against the LCAF, Archon Marcus Steiner toured the front in a desperate effort to bolster his troops' spirits. He visited nine worlds in six weeks, but plans to visit three more were abandoned after his arrival on Loric in November. While there, the Archon contracted a rare form of meningitis and was rushed back to Tharkad for medical treatment. On 24 November 2843, he lapsed into a coma from which he would never awaken.



CLOSING PANDORA'S BOX

The First Succession War released centuries of frustration bottled up by the Star League, and though ostensibly a conflict for political objectives, the reality was more an attempt for the Great Houses to bludgeon their neighbors into submission. Like a drunk in a spaceport bar, there was little finesse; they just wanted to hurt their opponents and remove them from the picture before they could return the favor. Industrial, economic, and population centers were thus as popularly targeted as military ones, and billions died because they were simply within range of enemies rather than due to clear military reasons. Even avoiding direct targeting did not allow worlds to escape the horrors of the First Succession War. Economies were so intertwined that the loss of a factory on one world would cause economic collapse on another because of the interruptions in vital supplies. In other cases, whole worlds became uninhabitable, not because they were nuked to a cinder or poisoned by their enemies but because some vital widget failed and couldn't be replaced. Such worlds became unsustainable, though the systematic slaughter of transport fleets in the First Succession War meant evacuation was rarely possible and, even when available, limited only to the rich and powerful, the remainder of the population being condemned to a slow and agonizing demise. For example, Rochers in the Free Worlds League lost the ability to repair its atmospheric processors, and the population of Woogi in the Taurian Concordat perished after the system's solar shade was damaged.

The body blows received by each Successor State should have dissuaded them from further use of strategic nuclear weapons, but during the early years of the Second Succession War, their use continued. They weren't employed as profligately or indiscriminately as before—though occasional exceptions occurred—but instead became a more tactical tool, employed where conventional military might had failed. By the 2840s, even this style of warfare seemed beyond the pale, with hardline militaristic governments like the Draconis Combine holding back from their use. Quietly, most strategic nuclear weapons were returned to their arsenals and placed under tight security. Their threat would remain throughout the Second Succession War, but they were rarely employed. By the Third Succession War, they would effectively be outlawed by tacit agreement of the Great Houses, though none was willing to give up their arsenals, lest some grave threat emerge. As such, significant caches remained, almost forgotten, when the Word of Blake Jihad erupted.

OPERATION PRAYING MANTIS

Claudius showed little interest in the operations of the LCAF, save for the glory and carnage they wrought, but when Hugai Kurita crushed the Fourth Royal Guards on New Caledonia and taunted the Archon by sending a video featuring the captured Lyran officers, even Claudius was driven to act. He called on the LIC to undertake operations against both Hugai and Coordinator Yoguchi.

The attack on the Coordinator was named Operation PRAYING MANTIS and involved the now-legendary deep-cover agent, Snow Fire. Much mystery and disinformation surrounds the LIC operation, though its eventual success is well known. Snow Fire slew the Coordinator on 12 December 2850, leaving the patch of the Fourth Royal Guards on his body before killing herself. The attack prompted an immediate Combine response. The new Coordinator, Miyogi Kurita, ordered attacks against Hesperus II (the Eighth Battle of Hesperus in 2853), but evidence recovered shortly before the Jihad suggests that credit for the operation didn't reside solely with the LIC. Instead, the Free Worlds League's SAFE agency allegedly facilitated some aspects of Operation PRAYING MANTIS, casting blame on the Lyrans and thus distracting the Commonwealth's military and intelligence agencies from the FWLM's assaults along the border.

The LIC assassination attempt against Hugai was less successful. He was badly injured and spent over seven months in a medical coma, but the LIC agents were driven off. Due to the coma, Hugai was passed over in the succession of his father in favor of his uncle. Hugai would return to the front in 2852 and dedicate his life to exacting revenge on the Lyran state. He would die in battle on Kreller in 2860. His younger brother, Taragi, only twenty when their father was murdered, would succeed Miyogi in 2890 after a protracted internal conflict between the DCMS and ISF.

—*Triggers*, Robinson Press, 3103

Marcus's illness threw the Steiner court into a panic. He had no children or designated heir, and though he legally remained Archon while comatose, the state was rudderless. The Estates General assumed extraordinary powers and sought a regent to accept control of the government—General of the Armies Miles Kempec acted as pro tem head of state. The Archon's younger brother, Leutnant General Claudius Steiner, commander of the Second Lyran Guards, put himself forward, but many in the Estates General opposed his candidacy and instead favored Marcus's wife, Melissa Nin. Had she stood as regent for a hypothetical child, then her candidacy would have been assured, but standing in her husband's stead—and opening the possibility for a non-Steiner to assume the Archonship—was divisive. A year-long battle of words ensued before Nin was finally appointed Archon-Designate in December 2844. When her husband passed away on 13 March 2845, Melissa Nin became the first non-Steiner Archon since Alistair Marsden almost 450 years earlier. Her reign was no great success—she had little political experience, and none of a military nature—and the war against both the Free Worlds and Draconis Combine went from bad to worse. Many greeted Claudius's coup five months later with guarded applause, an action they would soon come to regret.

There is some debate among historians as to whether Claudius Steiner was a sociopath or a psychopath. He shared traits of both—he could be withdrawn and nervous, but he could also be extremely charming when he wanted to be (his inability to win over the Estates General in 2843 represented a rare failure). That Marcus Steiner had refused to name him heir should have set alarm bells ringing, and knowledge of his darker side prompted the Estates General to block his initial ascent to power. The incompetence of Melissa Nin, however, overrode the good judgment of many, and Claudius's coup on 20 August 2845 was greeted with sighs of relief by elements of the military-political complex, who viewed Claudius as the lesser of two evils. It soon became clear how wrong they were.

Though Claudius was an able commander and at times an inspired leader, he was cruel and arbitrary. Among his first acts upon gaining power were the executions of Nin and members of the Estates General—including Speaker Harlan Dinesen—who supported Nin's accession. He disbanded the Estates General and set about torturing political enemies in a series of sadistic purges. Hope that Claudius would provide the leadership the Commonwealth needed soon evaporated, as his main interest in the military fronts was the carnage that had ensued. His power grab had inflamed the situation on the Combine border, pulling several key units from the line and leaving the LCAF vulnerable to DCMS predation.

The LIC—and Loki in particular—became tools for internal repression. Their agents often appeared in the small hours of the night to take individuals away for interrogation and punishment, as much to amuse the Archon as to quash dissent among Tharkad's population. Claudius became fascinated with Star League–era medical technology, some of which remained in the capital's hospitals, but mostly for their ability to keep patients alive while under physical duress that would ordinarily prove fatal. Satirists within the Commonwealth and abroad soon began to picture Claudius as the devil incarnate, something he was both immensely proud of and offended by. A number of political cartoonists were visited by Loki in the middle of the night, only to find themselves invited to a gala breakfast with the Archon. Others disappeared into his torture chambers or bloody gladiatorial games.

For almost five years, Claudius terrorized the people of Tharkad, rarely taking an interest in the situation in the wider Inner Sphere. In this atmosphere of sadistic neglect, many of the military gains of recent years were lost. Claudius seemed to care little, with only the destruction of the Fourth Royal Guards on New Caledonia spurring him to any sort of response in the form of Operation PRAYING MANTIS.

Then, almost as soon as it began, the Archon's reign was over. Officially, Claudius suffered a coronary episode and died before he could receive medical attention. However, popular rumor maintains that his mother forced him to drink poison, or that his wife smothered him. Either way, the reign of terror was over, but a new time of troubles was to begin. Claudius's sole child, Elizabeth, was only nine, and her mother Duchess Rebecca Morgan refused to act as regent.

THE DAVION-KURITA FRONT

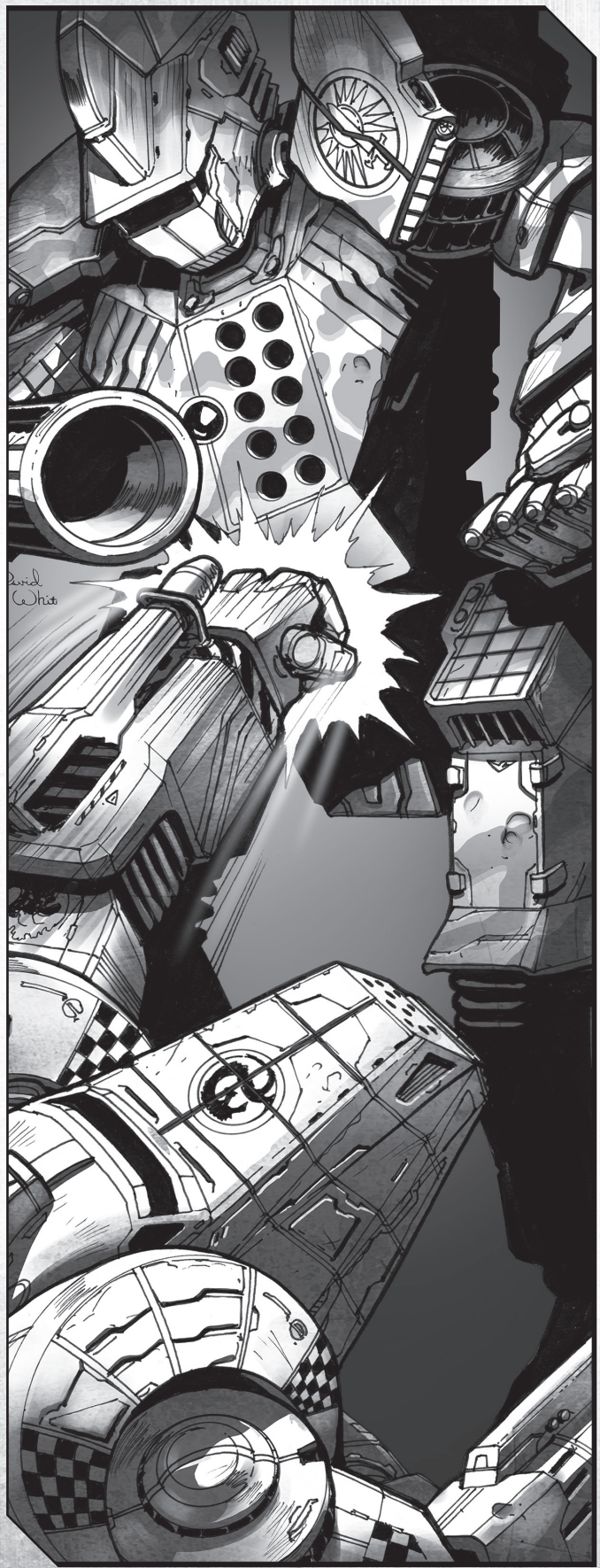
Yoguchi's renewed offensive also took in the Federated Suns, but unlike the Lyrans, who were desperately trying to exploit the ongoing chaos in the Free Worlds League, the Davions were ready and prepared. Paul Davion seemed excited by the new hostilities, and had lost interest in the war against House Liao in anticipation of fighting the Dragon once more. The hunter became the hunted.

Originally planned to commence on 11 July 2840, the DCMS offensive was delayed ten days by the death of former Coordinator Jinjiro Kurita, who had finally succeeded in committing suicide. Only once Jinjiro had been laid to rest did Yoguchi, still in *mofuku* mourning dress, order the assaults to commence. They targeted eleven worlds along the full length of the Davion border, with particular emphasis on the worlds around Robinson and Tancredi IV. The initial assaults went well. Breed, Klathandu, and Royal—all targets of previous DCMS raids—fell to the tide of Combine troops.

Robinson and Tancredi IV were different matters entirely. The attack on Robinson had been intended as a raid-in-force to draw defenders away from surrounding worlds, but Paul Davion had anticipated this strategy and covertly bolstered the world's defense. What had been expected to be a swift attack and a series of strikes to keep the AFFS forces off balance turned into a bloody meat grinder; attempts by the DCMS troops to hit and fade were countered by light Davion 'Mechs and aerospace forces. The raiders soon realized they were outmatched, and they opted to withdraw after only six days on-world. The engagement on Tancredi IV went similarly. The Davion troops initially fell back in disarray across the Jaipur continent to the stockyards of Dolsonville—former capital of the Draconis March—while pursued mercilessly by the Kurita raiders. Rather than finding the AFFS troops easy victims, the raiders instead discovered they had been lured into a trap. The massive walls of the stockyard formed a series of concentric layers akin to an onion, which the Davion troops used to negate the Kurita troops' numbers. After eleven days, the DCMS forces were no closer to crushing the Davion resistance, and abandoned the world—but not before releasing a bioweapon that killed off many of the planet's grass species, including wheat. The resulting famine devastated both the human and cattle populations of the world.

Quick AFFS reactions also allowed them to reinforce Anguilla, Sturgis, and Bremond, and beat back the Combine's assaults after only a few weeks. The Combine did manage to take Colia, but overall the Coordinator was disappointed with the gains of the operation and postponed a second wave of assaults.

Disappointment soon turned to anguish. Under the cover of redeployments to counter the DCMS assaults, Paul Davion readied his own offensive. The first sign of trouble for the Kurita troops came in the second week of October, when AFFS transports appeared above Mallory's World, Mara, New Rhodes, and Ozawa in the strategic Liao-Kurita seam. A few weeks later,



TISHOMINGO: SO CLOSE AND YET SO FAR

The Davion offensive against Tishomingo in March 2849 was little different to others Prime Marshal Peter Davion had orchestrated since taking control of the AFFS. The force attached to the operation was larger than other assaults, as the MIIO reported the Fourth Sword of Light had been stationed on the world and there was a substantial ISF presence. Four Davion BattleMech regiments and sixteen support regiments landed on Tishomingo and beat back fanatical defenders to gain control of the world in little over a month. Most of the invading units then moved on to other assignments, leaving the pacification and defense of the world in the hands of one 'Mech regiment and six conventional regiments. Local resistance proved more vociferous than Davion intelligence had expected but not beyond the garrison's capabilities.

What they didn't know at the time was that Coordinator Yoguchi Kurita personally oversaw the resistance operations. He'd arrived in February with the Fourth Sword of Light, and the Davion assault had trapped him there. Had Peter realized the situation sooner, the AFFS's on-world presence would not have been reduced until the Combine's leader was in irons, but this intelligence failure allowed the Coordinator

(CONTINUED ON P. 63)

as 2842 dawned, similar forces struck the DCMS occupation forces in the Robinson Thumb, and around Bryceland at the far end of the border. Shocked at the audacity of the Davion operations, the DCMS gave ground. Within three months of the assaults commencing, the Federated Suns had taken control of five worlds—Niles, Bryceland, Wittington, Mara, and New Rhodes III. Efforts to broaden the AFFS hold largely failed, though their control over worlds in what would become the Terran Corridor grew steadily through the early '40s. The First Prince planned a second wave of assaults, but then the unthinkable happened: on 4 July, he suffered a heart attack at his command post on Robinson and died before medical attention could reach him.

Paul's son, Michael, became First Prince, and it soon became clear his policies were almost a reversal of his father's. Rather than pushing for military advantage, Michael sought to maintain the resources and technology that remained within the Federated Suns. His nostalgia for Star League culture and technology soon became a national obsession and laid the groundwork for the research centers that would one day exemplify House Davion. Michael was also a skilled administrator and took a hands-on approach with government unlike his standoffish father. Where his father oversaw military matters and delegated home affairs, Michael focused his attentions on the situation within the Federated Suns and named his uncle, Peter Davion, Prime Marshal (a created position capable of acting as the First Prince's proxy in military affairs) and commander of the AFFS.

While Michael didn't order his uncle to halt military operations, he did encourage restraint, particularly once he made diplomatic overtures to both Liao and Kurita. At first these were localized—a truce on certain contested worlds for religious festivities or to counter natural disasters—but these efforts soon escalated. Michael offered to recognize some of the Liao and Kurita gains in exchange for wider political agreements, including support for his candidacy as First Lord of a resurrected Star League.



None of the larger offers came to fruition. The Combine's honor prevented them from accepting such deals, and Laurelli Liao opted to return the spite the Davions had shown to her grandmother's peace proposals during the First Succession War. Had Michael Davion made the offers a decade later, the political situation might have been more favorable. Most of his efforts remained concealed from the public, but even so, the "Peace Prince" soon began to concern both the public and the government. Between 2842 and 2846, three attempts were made on Prince Michael's life—a sniper attack in 2843 and bombings in 2845 and 2846—but the gravest threat came from the AFFS High Command. Appalled by what they perceived as his near-treachery, a cabal within the military sought to unseat the First Prince and install his martial-minded uncle in his place. Approaches to Peter Davion were quickly rebuffed, however, and in May 2846 the Prime Marshal made it clear that any attempt by the cabal to move against the Prince would be dealt with under the harshest penalties of military law. The conspirators abandoned their overt efforts but not their political campaigning. Soon the futility of the peace plans became clear even to Prince Michael, and he allowed the AFFS to take a more aggressive stance. By early 2847, the AFFS was pressing forward once more. Peter Davion's strategy proved less aggressive than his brother's but no less successful, and gained worlds for the Federated Suns from both the Draconis Combine and the Capellan Confederation.

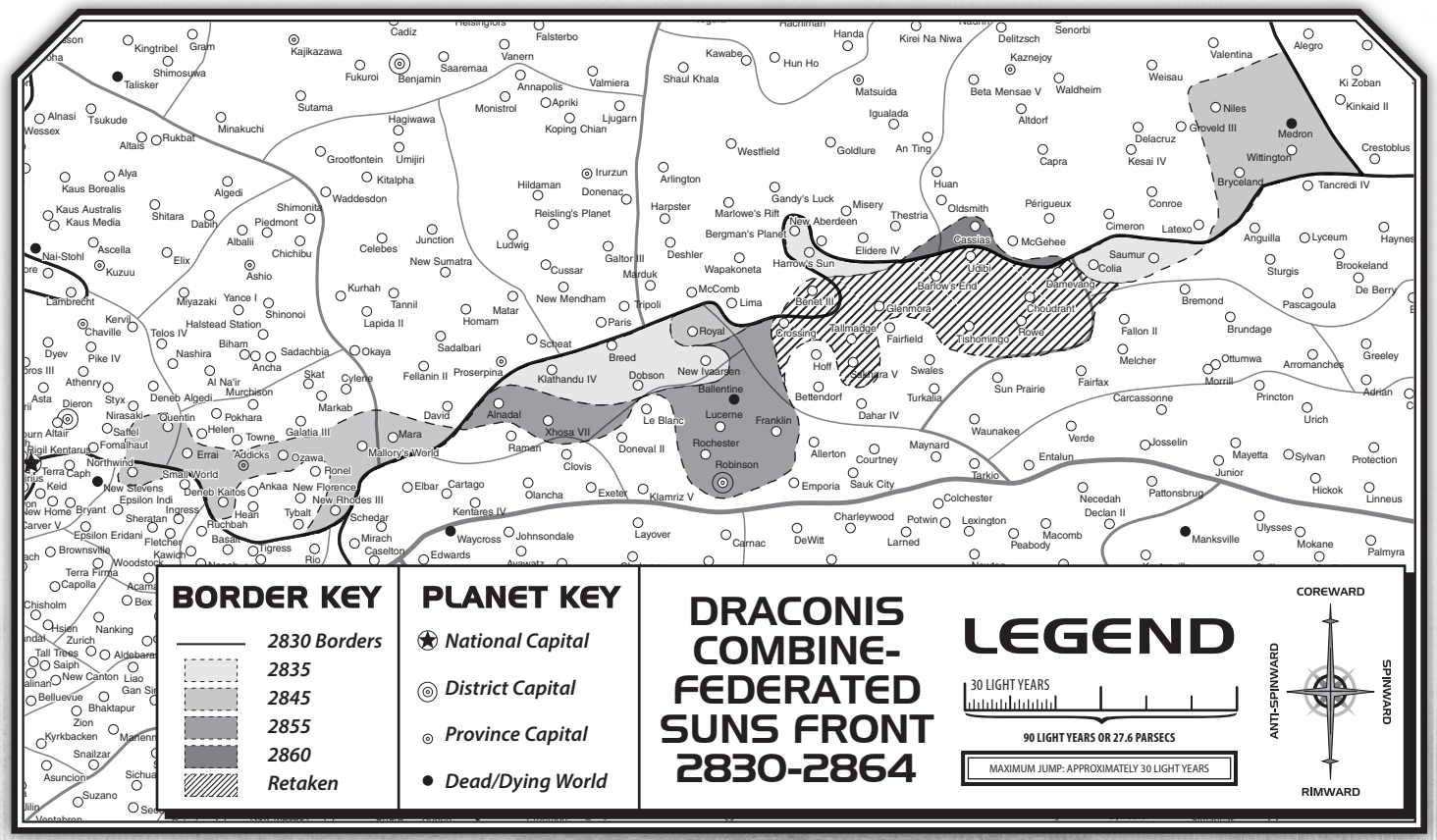
On the Combine front, Rowe fell to the AFFS in 2847, followed by both Crossing and Glenmora in 2848. Tishomingo, occupied by the Dragon since Operation MOONLIGHT SONATA, followed after a seesaw series of battles through 2849. Those battles could have been the Federated Suns' most decisive moment of the Second Succession War but instead became a pyrrhic victory and a major morale boost for the Combine.

TISHOMINGO: SO CLOSE AND YET SO FAR (CONTINUED)

to remain at liberty. Masquerading as an ISF agent codenamed Kage ("shadow" in Japanese), Yoguchi staged an effective resistance to the Davion occupation, and only in August 2849 did the First Prince and Prime Marshal learn Kage's true identity. Troops were immediately sent back to contested world, but the leak that unmasked Kage also revealed the Coordinator's survival to his sister, Roweena, who was serving as regent on Luthien. To rescue her brother, the acting Coordinator dispatched four regiments, which drove off the Davion forces long enough for Yoguchi to escape.

Had the Coordinator fallen into Davion hands then, the possibilities for a political accord between the two powers that Michael once sought would have been much more likely. Instead, tales of the warrior-Coordinator's guile and success against the hated Davion foe strengthened the Combine's will. His legend was only further reinforced when, on his first night back in the capital, Yoguchi fell to the blade of the assassin Snow Fire. Roweena's influence, already strong via the ISF, began to grow, and the political situation within the Combine grew increasingly precarious.

—*Origins of the Shadow War*, Pesht Press, 3128



HIGHLANDER BURIAL

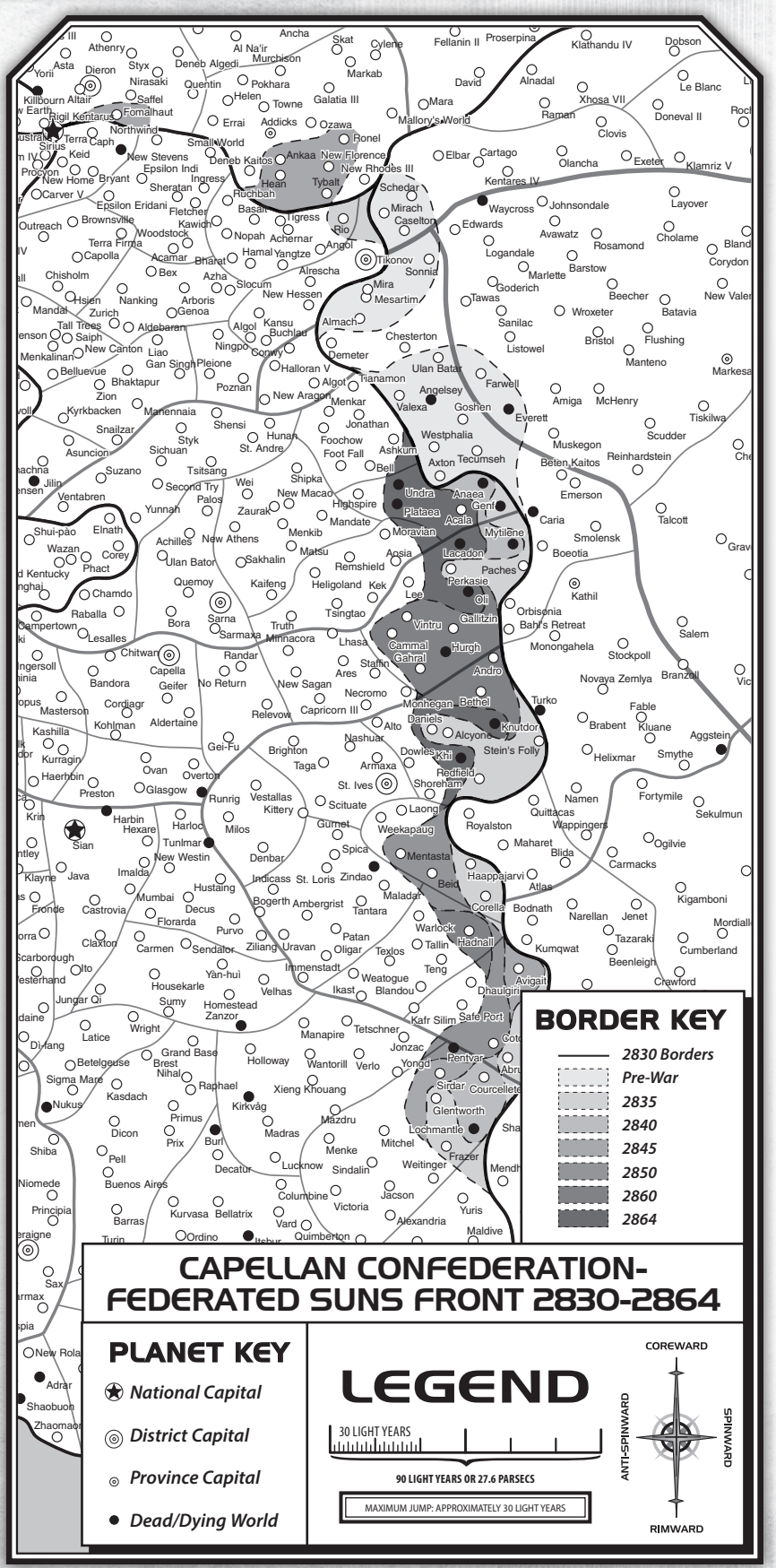
The Davion expansion into the Liao-Kurita seam focused on the Draconis Combine but also brought House Davion back into direct conflict with the Capellan Confederation. The worlds Laurelli's forces seized had been Davion targets, and both the First Prince and the Prime Marshal could not let Liao opportunism go unpunished. Rather than attack the contested worlds, they settled on another target whose loss would be more painful to the Confederation.

Northwind, captured by the Confederation in 2786 and home to six regiments of mercenaries, was the linchpin of Liao defenses in the former Terran Hegemony. Most of the Northwind Highlanders units served across the Confederation, and only one or two regiments remained stationed on Northwind itself at any given time. With Davion intelligence indicating that Stuart's Highlanders and the Third Kearny Highlanders were on-world, the latter undergoing significant repair and refitting, the AFFS High Command decided to make their move against Northwind. It wasn't to be a subtle one, as the Davion Assault Guards spearheaded the landings of four AFFS BattleMech regiments. The Highlanders were massively outnumbered, and with the Third Kearny not at full strength, there was little doubt about the outcome.

The initial clashes took place at standard jump points. AFFS fighters and DropShips attached to a pair of hulking Davion WarShips quickly detached and attempted to cripple and capture Highlanders JumpShips. For the most part they failed—only two JumpShips were crippled, as they lacked the charge to jump away—but the AFFS aerospace drove off the rest of the fleet, including the titanic *Monolith*-class *Spirit of Edinburgh* as well the *Star Lord*-class *Queen Anne*. The WarShips soon engaged their own prey: the CCAF had stationed three WarShips in the system, but these lighter vessels stood little chance. One of them, the CCS *Meizhou*, perished and the other two fled back to Sian. Their eventual loss would mark the end of the Confederation's naval ambitions until the reign of Sun-Tzu Liao after the Clan Invasion.

With near space secure, the AFFS established a foothold on Glasgow, the larger moon, then began landings on Northwind itself. The initial Davion landings took place in the foothills of the Cairngorm Mountains on New Lanark, the Assault Guards and their partners in the Thirty-third Avalon Hussars handily deflecting probes by Stuart's Highlanders. The Assault Guards pressed the Highlanders hard

(CONTINUED ON P. 65)





HIGHLANDER BURIAL (CONTINUED)

while the Avalon Hussars flanked the Capellan position, forcing them to withdraw. One of the Davion consort regiments, the Twenty-first Rim Worlds of the Blue Star Irregulars, broke away and assaulted Cromarty City (now known as Tara). The Twenty-first smashed the Third Kearny defenders and pressed on to secure the primary government complexes, including the former SLDF complex known locally as the Castle. The remnants of the Third Kearny withdrew from the city and attempted to link up with Stuart's Highlanders but instead found themselves crushed between three Davion regiments. Only a single company escaped the killing ground to link up with Stuart's Highlanders, finding their position was little better. Unfortunately for the Highlanders, the AFFS had corralled them against a southern spur of the Cairngorm, where a series of narrow canyons allowed them to negate the Davions' numerical superiority but provided no escape route. Eventually numbers and weight won out, and the Davion forcers prevailed.

Both Highlanders regiments perished, and the handful of survivors were shipped to off-world internment camps. Soon, exaggerated tales of Davion atrocities against the troopers and the civilian population filtered back to the other Highlanders regiments in the Confederation. Many Highlanders called for an immediate return to Northwind to stage a mass assault to punish the Davion invaders, but Chancellor Liao refused, instead preferring they vent their fury in battles against Davion or Marik that would benefit the Confederation. The Highlanders complied, nursing an abiding hatred of House Davion until their return home in the Fourth Succession War.

—*Mercenaries of the Succession Wars, Vol. VII*, Golden Tiger Press, 3089

THE CONFEDERATION'S TRAVAILS: A THREE-SIDED WAR

The Combine counterattack of 2841 had unexpected consequences for the Capellan Confederation. House Davion targeting worlds along the Liao-Kurita seam led to the DCMS repositioning troops to meet the AFFS advance, which left several border worlds lightly defended. Laurelli Liao also took advantage of the situation by sending CCAF troops into the fray with orders to take control of these border worlds. Having lost numerous worlds around Tikonov, the Chancellor sought to create a buffer against further Davion expansion. The CCAF seized five lightly defended worlds from the Combine—Ronel, Tybalt, New Florence, Ankaa, and Hean. Only on the first two was there any significant DCMS resistance, as the others had been stripped of their garrisons to counter the Davion offensive around Mallory's World.

Laurelli reveled in her troops' success, the only significant victories since their attacks against House Marik a number of years earlier, and she congratulated the CCAF on not only expanding the Confederation but also blocking Davion expansion. It soon became clear that the praise was unjustified, as the AFFS continued expanding toward Terra and establishing a long, narrow corridor of worlds that became known as the Terran Corridor. Rather than sit idly by and allow the CCAF to exploit their work, Davion forces raided Ronal and New Florence, inflicting severe casualties on the Liao defenders before being driven off. In November 2841, the Federated Suns assaulted Northwind, a Liao possession since the start of the First Succession War.

A FAMILY AFFAIR

The Free Worlds League's recovery after the ComStar War involved considerable effort on the part of the League's population, and the Marik family threw themselves wholeheartedly into the effort with nine family members active on the front lines. The Captain-General led from the front, commanding the assaults on several worlds. All four of his children commanded task forces, and four of their five children also served. (Gerald's son Maxwell had refused his place in the line of succession and followed his great-aunt Jeanette into service with ComStar.)

The death of Charles Marik's third child, William, on Danais in 2843 gave the Captain-General cause to review his family's commitment to the war effort, and he ordered his eldest child, Gerald, back to Atreus to liaise with Parliament and secure the succession. The decision proved fortuitous, as the casualties within the Marik clan quickly mounted. Charles's fourth child, Garth, died on Asuncion in 2849 along with William's son Michael, while a second grandson, Garth's only child Thomas, perished on Megrez in 2853. Charles and his daughter, Philippa (later to be the thirty-eighth Captain-General) suffered narrow escapes, while Philippa's children, Marie and James, were both wounded in action.

—*Warrior Kings*, Terra Free Press, 3109



Even with most of his attention focused on the Combine, Peter Davion maintained pressure on the Capellan Confederation. Avigait and Sirdar fell to the AFFS in the fall of 2845, followed by Cotocallao six months later. By the end of 2848, the Sword and Sun also flew over Beid and Mentasta. Combined with the resurgent Free Worlds League after the ComStar War, the '40s saw a steady stream of defeats for the CCAF, and most of Chancellor Laurelli's efforts focused on damage limitation. However, the CCAF exacted a significant price for the re-conquests. Worlds such as Claybrooke and Ohrensen were only liberated after protracted campaigns, and others such as Asuncion (retaken by the Mariks in December 2846) were done at a fearsome cost to the liberators, who suffered almost 40 percent casualties. Worse was to come on Asuncion for the Free Worlds League in 2849 when a Capellan counterattack using nuclear weapons smashed the Marik defenses and resulted in the deaths of two high-profile members of the Marik family. The Captain-General's response to this tragedy was a deep raid against Capella that marked the League's last use of atomic weapons in the Succession Wars.

MARIK RESURGENT

The aftermath of the ComStar War was a painful one for the Free Worlds League, as political dissent crippled the FWLM until the LCAF assaults on Irian in 2842. After this, the tide turned and flowed steadily in the League's favor. In their war against the Commonwealth, the incapacity and death of Marcus Steiner and then the disastrous tenures of Melissa Nin and Claudius Steiner allowed the FWLM to regain much of the territory lost during ComStar's interdiction. Marik forces also made headway against the Confederation, though the scale of the territories abandoned to their old enemies now worked against the FWLM, and the Liaos still managed to undertake local offensives to unbalance the Marik war effort. The next two decades, known within Oriente as "La Reconquista," would see most (though not all) of the territory lost in the ComStar War recovered along with some new conquests.

Not all of the Marik assaults were successful. The League's attempt to reclaim territories near Terra during 2844 and 2845 faced significant opposition on the worlds around Nathan and Bordon, so the FWLM shifted its efforts to the Capellan border. However, the Nathan Thumb would become a thorn in House Marik's side for the rest of the Second Succession War, particularly after the renewal of offensive operations in the 2850s and Gerald Marik's drive toward Shiloh.

The Capellan raid that culminated in the Sixth Battle of New Delos in 2845 was poorly thought out and badly executed, costing more than half the attackers' force, but it still sent shockwaves through the Free Worlds League. Harlan Allison, Duke of Oriente and a close ally of the Captain-General, perished in the fighting—and with him his noble line. Parliament raised a new house, headed by Blair Halas, to lordship over Oriente. Halas's descendants continue to be prominent in the reborn League with one, Jessica Halas-Hughes Marik, serving as Captain-General.

Deep raids into both the Capellan Confederation and Lyran Commonwealth through 2845 and 2846 hampered efforts to shore up defenses against the steady stream of FWLM assaults. Asuncion fell to the Marik assault in November 2846, though seizing this milestone seemed to sap Charles Marik's will, and the tempo of the already slowing assaults became a crawl in the next few years. Only in the last year of his reign did the tempo increase once more, with mercenary troops spearheading a renewed offensive.

Some of their neighbors took the halting of the Marik drive to be a sign that the FWLM was overextended and weak, prompting the League's enemies to launch their own counterassaults. Most were driven back, but some, such as the successful Liao assault on Asuncion in 2849, exacted a massive toll from both sides, both in the Liaos' use of nuclear weapons and the Marik reprisals against Capella. Neither side used such weapons again during the Succession Wars.

"LA RECONQUISTA"

Attacks Against the Lyran Commonwealth

2841: Labouchere, Colfax, Rexburg
2842: Irian, Bonaire, Tania Borealis, Millungera, Trellisane
2843: Danais, Alula Borealis, Nockatunga, Malazan, Acubens, Connaught, Nathan†, Savannah†, Bordon †
2844: Bella I, Van Diemen IV, Talitha
2846: Dixie†, Furillo, Mizar, Acrux
2850: Kalidasa, Alioth
2851: Ford
2853: Megrez, Amity†, Dieudonné†, Dubhe, Chertan, Castor, Marcus†, Devil's Rock
2854: Alhena, Wing, Oliver, Callison†
2855: Graham IV, Pollux
2856: Megrez, Amity†
2857: Alula Australis

Attacks Against the Capellan Confederation

2843: Second Chance, Shui-pào
2844: Kristiandsund, Bernardo, Kwamashu, El Giza
2845: New Delos, Ibstock, Park Place, Ohrensen, Ilmachna
2846: Asuncion, Harsefeld, Tsinghai, Second Try, Harloc, Wazan†
2847: Mosiro, Calseraigne
2848: Altorra
2849: Asuncion (retaken by CCAF)
2850: Chitwan, Ingersoll
2852: Hall, Wasat
2853: Cursa
2854: Sappho, Ipswich, Lukla
2855: Procyon, Dalian, Karlstejn
2856: Leyda, Katla, Rosendal†
2857: Mattisskogen, Itica
2858: Claybrooke, Viribium
2859: Aquagea, Les Halles, Aodh, Anegasaki†, Chengdu†

† Denotes a failed assault



THE DEATH OF A HOUSE

The dark years of the 2840s were hard on the noble houses of the Free Worlds League, including House Marik, but none more so than those of Oriente. Duke Harlan Allison lost both of his sons in battle during the ComStar War, and his daughter Louise and granddaughter Abigail perished in an automobile accident. The duke came under pressure to remarry and secure the succession, but the demands of war meant he was unwilling to pursue such a course of action, instead designating his brother as the ducal heir. When Harlan died in action on 2 October 2845 during the Sixth Battle of New Delos, Kendall Allison should have succeeded him, but an assassin's bullet took his life on 4 October even before news of Harlan's death had reached Atreus. The assassin was never identified, and theories ranged from parliamentary rivals to Liao agents. Even the Halas family was suggested, despite being an independent MechWarrior line unaffiliated with any parliamentary faction. (This is one of the reasons why Blair Halas was ultimately nominated for the position, as House Allison's demise and the appointment of Halas denied the Captain-General one of his staunchest political allies.)

Kendall's twin daughters Elizabeth and Katherine were only seven, so Parliament approached their mother, Antoinette Woodville, to serve as regent. She declined, wishing to spare her daughters the same fate as their father and uncle, and instead Parliament raised the family of Blair Halas to the Dukedom of Oriente. Most histories regard this as the end of House Allison, and while they are correct in its being the end of the noble house, offshoots of the house remained and continued to weave into the fabric of League politics and nobility. Indeed, despite her mother's objections, Elizabeth Allison would eventually marry Blair Halas's grandson Edward, thus reunifying the Allison line with the ruling house of Oriente, much to the chagrin of those who sought to drive a wedge between House Marik and the Oriente government.

—*Warrior Kings*, Terra Free Press, 3109



THE PATH OF THE YOUNGER SCION

During Terra's medieval era, it was common for the younger sons of noble families to be placed with the church, ensuring a measure of rank and power even though they were excluded from temporal authority. In the wake of the ComStar War, in which Jeanette Marik had been pivotal, Primus Raymond Karpov proposed to the First Circuit that a certain number of positions be made available within the Order for the younger sons and daughters of the Great Houses. Karpov didn't see the manipulation of the Free Worlds through Jeanette Marik as a failure, only the execution of the plan under his predecessor. He felt that allowing the scions of the Successor States a place in the Order would allow ComStar to retain some degree of influence and insight over the Great Houses, and for the Successor States it provided a repository for ambitious children who might otherwise cause ructions within the Houses, as well as providing a safe refuge from troubles at court for possible future rulers.

By the thirty-first century, representatives from each Great House had served within ComStar—mostly junior members of the family but occasionally those groomed for ultimate power. Two Marik Captains-General served the Order: Elizabeth (Captain-General from 2883 to 2917, whose ComStar experience gave her great insight into the mad Primus, Dwight Kurstin) and Thomas Marik (Captain-General from 3036 to 3068, though later exposed as an impostor). Captain-General Philippa Marik only rose to power because her nephew Maxwell chose the Order over political authority within the League and refused to be considered his father's heir (though ultimately Maxwell predeceased his father, so his refusal became a moot point). During the FedCom Civil War, one of the Lyran Alliance's marshals also joined ComStar. Margrave Richard Steiner was the son of General of the Armies Nondi Steiner, and after leaving the Order in 3038, rose to command the Cavanaugh Theater. He would later prove to be a Blakist agent and kill himself and Marshal Jeremy Brett of Tamarind in 3071. Other scions would prove more problematic. When Necess Kurita, sister of Coordinator Hugai, petitioned for membership in the Order in 2931, it pushed ComStar and the Combine to the brink of war.

—*In Holy Orders,* Terra Free Press, 3099

A NEW TYPE OF WAR

Having been taken by the FWLM during Operation ATTRACT in 2834, Aquagea was in the throes of being integrated into the Free Worlds League when the ComStar War led to the vengeful return of the Third Sian Dragoons. The military position was untenable, and the garrison force, the Second Defenders of Andurien, was ordered to withdraw. To the Capellans, the world appeared abandoned, so they returned it to the fold with little loss of life or expenditure of resources, an unexpected gift. How wrong they were.

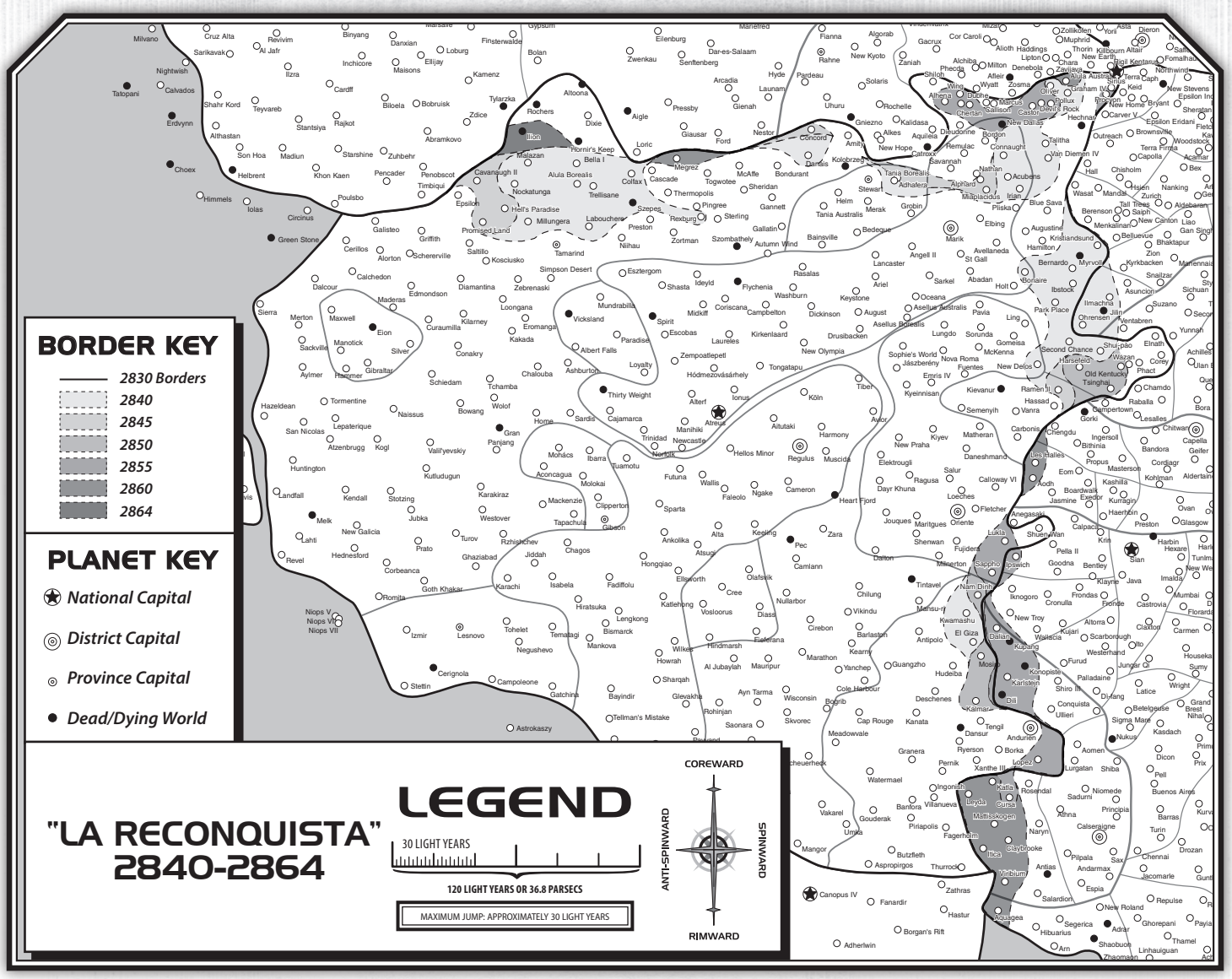
While ComStar's shunning the Free Worlds League hampered the centralized command of the FWLM, it did not mean the utter capitulation of the on-world Marik presence. Instead, as the military and administrative personnel were withdrawn, SAFE and the FWLM seeded Aquagea—and many of the other worlds being abandoned to the CCAF and LCAF—with operatives who would prepare for the League's eventual return. These often small teams—the group assigned to Aquagea consisted of only eight people—had orders to undermine military and civil authority, to foment local insurgencies or political movements that would destabilize Liao or Steiner authorities.

With fifteen years' service with FWLM special forces, Aquagea team leader Francesca Huq initially focused on sabotage operations, largely a series of "accidents" and several overt incidents designed to unsettle the Liao authorities. However, as the scope of the Marik losses became clear and political conflict embroiled the League's government, it soon became clear that this direct approach would be unsustainable. Instead Hug switched to a more political- and intelligence-based resistance, recruiting dissidents from the local population and drastically expanding the size of her network. These resistance groups played on the divisions and injustices in Liao society, exploited the political and social conflicts already simmering on Aquagea, and used the world's geographic isolation on the Periphery border to their advantage.

The result was a grassroots political movement named Los Aguilas, which by the early 2840s spread through the lower echelons of Aquagean society, particularly the planet's sea farmers. At the same time, Hug's team staged political—and occasionally military—attacks on the government and the social elite, prompting them to take a more hardline stance that in turn reinforced the social divides and played into hands of the Marik agents. Things didn't go entirely the team's way, as several original members were killed in a security operation in 2843, but the growth of the movement allowed it to weather such incidents. The success of the political gambit almost ruined the operation, when an uprising of radical Los Aguilas members in 2847 prompted a massive security crackdown and the dismantling of the overt political movement. Los Aguilas recovered nonetheless, and though Aquagea was one of the last worlds to be retaken during "La Reconquista," by the time Marik troops arrived, the team and their successor had shifted public opinion so far and undermined confidence in the CCAF so much that this originally Liao world welcomed the Marik eagle with open arms.

Charles Marik's decision to play the long game smoothed the way for the ultimate reconquest of the lost territories, but he would die in 2854 and not live to see the conclusion of La Reconquista half a decade later. Nevertheless, his foresight smoothed both the recapture and integration of worlds into the League. It also introduced a new element to the later years of the Second Succession War—and most of the Third—with the loss of personnel, equipment and technology forcing the Successor States to look at other options for undermining the enemy and bolstering their own positions. Agents provocateur, saboteurs, and regime change became standard weapons of war as the Successor States' ability to wage large-scale conflict slowly collapsed.

—*Unconventional Warfare*, Sandhurst Press, 3130



RUNNING ON EMPTY (2850–2860)

The last few years of Charles Marik's tenure as Captain-General saw slow but steady progress on the Capellan front but an effective stagnation of the war against House Steiner. As if sensing the end was near, and not wanting to leave La Reconquista incomplete, he launched a broad offensive against his old foe in 2853, targeting eight worlds along the Lyran border. The Captain-General used mercenary troops to spearhead several of these assaults, mostly former-SLDF formations that had survived the intervening years by selling their services to the highest bidders. Many of the assaults succeeded—Megrez fell before the LCAF could mount an effective defense—though on other worlds the successes were not as resounding as they might have been had the FWLM attacked during the reign of Claudius Steiner. The Triumvirate who ruled during Elizabeth Steiner's minority struggled to manage the realm, but unlike their mad predecessor, they did not actively obstruct LCAF operations. The FWLM was beaten back on Amity, Marcus, and oft-contested Dieudonné, making the Marik troops pay dearly for their victories. The Free Worlds League's success on Devil's Rock came at the cost of 60 percent losses to the Second Atrean Dragoons. Further attempts to take the worlds in and around the Bordon Thumb saw mixed results. The assaults in 2853 also targeted the independent Circinus Federation as stepping-stone to bypass the Lyran bastion of Poulsbo, though this offensive was later abandoned in favor of assaulting worlds closer to Terra. (Though rarely acknowledged publicly, the Circinus campaign was also halted due to a belligerent population that proved difficult to pacify.)

Gerald Marik led the mostly successful drive toward Shiloh, which found some worlds lightly held and others veritable fortresses. His efforts to expand the front stalled in the face of these defensive hardpoints, but the LCAF lacked the will and strength to fully contain the offensive. Gerald returned to

THE OCCUPATION OF CIRCINUS (2853)

Born during the fall of the Star League and the carnage of the First Succession War, the Circinus Federation was an unusual hybrid of pirate ambition and pioneer work ethic. The pirates, formerly members of the disgraced Black Warriors mercenary company commanded by Zachariah Cirion, continued a low-level war against their former employers, the Free Worlds League, and remained a thorn in the side of House Marik well into the twenty-ninth century.

In 2853, as Charles Marik planned a new offensive against House Steiner, he took the opportunity to kill two birds with one stone: the FWLM would occupy the bandit kingdom and use it as a stepping stone to strike the flank of Steiner defenses around Poulsbo. Spearheaded by the Eridani Light Horse, the Marik assault caught the pirates unawares, their stealthy approach as disguised traders proving completely unnecessary. The pirates were adept at raiding their neighbors (including other Periphery worlds, some of whom banded together as the Lothian League to resist the banditry) but were used to hit-and-run tactics. Any knowledge of defensive operations had been lost with previous generations of the Black Warriors, and so the ELH's Twenty-first Striker Regiment faced little opposition to their occupation of the capital, Clayborne Remembered. A preemptive strike destroyed the Black Warriors' DropShips and main barracks, leaving the world defenseless, and the ELH command landed in Circinus Park, the grounds of the Presidential Palace. The planetary government capitulated but protested House Marik's "illegal occupation of their peaceful world" while dismissing Marik claims of Circinian aggression as fabrications.

The bulk of the population consisted of peaceful colonists, and a little effort by House Marik could have won them over and bound them into the Free Worlds League's economy. Instead, the FWLM treated the worlds as occupied territory, stripping usable resources and allowing troops to abuse the civilian population. The world teetered on the brink of famine, and instead of fostering acceptance and integration, the Marik troops created hatred and resistance. An organization called Black Flag carried out attacks against the occupying troops, which prompted ever more brutal reprisals. The cycle of violence continued to escalate until 2871, when Captain-General Philippa Marik withdrew the League's forces for use elsewhere along the Lyran border. Even now, over a century later, a deep-seated hatred of the Mariks and the rest of the Inner Sphere remains part of the Circinian psyche, shaping the actions of various government "interstellar agencies," i.e., privateers of the Black Warriors who are still under the command of the Cirion family.

—*Periphery Privateers*, Andurien Free Press, 3024

Atreus in the summer of 2854 when news of his father's death reached the front, and left his subordinates to continue the campaign. He remained on the capital for only nine weeks before returning to the field, leaving Speaker of Parliament Joost VanCamp to ensure supplies continued to flow to the front.

Despite repeated efforts by both sides, the net result was a pair of mutually antagonistic salients, a cosmic yin-yang of massed armies. The failure to regain all of the worlds in this region would become a sore point for the Free Worlds League and would drive Gerald's successor, Philippa, to renew hostilities against House Steiner in the early years of what would become the Third Succession War.

In stark contrast to the stalled offensive against the Lyran Commonwealth, the League's Liao front proceeded apace. Although never quite grinding to a halt as the Lyran front had, the fight against the Capellan Confederation reinvigorated

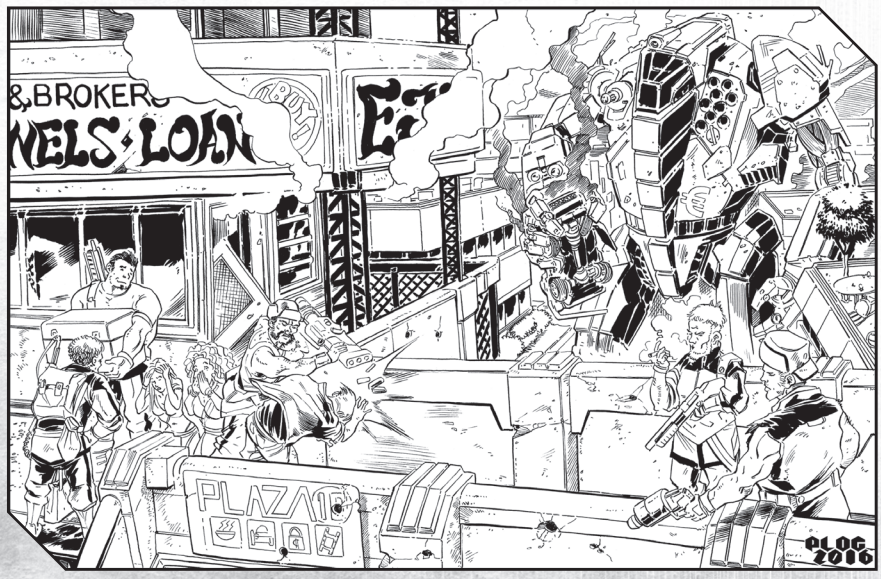
BEYOND THE INNER SPHERE

With the exception of the Marik occupation of the Circinus Federation in 2853, there was little direct involvement of the Periphery states in the First or Second Succession Wars. That didn't spare them the consequences of the conflict, however. During the First Succession War, the Periphery states suffered the same collapse as the Great Houses as a consequence of their Star League–born interdependence on trade. Worlds died to the absence of a cheap widget previously imported from the Inner Sphere, or from the lack of medicines once widely available.

The Periphery states also became the refuge of those seeking to escape the conflict, be they peaceful colonists or murderous deserters set on carving out their own kingdoms. Some of those interactions were benign and beneficial, but most were not. Madmen like Hendrik Grimm subjugated populations and bent them to their will, while other despots turned farming communities into pirate havens.

The Great Houses exploited the Periphery powers too, though indirectly: not as they had done so rapaciously in the latter years of the Star League, but subtly, through trade and espionage. As notional neutral powers in the Succession Wars, the Periphery states became hotbeds of espionage and double-dealing. The three major Periphery nations became proxy battlegrounds for assassins and spies to trade secrets and eliminate rivals, while working for these agencies became a lucrative trade for certain elements of society.

—*Periphery Privateers*, Andurien Free Press, 3024



when Gerald visited troops on their staging worlds and participating in numerous assaults. By the end of 2854, most of the losses within the Duchy of Oriente had been restored, and the FWLM began to expand beyond worlds lost in the ComStar War, eventually seizing Ipswich, Aodh, and Les Halles. The battle for Les Halles was a bloody three-month affair as the CCAF fought desperately to retain control of the garden world and its trade centers. Unfortunately, the Capellan troops were outmatched and outnumbered, settling for a scorched-earth policy before withdrawing. Military successes by the CCAF were few and far between. The victory of McCormack's Fusiliers on Goodna against the Marik mercenaries Lander's Lancers was one of the exceptions, but it came at a high price: a full battalion of the Fusiliers perished in the conflict.

For the next few years House Marik focused on retaking Capellan gains from the Duchy of Andurien earlier in the war and securing Andurien itself against Liao raiders. Even the death of Gerald's only child, Maxwell, did little to dissuade his efforts—father and son were not close, Maxwell having chosen service within ComStar over his duty to the League—but a combination of Capellan resolve and bickering within Parliament hampered Gerald's plans. Even when pressed to declare an armistice in the early 2860s, Gerald insisted there could be no peace until all the worlds the League lost during the ComStar War had been reclaimed.

REGENCY AND REVENGE

Claudius Steiner's daughter, Elizabeth, was only eight years old at the time of her father's demise. It was expected her mother, Duchess Rebecca Morgan, would act as regent until Elizabeth attained her majority, but having seen the corruption power had wrought in her unstable husband, Rebecca refused, though she did serve as pro tem head of state. She re-formed the Estates General her husband had disbanded, and sought their advice for an alternative. Not wishing to offend any party within the Commonwealth, the Estates General suggested that a triumvirate of equals be established to oversee the state. Henry DeCalidore, the delegate of Furillo and Speaker of the Assembly, would represent the government's interests while Duchess Ilysa Aten of Skye and Tamar would be the nobility's representative. Despite Rebecca's objections, the Estates General called on her to be the third member, to represent her daughter's interests. Reluctantly she agreed, and the new council met for the first time on 13 October 2849.

The Triumvirate's initial goals focused on undoing the ravages of Claudius's rule, including stabilizing both the Kurita and Marik fronts. Though often enmeshed in politics and disputes, the co-rulers of the realm did at least pay attention to what was happening across the realm, and slowly but surely the chaos of the mad Archon's rule was rolled back. Young Elizabeth frequently visited the council sessions and learning the strengths and weaknesses of her people, along with their concerns and desires. She also became aware of the political currents within her own regency—DeCalidore's self-aggrandizement, particularly after his role in the Sixth through Eighth Battles of Hesperus, and Duchess Aten's push for regional autonomy. Only Rebecca's more neutral pro-Steiner and pro-Commonwealth viewpoint kept the government on track, though for last few years of the council—2855 to Elizabeth's majority on 20 January 2859—bickering and backbiting were the order of the day.

The Commonwealth's enemies continued to plague their borders and exploit the uncertainty within the government, but the major loss of worlds during Claudius's reign, particularly to House Marik, ended. It was, however, to be a short respite. The assassination of Yoguchi Kurita in 2850 filled the Kurita clan with a desire for vengeance, and in 2853 that manifested in a major attack on Hesperus II, commonly referred to as the Sixth, Seventh, and Eighth Battles of Hesperus.

LIBERTÉ, ÉGALITÉ, FRATERNITÉ

The Succession Wars had little direct effect on the worlds and nations of the Periphery (the Marik occupation of Circinus notwithstanding). That's not to say the situation in the Periphery States was unchanged, as each realm dealt with the repercussions of the Star League's end and the outbreak of general war in the Inner Sphere.

For the Taurian Concordat, this meant freedom from the fear of a Federated Suns invasion, as House Davion was too busy with the Capellan Confederation and Draconis Combine, but these "golden years" led to a major constitutional crisis for House Calderon. With no external enemy to focus their attention, internal bickering took over. Crime had soared since the collapse of the interstellar economies of the Star League, and parties within the Concordat called for a hardline stance on law and order. These Loyal Oppositionists advocated a suspension of civil liberties, mandatory lie-detector tests and drug screening, a presumption of guilt rather than innocence, and strict control of the media. There would be no freedom of speech or freedom of expression. Despite the harsh provisions of their manifesto, this extremist position garnered significant popular support, and the Loyal Oppositionists looked set to seize power.

A counter-movement initially protested peacefully in the early 2850s but became increasingly militant and violent in the second half of the decade. Armed clashes occurred between protestors of both factions, politicians were attacked, and offices were targeted by arson. The Oppositionists cited this violence as justification for their agenda, and in 2860, as they looked ready to sweep to power, the Concordat teetered on the brink of civil war.

Protector Ignatius Calderon had stood aloof from the conflict, but on 23 July 2860 he addressed the people. He stressed that without liberty there could be no justice or honesty, that people would say what was needed rather than what was right. He argued that the Protector could not know the will of his people with the press muzzled and freedom of expression limited. He did, however, say he would take a hard stance against all violent crime—including political violence—but that liberty and justice were central tenets of the Taurian psyche and could not be sacrificed for the illusion of security. Support for the Loyal Oppositionists collapsed, and calm returned to the Concordat.

—*Unforeseen Consequences*, Syrtis Military Press, 3024

A CONVENIENT DEMISE

The death of Gerald Marik in 2861 was sudden and unexpected—a heart attack while at his command post on Andurien—but at the time there was no suspicion of any foul play. His sister, Philippa, succeeded him as Captain-General and took a more pragmatic approach to the winding down of hostilities. Though she continued to fund the FWLM and plan offensives against both the Lyran Commonwealth and Capellan Confederation, she also employed diplomacy as a tool of policy. The Liaos showed little inclination to negotiate, but Archon Elizabeth Steiner proved receptive to the idea of a negotiated end to the conflict.

The rumor-mill within the court on Atreus soon suggested a darker aspect to Gerald's passing and Philippa's diplomatic endeavors. Though none went so far as to say the Captain-General had ordered her brother's murder, they did highlight the convenience of his passing for the less hawkish members of Parliament. No evidence was ever presented, and Philippa's refusal to decommission parts of the FWLM during the interwar years and her aggressive stance early in the Third Succession War (including the attempted assassination of Elizabeth Steiner) made it clear that while she favored peace, she was quite prepared to fight. Nonetheless, the suspicion that some cabal within the Free Worlds League used regicide to advance the push for peace has been difficult to suppress.

—*Fighting for Peace*, Laurent Infomedia, 3056

THE SIXTH, SEVENTH, AND EIGHTH BATTLES OF HESPERUS

Spanning four months, the Kurita assault on Hesperus II in 2853 is often cited as the Lyran Commonwealth's pivotal moment in the Second Succession War. Popular opinion links the assault with a desire within the Combine for revenge after the murder of Coordinator Yoguchi, but the scale of the operation and the broader offensive that followed were likely to have been many years in the planning. Documents recovered after the Battle of Luthien in 3052 suggest Yoguchi himself had laid the groundwork for the Hesperus offensive prior to his being trapped on Tishomingo, and his escape from that world set the 2853–2854 offensives in motion. The DCMS High Command adjusted the plan in the wake of the Coordinator's death, but only insofar as to the importance of the attacks to assuage the Dragon's honor. This led to a lack of compassion being shown to any Steiner troops: the new Coordinator Miyogi declared them *burakumin* (or *eta*, the "impure" caste) and thus could be treated inhumanely. This shift toward ill treatment of prisoners of war fell in line with the *Dictum Honorium*'s decree of death to enemy soldiers, either in combat or upon surrender.

Beginning on 9 April 2853, the assault on Hesperus II was intended as a knockout blow against the Commonwealth, an unstoppable force that would crush House Steiner's morale and ability to wage war. The campaign, expected to last no more than six months, would force the Lyran state to capitulate, leaving the DCMS to turn its full might against the Combine's true enemy, the Federated Suns. With Lyran troops already engaged in the renewed Marik offensive around Megrez, the DCMS expected little resistance. The initial assault was principally a naval action: assault DropShips, aerofighters, and the remains of the Combine's WarShip fleet crushed all orbital defenses and blockaded the planet to prevent LCAF reinforcements. This phase of the operation proceeded flawlessly, the massive DCA flotillas crushing Lyran pickets. More than forty Commonwealth vessels and over 100 fighters were lost in the skirmishes around the recharge stations and in near orbit. DCA losses amounted to less than a dozen DropShips, none of which were the valuable troop transports, and under twenty fighters. With near orbit utterly dominated by the Kurita forces, the WarShip pickets took down any scouts or reinforcements the LCAF attempted to send to Hesperus.

The Combine didn't initially make landfall in force, but instead spent the next twenty weeks blockading the world and weakening the three Lyran regiments garrisoning the world. The DCMS launched a series of lightning raids and air attacks against Lyran positions, forcing them to react and expend valuable supplies. By late August the LCAF position was desperate and their morale fragile, which the Combine commander, *Tai-sho* Susumu Fujiwara, took as the sign to begin the final phase of the operation. His eight regiments began full-scale landing operations, establishing bridgeheads and fortifications. Far from the Lyran redoubts, these landings occurred in the lightly populated regions of the South Whitman continent. This allowed the Combine troops to secure their position and force the LCAF to expend even more resources to contest Kurita occupation. Throughout September, the DCMS forces expanded their control over the world and slowly ground down the Lyran defenders in a succession of brutal engagements. House Kurita could afford to rotate troops to and from the front, but the Steiners could not. By late October the Tenth Skye Rangers and Ninth Arcturan Guards were in ruins, and almost all the LCAF defenses had been subjugated. Finally moving against the now functionally defenseless DefHes factory complex, the DCMS forces could savor victory.

The sudden emergence of dozens of Steiner 'Mechs from the cavernous complex stunned the Kurita troops with their refusal to surrender. The Combine commanders believed this battalion-strength scratch force, comprising unpainted 'Mechs piloted by workers and old men, could not hope to prevail against seasoned Combine soldiers. This "Force of Last Resort," commanded by Baron Ivor Brewer, surprised the DCMS with their ferocity and determination. The ad hoc force, its strength multiplied by surprise, began bringing down experienced Kurita warriors, but though initially staggered by the assault, the DCMS's return fire exacted a terrible cost. The battalion was quickly whittled down, and the DCMS pressed back toward the factory.

During the siege, the rest of the LCAF had not been idle. Repeated attempts were made to run the blockade, most of which were shattered by Kurita patrol craft. A few hardy souls arriving via pirate points made it to near orbit but were unable to breach the shell of fighters, DropShips, and WarShips guarding the strategic world. In early August, the LCAF decided to stop squandering its resources (though they did place several observer vessels on the fringes of the system) and sought an alternative to the impasse.

That came from Triumvirate member Henry DeCalidore, who pointed out the solution floating above their heads. The ancient battlecruiser LCS *Invincible* maintained station near Tharkad's zenith jump point; though mothballed, the WarShip still functioned. Filling out her crew proved problematic: most of the Lyran spacers with experience of such a large vessel were in retirement, and these graying veterans were called back to serve once more, their numbers bolstered by crew plucked from other vessels and the Lyran naval academies. This ad hoc crew drilled throughout much of September and early October, and by mid-October was deemed sufficiently competent to undertake an operation to break the Kurita blockade. For the next four weeks, the ancient vessel and its consorts jumped closer to Hesperus II, their numbers further augmented by vessels from the Commonwealth relief force.

The *Invincible*'s jump into Hesperus space took place on 25 October, shortly before the Force of Last Resort engaged the DCMS troops. The DCA vessels, used to having their own way with arriving LCAF vessels, fled like minnows before a shark. Two DCA WarShips, the *Vigilant*-class DCS *Wyrm* and the *Baron*-class DCS *Yedo*, perished in the engagement, but four Kurita WarShips remained, along with a cloud of aerofighters and DropShips. While harassed by the remaining DCA forces, the Lyran WarShip accelerated toward Hesperus II at flank speed, a punishing acceleration for the young crewmen, let alone the veterans. With the Kurita vessels focusing their attentions on the *Invincible*, the Lyran relief fleet pushed through the Combine lines and begin landing operations just as the Force of Last Resort's defense finally crumbled. The volunteer troops fled into the factory complex, and the Kurita troops, only dimly aware of the Lyran landings half a continent away, prepared to complete their objective.

Then the skies roiled, and laser fire lanced down from orbit. Still engaged with the remainder of the DCA flotilla—most of whom would not survive—the LCS *Invincible* skimmed the atmosphere and blasted the Combine positions. Hundreds died in the fire from the heavens, the majority of the survivors being those who had already entered the DefHes complex. The DCMS troops found themselves caught between the hammer of the Force of Last Resort, suddenly reinvigorated by the arrival of the relief force, and the anvil of the *Invincible*'s rain of fire. Most of the Kurita forces perished, but not before badly damaging one of the DefHes production lines.

Fighting continued for another three weeks as the LCAF relief force pushed the Combine troops away from the DefHes complex. By mid-November the Coordinator deemed the campaign a failure and ordered the remaining Combine forces to withdraw. The Dragon had lost more than half the 'Mechs, vehicles, and transports committed to the campaign, as well as all six of the last WarShips available to the Dragon. Unfortunately for the Lyrans, the *Invincible* would also join its Combine cousins by misjumping while en-route back to Tharkad. The mammoth vessel remained lost for more than two centuries, until it resurfaced during the outbreak of the Jihad in 3067.

The Commonwealth breathed a sigh of relief: House Steiner had avoided Kurita's death blow, and the damage to DefHes would be repaired within a year. The cost was high though: with more than 90 percent materiel losses and over 70 percent personnel losses, the Tenth Skye Guards and Ninth Arcturan Rangers were deemed too badly damaged to be rebuilt, so their survivors were transferred to other units. Of the forty warriors of the Force of Last Resort, only five survived to the battle's end, but the bravery of all the volunteers was recognized. The scratch unit was awarded the Dragon Slayer's Ribbon, and all of the volunteers and the crew of the *Invincible* were added to the rolls of the Honored Missing. Baron Brewer was also awarded the Commonwealth Medal of Honor and raised to Duke of Hesperus, while the population of Hesperus II was awarded the Honor of Skye, the only time a world has received the award.

THE OLDEST-NEW PROFESSION

During the Star League era, military forces outside of national commands were regarded with suspicion, and though they did exist, most were small and confined to local security operations. The Amaris Coup and its aftermath shattered many military formations, and many of the survivors opted to sell their services to the highest bidder. A number of the ex-SLDF formations remaining in the Inner Sphere opted to follow a similar mercenary path rather than join one of the Successor States, and though their numbers were relatively small at the start of the First Succession War, they were of sufficient importance for their operations to be regulated by ComStar, who founded the Mercenary Review Board in 2789.

The First and Second Succession Wars wrought havoc on the military forces of the Successor States, and with manufacturing capabilities significantly denuded, the governments turned to private contractors to bolster their strength. By the end of the Second Succession War, rather than being represented by a handful of units, mercenary troops accounted for as much as 20 percent of some Successor State militaries.

—*Mercenaries of the Succession Wars, Vol. I*, Golden Tiger Press, 3089

JADE CASTLE

By all rights, the Capellan Confederation should have died during the early Succession Wars, beset as it was by aggressive and well-equipped enemies that ravaged the Capellan borders relentlessly. That it didn't capitulate was in part due to luck—the ComStar interdiction of House Marik cut the legs from under the FWLM offensive and effectively reset the border half way through the Second Succession War—but determined leadership by several Chancellors also played a vital role.

Key among these was Laurelli Liao, whose Operation JADE CASTLE blunted the initial Davion advance late in the war. Lacking men and materiel, Laurelli was forced to fight the conflict on multiple levels. Militarily, her forces were outmatched, but the CCAF focusing on small, responsive units could adapt and shift to counter enemy thrusts. Unfortunately, fighting a two-front war and with badly denuded transport assets, the Capellan military was perpetually forced to react rather than seize the initiative.

Chancellor Liao also had to ensure her troops had the equipment with which to fight. Capellan industry had been hit hard in the First Succession War, and so she plowed a significant proportion of the nation's wealth into subsidies for arms manufacture. The living standards of the general populace suffered as a result, but rather than breaking the spirit of the Capellan citizenry, deprivation became a badge of honor. Motivational posters of the era showed a number of ways the people could contribute to the war effort. Some exhorted civilians to forgo part of their food ration so that soldiers at the front could be fed. Others called on farmers to use oxen to pull a plow rather than using valuable fuel to run a tractor. Whether these made a real difference to the war effort is unclear, but they certainly helped forge the national spirit. Laurelli saw the importance of this and constantly journeyed through the realm to inspect troops and factories. She made it clear that everyone had a role to play in sustaining the Confederation.

Prime Marshal Peter Davion described the Capellan people as fanatical opponents, proud of their heritage and unwilling to surrender. This isn't to say they were suicidal—though some were—but once their planets were occupied, the Capellan populations refused to be cowed, and used passive resistance and active sabotage to force their oppressors to devote resources to peacekeeping and security.

During the Second Succession War, the CCAF never quite matched the determination of the people, though it certainly punched above its weight and achieved a number of notable successes. Not until the years between the Second and Third Succession Wars would there be a true renaissance in the Capellan military, with the rise of the Warrior Houses. Based on the ideas of Colonel Hiritza Hikaru and Kamachi Imarra, the Warrior Houses effectively created a Capellan warrior class.

—*Tenacity Unchained*, Sian Imperial Publications, 3065

THE MARATHON OFFENSIVE

The victory at Hesperus proved only a temporary reprieve for the Commonwealth, as the battles against the Free Worlds League were a mixed bag, and the Combine would soon launch a series of offensives along their border. While Hesperus II had been intended as a surgical strike, a means of finessing a knockout blow, the new attacks would be on a massive and protracted scale. This "Marathon Assault", which targeted both the Lyran Commonwealth and the Federated Suns, would last four years and cause immeasurable damage.

THE "MARATHON OFFENSIVE" (2854–2858)

Kurita Assaults/Raids vs. Lyran Commonwealth

2854: Planting, Ridderkerk, Dehgolan§, Konstance, Satalice†, Dromini VI†, Menkent†, Port Moseby†
2855: Grumium, Rubigen, Tukayyid, Kelenfold§, Verthandi, Moritz†
2856: Satalice†, Moore†
2857: Najha, Port Moseby†
2858: Orestes, Glenlivet†, Caldrea†
2859: Basiliano
2860: Kreller, Sakhalin§
2862: Al Hillah, Karbala

Kurita Assaults/Raids vs. Federated Suns

2854: Kentares IV†, Lucerne, Franklin, Rochester, Le Blanc†, Robinson, Carnac†, Saunemin†
2855: DeWitt†, Saltural†, Kestrel†, Alnadal, Xhosa VII
2856: Raman†, Doneval II†
2857: Benet III†
2858: Crossing†

Steiner Counterattacks/Raids

2855: Aubisson
2856: Kelenfold, Vega, Buckminster, Trolloc Prime†
2857: New Wessex, Alnasi†, Sabik, Ko
2858: Lyons, Lambrecht†
2859: Atria
2862: Sakhalin

Davion Counterattacks/Raids

2857: Benet III
2858: Robinson†, Cassias
2860: Robinson†

† Denotes a failed assault
§ Denotes a raid followed by an invasion



BLAKE'S WILL BE DONE

The last years of the Second Succession War made clear that the Great Houses no longer respected ComStar's neutrality as they had before the ComStar War. Though the Successor States had sought to gather intelligence on the Order, those efforts increased significantly in the 2840s and '50s, and in 2861 the unmasking of Loki agent Rosemary Veddar within the Order prompted a massive increase in internal security and vetting of new converts. A brief but bloody shadow war in the years after the Veddar Affair left more than three dozen agents of the Great Houses dead.

Now a fully fledged theocracy shrouded in mysticism and orthodoxy, ComStar maintained its covert goal of dominating the Inner Sphere. The tense peace that began in 2863 ill-suited their goals, and almost immediately Primus Karpov tasked ROM to destabilize the situation and reignite the war by sabotaging prisoner exchange negotiations between the Free Worlds League and Lyran Commonwealth, and leaking news of House Kurita's internal troubles with the Combine's enemies. This subtle manipulation soon had the desired effect, and a new conflict—the Third Succession War—began in 2866.

—*Beneath the Robe: An Insider's Look at ComStar*, Donegal Press, 3092

The opening move of the assaults came in April 2854 with a raid-in-force against Kentares IV. The DCMS intended the operation to serve two goals: stealing the supplies cached on the world and distracting the AFFS from the hammer-blow that was about to fall on worlds farther spinward of infamous Kentares. Though the Kurita troops gained effective control over the world, their efforts to secure the caches and smash the Davion defenses proved trickier. The AFFS troops adopted a highly mobile strategy, avoiding major confrontations and launching their own lightning assaults to keep the invaders off balance. This tactic served the defenders well for the six weeks before Kurita reinforcements arrived. However, though this made the Combine troops' job harder, it served the DCMS's strategic goals well. As the AFFS poured more and more troops into the defense of Kentares, 10 June saw the Combine launch a major offensive focused on Robinson but ultimately aimed at New Avalon.

Lucerne and Franklin were the first worlds targeted; both fell to the invaders in mid-September, with Rochester, Le Blanc, and Robinson targeted by the second wave of assaults in mid-July. AFFS troops on Rochester and Le Blanc staged dogged defenses against the DCMS juggernaut. Rochester held out for eleven months, finally falling to the DCMS in June 2855, while the defenders of Le Blanc successfully drove the Kurita troops off-world on New Year's Eve, 2854. Robinson was less fortunate.

Though heavily defended, the Draconis March capital was the prime target of the initial Kurita offensive, the assault force comprising four elite Sword of Light regiments and ten support regiments. The fighting was brutal, as the Combine forces led by Coordinator Miyogi used nuclear, biological, and chemical weapons to crush the opposing forces in what became known as the "Rape of Robinson," and without reinforcements, which were tied up at Kentares, the Davion troops could not hope to hold the world. Though its loss would be a morale blow to the Federated Suns, Robinson was of limited military significance, and so Peter Davion ordered the defenders to withdraw in August 2858. He would not, however, abandon the world, and attempts to retake the world were made in both late 2858 and 2860. Neither endeavor succeeded, though they exacted a fearsome toll on the DCMS troops and forced the Combine to commit reserves that might otherwise have been used to expand the offensive.

Deeper Combine strikes took in Saunemin (November 2854), DeWitt (February 2855), Kestrel (July 2855), and Saltural (January 2856), but none proved successful. However, the steady succession of assaults did prevent the AFFS from bring force to bear against the Robinson Thumb. Only after the final defeat of the assaults on Kentares in July 2856 was the AFFS able to bring its full might to bear against the invaders. Davion efforts during the rest of the Marathon Offensive were aimed more at containing the Kurita troops and blunting the drive toward New Avalon than regaining lost territories, though they did recapture Benet III in April 2857 and beat back Combine efforts to retake it later in the year. Cassias returned to the Federated Suns seven months later, but Robinson would not return to the Davion fold until Operation PENDRAGON early in the Third Succession War.

Though the Combine made limited gains against the Federated Suns, the offensive against the Lyran Commonwealth was both broader and deeper. DCMS assault troops struck all along the border, with targets as coreward as Planting and Ridderkerk and rimward to Dromini VI and Menkent. Not all the assaults were successful—those against Dromini VI, Menkent, Satalice, and Port Moseby were driven back—but the DCMS exploited weakness where they found it, such as in the string of worlds from Orestes to Rubigen. Raids

against Dehgolan and Kelenfold showed the LCAF defenses to be poorly coordinated, and the Combine soon converted the raids into fully fledged assaults. Grumium and Tukayyid soon joined the initial targets under the Dragon flag, and by the end of 2857, twelve worlds had fallen to the DCMS, forming the Orestes salient. Steiner counterattacks against the salient were bloodily repulsed, though the cost to the DCMS was high, particularly on Grumium, where several elite units were mauled. Only Kelenfold was successfully retaken after a six-month campaign finally secured the world. By the summer of 2858, the Combine offensive had slowed, and uncharacteristically swift LCAF responses had stymied efforts to take worlds like Port Moseby, Glenlivet, and Caldrea. The Lyran military also undertook a series of spoiling attacks rimward of the Orestes salient, which led to the recapture of several worlds lost during the First Succession War. This reversal of fortunes left the Combine with a net gain of only six worlds from the Marathon Offensive, and on 9 December 2858, Miyogi Kurita ordered an end to large-scale offensive operations. Fighting would continue in the Orestes Thumb until 2862, however, with Sakhalin taken after two assaults in 2860 (but lost again three years later) and Al Hillah and Karbala in 2862.

The realm that Elizabeth Steiner took control of when she came of age on 20 January 2859 was bloodied but far from broken. The new Archon dissolved the Triumvirate and thanked the co-regents for the valuable lessons they had taught her. Any thought DeCalidore or Duchess Aten had of wielding influence over the young girl were soon disabused. She'd seen the chaos their infighting had caused and "rewarded" them appropriately, removing their influence from Tharkad. To DeCalidore, savior of Hesperus, she gave command of the newly raised Twenty-third Lyran Regulars and a posting on the Kurita front; Aten she appointed advocate of regional authority, oversight of the relief effort to those displaced by the Succession Wars. DeCalidore would die defending Sakhalin against a Combine raid in February 2860.

OPERATION WINTER GARDEN (2860–2862)

2860: Gallitzin, Andro, Gahral, Vintru, Lee†, Aosia†, Bell†, Cammal, Bethel, Hurgh*
2861: St. Ives, Acala, Perkasie, Daniels (recapture), Alcyone (recapture), Oli*, Khi*, Knutdor*
2862: Undra*, Lacadon*

* World subsequently abandoned
† Denotes a failed assault

THE LAST GASPS (2860–2863)

Though all of the Great House militaries were showing signs of massive fatigue and were on the brink of collapse, the early 2860s saw a last hurrah of fighting before finally collapsing into a fragile armistice. House Kurita continued to raid the Lyran Commonwealth, seizing worlds like Sakhalin and Kreller, while the Steiners counterattacked the recent Marik offensive, retaking Megrez in late 2860. Marik also continued to push by striking Dieudonné with mercenaries in the same year.

The Suns-Combine front stagnated, with neither side willing to commit large-scale forces to invasion or liberation missions. Instead, they settled into a pattern of raids and counter-raids, meanwhile licking their wounds and preparing for future operations. The Capellan Confederation was less fortunate, with First Prince Michael Davion ordering intensified operations against Liao worlds: Operation WINTER GARDEN. This decision almost proved to be the undoing of the Federated Suns offensive, but once more fate intervened.

Prime Marshal Peter Davion took direct command of the assaults, focusing on a swath of worlds between Acala and Redfield. Many of these worlds had been raided by the AFFS earlier in the Second Succession War, but this time the AFFS intended to seize and hold the planets. Unfortunately for them, the CCAF had learned the lessons of the Succession Wars the hard way, and their reduced territory allowed them to respond more quickly to threats than earlier in the conflict. The Liao defensive plan, known as Operation JADE CASTLE, proved an unpleasant surprise to the Davion forces, none more so than the Prime Marshal. Peter Davion's DropShip was shot down on 19 September during landing operations on Cammal, and though he survived, he was forced to make good use of the escape-and-evasion lessons he'd learned decades earlier.

Deprived of their commander, the AFFS troops faltered and could have been smashed by the resurgent CCAF. The offensives against Lee, Bell, and Aosia were abandoned, and other assaults delayed. Even more shocking to the Davion High Command was the recapture of Daniels and Alcyone by Liao forces in mid-October, a tactical counteroffensive that threatened the rimward edge of the operation. House Davion had to commit troops formerly assigned to assault operations to liberate the two worlds, which they achieved in mid-2861.

Unfortunately for the Capellans, their luck did not last, and they suffered their own crisis of leadership. On 19 October 2860, less than a day after hearing of the successful counterattacks, Chancellor Laurelli Liao suffered a stroke and passed away eleven days later. Her weak and ineffectual brother, Dainmar, became the new Chancellor and ordered Cammal abandoned. JADE CASTLE might still have saved the Confederation, but on 5 July 2861, a daring St. Ives raid commanded by Colonel Melissa Davion, Prince Michael's eldest daughter, came within a hair's breadth of killing the Chancellor, who narrowly escaped the Davion Assault Guards obliterating his palace. Liao immediately

dispatched an emissary to New Avalon, seeking terms. Surprised at the Liao reaction but wanting to see how far he could push his luck, Michael Davion replied that the key requirement to end the Davion offensive was official recognition from the Sian government that all of the worlds taken by the Federated Suns during the First and Second Succession Wars—not just the sixteen seized during WINTER GARDEN—were now officially part of the Federated Suns. In January 2862 Dainmar Liao agreed, and to all intents the Second Succession War ended between the Capellan Confederation and the Federated Suns. Dainmar would not long outlive the shame of his capitulation: on the eve of the Third Succession War, he resigned his office in favor of his twenty-two-year-old son Otto and committed suicide a year later.

Though a political coup, the ceding of worlds after Operation WINTER GARDEN was less beneficial to the Federated Suns than would first seem. Many of the worlds taken in the campaign were marginal at best, and a combination of economic collapse and forced migration led to the official abandonment of six of these worlds within a scant eighteen months after the end of the operation. The AFFS continued to monitor these worlds to ensure they remained unused, and some, such as Khi and Lacadon, were used as staging posts. However, by the Third Succession War, most of these worlds were lost and forgotten.

Also in 2861, the death of militaristic Gerald Marik gave hope of an armistice on the Steiner-Marik front, his successor Philippa being more inclined to seek a diplomatic solution. Fighting continued, with Megrez changing hands again in 2862 and wrecked Ilion finally liberated by the FWLM as both sides raided each other's industrial centers. By 2863, a de facto armistice was in place (no treaty was ever formally signed), and the Captain-General also ordered her forces on the Capellan border to hold station.

The Combine's wars ended not with a grand gesture but rather a sigh of relief. A collapse in morale and discipline threatened to undermine the DCMS's operations, and at the urging of his generals, the Coordinator ordered an end to offensive operations on 19 October 2862. By the end of 2863, fighting against the Combine's neighbors had ended.

The last great battle of the Second Succession War was the retaking of Sakhalin by three Lyran regiments: the Third Donegal Guards, the Stealths, and the Twenty-third York Regulars. The LCAF High Command sought to exploit the DCMS's shift to a less aggressive posture, but the garrison still fought tenaciously and wrought significant damage on the Lyran forces before being crushed. The York Regulars lost half their strength and would languish for a dozen years before returning to battle-readiness, only to face tragedy during the Third Succession War. The Stealths also took immense damage, but rather than rebuild, the unit was disbanded and the survivors awarded land grants on the world of Treeline, which was renamed Winfield after the unit's commander.

A NEW PEACE … AND EVERYTHING AFTER (2863–)

The Second Succession War was less destructive than the First, but in many regards the post–Second Succession War situation was more antagonistic. The Inner Sphere saw genuine efforts to agree a lasting peace after the first conflict, but the second saw no such endeavors. The antagonism between the Great Houses was now so great, it seemed nothing could prompt cooperation between the states.

Historians recognize 2863 as the end of the Second Succession War, and 2866 as the start of the Third, but in many regards this is an arbitrary divide. Military operations continued during the interwar years, and each side simply repaired and rearmed, ready to resume the fighting. What does set the Third Succession War apart from the Second is the nature of the conflict. Where the First and Second wars saw major advances and reversals, the Third was at a much lower intensity. The Age of War is arguably a better parallel than the two previous post–Star League conflicts, which saw military actions as an extension of national policy. The fiction of succeeding the Camerons as First Lord remained, but by the outbreak of the Third War—a century after the Amaris Coup—this notion was barely given lip-service. Only when the unthinkable happened and two Great Houses allied in the 3020s did the specter of a new First Lord emerge along with a return to high-tempo warfare in the Fourth Succession War of 3028–3030 and the "War of '39" (sometimes unofficially called the Fifth Succession War) of 3039–3040.

To the man on the street, the return of Kerensky's descendants—the Clans—in 3050 ended the Succession Wars, but the reality is that it simply redefined them. The Clans also wanted to see the Star League reborn, but under their authority. However, their seemingly unstoppable conquests prompted the unthinkable: the unification of the Inner Sphere powers and the rebirth, albeit for only a few years, of the Star League. Even today, almost a century after the Clan Invasion, the resurrection of the Star League remains their objective. The Great Houses may have abandoned the idea of a new Star League, but the Clans have not. Malvina Hazen, Alaric Ward, and the other Clan khans continue to push forward, seeking to unify the Inner Sphere under their aegis. The phrase "Star League" rarely passes their lips, but instead another word is whispered.

"IIClan."

INNER SPHERE - 2864



Lyran Commonwealth

Tamar Pact
1) Trellshire
2) Tamar Domains
3) Camlann Shire

Protectorate of Donegal
4) Coventry Province
5) Alarion Province
6) District of Donegal
7) Furillo Province

Federation of Skye
8) Kannon Shire
9) Virginia Shire
10) Rahneshire
11) Isle of Skye



Draconis Combine

Pesht Military District
1) Kagoshima Prefecture
2) Coudoux Prefecture
3) Bjarred Prefecture
4) Pusht-i-rud Prefecture
5) Ningxia Prefecture

Galedon Military District
6) Oshika Prefecture
7) Matsuida Prefecture
8) New Samarkand Prefecture
9) Kaznejoy Prefecture

Rasalhague Military District
10) Radstadt Prefecture
11) Trondheim Prefecture
12) Tinaca Prefecture

Benjamin Military District
13) Dehgolan Prefecture
14) Baldur Prefecture
15) Xinyang Prefecture
16) Kajikazawa Prefecture
17) Proserpina Prefecture
18) Irurzun Prefecture

Dieron Military District
19) Kuzuu Prefecture
20) Ashio Prefecture
21) Chaville Prefecture
22) Towne Prefecture



Federated Suns

Draconis March
1) Robinson Operational Area
2) Woodbine Operational Area

Crucis March
3) Markesan Operational Area
4) Minette Operational Area
5) Chirikof Operational Area

Capellan March
6) Kathil Operational Area
7) Taygeta Operational Area



Capellan Confederation

1) Tikonov Commonality
2) Chesterton Commonality
3) Sarna Commonality
4) Capella Commonality
5) Sian Commonality
6) St Ives Commonality
7) Andurien Commonality



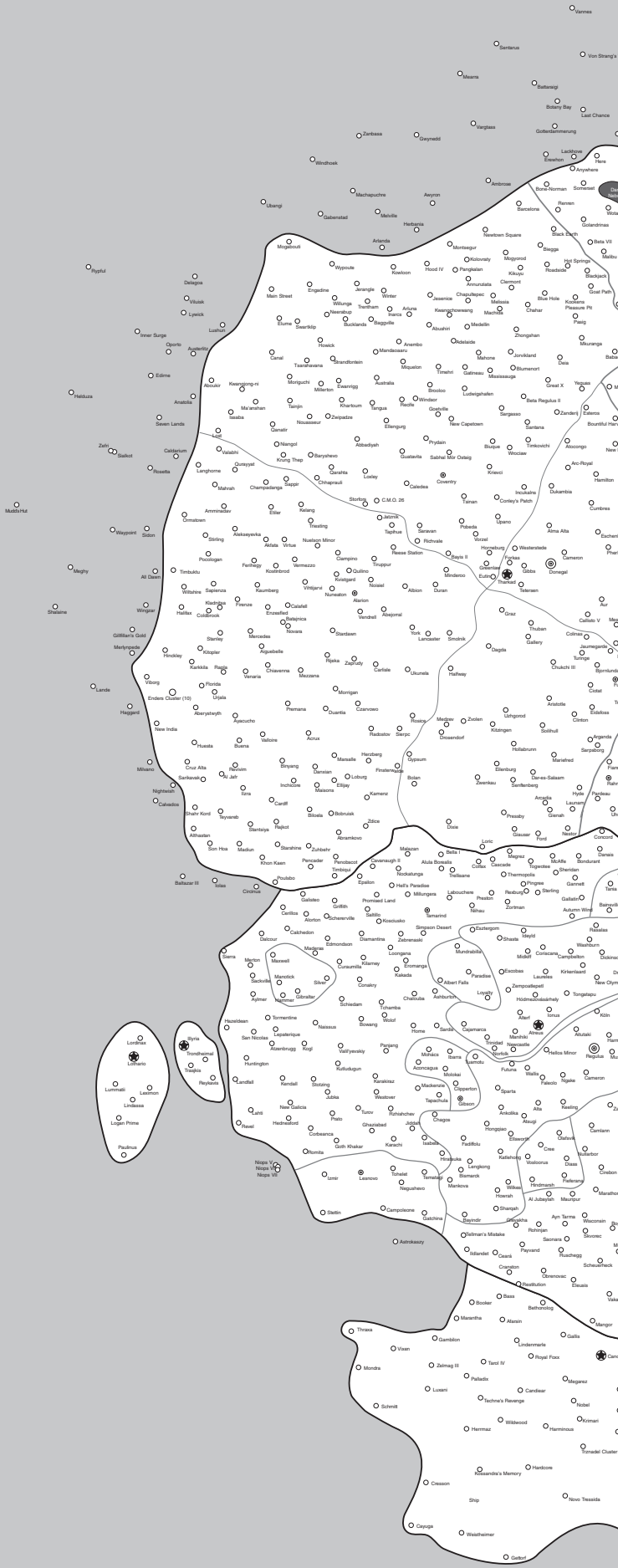
Free Worlds League

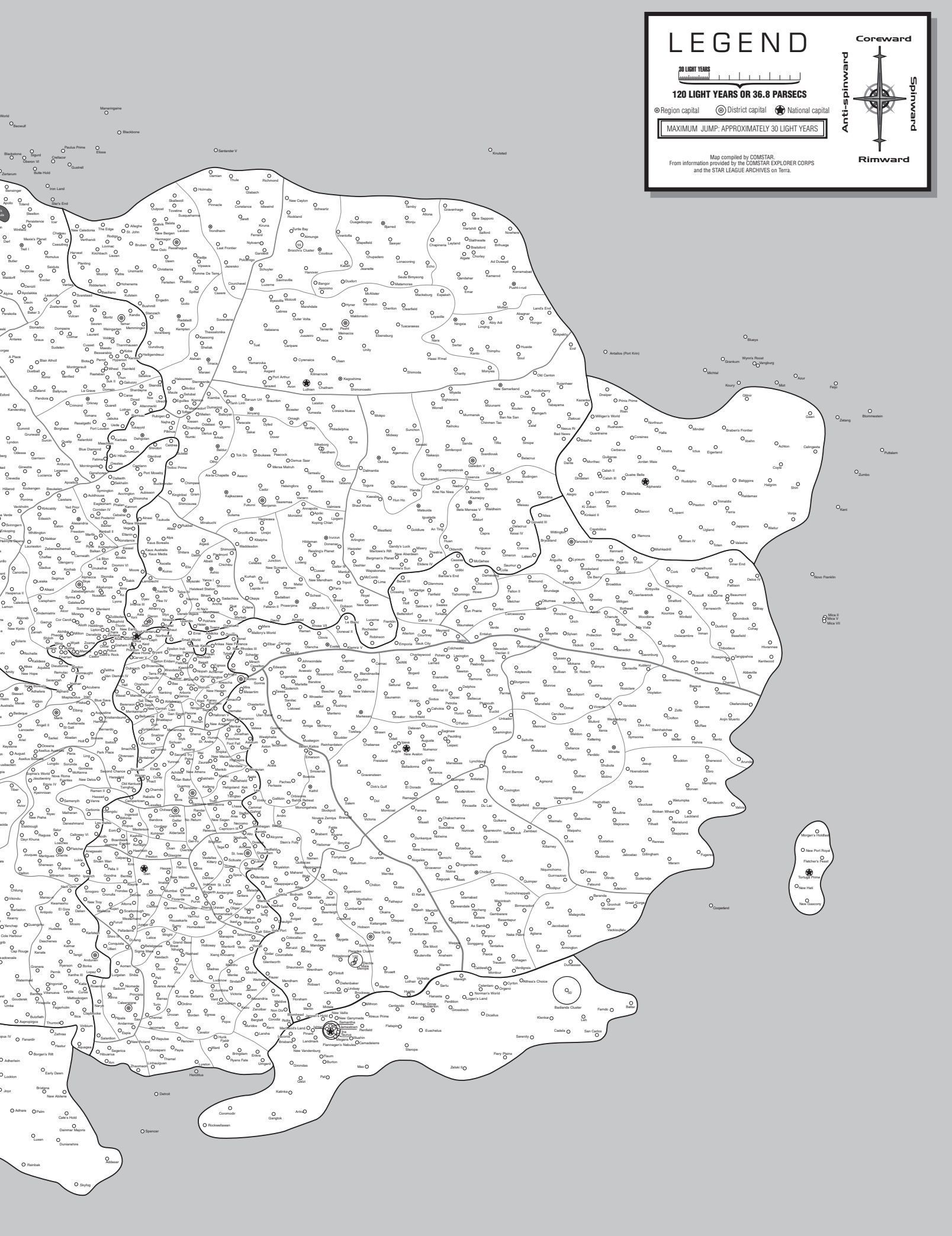
1) Marik Commonwealth
2) Federation of Oriente
3) Principality of Regulus
4) Duchy of Andurien
5) Stewart Confederation
6) Duchy of Graham-Marik
7) Rim Commonality
8) Regulan Free States
9) Principality of Gibson
10) Abbey District
11) Duchy of Orloff



The Periphery

1) Magistracy of Canopus
2) Taurian Concordat
3) Outworlds Alliance
4) Illyrian Palatinate
5) Lothian League
6) Tortuga Dominions




LEGEND
30 LIGHT YEARS
120 LIGHT YEARS OR 36.8 PARSECS
Region capital
District capital
National capital
MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS
Coreward
Anti-spinward
Spinward
Rimward
Map compiled by COMSTAR.
From information provided by the COMSTAR EXPLORER CORPS
and the STAR LEAGUE ARCHIVES on Terra.

TIMELINE OF THE SECOND SUCCESSION WAR

2823 The Lyran Commonwealth passes the Reclamation Act of 2823, an attempt to tax ComStar's businesses in the Commonwealth; In response, ComStar begins an Interdict of Tharkad which remains in place until late 2824.

2825 The Draconis Combine launches a series of suicidal raids against the Lyran Commonwealth and Federated Suns, carried out by criminals and other undesirables, in the hopes of destabilizing reconstruction efforts of both nations; Skirmishing with the Federated Suns increases over the next three years; **(Jun)** The "Minnesota Tribe" raids Svelvik, followed by Trondheim, Jarett, and Richmond over the next two years before disappearing; The force uses SLDF tactics and handily beats back DCMS counterattacks.

2826 The Lyran Commonwealth launches reprisal raids against Combine targets at Otho, Aix-la-Chapelle, Baldur, and Darius; The raids prove effective, thanks to new doctrines pioneered by General Hempsted; **(May)** The ComStar News Bureau begins operation by sensationalizing the low-level raiding taking place.

2827 **(Jan)** The Lyran free trader *Chahar Profit*, loaded with food for the border world of Chandler, misjumps into the Darius system and is captured by Combine forces; **(Feb)** The Stealths reform and raid Darius to rescue the *Chahar Profit* and her crew.

2828 Chancellor Ilsa Liao denudes the Marik front of forces in favor of a major strike against the Federated Suns called Operation CELT; **(Jan)** Combine troops attack Chandler and destroy local food and water storage houses in reprisal for the Commonwealth raid on Darius; **(Jun)** Chancellor Ilsa Liao leads an attack on Orbisonia; The attack is repulsed with heavy Capellan casualties, and the Chancellor is killed while leading a rearguard that allows her troops to escape; **(Dec)** Prisoner exchange talks between the Commonwealth and the Free Worlds League break down on Wyatt.

2829 **(Apr)** Prince Paul Davion moves his field HQ to New Syrtis and names Damien Hasek the Duke of New Syrtis; **(May)** House Davion launches assaults along the Chesterton border, pressing the Confederation defenses hard in a drive toward Tikonov; When they finally reach it, they are repulsed three times in three years.

2830 **(Feb)** Prince Paul's Capellan campaign begins in earnest; The Draconis Combine attacks both the Federated Suns and Lyran Commonwealth; Backed up by a series of smaller raids against nearby worlds, Combine units invade Chandler and Moore; Chandler falls after a six-month campaign, but Commonwealth forces on Moore eventually force House Kurita's troops off the planet in seven months; **(14 Mar)** Archon Marcus Steiner declares war on the Draconis Combine; **(14 Jun)** Captain-General Charles Marik, responding to reports of an alleged imminent offensive against the Free Worlds League, declares war on the Lyran Commonwealth; **(Aug)** As Commonwealth units scramble to face a looming Combine threat, the Free Worlds League invades New Hope, Senftenberg, and Zwenkau; The FWLM follows a strategy similar to that of the Combine, raiding nearby border worlds to throw off and weaken those planets' defending forces; **(19 Sep)** Archon Marcus Steiner declares war on the Free Worlds League; **(Sep)** Commonwealth troops attack Dieudonné, but are repulsed within two months; **(Nov)** Kurita General Motochika orders the razing of Dahar IV; The Second Succession War has fully erupted across the Inner Sphere.

2831 Taking personal command of the Free Worlds front, Archon Marcus Steiner launches a massive assault to reclaim New Hope, Senftenberg, and Zwenkau; Over the next five years, the Lyrans push deeper into League space to take Dieudonné, Danais, Megrez, and Alula Australis; To hold each conquest, the Commonwealth uses reserve and militia units from interior worlds, reformed and classified as "Citizen Regiments"; The Lyran-Combine front is active with a series of raids and counter-raids.

2832 First Battle of Tikonov. Led by the Second Ceti Hussars, the AFFS assaults Tikonov; They prove adept at mobile warfare but are unable to crack the High Kremlin—the planetary capital—despite a six-month siege and are driven off; The FWLM liberates Berenson, Zion, and Kyrkbacken; Attempts to take Ventabren and Elnath are repulsed.

2833 Second Battle of Tikonov. The second AFFS assault of Tikonov is more successful, with much of the world falling into AFFS hands within eight weeks; However, supply lines prove problematic and the AFFS troops withdraw after the Capellan Hussars target their depots.

2834 Third Battle of Tikonov. The Third Deneb Light Cavalry leads the third assault on Tikonov, ostensibly as a bridgehead unit for other commands, until CCAF assaults pin the relief forces and the Deneb Light Cavalry eventually withdraws; The Second Deneb Light Cavalry attacks Acala, but is repulsed by the Northwind Highlanders.

2835 The Draconis Combine launches heavy raiding campaigns against the Lyran Commonwealth and Federated Suns that include the key Lyran worlds of Kessel and Kobe, and the Suns worlds of Kestrel, Strawn, Sanilac, and Listowel; These raids will eventually strike as deep as Hesperus II.

2836 **(Jul)** Third Battle of Hesperus II. DCMS overconfidence leads to an easy LCAF victory.

2837 **(Feb)** Jinjiro Kurita falls into violent, permanent madness after receiving a mysterious gift and attacks his guards; Zabu becomes Coordinator; **(Mar)** Acting on intelligence provided by ComStar, Capellan forces attack Cursa; When SAFE discovers the motive behind the assault, the HPG on Oriente is destroyed by Free Worlds League military forces; ComStar responds with an Interdict of the Free Worlds League; Lacking command and control, the FWLM is thrown into disarray, and nearly all their gains of the First Succession War vanish over the next eighteen months; **(Aug)** LCAF forces launch a new campaign against the Free Worlds League; Initial targets include Zosma, Callison, and Marcus, but eventually expand to include Bordon, Shiloh, Oliver, and Graham IV.

2838 *UrbanMech*s defend Carver V from Marik attacks in the first concentrated use of this specialized 'Mech; **(Aug)** Fifth Battle of Hesperus II. The DCMS is repulsed, marking the end of the raiding campaign originally launched by Coordinator Jinjiro; **(Aug-Oct)** Commonwealth offensives launched against Shiloh, Oliver and Graham IV; **(9 Nov)** ComStar lifts its communications interdiction against the Free Worlds League.

2839 The situation on the Free Worlds League borders remains precarious, with Charles Marik and Parliament locked in conflict and the Captain-General denied the funds needed to prosecute the war.

2840 Capellan Confederation captures Asuncion, a symbolic victory but the first of several over-extensions following the Free Worlds League's restored access to ComStar HPGs; **(Feb-Mar)** Commonwealth offensives on Oliver and Graham IV collapse as reinforcements are cut off by a sudden surge in Free Worlds League counter-raids; In the midst of the crisis, Colonel Hendrik Grimm, commanding the Sixth Lyran Regulars during the Graham IV offensive, goes AWOL with his command; **(Apr-Jun)** The Draconis Combine launches a renewed offensive against the Lyran Commonwealth, overwhelming defenders on Lambrecht, Harvest, and New Caledonia; The Fourth Royal Guards on New Caledonia are forced to wage a seven-year guerrilla campaign after Combine troops gain an unassailable planethead; Simultaneous raids along the rimward edge of the Commonwealth-Combine border prevent Lyran commanders from delivering effective reinforcements; **(Jul)** DCMS forces begin a new offensive against the Federated Suns; Prince Paul is ready and orders the AFFS to counterattack near Bryceland and the Liao-Kurita Seam.

2841 Commonwealth forces assault and seize Danais; At almost the same time, a second thrust on the Free Worlds League border hits the worlds around Irian, including Savannah, Remulac, and Nathan.

2842 **(5 Jan)** Commonwealth troops land on Irian, initiating what will become a four-month campaign to secure the heavily industrialized world; The arrival of League reinforcements in March, however, ultimately forces the Lyran assault back; **(Jul 4)** Paul Davion dies and is succeeded by his son, Michael.

2843 FWLM forces retake Danais, but the Captain-General's youngest son, William, dies in the fighting; Prince Michael Davion begins a decade of peace proposals to the Combine and Confederation, resulting in a loss of confidence in his rule; He appoints his uncle, Peter Davion, as Prime Marshal of the AFFS; **(Nov)** Archon Marcus Steiner contracts a virulent strain of meningitis and leaves the Free Worlds front for Tharkad, slipping into a coma shortly after his arrival in February; In the absence of a successor, the Estates General debates whom to name as Archon-Designate; The Estates General and General of the Armies Miles Kempec assume governmental and military authority.

2844 **(Dec)** Melissa Nin confirmed as Archon-Designate over the expressed objections of Claudius Steiner.

2845 **(13 Mar)** Archon Marcus Steiner dies and Melissa Nin sworn in as Archon of the Lyran Commonwealth; **(20 Aug)** Leutnant-General Claudius Steiner assaults Tharkad and deposes Melissa Nin, executing her and Speaker Dinesen on charges of treason; Estates General disbanded; **(Dec)** Draconis Combine raids on Lyran Commonwealth intensify as LCAF offensive operations grind to a halt.

2846 All Commonwealth offensives cease; General of the Armies Kempec places the LCAF on a defensive footing on all borders as Archon Claudius' Reign of Terror continues; Combine and Free Worlds raids penetrate deep into Commonwealth space; Free Worlds League retakes Asuncion, marking the beginning of a counteroffensive the CCAF will be hard-pressed to defend against.

2848 **(Jul)** Draconis Combine forces on New Caledonia finally defeat the last of the Fourth Royal Guards, executing the few survivors for sport and sending a video of the event to Archon Claudius; The Archon immediately initiates Operation PRAYING MANTIS.



2849 **(Mar)** Prime Marshal Peter Davion captures Tishomingo, nearly killing Coordinator Yoguchi Kurita; Kurita organizes a resistance movement on the world and later escapes; **(8 May)** Archon Claudius Steiner dies; Estates General reconvenes and establishes the Triumvirate Regency for Elizabeth Steiner after Claudius' wife, Rebecca Morgan, refuses the Archonship.

2850 **(12 Dec)** Operation Praying Mantis succeeds when Snow Fire, an alleged Lyran operative, assassinates Coordinator Yoguchi Kurita upon his return to Luthien.

2853 The Free Worlds League opens a new offensive against the Commonwealth with the recapture of Megrez, while Combine forces initiate a major assault on Hesperus II; The FWLM briefly occupies and pacifies the Circinus Federation; In the Sixth, Seventh, and Eighth Battles of Hesperus II, DCMS forces initiate a three-wave assault on Hesperus II, ultimately resulting in the Combine's defeat and withdrawal, as well as the destruction of the remaining WarShips in the Lyran and Combine navies.

2854 Despite a costly defeat at Hesperus II, Combine forces continue to launch major offensives against the Commonwealth, eventually seizing Dehgolan, Grumium, and Tukayyid; Free Worlds League assaults against the Commonwealth make few gains, but attacks against the Confederation regain worlds lost during the ComStar Interdict; The CCAF is firmly on the defensive, with its logistical system on the verge of collapse and most combat units suffering from extreme exhaustion; **(Apr)** DCMS forces attack Kentares IV; **(Jun)** Miyogi Kurita's Marathon Offensive begins with "The Rape of Robinson," a brutal assault to take the Draconis March capital which includes the Combine's use of nuclear, chemical, and biological weapons; AFFS troops wait for reinforcements which—pinned down on Kentares IV—never arrive.

2858 **(Aug)** AFFS abandons Robinson.

2859 **(20 Jan)** Elizabeth Steiner assumes the Archonship of the Lyran Commonwealth, disbanding the Triumvirate Regency.

2860 Prime Marshal Peter Davion refocuses on the Capellan front; He is critically injured when his DropShip is shot down and the AFFS position becomes precarious; The death of Laurelli Liao saves the AFFS force when her successor, Dainmar, orders the world abandoned; Combine forces raid Sakhalin, suffering heavy losses before withdrawing; When the DCMS stages a larger operation against the world later in the year, Sakhalin falls, isolating Port Moseby, Aubisson, Buckminster, and Camlann.

2861 **(Jul)** Davion Assault Guards attack St. Ives, driving Chancellor Dainmar Liao below ground and forcing him to sue for peace before the Suns' assault 'Mechs bring the capital of Tian-tan down around him.

2862 **(Jan)** Dainmar Liao signs a peace accord with the Federated Suns, recognizing Davion territorial gains and ending hostilities; Repeated Combine offensives have taken Al Hillah, Karbala, Kreller, Orestes and Sakhalin; The Free Worlds League has claimed Ilion and severely damaged industrial worlds along the border in a series of devastating raids; The Commonwealth recapture of Megrez in 2860 is also reversed; DCMS Generals petition Coordinator Miyogi Kurita for an end to operations and, to their surprise, he agrees.

2863 Fighting tapers off as a final Commonwealth offensive reclaims Sakhalin from the Draconis Combine; Archon Elizabeth Steiner bows to pressure from the Estates General for a stand-down of the LCAF.

2864 End of the Second Succession War; **(9 Nov)** Peace talks begin on New Earth with representatives of all five Great Houses attending; The talks quickly break down; The Combine representative is seized by the Commonwealth and subsequently executed as a spy.



LEGACY OF DESTRUCTION

"I must study politics and war, that our sons may have liberty to study mathematics and philosophy."
—John Adams, letter to his wife

"To be prepared for war is one of the most effective means of preserving peace."
—George Washington, first State of the Union address, 8 Jan 1790

THE LOSERS

Like the First Succession War, the Second ground to a halt only when the combatants could fight no more. There were no winners, but plenty of losers. Interstellar borders on all sides had shifted slightly, but in many cases were little more than variations on the pre-war (and pre-Exodus) boundaries. Armies shrank as the economic infrastructure to support them, and the ability to manufacture replacement equipment, disappeared. With the loss of technology, many worlds whose existence had already been precarious finally collapsed, were abandoned, or were forgotten to history.

House Liao undoubtedly fared the worst. Despite making significant gains against the Free Worlds League during the ComStar Interdiction, by the end of the war the CCAF held only five League worlds and had lost their hold on thirteen more, mostly in the Duchy of Andurien. If that front looked bad, the border with the Federated Suns was a disaster. Despite attempts to make early gains, by war's end the Liao military occupied no new worlds and had lost more than forty to House Davion's systematic assaults. All told, the Capellan Confederation lost 51 worlds.

House Marik was the only other state to lose ground, but to the surprise of many—including the FWLM high command—had parted with only two worlds by the end of the conflict. Given the scale of the League's earlier defeats at the hands of both the LCAF and CCAF, the efforts of La Reconquista seemed herculean and the FWLM was buoyant despite their lack of resources.

House Steiner emerged from the Second Succession War with essentially the same number of worlds it started with, excluding worlds that "died" during the conflict. The reality was more complex, however. The Commonwealth suffered a net loss of worlds to the Draconis Combine, mostly in the Tamar Pact, but marked small-scale gains from the Combine along the border with Skye, as well as limited gains from the Free Worlds League.

House Kurita claimed a net gain of thirteen worlds amid a complex pattern of wins and losses on both fronts. The largest gains were on the Lyran front, with nineteen worlds taken and nine lost. Against the Federated Suns, the DCMS gained fourteen worlds but lost eleven, notably along the Combine-Confederation axis. The Combine did hold Robinson, however, a claim the Davions could not abide.

House Davion was the closest thing the Second Succession War had to a winner. Despite a net loss of three worlds to the Combine, primarily in the Robinson Salient, and gains in the Terran Corridor, the Suns stormed ahead on the Capellan front. Not only had House Liao's efforts to seize Chesterton been repulsed, but the vulnerable Demeter Salient had been safeguarded and the entire border pushed forward approximately 30 light-years. With a gain of forty-three worlds from House Liao, the Federated Suns ended the conflict with a net gain of forty worlds. However, this was tempered by the loss of Robinson to the Combine, a stain the AFFS was eager to remove.

These losses do not take into consideration the worlds reportedly lost—or discovered and were undocumented—during this period that were kept hidden by their respective governments. Most famous of these were Word of Blake's (nee ComStar's) so-called "Hidden Five," two of which have remained hidden to this day.

Inevitable Consequences

The Second Succession War ground to a close in 2863, but its consequences rumbled on as each of the Great Houses faced major internal and external challenges. A lack of JumpShips hampered efforts to re-start interstellar trade, though some of the militaries did release a number of vessels they had commandeered.

Tensions had permeated the Kurita Court ever since the days of Yoguchi Kurita, when his sister Roweena had forged an alliance with ISF members who felt ill-regarded by the Coordinator. In her mind, Roweena should have succeeded her murdered brother, not their younger sibling Miyogi. After all, she had led the Combine as regent while her brother was in the field. The internal harmony required during the Second Succession War held the ISF and Roweena in check, but no sooner was there a semblance of peace than internecine warfare erupted within the Combine. Known as the Shadow War, the conflict pitted pro-Roweena and pro-Miyogi factions of the ISF against each other. Thousands of *metsuke* died in the conflict—the official total was 1,500 fatalities, though the actual figure was much higher—and the Combine's internal security and intelligence gathering capabilities were thrown into turmoil. An attempt by Roweena to sway the DCMS to her side finally ended the conflict. To put a good face on the near-

disaster they suffered internally, the Combine decided there was only one solution: a resumption of hostilities.

House Steiner sought to broker an official peace, dispatching delegations to both the Draconis Combine and the Free Worlds League. The Combine was reticent, but the League proved amenable to formal discussions. Eventually, a conference was convened on New Earth on 9 November 2864, with representatives of all five Great Houses in attendance. However, it was soon clear there would be no formal agreement. The initially cordial discussions turned hostile, and most of the representatives insisted on provisions that the others would not accept, such as returning all captured worlds. The Kurita and Davion representatives refused to be in the same room at all. After several weeks of failed talks the delegations departed New Earth, each blaming the others for the acrimonious failure. The Commonwealth went so far as to seize a Combine representative, Iain Mitsuhara, and subsequently execute him as a spy. Though a political setback, the negotiations nonetheless gave the Great Houses time to begin consolidating their positions, rebuild shattered formations and hire new mercenary troops. However, Archon Elizabeth Steiner also had to contend with an Estates General who believed the peace would last, allowing some troops to stand down and releasing merchant vessels back to civilian duties.

The Combine's weakness in the wake of the Shadow War caught the attention of not only the AFFS but also the Lyran Commonwealth, who used the ISF's distraction to expand their intelligence gathering and mercantile operations in Kuritan territory, particularly in the Rasalhague district. The realization that others had exploited their weakness offended the Combine to the core. Rather than striking at the Suns, the DCMS set about teaching the Commonwealth a lesson, launching a series of attacks which kicked off the Third Succession War in 2866. The LCAF was ill-prepared to meet the challenge.

The Federated Suns likewise used the brief respite to rebuild. Prince Michael wished for peace, but allocated resources to rebuild the AFFS. Learning of the Combine's internal difficulties, a number of senior AFFS officers advocated for a swift resumption of hostilities to exploit the Dragon's weakness. Michael refused to sanction direct attacks on the Combine, though he did allow the MIIO to undertake a series of operations designed to gather intelligence and hamper House Kurita's efforts to rebuild. This wasn't enough for members of a military cabal, centered on Michael's son Carl, who briefly considered staging a coup d'état. His uncle, Prime Marshal Peter Davion, dissuaded the heir-designate, making it clear that he too did not feel the time was right to strike—the AFFS needed time to rest and re-arm before resuming hostilities. When the Combine struck at the Commonwealth, Michael and Peter knew the time was right.

The Free Worlds League relished the inter-war period, as the cessation of hostilities engineered by Philippa Marik allowed her weary realm a chance to recover. Their losses to the Capellans were made good fairly quickly, but the Commonwealth front remained problematic. Even so, Marik was prepared to negotiate with Elizabeth Steiner, whose desires and goals seemed closely aligned with her own. Their initial optimism and compatible ideologies soon gave way to distrust and antagonism, and the New Earth peace talks between all five antagonists collapsed in December 2864. The Captain-General also faced difficulties at home, with Parliament seeking a revocation of Resolution 288 and a return of commercial shipping which had

A TALE OF TWO OFFICERS: RAJIV SULEVANI AND TARAGI KURITA

While the Shadow War was principally a conflict between Roweena and Miyogi Kurita, it would not have unfolded as it did without the involvement of two Combine officers: Rajiv Sulevani of the ISF, and Taragi Kurita of the DCMS.

Sulevani was a Kurita patriot, believing in the manifest destiny of the Draconis Combine and its destiny to dominate the Inner Sphere. As a member of the *metsuke*, he did not approve of the voices within the agency who advocated against the Coordinator's intention to make the ISF subordinate to the DCMS. Sulevani dueled a number of his colleagues, and in the early 2860s began a secret campaign against disloyal members of the organization. Agency leaders initially thought they were experiencing a run of bad luck, possibly at the hands of another intelligence agency, but it soon became clear that the ISF was at war with itself. There were no clear battle lines and most of the conflict took place in the shadows between those supportive of the Coordinator, led by Sulevani, and those who backed Roweena, commanded by Malcolm Katsuyori. Paranoia reigned as agents were killed over even the slightest doubts of their loyalty. Rumor and innuendo became as dangerous as bullets and blades.

Taragi Kurita was not directly involved with the Shadow War in its early phases. The young officer served in the DCMS on the staff of General Ray Yoshida, and though he bore the Kurita name, he was not regarded as a major political player. Most thought little of him when he stepped forward to mediate during attempts by pro-Roweena agents to wrest control of portions of the DCMS. Taragi arranged a meeting with Roweena, but she laughed in his face, saying he had nothing to offer. He made similar overtures to Miyogi, and with nothing to lose, the Coordinator agreed to the young man's terms: a promotion to high office in the DCMS if he could deliver the support of the High Command. Taragi's ace in the hole was that he wasn't just another member of the sprawling Kurita clan—he was Yoguchi Kurita's youngest son. Yoguchi had derided Taragi as a schemer under the thumb of his mother, leading the Coordinator to name his brother Miyogi as his heir. Taragi's position *did* have weight with the Generals of the High Command, and after he delivered an hour-long, passionate speech extolling the virtues of his uncle and the flaws of his aunt, they threw their support behind the Coordinator. The DCMS turned on the ISF, as the loyalist faction aided the military's efforts to crush Roweena's supporters. Within weeks the conflict was over, Roweena's sources of support were dismantled, and Taragi had claimed a place as one of his uncle's closest advisors. Over the next two decades he expanded his power base, systematically undermining his cousins. When Miyogi was assassinated in 2885, it was Taragi who assumed his place.

And what of Sulevani? Rumors of impropriety and abuses of power dogged the ISF officer into the 2870s. In 2873, he resigned his post and committed *seppuku*. Taragi's involvement in his rival's downfall was never proven, but is widely assumed to be the case.

—*Tai-sa* Vanessa Ria Neumann, *DCMS archiving team*, 3091

been press-ganged by the FWLM. The collapse of the New Earth talks put an end to such suggestions, and the League once more girded for war.

Meanwhile, the Capellan Confederation teetered on the brink. The chancellorship of Dainmar Liao was disastrous—he was weak-willed and thin-skinned, and made a slew of rash decisions, including the treaty with House Davion that concluded the Second Succession War on that front. The defensive preparations of Operation JADE CASTLE had helped to a degree, but with the likelihood of hostilities growing more real, it seemed unlikely that Dainmar would surrender the Celestial Throne or that the Confederation could survive his leadership. Some members of the Prefectorate considered unseating the Chancellor, a move supported by elements within the CCAF, but doing so would be regarded as treason and few were willing to take that risk. In the end, it was the Chancellor's son, Otto, who broached the subject with his father. The Chancellor was initially opposed to the idea of surrendering his powers, but Otto, far brighter than his father, laid out a compelling case that a transfer of power would give the Confederation its best chance of surviving. Dainmar acquiesced and abdicated in 2866. At age 22, Otto became the 24th Chancellor of the Capellan Confederation and set about enacting his plans. He sought to bolster the CCAF with mercenary troops, taking a hard line in contract negotiations, and replaced JADE CASTLE with an adaptive defense strategy, subsequently dubbed "Elastic Defense," which allowed the CCAF to respond quickly and effectively to enemy threats.

The Second Succession War brought ComStar's neutrality into question, but also demonstrated the power the order could wield when pushed. Toyama's successor, Raymond Karpov, continued to advance ComStar's agenda while simultaneously pushing internal reform. Order 3056 expanded ROM significantly and allowed agents to take a more active, interventionist policy in dealing with the Successor States. Operation HOLY SHROUD hampered efforts by the Great Houses to recover technology while maintaining ComStar's edge. Karpov also viewed the suborning of Jeanette Marik and the ensuing ComStar War with House Marik to be a qualified success and a valuable lesson. He directed the First Circuit to offer positions within the order to the scions of the Great Houses, a policy enacted in 2854 which would have significant implications in the decades and centuries that followed. The effort was rewarded with the acquisition of luminaries such as Elizabeth Marik, who joined the order in 2861 but left in 2882 to become Captain-General, and more controversially, Richard Steiner and the infamous Thomas Marik. By the 2860s ComStar had shed most of its bureaucratic trappings and fully embraced the Word of Blake advanced by Toyama four decades earlier. It effectively became a religious order, binding its members with ritual and dogma. While strengthening ComStar's hold on its acolytes, this shift would have the unintended consequence of undermining the Order's technological strength. True understanding of how things worked was not passed on to uninitiated junior members, replaced by incantations and superstition. The Doctrinal Edict of 2861 formalized the streamlined organization of the order—Primus, Precentors, Adepts and Acolytes—making it easy for Blake's doctrine (and the Primus' will) to be disseminated. It also crystallized the process of naming a new Primus, each incumbent naming his or her own successor with the First Circuit ratifying the decision.

WAR RESUMED

The Third Succession War began in 2866, hastened when ROM leaked information about the Combine's Shadow War but perhaps inevitable even without the Order's intervention. The Successor States expected another brutal, decades-long conflict like the First and Second Wars, but the reality would be more akin to the Age of War. The Third Succession War saw relatively few major campaigns but a plethora of small-scale actions and raids, devolving into a war of attrition that lasted for an astounding 160 years.

House Kurita's initial revenge attacks targeted the region around Chateau and Icar, and made significant gains against the ill-prepared LCAF. The Coordinator ordered a widening of the offensive, and by mid-year eight worlds had fallen to the Dragon. Such large-scale campaigns would not be typical of the conflict that followed, as none of the combatants still possessed the manpower and resources to wage sustained warfare. Rather, the Combine's success was due to the fact that Elizabeth Steiner found herself fighting on two fronts.

Wanting to distract the Lyran Commonwealth and give the League an edge in its campaigns around the Kalidasa Thumb, Philippa Marik ordered what she hoped would be a decisive blow. While the LCAF was engaged with both the DCMS and FWLM, she ordered SAFE to take direct action against the Archon herself. Though initially kindred spirits, the relationship between the two women had soured deeply, and the Captain-General's order was clear: kill Elizabeth Steiner.

SAFE obtained blueprints of Tharkad's Government House, and on 3 May 2867, a strike team sneaked through secret passages within the building and entered the Throne Room with the intent to murder the Archon. What they hadn't counted on were the twin 'Mechs guarding the Archon's throne, set in place by Archon Craig Steiner in 2528. The assassins stood little chance, and their identification as Marik agents further deepened the animosity between the two nations. The Kuritas, however, admired the League's audacity and initiated a series of back-channel discussions about cooperating to the disadvantage of their mutual enemy. The FWLM made significant gains, but ultimately proved unable to hold them. Worse, the employment of provincial troops for operations in Skye in the mid-2870s led to an icy relationship between Houses Humphreys and Orloff and the new Captain-General, Philippa's daughter Marie.

A series of tit-for-tat raids and limited assaults followed, which became the standard policy for warfare in the Third Succession War. Most attacks were either against targets of opportunity, exploited defensive weaknesses, lured defenders away from real targets, or presented a counter-threat to enemy actions. The speed with which worlds traded hands was much reduced from that of previous conflicts, though over a century and a half, the overall shifts would still be immense.

Internal politics across each nation eventually became more significant than the external tensions. In one instance, Taragi Kurita undermined Jon Kurita on the Davion front, engineering the disgrace of his rival to further solidify his position. Jon would eventually be framed for Coordinator Miyogi's death, and his execution in 2891 cleared Taragi's path to the throne. Within the Free Worlds League, concerns over the use of provincial troops led to the Home Defense Act of 2906, hamstringing the Captain-General's ability to employ non-Federal troops.

Even ComStar was not immune to internal strife. Karpov's successor, the liberal Andrea Marteen, took office in 2875 and faced resistance on Terra from the Black December group. She took harsh steps to crack down on the dissidents, though centuries later, many of their atrocities were shown to be false-flag operations staged by ROM to undermine public support for the Primus. Marteen's popularity plummeted, and the First Circuit forced her to name a conservative, Dwight Kurstin, as her successor. The Primus' murder on Caph in 2901 on Kurstin's orders effectively plunged the order into an 18-month civil war. Furthermore, the 2930 decision by Necess Kurita to join ComStar—and her ensuing kidnapping by Hugai Kurita—could have provoked a second ComStar war, this time involving the Combine. Eventually, the order threatened to stage a military strike on Luthien, a move that caused the Coordinator to back down. Emboldened by this gambit, ComStar began to build the ComStar Guards and Militia, the organization that would later become known as the Com Guards.

THE THREAT FROM BEYOND

By the mid-thirtieth century, the SLDF contingent that embarked on the Exodus was little more than a myth, a folk tale like King Arthur or the Flying Dutchman. Most residents of the Inner Sphere were too busy trying to survive to give much thought to the fate of the Exodus fleet. We know their fate now, and their eventual destiny, but in the 2950s they were little more than bogeymen.

Among those who did consider what happened to the departed SLDF was ComStar Primus Adrienne Sims, who began having nightmares about "invaders from beyond" in 2959. From a modern point of view, her dreams are strangely prescient—sufficiently so to lend credence to tales of covert contacts between the Clans and the Inner Sphere prior to Operation REVIVAL. Nonetheless, they prompted the Primus to set in motion an ultimately catastrophic chain of events: the creation of the Explorer Corps.

Under Sims' orders, ComStar exploration vessels began probing the Deep Periphery in an attempt to discover the fate of Kerensky's exiles. For nearly 80 years they had no success, though they mapped numerous lost colonies and proto-states. Then, in 3048, the ECV *Outbound Light* stumbled onto the Clan Homeworlds, prompting the very invasion Sims sought to head off.

The SLDF exiles, metamorphosed into the Clans by Kerensky's son, Nicholas, stormed back into the Inner Sphere in 3050, wreaking havoc on the progress the Successor States had made since the short, brutal Fourth Succession War of 3028 to 3030. The Clans were stopped by the Com Guards at Tukayyid and forced to accept a fifteen-year truce, breathing space that allowed the broken nations to rebuild, develop new technologies, and re-arm. Eventually, the Great Houses succeeded in forming a Second Star League that ejected Clan Smoke Jaguar from the Inner Sphere and won the Great Refusal on Strana Mechty. But any hope that the new League would find its footing and bring lasting peace was scuttled by ambition and self-serving leaders. The Steiner-Davion alliance collapsed into Civil War, while the hard-line splinter group of ComStar, the Word of Blake, wrought chaos and destruction across the Inner Sphere in a vain attempt to fulfill Blake's vision.

The aftermath of that conflict saw the rise of the Republic of the Sphere and a few decades without major interstellar warfare. Those quiet years came to an end when Gray Monday brought a new Dark Age, shattered the Republic, and gave the Clans now residing in the Inner Sphere a new opportunity for conquest.

A century after the return of the SLDF's descendants, we stand at the threshold of a Clan assault on the core worlds of humanity and the prospect of one of them claiming the mantle of ilClan. Even then, it is unclear whether the christening of an ilClan will bring the perpetual cycles of war to a close or merely ignite another iteration of them.

PERSONALITIES OF THE SECOND SUCCESSION WAR (2830-2864)

ZABU KURITA

Rank/Position: Coordinator of the Draconis Combine (2837-2838)
Lived: 2 March 2757 – 23 June 2838

Like most of the Kurita clan, Zabu Kurita joined the DCMS and served on the front lines. He proved to be an able administrator and leader, but his strategic and tactical skills were limited. Rather than rising to high command, he found himself heading the logistics division in the latter years of the First Succession War. This suited the bookish Zabu well, and his brother eventually chose him to head the People's Reconstruction Effort.

Together with his sub-coordinators, Zabu sought to preserve the knowledge and infrastructure of the Combine, maintaining the health of the Dragon so that it could continue the fight against its enemies. His agenda—notably the formation of the PRE academy on Dover—was not universally popular and faced stiff resistance from authoritarian elements within the DCMS and ISF. Nonetheless, he remained the Coordinator's brother and they could not entirely block his plans, and knowledge possessed by Zabu's academy proved useful during the Minnesota Tribe incident.

Jinjiro Kurita's steady decline into madness was a different matter. Ordinarily, Zabu would have assumed the reins of power more quickly, but he faced stiff opposition from the military. Nonetheless, by the mid-2830s he was making many of the day-to-day decisions for the ailing Coordinator. When Jinjiro finally fell into permanent psychosis in early 2837, Zabu was officially recognized as Coordinator—a state of affairs that military leaders were not prepared to tolerate.

On 23 June 2838 *Tai-sho* Federick Kozoma confronted the Coordinator and expressed the High Command's lack of confidence in his leadership, particularly in light of his four percent reduction in military spending for 2839. The Coordinator took his own life, rather than yield to a *putsch* headed by the DCMS and ISF. Zabu was succeeded by his eldest son, Yoguchi.

YOGUCHI KURITA

Rank/Position: Coordinator of the Draconis Combine (2838-2850)
Lived: 23 February 2790 – 12 December 2850

Unlike his father, Yoguchi was a career military man, and still insisted on taking the field even after becoming Coordinator. That desire almost cost him his life on several occasions, most notably on Tishomingo, where the AFFS nearly trapped and killed him in 2849. His leadership and daring earned him the praise and respect of the DCMS, which felt he demonstrated all the virtues expected of a Kurita. However, he was less skilled in the realm of politics, and angered the ISF by making them subordinate to the DCMS. It was a choice that would have grave consequences during not just his reign, but those that followed. The Coordinator's sister, Roweena, would eventually step into the political vacuum and use it to build her own power base.

Yoguchi's life was not without personal tragedy—his eldest son, also named Yoguchi, died in 2833 in a misadventure. He regarded neither of his remaining sons as suitable to lead the Combine. Hugai was a vicious, spiteful sociopath, and the other, Taragi, was weak—medical conditions made him unable to pilot a 'Mech or an aerospace fighter—and a schemer like his mother. Instead, Yoguchi made it clear that neither boy would succeed him and instead named his brother Miyogi as his heir.

Whether the disenfranchisement of his sons and his sister Roweena played a part in Yoguchi's murder has never been definitively proven. However, it seems likely that factions within the Combine government, particularly the ISF, played a role in allowing the Lyran agent Snow Fire to slay the Coordinator in 2850. Her action was ostensibly a reprisal for Hugai's brutal destruction of the LCAF's Fourth Royal Guards on New Caledonia.





ROWEENA KURITA

Rank/Position: Head of the People's Reconstruction Effort
Lived: 9 November 2794 – 4 June 2905

Despite the pioneering role of Siriwan McAllister-Kurita, who held the post of Coordinator three times in the twenty-sixth and twenty-seventh centuries, Roweena Kurita faced a glass ceiling. She served as Regent for her brother Yoguchi during his campaigns, but was repeatedly overlooked as his successor when his children were deemed unreliable. That honor instead went to her younger brother, Miyogi.

The frustrations this engendered in the headstrong and intelligent young woman led her to attempt to expand her influence beyond the PRE by entering into an alliance with the ISF in 2842. Some rumors alleged she was the lover of ISF Director Malcolm Katsuyori, while others claimed her interests lay in a different direction.

When the ISF began to factionalize at the end of the Second Succession War, one group supported Roweena, while the other sided with her brother, the Coordinator. The ensuing Shadow War escalated rapidly and only ended when Roweena underestimated one of her nephews, prompting the DCMS to side with the Coordinator and to clean house within the ISF.

Roweena might have spent the rest of her life under house arrest, but in the late 2870s Miyogi chose to free her from captivity. Inadvertently, he set another tragedy in motion. Taragi Kurita, whom Miyogi had relied on for numerous years, found himself sidelined by Miyogi's son and heir, Jon. Stymied in his efforts to advance his position, Taragi turned to his aunt, who provided him with advice and access to elements of the ISF who still supported her. The result was the execution of Jon Kurita and the murder of the Coordinator, clearing the way for Taragi to take the Chrysanthemum Throne. Rather than becoming the Dragon herself, Roweena became the power behind it, wielding subtle influence in her final years.

MIYOGI KURITA

Rank/Position: Coordinator of the Draconis Combine (2850-2890)
Lived: 2 November 2796 – 23 March 2890

Miyogi Kurita came to power following the murder of his brother Yoguchi by the Lyran deep cover agent Snow Fire. His ascension sent minor ripples through the court, as it skipped Yoguchi's sons and Miyogi's elder sister, Roweena, who had already served as Regent. Such was the will of the Dragon; Yoguchi knew his sons were unfit and his sister was too closely associated with the ISF. Miyogi surprised many of his critics with his grit and determination, taking decisive action in reprisal for his brother's murder.

His intelligence and willingness to study his enemies carefully stood him in good stead. Miyogi expanded the Combine's intelligence gathering in the other Successor States, though his political inexperience caused other issues. The Coordinator did not often appear in public, and as a result his sister had a much stronger profile among the masses. This allowed her to wield considerable power within the Combine, most notably over portions of the ISF. A detente existed between pro-Miyogi and pro-Roweena factions of that agency, but when the Second Succession War ended and peace settled in, the two sides fell into vicious fighting.

Miyogi's victory in the Shadow War came with the assistance of his nephew, Taragi, one of Yoguchi's ill-regarded sons. Taragi's actions carried him into the Combine's circles of power—and determined Miyogi's fate. Taragi was ambitious and amassed a power base; despite a series of reversals, he rose to be regarded as second only to the Coordinator and sidelined Miyogi's own son, Jon. In 2890—with Roweena's tacit support—Taragi took action against the Coordinator. A suicide bomber killed the Coordinator and more than two dozen officers and courtiers. Framed for the assassination, Jon Kurita was accused of patricide and executed, and Taragi became the new Coordinator.

MICHAEL DAVION

Rank/Position: First Prince of the Federated Suns (2842-2873)
Lived: 21 October 2804 – 17 May 2873

A scholar, politician and diplomat, Michael Davion was a mirror image of his father, Paul. Like Elizabeth Steiner, he hoped for peace and looked favorably upon the Archon's cease-fire proposals. Despite their failure, the "peace prince" sought to keep the Federated Suns out of the renewed hostilities, and resisted efforts by the High Command to take action. A military cabal planning a coup d'état against Michael's policies in the 2880s was dissuaded by his uncle, Peter Davion. But the First Prince's reticence to enter the Third Succession War provoked a similar reaction, this time headed by Michael's own son, Carl. Again, the Prime Marshal calmed the situation. When push came to shove, Michael did finally launch an offensive against the Combine, and the able leadership of Peter Davion drove the AFFS forward, most notably in Operation PENDRAGON. Michael died nearly four years before his uncle, briefly leaving the realm in the hands of his vainglorious son Carl.

PETER DAVION

Rank/Position: Prime Marshal of the Armed Forces of the Federated Suns (2843-2876)
Lived: 30 June 2786 - 9 January 2877

Paul Davion's younger brother was a career military officer, but unlike the First Prince, Duke Peter tempered his martial skill with intelligence and deep strategic thinking. Named to the post of Prime Marshal by his nephew Michael in 2843, he became the architect of many of the AFFS's campaigns. He also proved to be an able political operator who headed off several internal threats to the Prince.

Peter's skill nearly claimed Coordinator Yoguchi Kurita on Tishomingo, and helped exploit Dainmar Liao's weakness on the Capellan front. He remained steadfastly loyal to Prince Michael, but when the Combine attacked House Steiner in the wake of the Shadow War, even he urged Michael to take action. The Prince heeded his uncle's advice, and the resulting campaign, Operation PENDRAGON, heralded the AFFS's return to the fray.

Peter lamented the loss of his nephew in 2873, but continued to serve his great-nephew Carl until retiring in early 2876. He died a year later, while again in mourning for the loss of Prince Carl.

LAURELLI LIAO

Rank/Position: Chancellor of the Capellan Confederation (2828-2860)
Lived: 3 January 2805 – 19 October 2860

Laurelli Liao was not prepared to succeed her mother, but the events of 2828 gave her little choice. She staged a fighting withdrawal from Kathil, extricating herself and her troops from the disastrous Operation CELT. The new Chancellor faced an uphill struggle to mitigate the fallout of the operation, while attempting to rebuild her shattered forces. Her determined leadership and no-nonsense attitude buoyed the Confederation, and her steadfast unwillingness to concede victory to the Davions instilled the spirit of resistance in her people and troops.

Her efforts to rebuild the CCAF proved controversial and expensive. Laurelli was profligate in her commissioning of new equipment, though fielding trained personnel proved problematic. At her urging, the CCAF adopted a flexible defense strategy which was better able to deal with both the Federated Suns and the Free Worlds League. Prince Michael's diplomatic overtures could have brought peace and security on the Suns-Confederation front, but the Chancellor's pride—and her anger at Paul Davion's rejection of her mother's similar offer—led her to ignore his entreaties.

Laurelli never married or had children, and when she died in 2860, it fell to the Prefectorate to determine the new Chancellor. They chose her younger brother, Dainmar, and in so doing, unwound almost everything Laurelli had achieved.

DAINMAR LIAO

Rank/Position: Chancellor of the Capellan Confederation (2860-2866)
Lived: 9 March 2815 – 28 February 2867

Dainmar was weak-willed and possessed a poor academic record, and his three-month service in the CCAF was abysmal. He was a terrible choice as Chancellor, and the Prefectorate's reasoning for selecting him has never been entirely clear. Some saw it as a backlash against his popular but extravagant sister, while others suggest their primary concern was the continuation of the Liao bloodline. Either way, the result was a nervous and poorly-considered set of strategies that threatened to undo decades of military progress.

In 2861, the new Chancellor was on St. Ives when the Davion Assault Guards staged a surprise raid. With the CCAF defenders in tatters, the core defensive perimeter was soon limited to the Chancellor's palace in Tian-tan where—according to popular rumor—Dainmar was hiding under his bed in a deep bunker. Terrified, he sued for peace, accepting Davion authority over the worlds the Federated Suns had captured from the Confederation in the First and Second Succession Wars. He could have cost the Confederation even more, but the Second Succession War ground to a halt while he reigned. The House of Scions debated laws that would allow them to unseat the Chancellor, but those measures were quashed by the Prefectorate and by visits to many advocates from the Maskirovka. Eventually, Dainmar's son, Otto, convinced his father to stand down on the eve of the Third Succession War. Dainmar committed suicide a year later.

CHARLES MARIK

Rank/Position: Captain-General of the Free Worlds League (2821-2854)
Lived: 30 October 2779 – 9 March 2854

Charles Marik assumed control of a nation badly damaged by the atrocities of the First Succession War, making his first priority the rebuilding of the FWLM. This led him into direct conflict with Parliament, which sought a rebuilding of civil infrastructure. Charles' focus would later seem prescient when war re-ignited in 2830, but the relationship between the Captain-General and Parliament would never recover.

The presence of the Captain-General's sister, Jeannette, among ComStar might have been the opportunity for a master stroke, but instead it became the tool with which Primus Conrad Toyama manipulated the League back into war with its neighbors. Charles eventually had no choice but to capitulate. The tensions with Parliament exacerbated the effects of the ComStar War, and once the order's interdiction was lifted, continued to hamper Marik operations to stem the Lyran advance. Only after the Captain-General put himself in harm's way to protect Irian from the advancing Lyran forces did Parliament relent.

Charles would not live to see the completion of "La Reconquista," but his efforts to recapture the lost worlds solidified his legacy as a martial commander.

GERALD MARIK II

Rank/Position: Captain-General of the Free Worlds League (2854-2861)
Lived: 22 April 2801 – 3 March 2861

Like his father, Gerald Marik was first and foremost a soldier, one who spent most of his service in the FWLM facing front-line combat against both the Lyran Commonwealth and the Capellan Confederation. He cared little for politics, and rebuffed efforts to slow the pace of military operations and peace proposals from neighboring states. His sudden and unexpected death in 2861 brought major military operations by House Marik to a close and raised the specter—if not the reality—of peace. Officially, Gerald died of natural causes, though the particularly fortuitous timing led many to suspect foul play.

PHILIPPA MARIK

Rank/Position: Captain-General of the Free Worlds League (2861-2873)
Lived: 26 July 2803 – 8 August 2873

Gerald's sister Philippa was a decorated military officer but showed few of the aggressive tendencies of her brother and father. Upon becoming Captain-General, she began diplomatic negotiations with the Lyran Commonwealth in an effort to build a lasting peace. But Philippa showed her steel core when the endeavor failed; she turned on the Commonwealth, ordering military strikes and an assassination attempt against Archon Elizabeth Steiner. The gutsy move earned Marik the respect of the Draconis Combine, and while the nations never forged a formal alliance, SAFE and the ISF shared intelligence on their mutual foe. Unfortunately, Philippa's troops were unable to make significant progress and the Lyran border changed little by the time of her death in 2873.



MELISSA NIN

Rank/Position: Archon of the Lyran Commonwealth (2845)
Lived: 9 October 2804 – 21 August 2845

When Marcus Steiner died childless in 2845, the Estates General vacillated over his successor. Ordinarily the Archonship would have passed to a sibling, in this case his younger brother Claudius. But Marcus' wife, Melissa Nin, put forward a case for her own assumption of power. Surprisingly, the Estates General agreed, and she was installed as Archon on 5 March.

Melissa was charismatic but had no political experience or alliances, leaving the Estates General as the guiding hand for the Commonwealth (which was perhaps their intention all along). They listened gravely to Melissa's thoughts and arguments, but gave only lip-service to implementing them. Claudius, meanwhile, was incensed at the power play and vowed to take action; within five months he had solidified his own power base and launched a coup that seized control of Tharkad. Melissa was executed two weeks later, having served only five months in office, the shortest reign of any Archon.

It was only the beginning of a nightmare for the Commonwealth.

CLAUDIUS STEINER

Rank/Position: Archon of the Lyran Commonwealth (2845-2849)
Lived: 2 May 2812 – 8 May 2849

Marcus' younger brother, Claudius, was a driven and aggressive soldier whose battlefield success earned him considerable praise. But his temper was legendary, and being passed over for the Archonship sent him into a rage that led him to turn on his own capital, forcing the Third Lyran Guards to withdraw. After subsequently executing Melissa Nin and the speaker of the Assembly, and disbanding the Estates General, Claudius installed himself as Archon.

Wielding power unilaterally—and rapidly descending into madness—Claudius ignored the events on the Commonwealth's borders, a vulnerability House Kurita exploited mercilessly. Instead, the Archon became engrossed in blood sports and sadistic experiments. When the Kuritas taunted him with the bloody events of New Caledonia, Claudius set in motion a chain of events that would eventually lead to Snow Fire murdering Yoguchi Kurita, though he himself would not live to see the plan come to fruition.

On 8 May 2849, Claudius suffered a massive heart attack and died. The autopsy report showed no foreign chemicals or pathogens present, but many suspected that poison had been involved. Few mourned his passing.

THE TRIUMVIRATE

Rank/Position: Co-Regents for Elizabeth Steiner (13 October 2849-20 January 2859)

Claudius' eight-year-old daughter, Elizabeth, was next in line for the Archonship. The Estates General approached her mother, Duchess Rebecca Morgan Steiner, to serve as sole regent, but she refused. She did, however, accept a post on a regency council for her daughter, later dubbed the Triumvirate. The other members of the trio were Henry DeCalidore, the speaker of the Assembly, and Duchess Ilysa Aten of Tamar and Skye.

The group steered the Commonwealth for nearly a decade, restoring domestic order and stabilizing the Combine and League fronts. The members of the Triumvirate had their own agendas and were frequently at odds, but their competing interests helped their governance by creating balance and ensuring that most matters of importance were addressed. Their regency also provided young Elizabeth with a solid grasp of the factional politics within the Commonwealth. Duchess Rebecca proved to be a stabilizing force, moderating the ambitions of the others and always considering the bigger picture for House Steiner.

The Triumvirate disbanded on 20 January 2859, and each of its members were "rewarded" by the new Archon: DeCalidore was given command of the 23rd Lyran Regulars, Aten was appointed to lead the Commonwealth's relief efforts, and her mother was placed in charge of Environmental Services, an agency dedicated to preserving rare species of plants and animals.

ELIZABETH STEINER

Rank/Position: Archon of the Lyran Commonwealth (2859-2895)
Lived: 20 January 2840 – 31 July 2895

As Archon-Designate, Elizabeth Steiner was a frequent visitor to the Triumvirate's meetings. By the time she came of age, she was well-versed in both the processes and machinations of the Commonwealth government. The new Archon was spared a baptism of fire, as the Second Succession War was winding down and the tempo of military operations had fallen off. Elizabeth hoped that the end of the conflict would bring stability and lasting peace. She took a pragmatic approach, making overtures of peace while laying plans for continued conflict. Elizabeth's peace efforts soon foundered, but her optimism caused the Estates General to push for a reduction in military spending and a return to a less militant posture. Reluctantly she agreed, allowing a number of front-line troops to rotate home in favor of mercenary units.

The decision almost proved to be a disaster. Following the Shadow War, the Combine's need to lash out focused squarely on the Commonwealth. The absence of line units and the shaky loyalty of the mercenaries allowed the DCMS to make significant gains. The Free Worlds League also took action against the Commonwealth, staging military attacks and attempting to assassinate the young Archon. The effort failed, but Elizabeth vowed revenge on the Captain-General she'd briefly viewed as a kindred spirit.

Elizabeth eventually rallied the LCAF and stabilized both fronts once more, regaining a number of lost worlds and even initiating a series of counter-attacks. She died in her sleep in 2895 and was succeeded by her son, Eric.

CONRAD TOYAMA

Rank/Position: Precentor Dieron (2786-2819); Primus of ComStar (2819-2837)
Lived: 9 September 2752 – 17 April 2839

A survivor of the Amaris-Kerensky conflict, Conrad Toyama joined Jerome Blake's Department of Communication in 2780. Drawing on his years of trading experience, it was Toyama who suggested re-branding the organization as ComStar, the name it would bear for over three centuries. Toyama was also responsible for ensuring ComStar became a profitable commercial operation.

Charming and erudite, Toyama rose quickly within the organization to become one of Blake's closest friends and advisors. They complemented each other, the economically savvy rogue and the charmless but tech-savvy older man he idolized. That association began to crumble in the 2810s when Blake and his protégé disagreed over policy. Blake was a staunch believer in staying out of the conflicts of the Successor States and nurturing them back to the heights of the Star League, while Toyama advocated a more interventionist approach.

The traditional view has been that ComStar's intervention in Successor State politics after Blake's passing was a willful diversion from Blake's ideal, with the "Word of Blake" in reality being the Word of Toyama. However, recent discoveries hint that Blake, the last survivor of the upper echelons of Star League government, may have had a change of heart regarding his organization's direction. Toyama, it seems, may have been unjustly maligned by history, though his role in lionizing Blake cannot be denied. The order's full realignment into a pseudo-religious body is attributed to Raymond Karpov, who succeeded Toyama in the wake of the mixed results of the ComStar War.

RAYMOND KARPOV

Rank/Position: Primus of ComStar (2837-2875)
Lived: 24 February 2789 – 11 August 2880

Raymond Karpov was the first head of ComStar born after the onset of the Succession Wars. He rose through the ranks to become Precentor of Alpha Centauri in 2833, and his adherence to Blakist dogma soon earned him Toyama's regard. In 2837, the Primus named Karpov as his heir. Three months later, Raymond was the head of ComStar. As with Toyama's ascension there were suspicions of foul play, but no evidence materialized.

Karpov pushed the order toward dogma and ritual, using ROM to ensure adherence in thought as well as word. He also used the intelligence agency in direct action against the Successor States by approving Operation HOLY SHROUD, a program of murder and terrorism aimed at the Great Houses' scientific research programs. This cost him the support of ROM's head, Michelle Dupreas, who thought such a policy ran counter to Blake's teachings. She resigned from the order and was replaced by Janice Laidlaw. Within a week, Dupreas was dead, killed in an "accident" in Italy. The message was clear: do not cross the Primus.

Karpov also codified many of the order's policies during his reign, including the rules for selecting a Primus and the practice of recruiting the scions of the Great Houses. In later life he seemed to regret some of his hard-line policies, naming a more liberal-minded successor, Andrea Marteen. Karpov resigned the primacy on 5 May 2875, though he continued to serve the order until his death in 2880.



SECOND SUCCESSION WAR DEPLOYMENT TABLE

The following table lists the movements and assignments made by each BattleMech unit involved in the Second Succession War and its status at the end of the war. The table is divided into six sections, each related to one of the major military powers involved in the war: the Armed Forces of the Federated Suns (AFFS), Capellan Confederation Armed Forces (CCAF), Draconis Combine Mustered Soldiery (DCMS), Free Worlds League Military (FWLM), and Lyran Commonwealth Armed Forces (LCAF). The sixth and final section lists the forces of the Major Periphery States. Mercenary units are listed along with their employer's regular units.

Asterisks (*) denote battalion-sized Combat Commands.

The Weight (Wt.) column lists the combat command's overall asset weight, used in *Inner Sphere at War* game play (see *Converting ISW Combat Commands to other systems*, p. 122).

Other status is listed in [brackets]. If a combat command lists [NF] as its (2830) Strength (Str.), it was not yet formed at the start of the war; [D] as its (2864) Strength means the unit effectively lost its ability to function in combat and was not reconstituted; [DB] indicates the unit was disbanded.

ARMED FORCES OF THE FEDERATED SUNS (AFFS)

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
1st Arcadian Cuirassiers	V/R	M	64%	Mirach	E/R	H	17%	Rio
2nd Arcadian Cuirassiers	R/R	M	102%	Almach	R/F	H	80%	Almach
Argyle Lancers	R/R	H	100%	Argyle	R/R	H	32%	Argyle
1st Avalon Borderers	R/R	M	86%	Helixmar	—	—	[D]	—
2nd Avalon Borderers	R/R	L	95%	Barlow's End	—	—	[D]	—
4th Avalon Borderers	R/R	M	84%	Royal	V/R	H	12%	Gahral
1st Avalon Hussars	E/F	A	121%	Breed	E/F	H	99%	Frazer
2nd Avalon Hussars	V/F	H	145%	New Ivaarsen	V/F	H	62%	Cotocallao
4th Avalon Hussars	E/F	H	151%	Colia	V/F	H	97%	Carnac
8th Avalon Hussars	E/F	H	116%	Anguilla	E/R	M	83%	Anguilla
9th Avalon Hussars	V/F	M	144%	Cohay	—	—	[D]	—
11th Avalon Hussars	V/F	L	121%	Robinson	V/F	L	88%	Doneval II
12th Avalon Hussars	V/F	M	128%	Brabent	—	—	[D]	—
14th Avalon Hussars	V/F	L	128%	Orbisonia	—	—	[D]	—
17th Avalon Hussars	R/F	M	132%	Turko	R/F	M	93%	Glenmora
20th Avalon Hussars	E/R	L	142%	Quittacas	E/R	L	51%	Quittacas
22nd Avalon Hussars	R/R	A	99%	Westphalia	R/R	A	43%	Westphalia
23rd Avalon Hussars	R/R	M	62%	Ashley	—	—	[D]	—
26th Avalon Hussars	R/R	M	125%	Mendham	—	—	[D]	—
27th Avalon Hussars	R/R	M	109%	Kathil	—	—	[D]	—
33rd Avalon Hussars	R/F	M	93%	New Aberdeen	R/R	M	43%	Northwind
34th Avalon Hussars	V/R	L	131%	Damevang	—	—	[D]	—
35th Avalon Hussars	R/R	L	136%	Kennard	R/F	L	52%	Bryceland
36th Avalon Hussars	R/F	H	86%	Bromhead	R/F	A	21%	Bromhead
39th Avalon Hussars	V/R	A	93%	Kentwood	R/F	A	38%	Kentwood
41st Avalon Hussars	V/R	M	121%	Angelsey	E/R	M	99%	Listowel
1st Albion	R/Q	A	82%	Markesan	R/Q	A	36%	Markesan
2nd Albion	G/R	L	87%	New Avalon	G/R	L	57%	New Avalon
1st NAMA	R/R	L	78%	Crossing	R/R	L	27%	Crossing
2nd NAMA	G/R	L	99%	New Aberdeen	G/F	M	28%	Hoff
3rd NAMA	G/Q	M	102%	New Avalon	G/Q	H	51%	New Avalon
1st Sakhara*	G/R	L	116%	Crossing	R/R	L	78%	Crossing
2nd Sakhara*	G/R	M	104%	Xhosa VII	—	—	[D]	—
3rd Sakhara*	R/R	H	96%	Bremond	—	—	[D]	—
4th Sakhara*	G/Q	M	118%	Crossing	—	—	[D]	—
6th Sakhara*	R/Q	M	119%	Boeotia	—	—	[D]	—
1st Ceti Hussars	R/R	L	76%	Robsart	R/R	L	43%	Damevang
2nd Ceti Hussars	R/R	L	52%	Orbisonia	R/R	L	21%	Orbisonia
3rd Ceti Hussars	R/F	L	66%	Axton	R/F	L	18%	Clovis
1st Clovis Guards	R/Q	M	61%	Clovis	—	—	[D]	—
Chesterton CMM	G/Q	M	51%	Chesterton	R/R	M	26%	Chesterton
Kathil CMM	R/R	M	86%	Kathil	R/R	M	56%	Kathil

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
New Syrtis CMM	E/Q	H	105%	New Syrtis	E/Q	A	72%	New Syrtis
Royalston CMM	G/R	M	108%	Royalston	G/R	M	86%	Royalston
Anjin Muerto CrMM	R/R	M	73%	Anjin Muerto	R/R	M	53%	Anjin Muerto
Bastian CrMM	R/Q	L	52%	Bastian	R/R	L	22%	Bastian
Broken Wheel CrMM	R/R	L	123%	Broken Wheel	V/R	L	98%	Broken Wheel
Islamabad CrMM	R/R	L	90%	Islamabad	R/R	L	37%	Islamabad
Kestrel CrMM	R/F	M	68%	Kestrel	R/F	H	16%	Kestrel
Malagrotta CrMM	R/R	M	112%	Malagrotta	R/R	H	36%	Malagrotta
New Avalon CrMM	V/F	H	101%	New Avalon	V/F	A	49%	New Avalon
Point Barrow CrMM	R/R	M	74%	Point Barrow	—	—	[D]	—
Tsamma CrMM	R/F	L	96%	Tsamma	R/F	L	39%	Tsamma
1st Crucis Lancers	V/R	L	55%	Waycross	E/R	L	19%	Exeter
2nd Crucis Lancers	V/R	A	70%	Elbar	V/F	A	26%	Errai
3rd Crucis Lancers	R/Q	M	106%	Listowel	R/Q	M	78%	Listowel
4th Crucis Lancers	R/Q	M	86%	Chesterton	R/R	M	10%	Chesterton
5th Crucis Lancers	R/Q	M	77%	Goderich	R/Q	H	30%	Quentin
6th Crucis Lancers	G/Q	L	91%	Harrow's Sun	G/Q	L	40%	DeWitt
7th Crucis Lancers	G/Q	H	76%	Raman	R/Q	M	25%	Raman
8th Crucis Lancers	G/Q	M	83%	Mira	G/Q	H	37%	Mira
1st Davion Guards	V/F	M	98%	Marlette	E/R	M	48%	Alcyone
2nd Davion Guards	E/F	M	61%	Sonnia	V/F	M	39%	Sanilac
3rd Davion Guards	R/F	M	87%	Tancredi IV	V/F	M	19%	Niles
4th Davion Guards	E/F	L	91%	Royal	V/F	L	12%	Cammal
5th Davion Guards	V/F	M	99%	New Avalon	R/F	M	21%	New Avalon
Davion Assault Guards	V/F	A	74%	Taygeta	R/F	H	19%	Northwind
Davion Heavy Guards	V/F	H	111%	Axton	V/F	H	61%	Axton
Davion Light Guards	E/F	L	68%	Farwell	E/F	L	16%	Valexa
2nd Deneb Light Cavalry	G/R	L	49%	Nouveau Toulouse	G/R	L	13%	Kestrel
3rd Deneb Light Cavalry	R/R	L	74%	Chesterton	—	—	[D]	—
4th Deneb Light Cavalry	R/R	M	101%	Robinson	R/R	M	29%	Udibi
5th Deneb Light Cavalry	R/R	M	115%	Edwards	R/F	H	90%	Klamriz V
8th Deneb Light Cavalry	R/R	M	59%	Franklin	R/R	M	54%	Bettendorf
9th Deneb Light Cavalry	G/R	L	106%	Tallassee	G/F	L	38%	Tallassee
Fairfax DMM	R/R	H	108%	Tishomingo	—	—	[D]	—
Kilbourne DMM	R/F	M	93%	Delos IV	R/F	M	51%	Delos IV
Woodbine DMM	R/R	M	81%	Junior	—	—	[D]	—
1st Dragonlords	V/F	A	89%	Hyalite	—	—	[D]	—
2nd Dragonlords	R/R	M	78%	Noh-wan Hohm	R/F	M	51%	Beid
3rd Dragonlords	V/F	M	68%	Warren	V/F	M	45%	Warren
4th Dragonlords	V/R	L	75%	Brockway	—	—	[D]	—
5th Dragonlords	R/F	M	100%	Valexa	—	—	[D]	—
Panzer Brigade	R/R	M	100%	Forms 2835	R/Q	M	51%	Layover

DEPLOYMENT TABLE

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
5th Robinson Chevaliers	R/R	L	58%	Fairfax	—	—	[D]	—
8th Robinson Chevaliers	V/Q	M	91%	Mesartim	V/Q	M	13%	Mesartim
14th Robinson Chevaliers	V/R	H	101%	Choudrant	—	—	[D]	—
17th Robinson Chevaliers	R/R	L	113%	Pitkin	—	—	[D]	—
21st Robinson Chevaliers	R/F	A	66%	Saumur	—	—	[D]	—
22nd Robinson Chevaliers	R/F	L	80%	Colia	R/F	L	14%	Emporia
23rd Robinson Chevaliers	R/R	H	108%	Damevang	—	—	[D]	—
35th Robinson Chevaliers	G/R	L	84%	Woodbine	G/R	M	49%	Woodbine
36th Robinson Chevaliers	R/R	M	75%	Saumur	—	—	[D]	—
1st Robinson Rangers	V/R	M	70%	ReRaised 2831	E/R	M	27%	Allerton
2nd Robinson Rangers	R/Q	L	31%	ReRaised 2836	R/R	L	10%	Le Blanc
1st Syrtis Fusiliers	E/R	A	62%	New Syrtis	—	—	[D]	—
2nd Syrtis Fusiliers	E/R	A	100%	Horsham	E/R	H	78%	Mara
4th Syrtis Fusiliers	R/R	A	72%	Demeter	V/R	H	25%	Demeter
5th Syrtis Fusiliers	V/F	H	65%	Aucara	V/F	H	32%	Glentworth
6th Syrtis Fusiliers	V/Q	M	107%	Shaunavon	E/Q	M	40%	Sirdar
7th Syrtis Fusiliers	V/F	A	81%	Monongahela	—	—	[D]	—
8th Syrtis Fusiliers	E/R	L	99%	Mirach	V/R	L	32%	Mirach
9th Syrtis Fusiliers	R/R	H	101%	Elbar	R/R	A	48%	Elbar
10th Syrtis Fusiliers	V/F	M	102%	Glenmora	—	—	[D]	—
11th Syrtis Fusiliers	R/R	M	93%	Namen	R/F	H	47%	Daniels
12th Syrtis Fusiliers	G/R	M	80%	Caselton	—	—	[D]	—
13th Syrtis Fusiliers	G/R	H	88%	Sonnia	G/F	A	27%	Sonnia
14th Syrtis Fusiliers	G/R	M	89%	Mendham	G/R	M	26%	Mendham
15th Syrtis Fusiliers	V/R	M	82%	Maharet	R/R	M	20%	Maharet
16th Syrtis Fusiliers	G/F	H	73%	Atlas	G/F	A	17%	Mentasta
17th Syrtis Fusiliers	G/R	M	101%	Barlow's End	R/R	M	66%	Barlow's End
18th Syrtis Fusiliers	R/R	M	106%	Merlin	—	—	[D]	—
20th Syrtis Fusiliers	R/R	M	83%	Cartago	R/R	M	54%	Mallory's World
7th Tancredi Loyalists	E/F	M	107%	Tancredi IV	V/F	H	41%	Tancredi IV
10th Tancredi Loyalists	R/F	M	81%	Sturgis	—	—	[D]	—
13th Tancredi Loyalists	V/F	M	87%	Sturgis	—	—	[D]	—

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
Mercenary Combat Commands (AFFS)								
Belinda's Irregulars†	R/R	H	56%	Mira	—	—	[DB]	—
Bloody Sons	R/R	M	[NF]	—	—	—	[DB]	—
Blue Star Irregulars								
1894th Light Horse	E/R	H	91%	Alnadal	V/R	A	21%	Perkasie
21st Rim Worlds	V/R	H	100%	Klathandu IV	V/R	M	78%	Gallitzin
Avatars	V/R	M	56%	Beten Kaitos	V/R	H	19%	Acala
Cupric Byzantium	R/R	L	75%	Raised 2857	—	—	[D]	—
The Ever-Free	R/R	A	89%	Forms 2835	R/R	H	62%	Sauk City
Fighting Urukhai								
8th Striker	E/R	M	120%	Crossing	E/R	H	40%	Ozawa
Bar Hounds	R/R	L	103%	Klathandu IV	R/F	L	48%	Addicks
Sluggers	G/Q	L	123%	Robinson	R/R	L	85%	New Rhodes III
Grave Walkers								
First	CCAF				E/R	M	37%	Marlette
Second	CCAF				R/R	M	43%	Markesan
Hsien Hotheads	G/Q	H	109%	Tallmadge	R/Q	M	73%	Benet III
Kergawa's Blood Lances	R/R	M	79%	Tawas	—	—	[D]	—
The Lazy Eights	R/Q	M	101%	Tecumseh	—	—	[D]	—
Lexington Combat Group								
180th Dragoon	R/R	A	71%	Kumqwat	V/R	A	12%	Avigait
241st Battle	R/R	H	84%	Jaipur	R/R	M	18%	Bacum
32nd Recon	E/R	L	107%	Bodnath	E/R	L	28%	Hadnall
Quinn's Quads*	G/Q	H	115%	Raised 2847	R/R	M	61%	Bremond
Redfield's Renegades	R/Q	A	103%	Chouli	R/R	A	30%	Exeter
Scrap Metal	V/Q	M	64%	Raised 2834	—	—	[D]	—
Screaming Eagles								
1st Screaming Eagles	V/R	A	100%	Demeter	R/R	H	18%	Elbar
2nd Screaming Eagles	R/R	A	100%	Tedibyhr	V/F	A	71%	Elbar
Simpson's Samurai†	R/Q	M	83%	Bahl's Retreat	—	—	[DB]	—
Tamara's Black Sword	V/Q	M	110%	Udibi	R/Q	H	83%	Cassias
12th Vegan Rangers	E/F	M	33%	Verde	R/F	A	100%	Verde

†(Form Bloody Sons 2830)

CAPELLAN CONFEDERATION ARMED FORCES (CCAF)

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
1st Andurien Hussars	E/F	H	78%	Calseraigne	—	—	[D]	—
2nd Andurien Hussars	E/R	L	105%	Rosendal	—	—	[D]	—
3rd Andurien Hussars	R/Q	H	51%	Viribium	—	—	[D]	—
4th Andurien Hussars	G/F	M	86%	Itica	—	—	[D]	—
7th Andurien Hussars‡	G/Q	M	68%	Calseraigne	V/Q	M	50%	Calseraigne
10th Andurien Hussars	G/Q	M	82%	Leyda	—	—	[D]	—
11th Andurien Hussars	R/Q	M	116%	Dili	—	—	[D]	—
Chesterton Reserves								
Blandford's Grenadiers	V/F	M	72%	Sarna	V/F	H	53%	Fomalhaut
Chesterton Guardians	R/F	M	100%	Outreach	—	—	[D]	—
Gryff's Hussars	E/F	M	80%	St. Ives	V/F	M	42%	St. Ives
Marshals of Tikonov	V/R	A	84%	New Hessen	R/R	A	18%	Tikonov
Prefectorate Guard	R/F	M	96%	Capella	V/F	M	64%	Capella
Red Lancers	E/F	A	80%	Gorki	E/F	A	39%	Sian
Justine's Grenadiers	G/F	M	151%	Kwamashu	—	—	[D]	—
1st Ariana Fusiliers	R/R	M	99%	Algot	R/R	M	44%	Algot
2nd Ariana Fusiliers	G/R	M	95%	Alrescha	G/R	M	65%	Alrescha
Ariana Grenadiers	R/F	M	74%	Anaea	R/F	M	30%	Bell
Chesterton Cuirassiers	R/F	L	89%	Menkar	R/F	M	45%	Outreach
8th Chesterton Cavalry	R/F	M	50%	Algot	—	—	[D]	—
1st Chesterton Voltigeurs	R/R	L	82%	Plataea	V/R	M	17%	Conwy
2nd Chesterton Voltigeurs	G/R	L	109%	Tikonov	G/R	M	48%	Tybalt
3rd Chesterton Voltigeurs	G/R	M	122%	Tikonov	G/R	M	87%	Ronel
Hamilton's Highlanders	R/R	M	[NF]	—	R/R	M	27%	Small World
Shadrack's Shadowhawks	G/Q	H	67%	Keid	G/Q	A	15%	Keid

‡Renamed Lafarge's Hussars in 2865

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
Tristram's Avengers	V/Q	A	100%	Rio	—	—	[D]	—
Lothar's Fusiliers	G/R	M	[NF]	—	R/R	M	30%	Highspire
1st Confederation Reserve Cavalry	R/R	M	90%	Ashkum	R/R	M	29%	Ashkum
2nd Confederation Reserve Cavalry	G/F	M	96%	Almach	G/F	M	52%	Almach
3rd Confederation Reserve Cavalry	V/F	L	100%	Les Halles	E/F	L	35%	Yuris
4th Confederation Reserve Cavalry	R/R	M	74%	Avigait	V/R	H	32%	Yongd
5th Confederation Reserve Cavalry	G/R	A	104%	Lurgatan	G/R	A	77%	Lurgatan
6th Confederation Reserve Cavalry	R/F	A	69%	Non Diz	R/F	A	32%	Non Diz
7th Confederation Reserve Cavalry	R/R	L	124%	Mattisskogen	R/R	L	56%	Shiro III
8th Confederation Reserve Cavalry	G/Q	M	85%	Andro	—	—	[D]	—
9th Confederation Reserve Cavalry	R/Q	L	59%	Gallitzin	R/Q	M	47%	New Troy
11th Confederation Reserve Cavalry	G/Q	L	119%	Oli	—	—	[D]	—
2nd Liao Guards	R/Q	H	82%	Sian	—	—	[D]	—
3rd Liao Guards	G/F	M	79%	Berenson	—	—	[D]	—
4th Liao Guards	R/R	H	92%	Suzano	—	—	[D]	—
5th Liao Guards	G/Q	M	95%	Capella	—	—	[D]	—
6th Liao Guards	G/Q	M	137%	Menkar	G/Q	M	72%	Ankaa
Vincent's Commandos	R/R	M	153%	Jonathan	R/R	M	128%	Jonathan
1st 'Sarna' Lancers	R/F	M	61%	Chamdo	V/F	M	41%	Chamdo
2nd 'Glasgow' Lancers	R/R	L	100%	Sarna	V/R	L	22%	Sarna
3rd 'Mira' Lancers	R/R	M	86%	Undra	—	—	[D]	—
4th 'St. Andre' Lancers	G/F	A	88%	Small World	—	—	[D]	—
6th 'Zion' Lancers	R/R	H	68%	Caph	—	—	[D]	—
7th 'Asuncion' Lancers	G/R	M	80%	Asuncion	—	—	[D]	—
9th 'Hassad' Lancers	V/Q	M	91%	Bithinia	E/R	M	44%	Chengdu
10th 'Jasmine' Lancers	G/R	H	94%	Jasmine	G/R	A	42%	Jasmine

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
11th 'Paches' Lancers	R/Q	L	84%	Paches	—	—	[D]	—
12th 'Lee' Lancers	E/R	M	65%	Genf	V/R	M	33%	Lee
14th 'Zurich' Lancers	E/F	L	52%	Wasat	V/F	M	15%	Wasat
15th 'Styk' Lancers	G/F	H	79%	New Stevens	—	—	[D]	—
16th 'Valexa' Lancers	G/R	L	80%	Conwy	—	—	[D]	—
17th 'Chengdu' Lancers	R/Q	L	68%	Chengdu	—	—	[D]	—
18th 'Belluevue' Lancers	G/Q	H	96%	Belluevue	G/R	A	35%	Belluevue
19th 'Lacadon' Lancers	R/Q	L	69%	Lacadon	—	—	[D]	—
St. Ives Armored Cavalry								
Capellan Cuirassiers	E/F	H	94%	Raballa	E/F	A	32%	Monhegan
1st Centauri Guards	R/R	M	103%	Teng	—	—	[D]	—
2nd Centauri Guards	R/Q	L	59%	Hadnall	V/R	M	39%	Teng
3rd Centauri Guards	V/R	M	105%	Cotocallao	V/R	M	73%	Warlock
1st Redfield Regulars	R/R	L	64%	Bethel	—	—	[D]	—
2nd Redfield Regulars	G/F	L	70%	Redfield	G/F	L	12%	Maladar
St Ives Cheveau Legers	R/R	M	74%	Hurgh	R/F	M	41%	Shoreham
1st St Ives Lancers	E/F	M	85%	Corella	E/F	M	23%	Dowles
2nd St Ives Lancers	V/F	M	94%	Knutdor	E/F	H	50%	Safe Port
3rd St Ives Lancers	V/F	L	60%	St. Ives	—	—	[D]	—
4th St Ives Lancers	G/Q	M	78%	St. Ives	—	—	[D]	—
5th St Ives Lancers	R/R	M	59%	Laong	R/F	M	50%	Laong
6th St Ives Lancers	R/F	A	89%	Shoreham	—	—	[D]	—
7th St Ives Lancers	R/R	M	91%	Alcyone	—	—	[D]	—
Sharpe Rifles	R/R	M	91%	Stein's Folly	—	—	[D]	—
6th Teng Hussars	E/R	M	91%	Haappajarvi	—	—	[D]	—
7th Teng Hussars	R/R	A	87%	Teng	—	—	[D]	—
3rd Sian Dragoons	E/F	M	117%	Aquagea	—	—	[D]	—
4th Sian Dragoons	G/R	A	85%	Lochmantle	—	—	[D]	—
5th Sian Dragoons	R/F	M	65%	Aomen	—	—	[D]	—
6th Sian Dragoons	R/R	H	55%	Smithon	—	—	[D]	—
7th Sian Dragoons	R/F	M	93%	Itrom	—	—	[D]	—
8th Sian Dragoons	R/R	M	96%	Rollis	V/F	M	30%	Rollis
9th Sian Dragoons	R/Q	H	108%	Katla	—	—	[D]	—
10th Sian Dragoons	G/R	M	63%	Bacum	—	—	[D]	—
11th Sian Dragoons	V/R	A	61%	Calpaca	—	—	[D]	—
13th Sian Dragoons	G/Q	M	65%	Yuris	—	—	[D]	—
14th Sian Dragoons	R/R	L	96%	Frazer	—	—	[D]	—
15th Sian Dragoons	R/R	H	69%	Kupang	—	—	[D]	—
16th Sian Dragoons	G/R	L	119%	Courcellete	—	—	[D]	—
17th Sian Dragoons	R/R	H	82%	New Troy	—	—	[D]	—
18th Sian Dragoons	R/Q	M	98%	Lesalles	V/Q	M	52%	Wallacia
19th Sian Dragoons	R/Q	M	86%	Dalian	R/Q	M	25%	Iknogoro
20th Sian Dragoons	V/Q	M	88%	Pella II	—	—	[D]	—

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
21st Sian Dragoons	R/Q	A	58%	Ipswich	R/Q	A	36%	Anegasaki
22nd Sian Dragoons	R/Q	L	59%	Iknogoro	—	—	[D]	—
23rd Sian Dragoons	R/Q	H	115%	Karlstejn	—	—	[D]	—
24th Sian Dragoons	E/Q	M	67%	Anegasaki	—	—	[D]	—
25th Sian Dragoons	G/Q	H	70%	Anegasaki	—	—	[D]	—
26th Sian Dragoons	R/R	L	124%	Abruzzi	—	—	[D]	—
27th Sian Dragoons	G/R	L	98%	Victoria	G/R	M	58%	Mitchel
1st Tikonov Lancers	V/F	A	104%	Ruchbah	—	—	[D]	—
3rd Tikonov Lancers	E/Q	H	94%	Hall	E/Q	H	17%	Hall
6th Tikonov Lancers	G/R	M	86%	Ohrensen	—	—	[D]	—
7th Tikonov Lancers	R/R	H	84%	Basalt	R/R	A	37%	Moravian
8th Tikonov Lancers	G/Q	L	107%	Ventabren	G/Q	L	84%	Ventabren
9th Tikonov Lancers	V/Q	L	72%	Yangtze	—	—	[D]	—
10th Tikonov Lancers	R/Q	M	91%	Carver V	R/R	M	16%	Carver V
11th Tikonov Lancers	R/Q	M	49%	Kyrkbacken	—	—	[D]	—
13th Tikonov Lancers	G/R	L	112%	Berenson	R/R	L	77%	Berenson
Mercenary Combat Commands (CCAF)								
Always Faithful	R/R	H	107%	Ruchbah	V/R	H	38%	Ruchbah
Always Faithful: Alpha	R/R	M	75%	Aodh	V/R	M	20%	Pell
Always Faithful: Charlie	V/F	M	92%	Campertown	E/F	M	26%	Campertown
Cŵn Annwn*	E/F	H	125%	Raised 2825	—	—	[D]	—
Damage Inc	R/R	A	97%	Raised 2855	—	—	[D]	—
15th Dracon	R/R	M	101%	Ingress	R/R	M	52%	Ingress
Grave Walkers								
First	E/R	H	107%	Bethonolog	E/R	M	37%	To AFFS
Second	R/R	M	84%	Gallis	R/R	M	43%	To AFFS
Lacadon Vengeance Legion	R/F	M	72%	Lacadon	—	—	[D]	—
Mary's Little LAMs*	V/Q	L	146%	Raised 2832	G/Q	L	42%	Rosendal
Ngāi Tiuka	R/R	M	68%	Raised 2849	—	—	[D]	—
Narhal's Raiders	LCAF 2830-49				To LCAF 2859			
Northwind Highlanders								
1st Kearny Highlanders	E/Q	M	101%	Ilmachna	V/R	M	78%	Kyrkbacken
2nd Kearny Highlanders	R/R	M	70%	Halloran V	R/R	M	18%	New Hessen
3rd Kearny Highlanders	R/R	M	105%	Northwind	—	—	[D]	—
McCormack's Fusiliers	V/R	L	76%	St. Ives	E/F	M	39%	Alto
Marion's Highlanders	R/Q	M	80%	Yunnah	R/Q	H	48%	Asuncion
Stuart's Highlanders	E/F	L	42%	Northwind	—	—	[D]	—
12th Star Guard								
Negelein's Gamblers	R/R	M	61%	Jonathan	To LCAF			
Dalrymple's Heavies	V/F	A	80%	Mytilene	To LCAF			
Paget's War Ponies§	G/R	H	29%	Bell	To LCAF			
Swann's Cavaliers	G/F	L	[NF]	—	R/R	M	67%	Jonzac
4th Tau Ceti Rangers	R/R	H	107%	Ruchbah	V/R	H	38%	Ruchbah

§Raised in 2823 from survivors of the Fomorians

DRACONIS COMBINE MUSTERED SOLDIERY (DCMS)

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
1st Amphigean Light Assault Group*	R/Q	L	93%	New Rhodes III	V/Q	L	36%	Towne
2nd Amphigean Light Assault Group*	R/Q	L	119%	New Rhodes III	R/Q	M	94%	Al Na'ir
3rd Amphigean Light Assault Group*	G/Q	M	116%	Quentin	G/Q	M	46%	Dieron
4th Amphigean Light Assault Group*	G/Q	H	115%	New Wessex	R/Q	M	44%	Pilkhua
5th Amphigean Light Assault Group*	R/Q	L	113%	Tybalt	R/R	L	76%	New Ivaarsen
1st Arkab Legion	E/R	L	102%	McComb	E/R	L	43%	David
2nd Arkab Legion	E/R	H	122%	Arkab	V/R	H	51%	Arkab
4th Arkab Legion	V/F	M	81%	Otho	V/F	M	57%	Orestes
5th Arkab Legion	G/R	L	86%	McGehee	—	—	[D]	—
6th Arkab Legion	G/Q	M	80%	Addicks	R/Q	M	48%	Sulafat
7th Arkab Legion	G/Q	M	106%	Deneb Kaitos	—	—	[D]	—
1st An Ting Legion	G/R	M	161%	Cassias	—	—	[DB]	—
2nd An Ting Legion	G/R	L	129%	An Ting	G/F	L	50%	An Ting
3rd An Ting Legion	G/R	M	152%	Matsuida	—	—	[DB]	—
4th An Ting Legion	G/R	M	157%	Kaznejoy	G/R	M	68%	Kaznejoy
5th An Ting Legion	R/R	M	26%	Oshika	—	—	[DB]	—

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
1st Benjamin Regulars	R/R	L	85%	Kiesen	—	—	[D]	—
2nd Benjamin Regulars	R/R	L	83%	Trolloc Prime	V/R	L	42%	Trolloc Prime
3rd Benjamin Regulars	R/R	H	81%	Odabasi	R/F	H	47%	Dehgolan
4th Benjamin Regulars	G/R	M	69%	Buckminster	G/R	H	50%	Tukayyid
5th Benjamin Regulars	G/R	L	93%	Sendai	—	—	[D]	—
6th Benjamin Regulars	R/R	M	63%	Benjamin	V/R	M	22%	Benjamin
8th Benjamin Regulars	R/R	A	102%	Kajikazawa	—	—	[D]	—
9th Benjamin Regulars	E/R	M	56%	Baldur	E/R	H	24%	Karbala
10th Benjamin Regulars	R/R	A	87%	Paris	—	—	[D]	—
11th Benjamin Regulars	R/R	A	116%	Sendai	V/R	A	51%	Kingtribel
12th Benjamin Regulars	G/R	L	60%	Vega	—	—	[D]	—
13th Benjamin Regulars	R/R	L	91%	Maule	V/R	L	63%	Maule
15th Benjamin Regulars	V/F	H	71%	Darius	V/F	A	33%	Grumium
17th Benjamin Regulars	G/R	H	59%	Donenac	G/F	H	35%	Dobson
18th Benjamin Regulars	E/F	H	59%	Donenac	—	—	[D]	—
19th Benjamin Regulars	G/Q	L	103%	Proserpina	—	—	[D]	—

DEPLOYMENT TABLE

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
1st Dieron Regulars	V/F	A	80%	Eltanin	—	—	[D]	—
2nd Dieron Regulars	R/R	L	113%	Ko	R/R	L	87%	Lambrecht
3rd Dieron Regulars	V/R	M	72%	Marlowe's Rift	E/R	M	23%	Ashio
5th Dieron Regulars	E/F	M	74%	Al Na'ir	—	—	[D]	—
6th Dieron Regulars	G/Q	L	93%	Nai-Stohl	—	—	[D]	—
7th Dieron Regulars	R/Q	M	94%	David	—	—	[D]	—
8th Dieron Regulars	R/Q	H	120%	Kilbourne	R/Q	A	44%	Kaus Media
9th Dieron Regulars	G/Q	M	56%	Skat	R/Q	M	36%	Towne
11th Dieron Regulars	R/R	H	86%	Sadalbari	R/R	M	46%	Kaus Australis
12th Dieron Regulars	G/Q	M	126%	Atria	G/Q	M	93%	Kaus Borealis
13th Dieron Regulars	G/R	L	90%	Dieron	—	—	[D]	—
15th Dieron Regulars	G/R	L	83%	Hean	G/R	L	60%	Markab
16th Dieron Regulars	G/Q	M	61%	Dieron	R/Q	M	36%	Dieron
18th Dieron Regulars	—	—	[NF]	—	G/R	A	28%	Alnasi
20th Dieron Regulars	G/F	M	77%	Sabik	G/F	M	51%	Galatia III
21st Dieron Regulars	G/Q	M	109%	Ashio	—	—	[D]	—
22nd Dieron Regulars	V/Q	M	64%	Eltanin	E/Q	M	24%	Kuzuu
23rd Dieron Regulars	R/R	H	84%	Kaus Australis	—	—	[D]	—
24th Dieron Regulars	V/R	M	79%	Nashira	V/R	M	33%	Lima
26th Dieron Regulars	V/R	H	76%	Alnasi	—	—	[D]	—
27th Dieron Regulars	R/Q	M	98%	Yorii	R/R	M	76%	Yorii
28th Dieron Regulars	V/Q	M	108%	Aubisson	—	—	[D]	—
29th Dieron Regulars	R/Q	L	118%	Fomalhaut	—	—	[D]	—
30th Dieron Regulars	G/R	H	99%	Mallory's World	G/R	H	64%	Altair
31st Dieron Regulars	R/R	L	113%	Lyons	—	—	[D]	—
32nd Dieron Regulars	R/Q	M	68%	Donenac	—	—	[D]	—
33rd Dieron Regulars	G/Q	H	82%	Yorii	—	—	[D]	—
34th Dieron Regulars	G/R	A	126%	Fomalhaut	—	—	[D]	—
35th Dieron Regulars	G/R	M	92%	Ronel	—	—	[D]	—
36th Dieron Regulars	G/Q	H	84%	Asta	G/Q	M	18%	Imbros III
1st Galedon Regulars	E/F	H	54%	Medron	—	—	[D]	—
2nd Galedon Regulars	E/R	M	91%	Arlington	E/F	M	24%	Oldsmith
3rd Galedon Regulars	V/F	M	83%	Thestria	—	—	[D]	—
5th Galedon Regulars	R/F	L	80%	Enif	V/F	M	24%	Enif
6th Galedon Regulars	V/R	H	91%	Marduk	V/R	M	67%	Harrow's Sun
8th Galedon Regulars	R/R	M	115%	Marlowe's Rift	V/R	M	63%	Thestria
9th Galedon Regulars	R/Q	M	71%	Deshler	—	—	[DB]	—
10th Galedon Regulars	E/Q	A	102%	Misery	—	—	[DB]	—
11th Galedon Regulars	V/R	M	65%	New Samarkand	—	—	[D]	—
12th Galedon Regulars	R/R	L	75%	Kazanka	R/F	L	32%	Weisau
13th Galedon Regulars	R/R	L	99%	Baldur	V/R	M	61%	Baldur
14th Galedon Regulars	V/F	H	83%	Galedon V	R/F	A	27%	Galedon V
15th Galedon Regulars	R/F	A	68%	Oshika	R/F	A	15%	Oshika
16th Galedon Regulars	R/R	L	112%	Cimeron	R/R	L	91%	Colia
17th Galedon Regulars	R/Q	H	71%	New Aberdeen	R/Q	H	14%	New Aberdeen
18th Galedon Regulars	R/F	M	68%	Bad News	—	—	[D]	—
19th Galedon Regulars	G/R	L	59%	An Ting	R/R	L	30%	Groveld III
20th Galedon Regulars	R/R	M	78%	Sinope	—	—	[D]	—
21st Galedon Regulars	R/R	A	57%	Valentina	R/R	A	38%	Valentina
22nd Galedon Regulars	V/F	M	89%	Bryceland	—	—	[D]	—
23rd Galedon Regulars	R/R	L	113%	New Mendham	R/R	L	60%	Elidere IV
24th Galedon Regulars	V/R	M	71%	Fellanin II	E/R	H	43%	Fellanin II
27th Galedon Regulars	R/F	M	98%	Gandy's Luck	—	—	[D]	—
30th Galedon Regulars	R/R	M	104%	Harpster	R/R	M	73%	Harpster
36th Galedon Regulars	V/R	M	74%	Wittington	—	—	[D]	—
39th Galedon Regulars	V/R	M	74%	Cassias	—	—	[D]	—
40th Galedon Regulars	R/F	M	72%	Irurzun	—	—	[D]	—
2nd Pesht Regulars	R/F	A	93%	Pesht	—	—	[D]	—
3rd Pesht Regulars	G/F	M	98%	Luthien	G/F	H	62%	Kagoshima
4th Pesht Regulars	G/F	L	74%	Richmond	R/R	L	41%	Schwartz
5th Pesht Regulars	R/F	L	69%	Land's End	—	—	[D]	—
6th Pesht Regulars	G/R	M	93%	Qandahar	G/F	M	39%	Qandahar
7th Pesht Regulars	R/R	M	87%	New Sapporo	R/R	M	15%	New Sapporo
9th Pesht Regulars	R/F	L	97%	Bjarred	V/F	L	48%	Bjarred
10th Pesht Regulars	R/R	A	99%	Hassi R'mel	R/R	A	50%	Hassi R'mel

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
1st Proserpina Hussars	E/F	H	72%	Paris	V/F	A	31%	Proserpina
2nd Proserpina Hussars	V/F	L	79%	Wapakoneta	V/F	L	22%	Rochester
3rd Proserpina Hussars	R/F	M	73%	Tripoli	R/F	M	31%	Harvest
4th Proserpina Hussars	E/R	M	71%	Matar	E/R	M	27%	Xhosa VII
9th Proserpina Hussars	R/R	L	77%	Santiago	R/R	M	29%	Helen
1st Rasalhague Regulars	E/F	H	65%	Richmond	E/R	A	26%	Richmond
2nd Rasalhague Regulars	R/R	M	85%	Heiligendreuz	—	—	[D]	—
3rd Rasalhague Regulars	R/R	M	67%	Toffen	—	—	[D]	—
4th Rasalhague Regulars	R/F	L	84%	Oyevaina	R/F	L	58%	Gunzburg
5th Rasalhague Regulars	R/R	A	81%	Halesowen	R/R	A	14%	Halesowen
6th Rasalhague Regulars	R/F	L	79%	Kufstein	R/F	L	58%	New Caledonia
7th Rasalhague Regulars	R/R	H	108%	Kirchbach	R/R	A	46%	New Caledonia
8th Rasalhague Regulars	R/Q	H	59%	Nykvarn	R/Q	A	33%	Basiliano
9th Rasalhague Regulars	E/Q	A	96%	Ardoz	E/Q	A	29%	Toffen
10th Rasalhague Regulars	R/R	L	71%	Hohenems	V/F	M	41%	Hohenems
11th Rasalhague Regulars	R/F	L	74%	Mozirje	—	—	[D]	—
13th Rasalhague Regulars	R/F	H	69%	Liezen	R/F	A	22%	Planting
14th Rasalhague Regulars	R/F	M	72%	Outpost	—	—	[D]	—
15th Rasalhague Regulars	R/Q	L	102%	Radstadt	V/Q	M	50%	Radstadt
16th Rasalhague Regulars	R/Q	H	99%	Soverzene	—	—	[D]	—
17th Rasalhague Regulars	V/F	M	87%	Mualang	V/R	H	16%	Heiligendreuz
18th Rasalhague Regulars	R/R	M	114%	Vorarlberg	—	—	[D]	—
19th Rasalhague Regulars	V/R	H	63%	Kiruna	—	—	[D]	—
20th Rasalhague Regulars	V/R	H	95%	Trondheim	V/R	A	15%	Trondheim
21st Rasalhague Regulars	V/R	A	93%	Pinnacle	E/R	A	58%	Bushmill
22nd Rasalhague Regulars	R/R	M	93%	Lovinac	V/R	M	60%	Rasalhague
23rd Rasalhague Regulars	R/F	M	86%	Bushmill	—	—	[D]	—
24th Rasalhague Regulars	R/R	M	113%	Liezen	—	—	[D]	—
25th Rasalhague Regulars	R/F	H	95%	Eguilles	R/F	A	20%	Eguilles
26th Rasalhague Regulars	R/R	L	82%	Rodigo	R/R	L	48%	Verthandi
1st Sword of Light	E/R	M	145%	Benet III	V/F	M	57%	Luthien
2nd Sword of Light	E/F	H	129%	Mara	V/R	H	56%	Robinson
4th Sword of Light	E/F	M	131%	**	—	—	[D]	—
5th Sword of Light	V/F	M	112%	Scheat	V/F	M	58%	Robinson
7th Sword of Light	E/F	L	133%	Bergman's Planet	E/F	L	72%	Chaville
8th Sword of Light	V/R	H	135%	Stanzach	R/R	H	74%	Stanzach
1st Sun Zhang Academy Cadre	G/F	L	108%	Luthien	G/R	L	67%	Luthien
2nd Sun Zhang Academy Cadre	G/F	M	109%	Rasalhague	—	—	[D]	—
3rd Sun Zhang Academy Cadre	G/F	L	121%	Galedon V	—	—	[D]	—
5th Sun Zhang Academy Cadre	G/R	M	50%	Gandy's Luck	G/R	H	30%	Gandy's Luck
7th Sun Zhang Academy Cadre	R/F	M	75%	Lima	—	—	[D]	—
9th Sun Zhang Academy Cadre	R/F	M	116%	Latexo	R/F	M	64%	Alnadal
11th Sun Zhang Academy Cadre	G/F	M	91%	Elidere IV	—	—	[D]	—
12th Sun Zhang Academy Cadre	R/F	L	104%	Périgueux	R/F	L	62%	McGehee
Mercenary Combat Commands (DCMS)								
Armored Combat Escalation Service	R/F	M	126%	Raised 2828	—	—	[D]	—
Bad Dream*	R/Q	M	122%	New Wessex	R/Q	M	56%	Nirasaki
Big Kev's Brigade	G/F	L	135%	Raised 2853	R/Q	L	44%	Lucerne
Bolton's Rangers	E/Q	M	157%	Kuzuu	V/Q	M	57%	Orestes
Daemien's Destroyers	R/R	L	91%	Vorarlberg	R/R	L	45%	Vorarlberg
Fuchida's Fusiliers	R/R	M	110%	Tinaca	R/R	M	65%	Tinaca
Gabhardt's Carabineers	—	—	[NF]	—	R/Q	L	48%	Tsukude
Hamann's Amazons	—	—	[NF]	—	R/R	M	30%	Dyev
28th Heavy Horse Regiment	R/R	H	78%	Gunzburg	—	—	[D]	—
The Isengrim	V/Q	H	106%	Raised 2861	G/R	M	79%	Cylene
The Knightmares	—	—	[NF]	—	V/Q	L	80%	Al Hillah
Levithian's Wake	R/R	A	86%	Raised 2839	V/R	L	61%	Franklin
Lone Star Regiment	R/R	H	40%	Chaville	R/R	A	27%	Deneb Algedi
Oosik Irregulars	R/Q	M	87%	Raised 2851	—	—	[D]	—
Paul Bunyon Regiment	R/R	A	136%	Lone Star	—	—	[D]	—
The Red Barons*	E/R	H	98%	Raised 2855	E/R	M	85%	Ascella
Red Eagles Battalion	R/Q	M	95%	The Edge	V/R	M	21%	The Edge
Steel Rain	—	—	[NF]	—	V/R	A	64%	Fellanin II
104th Striker Regiment	V/Q	H	96%	Gunzburg	—	—	[D]	—
The Wylde Cards	R/Q	M	100%	Raised 2859	—	—	[D]	—

**Fourth reformed in 2840 when 8th stood down. 8th re-raised when 4th destroyed in 2849.

FREE WORLDS LEAGUE MILITARY (FWLM)

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
1st Atrean Dragoons	V/F	M	97%	Atreus	E/F	M	62%	Atreus
2nd Atrean Dragoons	R/F	L	109%	Devil's Rock	—	—	[D]	—
3rd Atrean Dragoons	V/F	M	97%	Hechnar	—	—	[D]	—
4th Atrean Dragoons	R/F	M	86%	Borka	R/F	M	49%	Borka
5th Atrean Dragoons	R/F	A	113%	Marik	—	—	[D]	—
6th Atrean Dragoons	R/F	M	111%	Paradise	—	—	[D]	—
7th Atrean Dragoons	R/F	L	93%	Acubens	—	—	[D]	—
8th Atrean Dragoons	R/F	M	104%	Irian	—	—	[D]	—
9th Atrean Dragoons	R/R	L	75%	Shiloh	—	—	[D]	—
10th Atrean Dragoons	R/F	L	66%	Second Chance	—	—	[D]	—
11th Atrean Dragoons	E/F	M	105%	Lopez	E/F	M	29%	Lopez
12th Atrean Dragoons	R/F	H	104%	Alula Borealis	R/F	H	77%	Alula Borealis
14th Atrean Dragoons	R/F	L	83%	Altoona	—	—	[D]	—
1st Defenders of Andurien	V/Q	M	65%	El Giza	E/Q	H	22%	Andurien
2nd Defenders of Andurien	V/Q	M	58%	Thurrock	—	—	[D]	—
3rd Defenders of Andurien	R/Q	A	89%	Mosiro	R/Q	H	62%	Dalian
4th Defenders of Andurien	G/Q	L	96%	Villanueva	G/R	L	24%	Cursa
5th Defenders of Andurien	V/Q	L	119%	Fagerholm	E/Q	L	65%	Sappho
6th Defenders of Andurien	G/Q	L	116%	Tengil	G/R	L	42%	Katla
1st Brigade	E/F	H	91%	Kwamashu	V/F	A	57%	Irian
2nd Brigade	V/R	L	81%	Fletcher	V/R	L	20%	Ipswich
3rd Brigade	V/R	M	74%	Lukla	E/R	H	53%	Lukla
4th Brigade	R/R	M	91%	Blue Sava	R/F	M	51%	Oriente
Ducal Guards	E/R	M	55%	Nam Dinh	V/R	M	48%	Nam Dinh
1st FW Guards	E/F	A	119%	Galisteo	V/F	A	91%	Galisteo
2nd FW Guards	E/F	M	132%	El Giza	E/F	M	77%	Aquagea
3rd FW Guards	R/F	M	140%	Stettin	R/R	M	75%	Stettin
4th FW Guards	V/F	H	145%	Promised Land	—	—	[D]	—
5th FW Guards	E/F	H	125%	McAffe	—	—	[D]	—
6th FW Guards	V/F	M	122%	Amity	R/F	M	84%	Alhena
Marik Guard	E/F	L	69%	Marik	E/R	M	38%	Marik
1st Marik Militia	V/F	L	86%	Tamarind	E/F	L	52%	Tamarind
2nd Marik Militia	G/F	M	85%	Dalcour	G/F	M	33%	Circinus
3rd Marik Militia	G/F	L	98%	Graham IV	R/F	M	52%	Andurien
5th Marik Militia	R/F	M	97%	Wing	R/F	M	67%	Wing
6th Marik Militia	V/F	L	75%	Shui-pào	E/F	L	27%	Shui-pào
8th Marik Militia	R/F	M	94%	Hassad	R/F	M	62%	Hassad
9th Marik Militia	R/R	A	73%	Cranston	R/R	H	47%	Cranston
10th Marik Militia	R/R	H	109%	Eleusis	R/F	M	53%	Eleusis
11th Marik Militia	R/Q	M	66%	Lesnovo	—	—	[D]	—
12th Marik Militia	G/R	M	118%	Cerillos	—	—	[D]	—
13th Marik Militia	Reforms 2838				R/R	A	27%	Acubens
14th Marik Militia	R/F	A	87%	Griffith	R/F	A	56%	Griffith
15th Marik Militia	V/F	H	99%	Savannah	V/F	H	28%	Van Diemen IV
16th Marik Militia	G/R	H	83%	Danais	—	—	[D]	—
18th Marik Militia	G/R	M	66%	Xanthe III	G/F	M	28%	Claybrooke
19th Marik Militia	R/F	M	82%	Callison	—	—	[D]	—
20th Marik Militia	R/R	M	67%	Graham IV	V/R	M	17%	Graham IV
22nd Marik Militia	R/F	A	95%	Castor	—	—	[D]	—
23rd Marik Militia	Reforms 2835				R/R	H	34%	Marik
24th Marik Militia	G/R	M	116%	Andurien	—	—	[D]	—
25th Marik Militia	R/R	H	98%	Megrez	R/R	A	42%	Megrez
26th Marik Militia	R/R	M	110%	Thermopolis	R/R	M	78%	Cascade
27th Marik Militia	G/R	M	52%	Hednesford	G/R	M	12%	Hednesford
28th Marik Militia	G/R	M	69%	Marik	—	—	[D]	—
30th Marik Militia	R/R	M	95%	Ilion	R/R	M	65%	Pollux
31st Marik Militia	G/Q	M	95%	Dixie	G/R	H	65%	Devil's Rock
32nd Marik Militia	G/R	L	108%	Colfax	G/R	M	44%	Colfax
33rd Marik Militia	G/Q	M	59%	Cavanaugh II	G/Q	M	25%	Cavanaugh II
35th Marik Militia	G/Q	M	86%	Tsinghai	R/Q	H	44%	Tsinghai
36th Marik Militia	G/Q	H	104%	Vanra	G/Q	M	39%	Hassad
37th Marik Militia	G/Q	A	102%	Callison	R/R	H	79%	Callison
38th Marik Militia	G/Q	M	77%	Kristiandsund	R/R	M	37%	Kristiandsund
39th Marik Militia	G/Q	A	104%	Old Kentucky	R/Q	A	66%	Old Kentucky

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
40th Marik Militia	R/Q	M	102%	Castor	—	—	[D]	—
1st Oriente Hussars	E/R	L	86%	Corey	E/R	L	19%	Oriente
2nd Oriente Hussars	R/R	M	58%	Shuen Wan	R/F	M	49%	Kwamashu
3rd Oriente Hussars	V/R	M	95%	Alula Australis	E/R	M	66%	Alula Australis
4th Oriente Hussars	R/R	H	70%	Shuen Wan	R/R	A	53%	New Delos
5th Oriente Hussars	R/R	H	71%	Oriente	R/R	M	28%	Andurien
6th Oriente Hussars	R/R	A	74%	Sappho	—	—	[D]	—
7th Oriente Hussars	R/R	H	120%	Wazan	—	—	[D]	—
8th Oriente Hussars	R/R	M	88%	Fletcher	—	—	[D]	—
9th Oriente Hussars	G/R	M	72%	Daneshmand	—	—	[D]	—
10th Oriente Hussars	R/R	A	94%	Ramen II	R/R	H	50%	Fletcher
11th Oriente Hussars	G/R	M	105%	Bernardo	—	—	[D]	—
1st Orloff Grenadiers	V/R	H	76%	Vanra	E/R	A	48%	Vanra
2nd Orloff Grenadiers	V/F	A	86%	Phact	R/F	A	43%	Vanra
3rd Orloff Grenadiers	V/R	M	51%	Ibstock	—	—	[D]	—
4th Orloff Grenadiers	V/R	H	80%	Matheran	V/R	M	25%	Les Halles
5th Orloff Grenadiers	R/F	L	104%	Harsefeld	V/F	L	29%	Ilmachna
6th Orloff Grenadiers	V/Q	M	74%	Elnath	R/R	M	26%	Ramen II
7th Orloff Grenadiers	G/Q	L	95%	Park Place	—	—	[D]	—
8th Orloff Grenadiers	V/Q	M	107%	Calloway VI	E/R	M	59%	Aodh
9th Orloff Grenadiers	Reform 2832				—	—	[D]	—
10th Orloff Grenadiers	R/Q	M	83%	Kievanur	—	—	[D]	—
Iron Guard	R/Q	A	54%	Marcus	R/Q	A	26%	Dubhe
Steel Guards	G/Q	M	99%	Dieudonne	R/Q	M	69%	Chertan
1st Regulan Hussars	E/R	A	86%	Alhena	E/R	H	63%	Regulus
2nd Regulan Hussars	V/R	M	115%	Epsilon	V/R	M	75%	Epsilon
3rd Regulan Hussars	V/R	M	53%	Bondurant	E/F	M	33%	Bondurant
4th Regulan Hussars	V/R	H	70%	Promised Land	V/R	H	14%	Avior
5th Regulan Hussars	G/F	M	101%	Banfora	G/F	M	58%	Viribium
6th Regulan Hussars	V/R	L	67%	Cerillos	E/R	M	14%	Cerillos
7th Regulan Hussars	V/Q	M	89%	Remulac	—	—	[D]	—
8th Regulan Hussars	G/Q	M	126%	Concord	—	—	[D]	—
9th Regulan Hussars	G/Q	M	85%	Togwotee	R/Q	M	47%	Togwotee
10th Regulan Hussars	R/R	L	92%	Cameron	—	—	[D]	—
1st Sirian Lancers	R/Q	H	107%	Sirius	V/Q	H	73%	Procyon
2nd Sirian Lancers	R/Q	M	94%	Sirius	V/Q	M	72%	Oliver
3rd Sirian Lancers	R/R	M	129%	Procyon	R/R	M	95%	Procyon
Helm Cuirassiers	R/R	A	69%	Oliver	—	—	[D]	—
Home Guards	E/F	M	57%	Stewart	V/F	M	22%	Stewart
Juggernaut	R/R	H	63%	Myrvoll	R/R	H	53%	Adhafera
1st Tania Dragoons	R/R	L	86%	Van Diemen IV	—	—	[D]	—
2nd Tania Dragoons	G/R	M	113%	Myrvoll	G/R	M	82%	Tania Borealis
Mercenary Combat Commands (FWLM)								
The Abased*	V/R	H	83%	Raised 2826	V/R	H	53%	McAffe
Boudica's Wrath	E/F	M	113%	Raised 2825	—	—	[D]	—
Clinton's Cutthroats	V/R	H	85%	Hamilton	V/R	A	24%	Blue Sava
Crater Cobras								
79th Striker	R/R	M	85%	Mosiro	R/R	M	47%	Karlstejn
Black Cobras	V/R	M	75%	Kalmar	E/R	M	52%	Kalmar
Dark Spirits	V/Q	M	78%	Trellisane	V/Q	M	10%	Trellisane
Eridani Light Horse								
151st Light Horse	R/Q	M	102%	Bella I	R/Q	M	29%	Bella I
21st Striker	R/F	M	132%	Malazan	R/F	M	52%	Malazan
71st Light Horse	R/R	M	109%	Rochers	R/R	H	45%	Tamarind
Jarl's Jaegers	R/Q	L	[NF]	—	R/Q	L	15%	Irian
Lander's Lancers	R/R	M	[NF]	—	V/R	M	63%	Alphard
Langendorf Lancers	R/Q	L	121%	Calloway VI	V/R	L	65%	Calloway VI
The Myrmidons	/			Raised 2849	V/F	M	55%	Danais
Nathan's Irregulars	R/Q	H		Forms 2837	R/Q	H	71%	Connaught
Red Grenadiers	—	—	[NF]	—	R/R	H	28%	Concord
Salicia's Defiants	R/R	M	125%	Bordon	R/R	M	59%	Acubens
Smithson's Chinese Bandits	R/R	M	144%	Carbonis	R/F	M	68%	Carbonis
Willoughby's Wildcats	—	—	[NF]	—	G/Q	L	58%	Castor
Xiao's Cassions	R/Q	L	64%	Raised 2853	R/Q	M	79%	Talitha

LYRAN COMMONWEALTH ARMED FORCES (LCAF)

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
1st Arcturan Guards	E/R	H	92%	Icar	E/R	A	43%	Icar
3rd Arcturan Guards	E/F	A	84%	Tamar	E/F	A	34%	Vantaa
4th Arcturan Guards	V/R	A	100%	Elba	—	—	[D]	—
5th Arcturan Guards	R/R	H	83%	Suk II	—	—	[D]	—
6th Arcturan Guards	R/Q	M	98%	Starshine	—	—	[D]	—
7th Arcturan Guards	E/R	A	107%	Numki	—	—	[D]	—
8th Arcturan Guards	E/F	M	86%	Weingarten	—	—	[D]	—
9th Arcturan Guards	R/R	H	68%	Arcturus	—	—	[D]	—
10th Arcturan Guards	E/R	H	102%	Tharkad	E/R	A	74%	Coventry
11th Arcturan Guards	R/R	A	53%	Poulsbo	V/R	H	27%	Poulsbo
12th Arcturan Guards	V/R	M	90%	Utrecht	—	—	[D]	—
13th Arcturan Guards	E/R	A	76%	Thannhausen	E/R	A	33%	Kobe
14th Arcturan Guards	G/R	A	75%	Kamenz	R/R	H	10%	Kamenz
15th Arcturan Guards	G/F	L	114%	Karston	G/F	L	74%	Karston
16th Arcturan Guards	V/R	A	61%	Poulsbo	—	—	[D]	—
17th Arcturan Guards	V/R	H	102%	Camlann	E/F	A	52%	Caldrea
18th Arcturan Guards	G/F	M	96%	Rubigen	G/F	H	20%	Altenmarkt
19th Arcturan Guards	R/R	A	80%	Al Jafr	R/R	A	22%	Dixie
20th Arcturan Guards	G/R	M	99%	Ford	G/F	M	35%	Ford
21st Arcturan Guards	G/F	A	103%	Borghese	—	—	[D]	—
22nd Arcturan Guards	G/F	H	63%	Timbiqui	—	—	[D]	—
23rd Arcturan Guards	G/R	M	100%	Cebalrai	R/F	M	65%	Cebalrai
24th Arcturan Guards	G/Q	L	90%	Lambrecht	G/R	M	35%	Atria
25th Arcturan Guards	G/Q	H	92%	Moore	G/Q	H	71%	Moore
1st Donegal Guards	E/F	H	79%	Donegal	—	—	[D]	—
2nd Donegal Guards	V/F	M	109%	Barcelona	V/F	M	34%	Csesztreg
3rd Donegal Guards	E/R	A	78%	Ridderkerk	E/R	A	22%	Pencader
4th Donegal Guards	R/F	H	88%	Sudeten	V/F	A	49%	Skokie
5th Donegal Guards	R/Q	M	61%	Giausar	R/R	M	37%	Giausar
6th Donegal Guards	R/R	H	66%	Camlann	V/R	M	11%	Camlann
7th Donegal Guards	G/R	M	96%	Chara	G/R	H	31%	Chara
8th Donegal Guards	R/R	A	87%	Port Moseby	R/F	A	27%	Buckminster
9th Donegal Guards	G/Q	A	54%	Aquileia	—	—	[D]	—
10th Donegal Guards	E/F	L	65%	Thorin	E/F	L	38%	Thorin
11th Donegal Guards	R/R	M	115%	Senftenberg	V/R	H	80%	Loric
12th Donegal Guards	R/Q	M	114%	Summer	V/R	M	69%	Ko
13th Donegal Guards	G/R	M	67%	Donegal	G/R	M	17%	Donegal
14th Donegal Guards	R/Q	H	96%	Launam	R/R	A	73%	Launam
15th Donegal Guards	G/Q	M	77%	Dar-es-Salaam	—	—	[D]	—
16th Donegal Guards	G/Q	H	88%	Catroxx	G/Q	M	67%	Penobscot
17th Donegal Guards	V/F	M	61%	Trell I	V/F	M	23%	Trell I
18th Donegal Guards	G/Q	H	96%	Shionoha	G/Q	H	24%	Shionoha
19th Donegal Guards	G/R	A	78%	Bolan	G/R	A	15%	Ueda
20th Donegal Guards	R/Q	L	102%	Memmingen	V/Q	L	78%	Memmingen
1st Donegal Regulars	G/R	A	116%	Nestor	R/F	H	94%	Nestor
2nd Donegal Regulars	G/Q	M	107%	Bolan	G/Q	M	63%	Bolan
4th Hesperus Guards	R/Q	M	76%	Hesperus II	—	—	[D]	—
6th Hesperus Guards	R/R	A	80%	Hesperus II	R/R	A	33%	Hesperus II
9th Hesperus Guards	E/Q	L	117%	Hesperus II	—	—	[D]	—
11th Hesperus Guards	E/R	M	103%	Hesperus II	—	—	[D]	—
1st Lyran Guards	R/R	M	76%	Nusakan	—	—	[D]	—
3rd Lyran Guards	R/F	M	113%	Sulafat	R/F	H	63%	Hesperus II
4th Lyran Guards	R/R	M	112%	New Caledonia	R/R	M	69%	Hesperus II
6th Lyran Guards	R/Q	M	93%	Skondia	R/Q	M	19%	Skondia
7th Lyran Guards	R/R	A	63%	Arc-Royal	—	—	[D]	—
8th Lyran Guards	R/R	M	76%	Koniz	—	—	[D]	—
9th Lyran Guards	V/R	M	97%	Kowloon	—	—	[D]	—
10th Lyran Guards	V/R	H	94%	Tharkad	E/R	A	35%	Ramsau
11th Lyran Guards	G/R	M	93%	Pressby	G/R	M	65%	Utrecht
12th Lyran Guards	V/R	M	89%	Abramkovo	—	—	[D]	—
13th Lyran Guards	G/R	M	128%	Gypsum	—	—	[D]	—
14th Lyran Guards	G/R	H	106%	Denebola	G/R	A	37%	Denebola
15th Lyran Guards	G/R	H	68%	New Earth	G/R	A	27%	New Earth
16th Lyran Guards	V/R	M	70%	Shahr Kord	—	—	[D]	—

	(2830)				(2864)			
Combat Command	Ex/Lo	Wt.	Str.	Post	Ex/Lo	Wt.	Str.	Post
17th Lyran Guards	R/R	M	66%	Kerman	—	—	[D]	—
18th Lyran Guards	E/R	M	92%	Rigil Kentarus	—	—	[D]	—
19th Lyran Guards	R/Q	A	76%	Wyatt	R/Q	H	33%	Wyatt
20th Lyran Guards	V/Q	M	92%	Here	—	—	[D]	—
21st Lyran Guards	G/R	H	101%	Somerset	—	—	[D]	—
23rd Lyran Guards	E/R	A	103%	Zosma	—	—	[D]	—
24th Lyran Guards	R/R	H	58%	Valabhi	R/R	A	26%	Valabhi
26th Lyran Guards	V/R	M	79%	Tylarzka	E/R	M	18%	Furillo
29th Lyran Guards	G/R	A	91%	New India	G/R	A	63%	New India
30th Lyran Guards	R/R	A	73%	Skandia	R/R	H	11%	Skandia
32nd Lyran Guards	R/R	M	83%	Kreller	R/R	M	37%	Shiloh
33rd Lyran Guards	R/F	M	65%	Najha	—	—	[D]	—
35th Lyran Guards	R/R	M	108%	Son Hoa	R/R	M	78%	Son Hoa
36th Lyran Guards	G/R	M	91%	Loric	G/R	M	37%	Fatima
40th Lyran Guards	R/R	M	97%	Alekseyevka	—	—	[D]	—
41st Lyran Guards	R/R	M	90%	Tamar	R/R	M	66%	Tamar
43rd Lyran Guards	G/R	L	98%	Shardayne	—	—	[D]	—
44th Lyran Guards	E/R	H	94%	Tamar	—	—	[D]	—
45th Lyran Guards	R/F	M	131%	Alarion	—	—	[D]	—
53rd Lyran Guards	G/R	L	120%	Hinckley	G/R	L	97%	Alarion
54th Lyran Guards	Rebuilt 2829				G/R	A	55%	Marcus
1st Lyran Regulars	V/R	H	98%	Glenlivet	V/R	H	39%	Glenlivet
2nd Lyran Regulars	V/R	M	76%	Caldrea	—	—	[D]	—
3rd Lyran Regulars	V/Q	M	103%	Apollo	V/Q	M	53%	Apollo
4th Lyran Regulars	R/Q	A	69%	Elume	R/Q	A	39%	Moore
5th Lyran Regulars	R/Q	A	109%	Timbuktu	Defected			
6th Lyran Regulars	G/R	A	101%	Arc-Royal	Defected			
7th Lyran Regulars	G/R	L	117%	Inarcs	R/F	L	90%	Inarcs
8th Lyran Regulars	R/Q	A	86%	Loburg	V/Q	A	13%	Timbiqui
9th Lyran Regulars	R/Q	H	92%	Zdice	R/R	A	70%	Zdice
10th Lyran Regulars	G/R	A	65%	Firenze	G/R	A	23%	Amity
11th Lyran Regulars	R/Q	H	84%	Harvest	V/Q	H	41%	Thannhausen
12th Lyran Regulars	R/R	M	81%	Gypsum	R/R	M	10%	Abramkovo
13th Lyran Regulars	R/Q	M	109%	Aigle	R/R	M	78%	Borden
14th Lyran Regulars	G/Q	M	114%	Timbiqui	—	—	[D]	—
15th Lyran Regulars	G/Q	A	104%	Kandis	G/Q	A	55%	Kandis
16th Lyran Regulars	R/Q	H	102%	Vulture's Nest	R/Q	H	33%	New Hope
17th Lyran Regulars	G/R	M	87%	Dijonne	—	—	[D]	—
18th Lyran Regulars	R/F	M	96%	Zdice	—	—	[D]	—
19th Lyran Regulars	G/F	M	90%	Konstance	—	—	[D]	—
20th Lyran Regulars	G/R	M	113%	Gienah	—	—	[D]	—
21st Lyran Regulars	G/R	M	109%	Loburg	G/R	M	33%	Meacham
22nd Lyran Regulars	G/R	M	120%	Verthandi	—	—	[D]	—
23rd Lyran Regulars	G/R	M	[NF]	—	—	—	[D]	—
1st Odessa Regulars	G/R	A	69%	Satalice	G/R	A	40%	Satalice
2nd Odessa Regulars	R/R	M	74%	Annunziata	R/R	M	53%	Annunziata
1st Royal Guards	E/F	A	102%	Tharkad	E/F	A	65%	Tharkad
2nd Royal Guards	E/F	H	97%	Tharkad	V/F	A	39%	Tharkad
3rd Royal Guards	E/F	A	88%	Donegal	E/F	A	13%	Lyons
4th Royal Guards	E/F	H	101%	Coventry	—	—	[D]	—
1st Sakhalin Regulars	R/Q	M	96%	Dove	V/R	M	22%	Dalkeith
2nd Sakhalin Regulars	R/Q	M	79%	Sakhalin	V/Q	M	19%	Sakhalin
1st Skye Rangers	V/R	M	77%	Shionoha	—	—	[D]	—
2nd Skye Rangers	V/Q	A	78%	Alkalurops	E/Q	H	22%	Skye
3rd Skye Rangers	R/Q	H	83%	Skye	—	—	[D]	—
4th Skye Rangers	R/Q	M	117%	Baxter	R/Q	M	88%	Eltanin
5th Skye Rangers	E/R	A	88%	Accrington	—	—	[D]	—
8th Skye Rangers	R/Q	H	120%	Kessel	—	—	[D]	—
9th Skye Rangers	V/R	H	87%	Gacrux	—	—	[D]	—
10th Skye Rangers	R/F	M	25%	Skye	—	—	[D]	—
14th Skye Rangers	R/R	M	85%	Muphrid	—	—	[D]	—
15th Skye Rangers	G/R	H	88%	Dromini VI	—	—	[D]	—
16th Skye Rangers	V/Q	H	54%	Wyatt	—	—	[D]	—
17th Skye Rangers	V/R	H	105%	New Hope	V/R	H	80%	Summer

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
20th Skye Rangers	G/F	H	79%	Rahne	G/R	M	15%	Rahne
21st Skye Rangers	R/Q	H	107%	Skondia	—	—	[D]	—
22nd Skye Rangers	R/F	A	102%	Kannon	V/F	A	47%	Kannon
25th Skye Rangers	V/F	A	80%	Uhuru	—	—	[D]	—
Stealths*	G/R	M	138%	Chandler	—	—	[DB]	—
23rd York Regulars	G/F	M	89%	Basiliano	G/F	H	62%	Sakhalin
27th York Regulars	E/F	M	72%	New Caledonia	—	—	[D]	—
31st York Regulars	R/Q	A	65%	Lancaster	—	—	[D]	—
Mercenary Combat Commands (LCAF)								
Antares Scorpions*	V/R	H	133%	Raised 2844	R/R	H	70%	Kessel
Bastards Battalion*	—	—	[NF]	—	R/Q	H	37%	Rigil Kentarus
Beck's Battalion*	V/R	L	[NF]	—	V/R	L	47%	Vega
Dismal Disinherited¶	E/Q	L	130%	Rochelle	E/R	L	61%	Rochelle
Filthy Lucre	R/Q	H	95%	Tamar	R/R	M	38%	Alexandria
Final Reckoning	—	—	[NF]	—	G/R	M	71%	Aubisson
Freeman's Fanatics	R/R	L	94%	Planting	R/R	L	25%	Zosma
12th Heavy Assault Regiment	V/F	A	68%	Zollikofen	R/F	A	38%	Zollikofen

¶Formed from the 8th and 9th Andurien Hussars in 2822

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
Illician Lancers								
21st Rangers	V/R	L	62%	Alkes	E/R	L	39%	Alkes
4th Rangers	R/R	M	92%	Gniezno	R/F	H	50%	Gniezno
59th Strike	R/R	A	91%	Zaniah	V/R	H	70%	Zaniah
9th Rangers	V/R	M	63%	Kalidasa	E/F	M	14%	Skye
The Last Cowboys	G/Q	H	105%	Raised 2833	E/Q	M	28%	Sabik
Murphy's Law	V/Q	H	145%	Raised 2850	R/Q	H	38%	Uhuru
Narhal's Raiders	E/Q	H	111%	Sudeten	E/Q	H	50%	Bolan
Raymond's Redcoats	R/Q	M	123%	Langhorne	/		35%	Morningside
12th Star Guard††								
Negelein's Gamblers	R/R	M	61%	Hired 2841	R/R	M	15%	Savannah
Dalrymple's Heavies	V/F	A	80%	Hired 2841	V/F	A	21%	Remulac
Paget's War Ponies	G/R	H	29%	Hired 2841	G/R	H	77%	Dieudonne
The RattFraggs	R/R	M	100%	Raised 2845	R/R	M	34%	‡‡
Lescouflair's Landsknechts	R/R	L	78%	Raised 2846	—	—	[D]	—
Rippen's Grenadiers	G/Q	M	102%	Raised 2850	R/Q	M	50%	Bordon
Dundagell's Ironmen	G/R	H	100%	Raised 2854	R/R	H	82%	Nathan
Tamar Pikemen	R/R	H	92%	Raised 2843	—	—	[D]	—

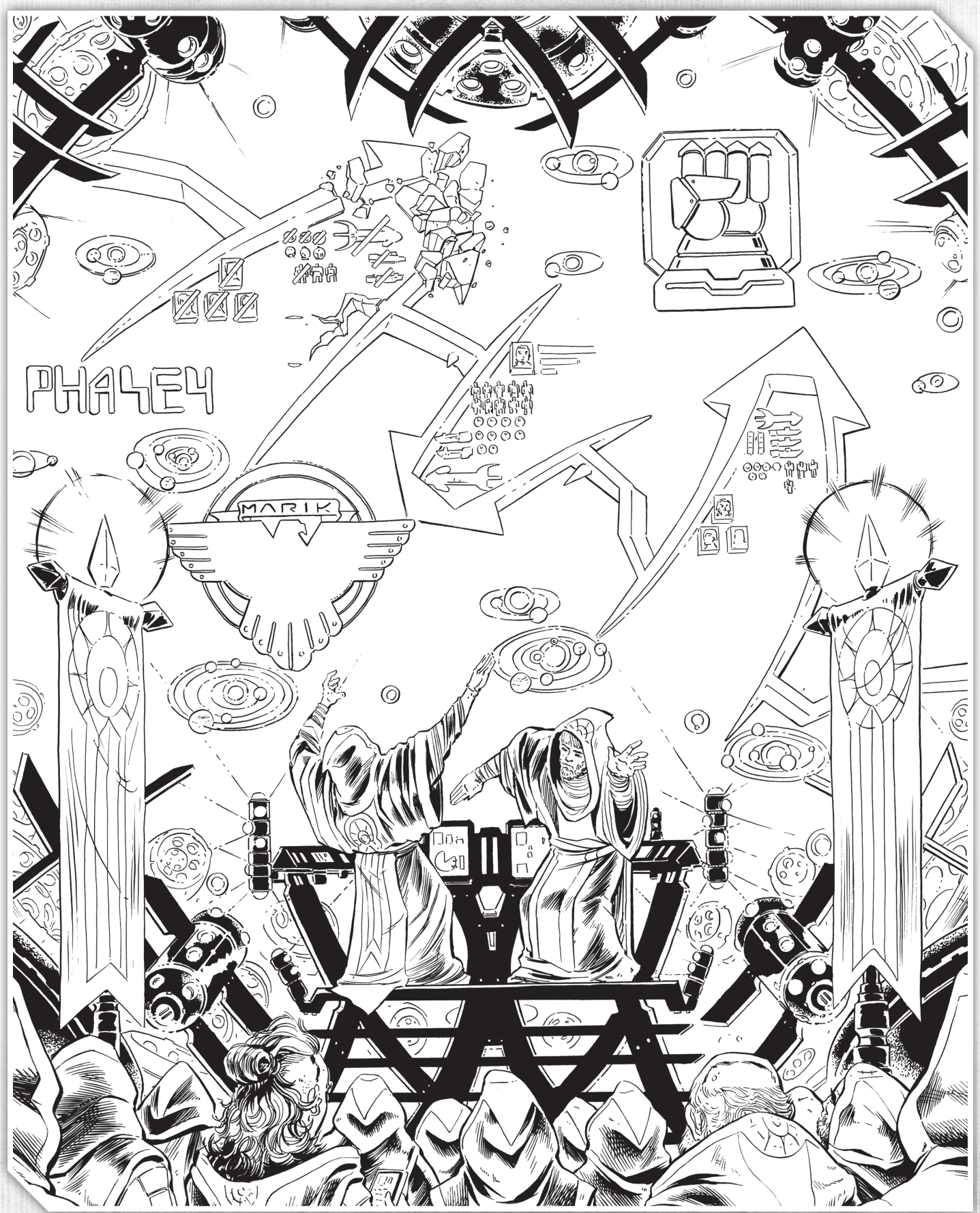
††Hired by the Draconis Combine in 2858; Broke contract in 2861 and returned to Lyran Commonwealth employ
‡‡Broke contract and left the 12th Star Guards in 2860 (cited lack of payment)



MAJOR PERIPHERY STATES

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
Magistracy of Canopus								
1st Canopian Fusiliers	R/F	M	115%	Luxani	R/F	H	56%	Luxani
2nd Canopian Fusiliers	G/R	M	75%	Booker	G/F	M	47%	Booker
3rd Canopian Fusiliers	G/Q	M	58%	Tarol IV	R/Q	M	28%	Tarol IV
1st Canopian Light Horse	V/R	M	73%	Hastur	V/R	M	29%	Hastur
2nd Canopian Light Horse	R/F	L	77%	Schmitt	R/F	L	49%	Schmitt
Kossandra's Volunteers	G/R	M	88%	Brixtana	G/R	M	49%	Brixtana
1st Canopian Cuirassiers	V/R	M	84%	Canopus IV	V/F	H	27%	Canopus IV
Raventhir's Iron Hand	E/R	H	78%	Canopus IV	E/F	A	37%	Canopus IV
Mercenary Combat Commands (MAF)								
King's Wild Cards	R/Q	L	56%	Luxen	R/Q	L	34%	Luxen
Outworlds Alliance								
Alliance Grenadiers	E/R	M	77%	Lushann	E/R	M	36%	Lushann
Alpheratz Guards	E/R	M	78%	Alpheratz	E/R	M	37%	Alpheratz
1st Baliggora Defenders	G/Q	L	80%	Baliggora	—	—	[D]	—
1st Ramora Guards	R/Q	M	91%	Ramora	—	—	[D]	—
Mercenary Combat Commands (AMC)								
Grim Determination	E/R	M	90%	Cerberus	E/R	H	38%	Cerberus

Combat Command	(2830) Ex/Lo	Wt.	Str.	Post	(2864) Ex/Lo	Wt.	Str.	Post
Taurian Concordat								
Concordat Commandos	R/F	H	88%	Samantha	V/F	A	25%	Samantha
Concordat Cuirassiers	E/R	A	79%	Amber Grove	V/R	A	36%	Amber Grove
Concordat Jaegers	R/R	M	102%	Brinton	R/R	M	64%	New Vandenburg
Hyades Light Infantry	R/R	M	75%	Pinard	R/R	M	51%	Pinard
Pleiades Hussars	E/F	M	84%	Sterope	E/F	M	18%	Sterope
Red Chasseurs	R/F	H	106%	Rockwellawan	R/F	A	70%	Rockwellawan
Taurian Guard	E/R	H	71%	Taurus	V/F	M	16%	Taurus
Taurian Velites	E/F	M	107%	Mithron	E/F	M	53%	Mithron
Mercenary Combat Commands (TDF)								
Black Band Legion	R/Q	H	74%	Brinton	R/Q	H	43%	New Vandenburg
Blackhearts	E/R	M	77%	Sterope	V/R	M	57%	Sterope
Cardinal Sins	V/R	M	94%	Dumassas	E/R	M	32%	Dumassas
Periphery Independents								
Black Warriors	E/Q	M	55%	Circinus	—	—	[D]	—


PHAZE4
MARIK

RULES ANNEX

WEAPONS AND EQUIPMENT EXTINCTION TABLE

Weapons*	Extinction
Arrow IV Artillery Missile	2830
Extended-Range (ER) PPC	2860
Gauss Rifle	2865
LB 10-X AC	2840
'Mech Mortars	2819
Narc Missile Beacon	2795
Rifle (Cannon, All Sizes)	~2825
Single-Shot (OS) Missile Launchers	2800
Streak Short-Range Missiles (2)	2845
Equipment	**Extinction**
Active Probe (Beagle)	2835
Anti-Missile System	2835
Artemis IV Fire-Control System	2855
Chameleon Light Polarization Shield (LPS)	2790
ECM Suite (Guardian)	2845
TAG	2835
Construction Components	**Extinction**
Cockpit Command Console	~2850
Double Heat Sinks	2865
Endo-Steel Structure	2850
Extralight (XL) Fusion	2865
Ferro-Fibrous/Ferro-Aluminum Armor	2810
MASC	2795
Vehicular Jump Jets	2840
Munitions	**Extinction**
Flare LRMs	2790
Follow-the-Leader LRMs	~2770
Fragmentation Missiles	2790
Laser-Guided (LG) Bombs	2800
Swarm LRMs	2833
TAG Pod	2835
Thunder (FASCAM) Bombs	~2850
Thunder LRMs	2840

***NOTE:** ER Large Lasers and Pulse Lasers saw continued production and use well into the Third Succession War.

The following rules allow the complexities of the Second Succession War to be simulated in regular campaign play. These rules are intended for use with all levels of *BattleTech* as detailed in *Total Warfare* (*TW*), *TechManual* (*TM*), *Tactical Operations* (*TO*), *Strategic Operations* (*SO*), *A Time of War* (*AToW*), *Alpha Strike* (*AS*), *Alpha Strike Companion* (*ASC*), *Interstellar Operations* (*IO*), and *Campaign Operations* (*CO*).

Creating Second Succession War Scenarios, when used in conjunction with the *Creating Scenarios* rules presented in *Total Warfare* (see p. 256, *TW*) or the campaign creation rules in *Campaign Operations*, allows for the quick generation of *BattleTech* scenarios and forces for pick-up games set during this conflict.

The *Technical Readout* section provides descriptions and game information for several common BattleMechs seen on the battlefields of the Second Succession War.

SPECIAL CASE RULES

The Second Succession War heralded the death of many advanced technologies in both the civilian and military sectors. The Weapons and Equipment Extinction Table below notes the equipment which fell out of use around the time of the Second Succession War. For detailed information on technological items and their dates of extinction, see the *Universal Technology Advancement Table* (pp. 32-63, *IO*). Players creating forces for this era should note that the Early Succession Wars saw widespread deployment of the following era-unique units and equipment featured in *Interstellar Operations*:

- Land-Air BattleMechs (pp. 105-115)
- Thermobaric Weapons (pp. 165-166)
- Weapons of Mass Destruction (pp. 166-168)
- Binary Laser (see p. 319, *TO*)

Additionally, players may find that *The Early Succession Wars Sub-Era* rules (see p. 19, *IO*) add another layer of immersion into this tumultuous time.

CREATING SECOND SUCCESSION WAR SCENARIOS

The following rules allow gamemasters and players to generate scenarios set in the Early Succession Wars era, with an emphasis on the Second Succession War.

BEFORE YOU START

The Early Succession Wars era encompasses a wide variety of battles and campaigns, and the following pages present a basic framework for generating forces and unit abilities. With these, gamemasters and players can create their own battles based on those described in the previous chapters.

Gamemasters and players should use the historical information in those chapters to create a general framework for any battles or campaigns, and then use these rules as well as common sense to generate the specifics. Prior to the start of any games or campaigns, all players should agree on the setup and any special rules that will be included.

Finally, remember the two "prime directives" of playing *BattleTech*:

1. 1. HAVE FUN
2. 2. DON'T LET YOURSELF GET SO CAUGHT UP IN THE RULES THAT YOU STOP HAVING FUN

GENERAL RULES

Except as outlined below, gamemasters and players designing scenarios and campaigns set during the Early Succession War era should follow the rules for creating scenarios presented in *Total Warfare*.

RANDOM ASSIGNMENT TABLES

The Random Unit Assignment Tables in this section should be used instead of those provided in *Total Warfare* and *A Time of War* (pp. 267-271, *TW*; pp. 130-135, *AToW*) to generate era-specific unit choices. The Random Unit Assignment Tables in this book are designed specifically for the composition of Early Succession War-era forces.

RECORD SHEET SOURCE TABLE

Abbr.	Source
3039	Record Sheets: 3039 Unabridged
3050U-C	Record Sheets: 3050 Upgrade, Clan and Star League
3058U-C	Record Sheets: 3058 Upgrade, Clan and Star League
3075u-AW	Record Sheets: 3075 Unabridged—Age of War
3085u-PP	Record Sheets 3085: Project Phoenix
OK	Record Sheets: Operation Klondike
HistRW	Historical: Reunification War
JSBD	Jihad Secrets: The Blake Documents
3057R	Technical Readout: 3057 Revised
XTRPrim1	Experimental Technical Readout: Primitives vol. 1
XTRPrim2	Experimental Technical Readout: Primitives vol. 2
XTRPrim3	Experimental Technical Readout: Primitives vol. 3
XTRPrim4	Experimental Technical Readout: Primitives vol. 4
XTRRetro	Experimental Technical Readout: RetroTech

Statistics for most of these units may be found in *Technical Readouts 3039*, *3050 Upgrade*, *3057 Revised Edition*, *3075*, *Record Sheets: Operation Klondike*, and the *Experimental Technical Readout: Primitives* series, as well as in this book.

Assigning 'Mechs and Vehicles

After determining the weight classes of the combat units in each force (see p. 265, *TW*), use the appropriate Random Unit Assignment Table (pp. 107-113) to determine the specific designs to be used.

When determining the BattleMechs to be fielded by a Great House or Periphery force, first decide whether the scenario will involve a combat command unique to that faction's armed forces. If so, roll 2D6, apply the modifier shown in the Die Roll Modifiers By Combat Command portion of each faction's Random Assignment Table (pp. 107-113), then consult the appropriate weight class column.

If using vehicles, aerospace fighters and/or DropShips, simply roll on the corresponding faction columns of the Vehicle and Aerospace tables.

Assigning Pilots

Once the players have determined the 'Mechs and other battlefield units they will use, they should assign pilots to each using the Random Experience Level Table and the Random Skills Table (Expanded) (see p. 273, *TW*).

If playing an Elite force, the controlling player should add a +4 modifier to the Random Experience Rating roll and a +2 modifier to the Random Skill Rating roll. If playing a Veteran force, add +2 to the Random Experience Rating Roll and +1 to the Random Skill Rating Roll. If playing a Regular force, apply no modifiers, and if playing a Green force, apply a –2 modifier to the Random Experience Rating Roll and –1 modifier to the Random Skill Rating Roll.

Assigning 'Mechs and Vehicles in A Time of War

The Random Unit Assignment Table can also be used to assign the starting 'Mech or Vehicle for *A Time of War* characters created in the Early Succession War era, rather than the Random Assignment Tables in *AToW* (see pp. 130-135, *AToW*). Base the character's equipment rating on their current regiment (or the regiment in which the character last served).

If the character never served with a Great House, Periphery or mercenary force, assume they have an equipment rating of C. Increase the rating by one level for every two of the following that the character possesses: Property, Title, Connections, Leadership Skill level of 7+, or a Tour of Duty Life Module (only one Tour of Duty Module counts toward this total). Decrease the rating by one level for every two of the following they possess: negative-TP Reputation (any level), negative-TP Wealth (any level), negative-TP Extra Income (any level), Bloodmark (any level), or use of the Ne'er-Do-Well Life Module during character generation. The character's final equipment rating cannot be increased above A or below C.

Repairs

By the time of the Second Succession War, the combatant nations had exhausted their strategic reserves and no longer had a nearly limitless logistical train to draw upon. While the Great Houses developed a chain of suppliers to provide ammunition, spare parts and other consumables, there were limits to the quantity of supplies available, and how quickly they could be delivered. Whenever possible, combat commands salvaged and scavenged what they could from the battlefields, or even turned to local factories and tradesmen to manufacture or modify parts to keep their 'Mechs, tanks, fighters and other vehicles operating. On the other hand, most units possessed a highly-skilled technical pool that had learned to work under less than ideal conditions, with each company typically assigned its own technical team and additional teams standing by at the regimental level to assist with battle repairs.

The best maintenance facilities available to most commands were still on their DropShips, which, except in rare instances, were typically far removed from the battlefield. As a result, most techs used portable field repair gantries—of which there were limited numbers, typically only a handful per battalion—to meet their unit's most urgent maintenance and repair needs. That is, unless their regimental commander authorized the movement of their DropShips closer to the action.

Of course, that was easier said than done. The typical 'Mech and aerospace fighter transport has little additional space for carrying replacement parts, let alone for the support personnel (cooks, administrators, logisticians, radio operators, military police and others) needed to keep a combat command running. One or more additional DropShips, typically cargo ships or troop carriers, often maintained and housed those support personnel. Using a DropShip to deliver maintenance and repair supplies meant identifying and loading the right parts, and then getting them to the right place. DropShips can take off and relocate, but which should go? If one or more DropShips relocate, what happens to the field base set up around them? Moreover, a suitable landing zone may not be available close by—there are few hard-packed surfaces in most mountain, jungle and arctic landscapes capable of supporting a landing DropShip and allowing it to take off again.

On the other hand, successful campaigns driving deep into enemy territory may be able to benefit from repurposed enemy factories, with the quality of those key facilities increasing as fighting reaches the opposing nation's core worlds.

Players and gamemasters should take these factors into account and modify the rules below in accordance when creating and playing out their own campaigns during the Second Succession War.

Repairs will not be a concern during most stand-alone battles. During campaign play, players and gamemasters will need to know the availability of replacement weapons and equipment, as well as the techs and repair facilities they can call upon. Use the following guidelines, in conjunction with the *Maintenance, Repair, Salvage and Customization* rules (see pp. 166-199, *SO*) to determine each force's repair abilities.

For each individual combat unit and vehicle, roll 2D6 on the Random Quality Table below. Apply a modifier based on the combat command's Random Assignment Table modifier (see *RAT Die Roll Modifiers By Combat Command Table*, p. 106); for example, the Liao Guards apply a +1 modifer, and the Atrean Dragoons apply a +3 modifier. This will provide the quality level of the unit to be repaired. Next, determine the technician's Experience Rating by rolling on the Random Experience Rating Table (*TW*, p. 273—see Support Personnel Experience Table, *SO*, p. 168 for the actual Skill Ratings, once again applying any skill bonuses applicable to the unit). Finally, follow the *Obtaining Replacement Parts* rules (see p. 178, *SO*) to determine if replacement parts are available through the supply chain, or must be scavenged or fabricated. If replacement parts can be found, follow the rules for *Repairs and Replacements* (see p. 181, *SO*).

Customization

Numerous customized combat vehicles and 'Mechs were used by the various Great Houses during the Second Succession War—either those retooled on the production lines en masse, produced as field kits, or developed on the battlefield. While fewer factory-customized units remained operational, wide-scale patchwork repairs were the norm, resulting in numerous "field-customized" units in most regiments.

If players wish to introduce an additional level of excitement and randomness into their games, they may use the following rules in conjunction with the *Customization* guidelines (see p. 188, *SO*).

The modifiers listed below are drawn from the Die Roll Modifiers By Combat Command portion of each faction's Random Assignment Table (see pp. 107-113), as appropriate. For example, a player's force is part of House Kurita's Proserpina Hussars. Reviewing the Die Roll Modifiers By Combat Command

RANDOM QUALITY TABLE

2D6 Roll	'Mech/Tank/Fighter/ DropShip/ Vehicle Quality
Less than 3	A
4-5	B
6-8	C
9-10	D
11-12	E
13+	F

Random Quality Roll Modifiers

Use combat command RAT modifier (see *RAT Die Roll Modifiers By Combat Command Table*, p. 106). For example, Liao Guards apply +1 and Atrean Dragoons apply a +3.

Table for the Draconis Combine, the player notes a +2 modifier, which means they apply all of the rules listed below for a +2 modifier when customizing their units.

+0-1 Modifier: No customization is allowed.

+2 Modifier: All company commanders may make minor customizations to their 'Mechs/fighters/vehicles. They may replace one major weapon or piece of equipment (massing five tons or more and/or occupying three critical slots or more), or up to five lesser pieces of equipment (massing no more than ten tons total) with equipment of the same or a different class (yet massing the same amount and occupying the same or fewer critical spaces). This replacement may be a Class A or Class B Refit (see p. 188, *SO*), and all new equipment must be placed in critical slots vacated by the replaced equipment.

+3 Modifier: All battalion commanders may make any number of Class A or Class B Refits (see p. 188, *SO*) to their 'Mechs/fighters/vehicles.

+4 Modifier: All regimental commanders and higher may make any number of Class A, B and/or C Refits (see p. 188, *SO*) to their 'Mechs/fighters/vehicles.

Note: These refits may only be made to the commander's primary battlefield unit (the unit he or she was initially assigned). Replacement and captured units cannot be refit "automatically" in this way during the course of a campaign—though one MechWarrior can pilot another's customized unit if the situation warrants, such as on a temporary basis, or if permanently assigned to that unit after the death or incapacitation of its previous MechWarrior).

PRE-EXISTING DAMAGE TABLE

2D6	TOTAL WARFARE	ALPHA STRIKE/BATTLEFORCE*	SBF/ACS
11-12	No pre-existing damage.	No pre-existing damage.	No pre-existing damage.
7-10 Light Damage	This unit receives 1 point of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Do not roll critical hits, even if internal structure is damaged.	This unit receives 1 point of armor damage; if it has no armor, this point of damage is transferred to structure. Ignore this damage if it would destroy the unit by eliminating the last of its structure.	This Unit subtracts 5% of its armor (round down); if it has no armor, this damage is transferred to structure. Ignore this damage if it would destroy the unit by eliminating the last of its structure.
3-6 Moderate Damage	This unit receives 3 points of damage for every 5 tons of mass, distributed randomly in 5-point (or fraction thereof) groups. Determine one critical hit to a random location, as well as any possible critical hits suffered from internal structure damage. Disregard any hits that would immobilize or destroy the unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems/engines and gyros.	This unit receives 2 points of armor damage; if it has no armor, these points of damage are transferred to structure. Ignore any damage that would destroy the unit by eliminating the last point of its structure. Determine one critical hit, as well as any possible critical hits suffered from structure damage. Disregard any hits that would immobilize or destroy the unit, including crew killed hits, ammo hits, second engine hits and Unit Destroyed hits).	This Unit subtracts 10% of its armor (round down); if it has no armor, this damage is transferred to structure. Ignore the last of the damage that would destroy the Unit by eliminating the last of its structure. Determine one critical hit, disregarding the Unit Destroyed result.
1-2 Severe Damage	This unit receives 1 points of damage for every 1 ton of mass, distributed randomly in 5-point (or fraction thereof) groups. Determine three critical hits, each to a random location, as well as any possible critical hits suffered from internal structure damage. Disregard any hits that would immobilize or destroy the unit, including cockpit/crew killed hits, ammunition hits, and destroyed motive systems/engines and gyros).	This unit receives 3 points of armor damage and 1 structure damage; if it has no armor, these points of damage are transferred to structure. Ignore any damage that would destroy the unit by eliminating the last point of its structure. Determine two critical hits, as well as any possible critical hits suffered from structure damage. Disregard any hits that would immobilize or destroy the unit, including crew killed hits, ammo hits, second engine hits and Unit Destroyed hits).	This Unit subtracts 20% of its armor and 5% of its structure (round down); if it has no armor, this damage is transferred to structure. Ignore any damage that would destroy the Unit by eliminating the last of its structure. Determine two critical hits, disregarding the Unit Destroyed result).

*For *BattleForce*, apply all the rules on the table to each Element of a Unit.

Pre-Existing Damage

The Second Succession War accelerated the losses already suffered by the nations of the Inner Sphere. After decades of near-constant warfare, significant shortfalls in spare parts, replacement personnel and equipment adversely affected each faction's ability to keep their 'Mechs and vehicles in operational order.

Unless otherwise indicated, units begin a scenario with pre-existing damage. First, roll 2D6 for each individual combat command with elements in the battle. Modify this roll by +1 for every two years that the combat command's forces have been fighting the war (to a maximum of +6). On a result of 8 or greater, pre-existing damage is possible for that regiment's units. Roll 2D6 for each combat unit in the regiment ('Mech, vehicle, conventional or aerospace fighter) and apply the appropriate result from the Pre-Existing Damage Table below to determine what damage, if any, each suffers.

Units that receive pre-existing damage suffer the indicated amount of damage and critical hits; the locations affected and any critical hits are randomly determined. For BattleMechs, use the Front/Back column to determine the locations of all damage. For aerospace fighters and conventional aircraft, use the Above/Below column. For conventional combat vehicles, determine the location of any damage by first rolling a direction of attack using the BattleMech Facing After a Fall Table (see p. 68, *TW*) before rolling the hit location of any damage. Reroll any critical damage that would destroy a unit or reduce its mobility to 0. If the second result also destroys or immobilizes the unit, disregard both results and apply an additional 5 points of damage to a random location.

There is also a chance that any units with pre-existing damage which employ ammunition-based weapons may not carry a full combat load. Roll 1D6 for each combat unit that uses ammunition. On a result of 1-2, the unit has a full load of ammunition; on a 3-4, the unit has only half its ammunition load for each weapon (rounding up); on a 5, the unit has only 1D6 rounds of ammunition for each weapon; on a 6, the unit has no ammunition at all.

Finally, specialized ammunition has become rare. Any time specialized ammunition is requested (including LB-X cluster and Artemis missile ammunition), roll 1D6. On a result of 1-2, the ammunition is available; on any other result, the specialized ammunition is unavailable.

Campaign Play: Players and gamemasters embarking on a Second Succession War campaign should first generate all the units available to each force taking part in the campaign. They can then apply any pre-existing damage to the various units, as appropriate. This will be the condition in which each unit starts campaign play. Once the pre-existing damage is applied, no further rolls for such damage need be made through the end of the campaign. However, any reinforcements that are later received must roll for pre-existing damage if their parent combat command initially rolled 8 or higher at the beginning of the campaign. All units must then accomplish regular maintenance, as well as repair battle damage, as appropriate.

SECOND SUCCESSION WAR ERA DOWNGRADES TABLE

Base TN to avoid downgrade: 7	
Condition	**Modifier**
Scenario Date	
2830-2841	–2
2841-2851	–3
2851-2864	–4
Force Affiliation	
Major IS Power	+0
Minor IS Power	–1
Major Periphery Power	–1
Minor Periphery Power	–2
Mercenary/Pirate	–2
Force Skill Rating	
Elite	+2
Veteran	+1
Green	–1

Downgrades

Any non-infantry unit, including 'Mechs, vehicles, fighters, and exoskeletons, that features any Tech Rating E technologies as part of their original design must check for downgrades prior to the start of a Second Succession War scenario. To do this, the controlling player rolls 2D6, and applies to the result all appropriate modifiers from the Second Succession War Era Downgrades Table below based on the date of the scenario, the force's affiliation, and its Skill Rating. If the modified roll result is 7 or higher, the unit does not have to be downgraded—although players may still opt to downgrade it. On a modified result of 6 or less, the unit is considered to be using extinct equipment and *must* be downgraded with equivalent non-extinct technologies.

If no equivalent downgraded technologies exist for the item or items the unit must sacrifice, alternate replacement items of any kind may be substituted, as long as the combined weight and critical space requirements of these replacements are equal to or less than those of the original items. If the extinct technology is an entire unit type—such as power armor suits after 2766—the unit must be deleted from the player's force and replaced with a unit of a lesser type. (DropShips or JumpShips, for example, would replace WarShips, while conventional infantry would replace power armor infantry.)

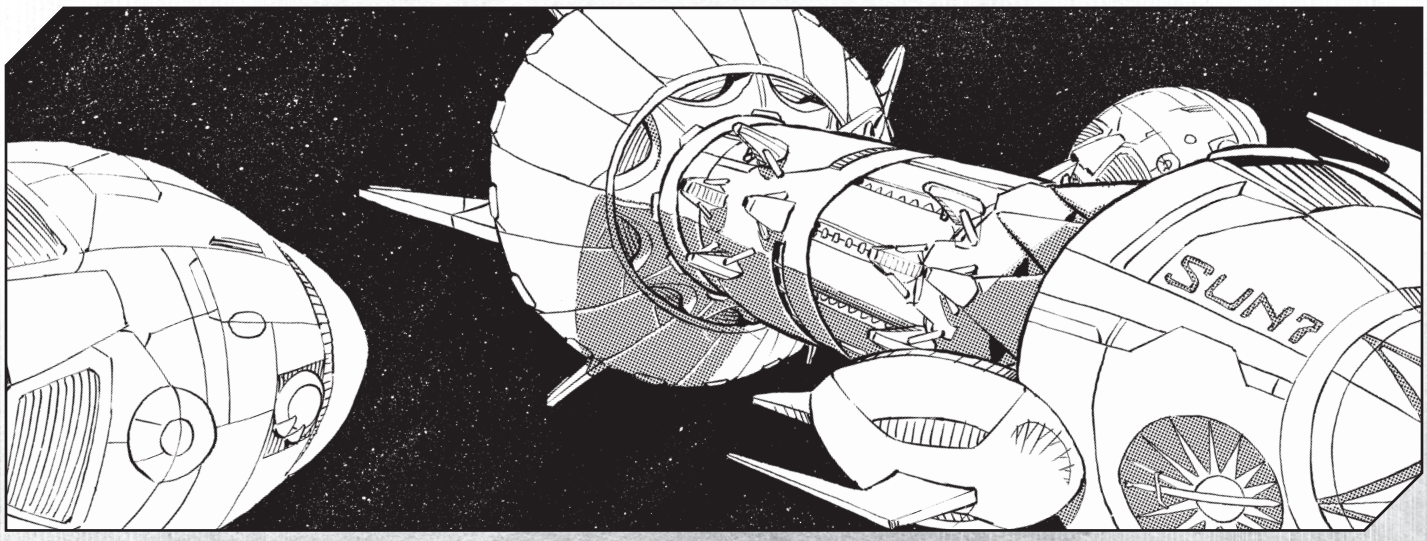
Downgrade rules do not apply to ComStar forces.

Universal Technology Advancement Table: For a more detailed determination of whether an item is available at the time of a given scenario, consult the Universal Technology Advancement Table (see pp. 35-63, *IO*).

RAT DIE ROLL MODIFIERS BY COMBAT COMMAND TABLE

Mod.	Capellan Confederation	Draconis Combine	Federated Suns	Free Worlds League	Lyran Commonwealth
+4	Capellan Hussars	Sword of Light	Davion Brigade of Guards, Avalon Hussars (1st–20th)	Fusiliers of Oriente, Orloff Grenadiers	Royal Guard
+3	St. Ives Armored Cavalry	Galedon Regulars	Avalon Hussars (22nd–41st), Dragon Lords	Atrean Dragoons, Free Worlds Guards	Donegal Guards, Odessa Regulars
+2	Chesterton Reserves, Andurien Hussars	Proserpina Hussars	Arcadian Cuirassiers, Robinson Chevaliers, Syrtis Fusiliers, Tancredi Loyalists	Marik Guard, Regulan Hussars	Arcturan Guards, Skye Rangers, Stealths
+1	Liao Guards, Liao Lancers, Sian Dragoons, Tikonov Lancers	Dieron Regulars, Sun Zhang Academy Cadre, Rasalhague Regulars, Arkab Legion	Argyle Lancers, Ceti Hussars, Crucis March Militia	Sirian Lancers, Stewart Dragoons	Lyran Guards, Sakhalin Regulars
+0	Capellan Reserves, Confederation Reserve Cavalry, Liao Reserves	Benjamin Regulars, Pesht Regulars	Capellan March Militia, Draconis March Militia, Panzer Brigade	Marik Militia, Oriente Hussars, Defenders of Andurien	Hesperus Guards, Lyran Regulars, York Regulars
Die Roll Modifiers For Dropships:					
+4	Fleet	Fleet	Dept. of the Line, Dept. of Naval Assault	FWLN Fleet	Fleet
+3	—	—	Dept. of Naval Defense	—	—
+2	—	—	—	Provincial Navy Fleet	—
+1	—	—	—	FWLN Transport	—
+0	Transport	Transport	Dept. of Naval Transport	Provincial Navy Transport	Transport

Mod.	Magistracy of Canopus	Outworlds Alliance	Taurian Concordat
+2	Magistracy Royal Guards, Chasseurs a Cheval	Alpheratz Guards, Alliance Grenadiers	Concordat Commandos, Taurian Guard, Taurian Velites
+1	Canopian Fusiliers	Ramora Guards	Concordat Cuirassiers, Hyades Light Infantry, Pleiades Hussars,
+0	Kossandra's Volunteers	Baliggora Defenders	Concordat Jeagers, Red Chasseurs
Die Roll Modifiers For Dropships (All Periphery):			
+2	Fleet		
+0	Transport		



RANDOM UNIT ASSIGNMENT TABLE: BATTLEMECHS

CAPELLAN CONFEDERATION

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3R Stinger [20] (3039)	SCP-1N Scorpion [55] (3039)	CPLT-C1 Catapult [60] (3039)	STC-2C Striker [80] (3058U-C)
3	LCT-1V Locust [20] (3039)	BJ-1 Blackjack [45] (3039)	KSC-3I Koschei [65] (3075)	BNC-3E Banshee [95] (3039)
4	FLC-4N Falcon [30] (3039)	WTH-1 Whitworth [40] (3039)	GHR-5H Grasshopper [70] (3039)	GOL-1H Goliath [80] (3039)
5	FRB-2E Firebee [35] (3075)	HOP-4C Hoplite [55] (3050U-I)	CRD-3R Crusader [65] (3039)	AWS-8Q Awesome [80] (3039)
6	THE-N Thorn [20] (3050U-C)	VL-2T Vulcan [40] (3039)	ARC-2R Archer [70] (3039)	LGB-0W Longbow [85] (3039)
7	WSP-1L Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	VTR-9B Victor [80] (3039)
8	MON-67 Mongoose [25] (3039)	HBK-4G Hunchback [50] (3039)	CHP-1N Champion [60] (3050U-C) †	STK-3F Stalker [85] (3039)
9	FS9-H Firestarter [35] (3039)	VND-1R Vindicator [45] (3039)	MAD-3R Marauder [75] (3039)	THG-10E Thug [80] (3050U-C)
10	NTK-2Q Night Hawk [35] (3058U-C)	WVR-6R Wolverine [55] (3039)	GLT-3N Guillotine [70] (3050U-C) ‡	BLR-1G BattleMaster [85] (3039)
11	OTT-7J Ostscout [35] (3039)	GRF-1N Griffin [55] (3039)	LNC25-01 Lancelot [60] (3050U-C)	HGN-732 Highlander [90] (3050U-C)
12	SDR-5V Spider [30] (3039)	DV-6M Dervish [55] (3039)	CRD-2R Crusader [65] (3075)	LGB-7Q Longbow [85] (3058U-I)
13	MON-66 Mongoose [25] (3050U-C)	WVE-5N Wyvern [45] (3050U-C)	WHM-6Rb Warhammer [70] (3075)	PLG-3Z Pillager [100] (3058U-C)
14	FFL-3A Firefly [30] (Klondike)*	KTO-19 Kintaro [55] (3050U-C)*	MAD-1R Marauder [75] (3075)	THG-11E Thug [80] (3050U-C)
15	MCY-99 Mercury [20] (3050U-C)	PXH-2 Phoenix Hawk [45] (3085-PP)	KSC-4L Koschei [65] (3075)	CP-10-Z Cyclops [90] (3039)
16	HSR-200-D Hussar [30] (3050U-C)*	LNX-9Q Lynx [55] (3058U-C)*	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)

DRACONIS COMBINE

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3G Stinger [20] (3039)	SCP-1N Scorpion [55] (3039)	OTL-4D Ostsol [60] (3039)	CGR-1A1 Charger [80] (3039)
3	LCT-1V Locust [20] (3039)	SHD-2K Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	GOL-1H Goliath [80] (3039)
4	THE-N Thorn [20] (3050U-C)	BJ-1 Blackjack [45] (3039)	QKD-4G Quickdraw [60] (3039)	BNC-3E Banshee [95] (3039)
5	FLC-4N Falcon [30] (3039)	HOP-4C Hoplite [55] (3050U-I)	DRG-1N Dragon [60] (3039)	STK-3F Stalker [85] (3039)
6	WSP-1A Wasp [20] (3039)	VL-2T Vulcan [40] (3039)	ARC-2K Archer [70] (3039)	VTR-9B Victor [80] (3039)
7	JR7-D Jenner [35] (3039)	WTH-1 Whitworth [40] (3039)	LNC25-01 Lancelot [60] (3050U-C)	AWS-8Q Awesome [80] (3039)
8	PNT-9R Panther [35] (3039)	SHD-2H Shadow Hawk [55] (3039)	WHM-6K Warhammer [70] (3039)	LGB-0W Longbow [85] (3039)
9	MON-67 Mongoose [25] (3039)	HBK-4G Hunchback [50] (3039)	MAD-3R Marauder [75] (3039)	BLR-1G BattleMaster [85] (3039)
10	NTK-2Q Night Hawk [35] (3058U-C)	WVR-6R Wolverine [55] (3039)	CRD-3R Crusader [65] (3039)	THG-11E Thug [80] (3050U-C)
11	FS9-H Firestarter [35] (3039)	GRF-1N Griffin [55] (3039)	CHP-1N2 Champion [60] (3050U-C)	LGB-7Q Longbow [85] (3058U-I)
12	OTT-7J Ostscout [35] (3039)	DV-6M Dervish [55] (3039)	GLT-3N Guillotine [70] (3050U-C)	AS7-D Atlas [100] (3039)
13	SDR-5V Spider [30] (3039)	WVE-5N Wyvern [45] (3050U-C)	CRD-2R Crusader [65] (3075)	PLG-3Z Pillager [100] (3058U-C)
14	MON-66 Mongoose [25] (3050U-C)*	PXH-1Kk Phoenix Hawk [45] (ER2750) (3039)*	MAD-1R Marauder [75] (3075)	CP-10-Z Cyclops [90] (3039)
15	FFL-3A Firefly [30] (Klondike)	KTO-19 Kintaro [55] (3050U-C)	WHM-6Rk Warhammer [70] (ER2750) (3039)	STK-3Fk Stalker [85] (ER2750) (3039)
16	MCY-99 Mercury [20] (3050U-C)*	LNX-9Q Lynx [55] (3058U-C)*	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)

FEDERATED SUNS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	HER-1S Hermes [30] (3050U-C)	SCP-1N Scorpion [55] (3039)	BKX-7K Battleaxe [70] (3075)	STC-2C Striker [80] (3058U-C)
3	WSP-1D Wasp [20] (3039)	SHD-2D Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	GOL-1H Goliath [80] (3039)
4	STG-3R Stinger [20] (3039)	HOP-4C Hoplite [55] (3050U-I)	RFL-3N Rifleman [60] (3039)	BNC-3E Banshee [95] (3039)
5	THE-N Thorn [20] (3050U-C)	BJ-1 Blackjack [45] (3039)	OTL-4D Ostsol [60] (3039)	AWS-8Q Awesome [80] (3039)
6	LCT-1M Locust [20] (3039)	VL-2T Vulcan [40] (3039)	CRD-3R Crusader [65] (3039)	LGB-0W Longbow [85] (3039)
7	WSP-1A Wasp [20] (3039)	DV-6M Dervish [55] (3039)	ARC-2R Archer [70] (3039)	VTR-9B Victor [80] (3039)
8	VLK-QA Valkyrie [30] (3039)	HBK-4G Hunchback [50] (3039)	MAD-3D Marauder [75] (3039)	STK-3F Stalker [85] (3039)
9	MON-67 Mongoose [25] (3039)	STN-3L Sentinel [40] (3050U-C)	WHM-6D Warhammer [70] (3039)	THG-11E Thug [80] (3050U-C)
10	NTK-2Q Night Hawk [35] (3058U-C)	WVR-6R Wolverine [55] (3039)	GLT-3N Guillotine [70] (3050U-C)	LGB-7Q Longbow [85] (3058U-I)
11	FS9-H Firestarter [35] (3039)	GRF-1N Griffin [55] (3039)	CRD-2R Crusader [65] (3075)	HGN-732 Highlander [90] (3050U-C)
12	OTT-7J Ostscout [35] (3039)	PXH-2 Phoenix Hawk [45] (3085-PP)	CTS-6Y Cestus [65] (3058U-C)	AS7-D Atlas [100] (3039)
13	SDR-5V Spider [30] (3039)	KTO-19 Kintaro [55] (3050U-C)	MAD-1R Marauder [75] (3075)	PLG-3Z Pillager [100] (3058U-C)
14	FFL-3A Firefly [30] (Klondike)*	WVE-5N Wyvern [45] (3050U-C)*	WHM-6Rb Warhammer [70] (3075)	CP-10-Z Cyclops [90] (3039)
15	MON-66 Mongoose [25] (3050U-C)	DV-6Md Dervish [55] (ER2750) (3039)	TDR-5Sd Thunderbolt [65] (ER2750) (3039)	BLR-1Gd BattleMaster [85] (ER2750) (3039)
16	HSR-200-D Hussar [30] (3050U-C)*	LNX-9Q Lynx [55] (3058U-C)*	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)

* Player may choose the Land-Air BattleMech of the appropriate weight (STG-A5 or PHX-HK2) instead of the rolled result.

† Player may choose the TDR-5LS Thunderbolt instead of the rolled result. ‡ Player may choose the TDR-5L Thunderbolt instead of the rolled result.

RANDOM UNIT ASSIGNMENT TABLE: BATTLEMECHS

FREE WORLDS LEAGUE

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	HER-1S Hermes [30] (3050U-C)	HOP-4C Hoplite [55] (3050U-I)	OTL-4D Ostsol [60] (3039)	STC-2C Striker [80] (3058U-C)
3	STG-3R Stinger [20] (3039)	ICR-1S Icarus II [40] (3075)	GLT-4L Guillotine [70] (3039)	BNC-3E Banshee [95] (3039)
4	LCT-1V Locust [20] (3039)	VL-2T Vulcan [40] (3039)	QKD-4G Quickdraw [60] (3039)	GOL-1H Goliath [80] (3039)
5	FLC-4N Falcon [30] (3039)	PXH-1 Phoenix Hawk [45] (3039)	TDR-5S Thunderbolt [65] (3039)	LGB-7Q Longbow [85] (3058U-I)
6	THE-N Thorn [20] (3050U-C)	HER-2S Hermes II [40] (3039)	MAD-3R Marauder [75] (3039)	AWS-8Q Awesome [80] (3039)
7	WSP-1A Wasp [20] (3039)	WVR-6M Wolverine [55] (3039)	ON1-K Orion [70] (3039)	STK-3F Stalker [85] (3039)
8	MON-67 Mongoose [25] (3039)	HBK-4G Hunchback [50] (3039)	ARC-2R Archer [70] (3039)	THG-10E Thug [80] (3050U-C)
9	NTK-2Q Night Hawk [35] (3058U-C)	TBT-5N Trebuchet [50] (3039)	CHP-1N Champion [60] (3050U-C)	LGB-0W Longbow [85] (3039)
10	SDR-5V Spider [30] (3039)	SHD-2H Shadow Hawk [55] (3039)	GLT-3N Guillotine [70] (3050U-C)	BLR-1G BattleMaster [85] (3039)
11	FS9-H Firestarter [35] (3039)	GRF-1N Griffin [55] (3039)	BL-7-KNT Black Knight [75] (3039)	HGN-732 Highlander [90] (3050U-C)
12	OTT-7J Ostscout [35] (3039)	DV-6M Dervish [55] (3039)	LNC25-01 Lancelot [60] (3050U-C)	AS7-D Atlas [100] (3039)
13	MON-66 Mongoose [25] (3050U-C)	PXH-2 Phoenix Hawk [45] (3085-PP)	CRD-2R Crusader [65] (3075)	THG-11E Thug [80] (3050U-C)
14	FFL-3A Firefly [30] (Klondike)*	WVE-5N Wyvern [45] (3050U-C)*	MAD-1R Marauder [75] (3075)	PLG-3Z Pillager [100] (3058U-C)
15	MCY-99 Mercury [20] (3050U-C)	KTO-19 Kintaro [55] (3050U-C)	WHM-6Rb Warhammer [70] (3075)	CP-10-Z Cyclops [90] (3039)
16	HSR-200-D Hussar [30] (3050U-C)*	LNX-9Q Lynx [55] (3058U-C)*	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)

LYRAN COMMONWEALTH

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3R Stinger [20] (3039)	SCP-1N Scorpion [55] (3039)	WHM-6R Warhammer [70] (3039)	STC-2S Striker [80] (3058U-C)
3	LCT-1S Locust [20] (3039)	GRF-1S Griffin [55] (3039)	OTL-4D Ostsol [60] (3039)	GOL-1H Goliath [80] (3039)
4	WSP-1A Wasp [20] (3039)	WTH-1 Whitworth [40] (3039)	ON1-K Orion [70] (3039)	VTR-9B Victor [80] (3039)
5	FLC-4N Falcon [30] (3039)	SHD-2H Shadow Hawk [55] (3039)	TDR-5S Thunderbolt [65] (3039)	BNC-3E Banshee [95] (3039)
6	THE-N Thorn [20] (3050U-C)	VL-2T Vulcan [40] (3039)	CRD-3R Crusader [65] (3039)	AWS-8Q Awesome [80] (3039)
7	COM-2D Commando [25] (3039)	WVR-6R Wolverine [55] (3039)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
8	NTK-2Q Night Hawk [35] (3058U-C)	HBK-4G Hunchback [50] (3039)	MAD-3R Marauder [75] (3039)	ZEU-5S Zeus [80] (3039)
9	MON-67 Mongoose [25] (3039)	STN-3L Sentinel [40] (3050U-C)	FLS-7K Flashman [75] (3039)	LGB-0W Longbow [85] (3039)
10	FS9-H Firestarter [35] (3039)	GRF-1N Griffin [55] (3039)	GLT-3N Guillotine [70] (3050U-C)	BWP-3A Ymir [90] (3075)
11	OTT-7J Ostscout [35] (3039)	DV-6M Dervish [55] (3039)	CHP-1N Champion [60] (3050U-C)	AS7-D Atlas [100] (3039)
12	SDR-5V Spider [30] (3039)	LNX-9Q Lynx [55] (3058U-C)	CRD-2R Crusader [65] (3075)	HGN-732 Highlander [90] (3050U-C)
13	MON-66 Mongoose [25] (3050U-C)	PXH-2 Phoenix Hawk [45] (3085-PP)	MAD-1R Marauder [75] (3075)	BLR-1Gc BattleMaster [85] (3075)
14	FFL-3A Firefly [30] (Klondike)*	KTO-19 Kintaro [55] (3050U-C)*	WHM-6Rb Warhammer [70] (3075)	PLG-3Z Pillager [100] (3058U-C)
15	MCY-99 Mercury [20] (3050U-C)	STY-3C Starslayer [50] (3058U-C)	FLS-8K Flashman [75] (3050U-C)	CP-10-Z Cyclops [90] (3039)
16	HSR-200-D Hussar [30] (3050U-C)*	WVE-5N Wyvern [45] (3050U-C)*	BL-6-KNT Black Knight [75] (3050U-C)	KGC-000 King Crab [100] (3050U-C)

MAJOR PERIPHERY STATES

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	FS9-K Firestarter [35] (3039)	ICR-1S Icarus II [40] (3075)	CPLT-C1 Catapult [60] (3039)	CGR-1A1 Charger [80] (3039)
3	LCT-1E Locust [20] (3039)	SCP-1N Scorpion [55] (3039)	OTL-4D Ostsol [60] (3039)	STC-2C Striker [80] (3058U-C)
4	HER-1S Hermes [30] (3050U-C)	HOP-4C Hoplite [55] (3050U-I)	RFL-3N Rifleman [60] (3039)	AWS-8Q Awesome [80] (3039)
5	FLC-4N Falcon [30] (3039)	BJ-1 Blackjack [45] (3039)	TDR-5S Thunderbolt [65] (3039)	VTR-9B Victor [80] (3039)
6	STG-3R Stinger [20] (3039)	WTH-1 Whitworth [40] (3039)	ON1-K Orion [70] (3039)	LGB-0W Longbow [85] (3039)
7	WSP-1A Wasp [20] (3039)	SHD-2H Shadow Hawk [55] (3039)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
8	LCT-1V Locust [20] (3039)	HBK-4G Hunchback [50] (3039)	CRD-3R Crusader [65] (3039)	LGB-7Q Longbow [85] (3058U-I)
9	FS9-H Firestarter [35] (3039)	WVR-6R Wolverine [55] (3039)	OSR-2C Ostroc [60] (3039)	BNC-3E Banshee [95] (3039)
10	STG-3G Stinger [20] (3039)	GRF-1N Griffin [55] (3039)	WHM-6R Warhammer [70] (3039)	BLR-1G BattleMaster [85] (3039)
11	THE-N Thorn [20] (3050U-C)	DV-6M Dervish [55] (3039)	MAD-3R Marauder [75] (3039)	MSK-8B Mackie [100] (3075)
12	OTT-7J Ostscout [35] (3039)	WVE-5N Wyvern [45] (3050U-C)	CHP-1N Champion [60] (3050U-C)	RMP-2G Rampage [85] (ISP2)
13	FFL-3A Firefly [30] (Klondike)	PXH-2 Phoenix Hawk [45] (3085-PP)	GLT-3N Guillotine [70] (3050U-C)	THG-11E Thug [80] (3050U-C)
14	NTK-2Q Night Hawk [35] (3058U-C)	KTO-19 Kintaro [55] (3050U-C)	CRD-2R Crusader [65] (3075)	HGN-732 Highlander [90] (3050U-C)

* Player may choose the Land-Air BattleMech of the appropriate weight (STG-A5 or PHX-HK2) instead of the rolled result.

RANDOM UNIT ASSIGNMENT TABLE: AEROSPACE

CAPELLAN CONFEDERATION

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	TR-7 Thrush [25] (3039)	TR-9 Transit** [50] (3039)	TRB-D36 Thunderbird [100] (3075)	Colossus (2660) (3075)
3	F-10 Cheetah [25] (3039)	HCT-213D Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
4	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	STU-K5 Stuka [100] (3039)	Black Eagle (2453) (XTR:Prim2)
5	THK-43 Tomahawk [45] (3050U-C)	SL-25 Samurai [50] (3039)	CHP-W5 Chippewa [90] (3039)	Fury (2638) (3057R)
6	TR-5 Thrush* [25] (3039)	GTHA-100 Gotha [60] (3050U-C)	EGL-R9 Eagle [75] (3075)	Confederate (2703) (3057R)
7	F-10 Cheetah [25] (3039)	TR-9 Transit** [50] (3039)	CHP-W5 Chippewa [90] (3039)	Gazelle (2351) (3057R)
8	RGU-133E Rogue [40] (3050U-C)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Dictator (2600) (3075)
9	TRN-3T Trident [20] (3050U-C)	HCT-213S Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Triumph (2593) (3057R)
10	THK-53 Tomahawk [45] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)	Leopard CV (2581) (3057R)
11	RGU-133F Rogue [40] (3050U-C)	F-90 Stingray [60] (3039)	CHP-W7 Chippewa [90] (3039)	Union (2708) (3057R)
12	RGU-133L Rogue [40] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Overlord (2762) (3057R)
13	THK-63 Tomahawk [45] (3050U-C)	F-90 Stingray [60] (3039)	HMR-HE Hammerhead [75] (3050U-C)	Achilles (2582) (3057R)
14	ZRO-114 Zero [35] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	STU-K5 Stuka [100] (3039)	Intruder (2655) (3057R)
15	F-10 Cheetah [25] (3039)	IRN-SD2 Ironsides [65] (3050U-C)	CHP-W7 Chippewa [90] (3039)	Titan (2647) (3057R)
16	RGU-133Eb Rogue [40] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	TRB-D46 Thunderbird [100] (3075)	Vengeance (2682) (3057R)

*TR-5 Thrush uses ferro-aluminum armor. Identical to TR-7 with 1 additional armor point per wing

**TR-9 Transit uses ferro-aluminum armor. Identical to TR-10 with 2 additional armor points aft and 15 AC ammo

DRACONIS COMBINE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SPR-H5 Sparrowhawk [30] (3039)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Gazelle (2351) (3057R)
3	THK-43 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Vulture (2312) (3075)
4	SWF-606 Swift [25] (3050U-C)	HCT-213R Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
5	F-10 Cheetah [25] (3039)	LCF-R15 Lucifer [65] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Lion (2595) (3057R)
6	TRN-3T Trident [20] (3050U-C)	SL-25 Samurai [50] (3039)	SL-15 Slayer [80] (3039)	Dictator (2600) (3075)
7	S-2B Star Dagger* [30] (XTR:Retro)	SL-17 Shilone [65] (3039)	RPR-100 Rapier [85] (3050U-C)	Triumph (2595) (3057R)
8	RGU-133E Rogue [40] (3050U-C)	HCT-213 Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Leopard CV (2581) (3057R)
9	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Achilles (2582) (3057R)
10	SPD-502 Spad [30] (3050U-C)	SL-25 Samurai [50] (3039)	RPR-100 Rapier [85] (3050U-C)	Intruder (2655) (3057R)
11	SL-21 Sholagar [35] (3039)	HCT-213D Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Achilles (2582) (3057R)
12	SWF-606 Swift [25] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)	Leopard CV (2581) (3057R)
13	SB-27b Sabre [25] (Klondike)	SL-26 Samurai [50] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Achilles (2582) (3057R)
14	ZRO-114 Zero [35] (3050U-C)	F-90 Stingray [60] (3039)	AHB-443 Ahab [90] (3050U-C)	Intruder (2655) (3057R)
15	THK-63 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Leopard CV (2581) (3057R)
16	RGU-133L Rogue [40] (3050U-C)	LTN-G15b Lightning [50] (Klondike)	HMR-HDb Hammerhead [75] (3075)	Model 96 "Elephant" (2600) (3075)

* Use S-2 Star Dagger with standard components. Replace engine with 240 rating. Replace small laser with medium laser. Armor layout is 34/22/18.

FEDERATED SUNS

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SPR-H5 Sparrowhawk [30] (3039)	HCT-213 Hellcat [60] (3075)	EGL-R10 Eagle [75] (3075)	Fortress (2613) (3057R)
3	THK-43 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R9 Eagle [75] (3075)	Confederate (2703) (3057R)
4	SB-27 Sabre [25] (3075)	HCT-213R Hellcat [60] (3075)	AHB-443 Ahab [90] (3050U-C)	Colossus (2660) (3075)
5	CNT-1D Centurion [30] (3075)	HCT-213S Hellcat [60] (3075)	EGL-R6 Eagle [75] (3075)	Vampire (2715) (3075)
6	SB-27 Sabre [25] (3075)	SL-25 Samurai [50] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Leopard (2537) (3057R)
7	CNT-1D Centurion [30] (3075)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Lion (2595) (3057R)
8	TRN-3T Trident [20] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Dictator (2600) (3075)
9	F-10 Cheetah [25] (3039)	HCT-213D Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Union (2708) (3057R)
10	RGU-133E Rogue [40] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Leopard CV (2581) (3057R)
11	THK-63 Tomahawk [45] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	STU-K5 Stuka [100] (3039)	Triumph (2593) (3057R)
12	THK-63 Tomahawk [45] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	HMR-HE Hammerhead [75] (3050U-C)	Overlord (2762) (3057R)
13	RGU-133L Rogue [40] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Intruder (2655) (3057R)
14	ZRO-114 Zero [35] (3050U-C)	SL-26 Samurai [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Achilles (2582) (3057R)
15	SWF-606 Swift [25] (3050U-C)	F-90 Stingray [60] (3039)	AHB-443 Ahab [90] (3050U-C)	Vengeance (2682) (3057R)
16	SPD-502 Spad [30] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	CHP-W5b Chippewa [90] (Klondike)	Titan (2647) (3057R)

RANDOM UNIT ASSIGNMENT TABLE: AEROSPACE

FREE WORLDS LEAGUE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	THK-43 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
3	SWF-606 Swift [25] (3050U-C)	HCT-213D Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Fury (2638) (3057R)
4	F-10 Cheetah [25] (3039)	SL-25 Samurai [50] (3039)	F-100 Riever [100] (3039)	Gazelle (2351) (3057R)
5	SB-27 Sabre [25] (3075)	GTHA-300 Gotha [60] (3050U-C)	EGL-R10 Eagle [75] (3075)	Black Eagle (2453) (XTR:Prim2)
6	THK-53 Tomahawk [45] (3050U-C)	LTN-G15 Lightning [50] (3075)	HMR-HD Hammerhead [75] (3050U-C)	Dictator (2600) (3075)
7	F-10 Cheetah [25] (3039)	GTHA-100 Gotha [60] (3050U-C)	EGL-R6 Eagle [75] (3075)	Leopard CV (2581) (3057R)
8	SPR-H5 Sparrowhawk [30] (3039)	HCT-213 Hellcat [60] (3075)	CHP-W5 Chippewa [90] (3039)	Triumph (2595) (3057R)
9	TRN-3T Trident [20] (3050U-C)	GTHA-500 Gotha [60] (3050U-C)	STU-K5 Stuka [100] (3039)	Union (2708) (3057R)
10	RGU-133E Rogue [40] (3050U-C)	F-90 Stingray [60] (3039)	EGL-R9 Eagle [75] (3075)	Lion (2595) (3057R)
11	THK-63 Tomahawk [45] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Intruder (2655) (3057R)
12	ZRO-114 Zero [35] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	CHP-W7 Chippewa [90] (3039)	Vengeance (2682) (3057R)
13	F-10 Cheetah [25] (3039)	GTHA-500 Gotha [60] (3050U-C)	HMR-HE Hammerhead [75] (3050U-C)	Achilles (2582) (3057R)
14	THK-63 Tomahawk [45] (3050U-C)	IRN-SD2 Ironsides [65] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Intruder (2655) (3057R)
15	SWF-606 Swift [25] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	EGL-R6b Eagle [75] (Klondike)	Titan (2647) (3057R)
16	RGU-133L Rogue [40] (3050U-C)	GTHA-500 Gotha [60] (3075)	TRB-D46 Thunderbird [100] (3075)	Model 96 "Elephant" (2600) (3075)

LYRAN COMMONWEALTH

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	LCF-R15 Lucifer [65] (3039)	TFN-3M Typhoon [90] (3075)	Gazelle (2351) (3057R)
3	SYD-21 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	CHP-W5 Chippewa [90] (3039)	Lion (2595) (3057R)
4	THK-43 Tomahawk [45] (3050U-C)	SL-25 Samurai [50] (3039)	TFN-2A Typhoon [90] (3075)	Dictator (2600) (3075)
5	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
6	CNT-1D Centurion [30] (3075)	LCF-R15 Lucifer [65] (3039)	CHP-W5 Chippewa [90] (3039)	Fortress (2613) (3057R)
7	SYD-21 Seydlitz [20] (3039)	HCT-213 Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Leopard CV (2581) (3057R)
8	SPR-H5 Sparrowhawk [30] (3039)	LCF-R15 Lucifer [65] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Union (2708) (3057R)
9	SYD-21 Seydlitz [20] (3039)	HCT-213D Hellcat [60] (3075)	CHP-W7 Chippewa [90] (3039)	Intruder (2655) (3057R)
10	THK-53 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Fortress (2613) (3057R)
11	F-10 Cheetah [25] (3039)	GTHA-500 Gotha [60] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Leopard CV (2581) (3057R)
12	THK-63 Tomahawk [45] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	TRB-D46 Thunderbird [100] (3075)	Achilles (2582) (3057R)
13	ZRO-114 Zero [35] (3050U-C)	F-90 Stingray [60] (3039)	RPR-101 Rapier [85] (3050U-C)	Titan (2647) (3057R)
14	RGU-133E Rogue [40] (3050U-C)	SL-26 Samurai [50] (3039)	CHP-W7 Chippewa [90] (3039)	Intruder (2655) (3057R)
15	THK-63 Tomahawk [45] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	RPR-101 Rapier [85] (3075)	Model 96 "Elephant" (2600) (3075)
16	RGU-133P Rogue [40] (3050U-C)	LCF-R15 Lucifer [65] (3039)	TFN-3M Typhoon [90] (3075)	Gazelle (2351) (3057R)

MAJOR PERIPHERY STATES

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	THK-43 Tomahawk [45] (3050U-C)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)	Czar (2462) (XTR:Prim3)
3	TRN-3T Trident [20] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	see Periphery States sub-table
4	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table	Vulture (2312) (3075)
5	SB-27 Sabre [25] (3075)	GTHA-100 Gotha [60] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Gazelle (2531) (3057R)
6	CNT-1D Centurion [30] (3075)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Dictator (2600) (3075)
7	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table
8	SB-27 Sabre [25] (3075)	HCT-213 Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Trojan (2720) (JS:BD)
9	RGU-133E Rogue [40] (3050U-C)	GTHA-300 Gotha [60] (3050U-C)	HMR-HD Hammerhead [75] (3050U-C)	Triumph (2593) (3057R)
10	THK-43 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	VLC-5N Vulcan [80] (3075)	Leopard (2537) (3057R)
11	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table
12	THK-53 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	EGL-R6 Eagle [75] (3075)	DroST IIb (2443) (XTR:Prim4)
13	SB-27 Sabre [25] (3075)	GTHA-500 Gotha [60] (3050U-C)	STU-K5 Stuka [100] (3039)	Leopard CV (2581) (3057R)
14	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table	see Periphery States sub-table



RANDOM UNIT ASSIGNMENT TABLE: AEROSPACE

PERIPHERY STATES SUB-TABLE

Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
Magistracy of Canopus				
4	RGU-133L Rogue [40] (3050U-C)	LTN-G15 Lightning [50] (3075)	EGL-R10 Eagle [75] (3075)	DroST IIb (2443) (XTR:Prim4)
7	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Lion (2595) (3057R)
11	MM-1 Dragonfly [40] (Hist:RW)	GTHA-300 Gotha [60] (3050U-C)	TRB-D36 Thunderbird [100] (3075)	Black Eagle (2453) (XTR:Prim2)
14	MM-2 Dragonfly [40] (Hist:RW)	F-90 Stingray [60] (3039)	EGL-R9 Eagle [75] (3075)	Leopard (2537) (3057R)
Outworlds Alliance				
4	CNT-1D Centurion [30] (3075)	HCT-213D Hellcat [60] (3075)	SL-15 Slayer [80] (3039)	Leopard CV (2581) (3057R)
7	SYD-21 Seydlitz [20] (3039)	SL-25 Samurai [50] (3039)	SL-15 Slayer [80] (3039)	Leopard CV (2581) (3057R)
11	SPR-H5 Sparrowhawk [30] (3039)	HCT-213S Hellcat [60] (3075)	VLC-6N Vulcan [80] (3075)	Trojan (2720) (JS:BD)
14	RGU-133L Rogue [40] (3050U-C)	SL-26 Samurai [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Titan (2647) (3057R)
Taurian Concordat				
4	TR-5 Thrush [25] (3039)	LCF-R15 Lucifer [65] (3039)	SL-15 Slayer [80] (3039)	DroST IIb (2443) (XTR:Prim4)
7	SYD-21 Seydlitz [20] (3039)	LCF-R15 Lucifer [65] (3039)	CHP-W5 Chippewa [90] (3039)	Lion (2595) (3057R)
11	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	VLC-6N Vulcan [80] (3075)	Black Eagle (2453) (XTR:Prim2)
14	RGU-133F Rogue [40] (3050U-C)	LTN-G15 Lightning [50] (3075)	VLC-6N Vulcan [80] (3075)	Trojan (2720) (JS:BD)

RANDOM UNIT ASSIGNMENT TABLE: VEHICLES (ALL)

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Beagle Hover Scout [15] (3050U-C)	Tiger Tank T-12 [55] (Hist:RW)	SRM Carrier [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
3	Tracked APC (LRM) [10] (3039)	Condor Hovertank [50] (3039)	Merkava Heavy Tank Mk VIII [75] (3075u-AW)	Alacorn Tank Mk IV [95] (3058U-C)
4	Packrat LPRV PKR-T5 [20] (3039)	Maxim Hover Transport [50] (3039)	Gallant Urban Assault Tank [70] (Hist:RW)	Fury Tank II [80] (3050U-C)
5	Hover APC (SRM) [10] (3039)	Goblin Tank [45] (3039)	Thumper Artillery Vehicle [60] (3075u-AW)	Mobile Long Tom [95] (3039)
6	Heavy Wheeled APC [25] (3060u)	LTV-4 Hover Tank [50] (XTR:Prim2)	LRM Carrier [60] (3039)	Rhino Tank (MG) [80] (3050U-C)
7	Galleon Tank GAL-100 [30] (3058U-I)	Prowler Multi-Terrain Vehicle [55] (3085)	Bulldog Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
8	J. Edgar Hovertank [25] (3039)	Turhan UCV [50] (3075u-AW)	Burke Tank [75] (3050U-C)	Rhino Tank [80] (3050U-C)
9	Cyrano Gunship [30] (3050U-C)	Zephyr Hovertank [40] (3050U-C)	Manticore Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
10	Ripper VTOL [10] (3050U-C)	Maxim Hover Transport [50] (3039)	Magi ISV [75] (3050U-C)	Fury Tank II [80] (3050U-C)
11	Chevalier Tank [35] (3060u)	Kanga Hovertank [50] (3050U-C)	Von Luckner Tank VNL-K65N [75] (3075u-AW)	Puma Tank PAT-005 [95] (3050U-C)
12	Beagle Hover Scout [15] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
13	Lightning Attack Hovercraft [35] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Demon Tank [60] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
14	Gabriel Recon Hovercraft [5] (3050U-C)	Condor Hovertank [50] (3039)	Von Luckner Tank (Star League) [75] (OK)	Fury Tank II [80] (3050U-C)
15	Maultier Hover APC [15] (3058U-C)	Thor Artillery Vehicle [55] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Mobile Long Tom [95] (3039)
16	Packrat LPRV PKR-T5 [20] (3039)	Chaparral Artillery Tank [50] (3050U-C)	Thumper Artillery Vehicle [60] (3075u-AW)	Rhino Tank (Royal) [80] (3050U-C)

TECHNICAL READOUT

The re-imagined depictions on the following pages showcase a few of the now-ubiquitous BattleMechs seen on the battlefields of the Second Succession War. The dates at right outline when each of these variants became available.

[EDITORIAL NOTE]: In assembling the following technical readout (TRO), which showcases a selection of the most prominent BattleMechs available across the Inner Sphere, I made a conscious editorial decision.

This document specifically covers the Second Succession War. As a result, it is appropriate that this technical readout focuses on BattleMech variants that debuted during those thirty-five years of conflict. For example, the last entry covers the eighty-five-ton *BattleMaster*, but details only the BLR-1D variant, which began to appear on battlefields late in the war.

Nevertheless, variants such as the 1D were not the most prevalent version of that 'Mech during that age. As such, I chose to provide visuals of the model that would be the most recognizable across all realms. In the instance of the *BattleMaster*, the variant pictured is the venerable BLR-1G, which fought in great numbers and under every banner during the Second Succession War.

—Paladin Constance McGuire, Geneva, Terra, 3150

TRO Timeline
2823: *Thunderbolt* TDR-5L
2857: *Griffin* GRF-1S
2850: *Thunderbolt* TDR-5LS
~2845: *BattleMaster* BLR-1D

GRF-1S GRIFFIN

Mass: 55 tons
Chassis: Earthwerks GRF
Power Plant: CoreTek 275
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Rawlings 55
Jump Capacity: 150 meters
Armor: Starshield A
Armament:
1 Defiance B3L Large Laser
2 Defiance B3M Medium Lasers
1 Coventry Five-Tube Missile System
Manufacturer: Defiance Industries
Primary Factory: Hesperus II
Communications System: Neil 6000
Targeting & Tracking System: Octagon Tartrac, System C

The *Griffin* was a favorite fire support 'Mech of the Star League, and the Royal Divisions fielded a superior variant during the last few decades of the League's existence. However, the production model was seen far more often throughout the Inner Sphere, and *Griffin*s were common in all five House armies. The wanton destruction of the Succession Wars soon ended the manufacture of *Griffin* variants for all but House Steiner; the Commonwealth's preferred variant began production in 2857 and was the only non-standard *Griffin* fielded for generations.

CAPABILITIES

The *Griffin* was long known for its PPC and long-range missile combination, and House Steiner's debut of their 1S variant late in the Second Succession War caught their enemies by surprise. Massed formations of Steiner *Griffin*s charging into enemy commands became a common sight in the later days of the Second Succession War and early into the Third. Instead of outmaneuvering enemy BattleMechs with superior speed and mobility, this new *Griffin* excelled at close combat, as a smaller long-range punch was offset by greater close-in firepower. The added heat load was partially accommodated by additional heat sinks, though MechWarriors were still wary to moderate their fire.

BATTLE HISTORY

Leutnant Gerhard Schroeder was a lance commander in the Eighth Donegal Guards when the Combine's Marathon Offensive began. He was quickly shot out of his *Archer* in the successful defense of Port Moseby, and languished for more than two years before being assigned a new 'Mech. Instead of receiving another heavy 'Mech, Schroeder was disappointed to learn he would pilot a *Griffin*. Matters were worsened by the new variant's combat specialty. Instead of returning to a fire support role, he was thrown into an ad hoc cavalry unit and sent to relieve Kelenfold, becoming one of the last to arrive to aid the defense. The battle for Kelenfold had already ground on for five months when the new *Griffin*s arrived, but they proved decisive. The invading Combine troops were unprepared for what they knew as common fire support 'Mechs to charge into close combat. The maneuverable *Griffin*s swarmed the Combine *Warhammer*s and *Awesome*s. Losses were terribly high as neither side gave quarter to the other, but Leutnant Schroeder was among the few who survived to see the Combine troops retreat from the ruined world. He eventually returned to the Eighth as a changed man, haunted by the horrors of war on Kelenfold.

*Griffin*s are popular among mercenaries due to the ease of obtaining replacement parts. In the Second Succession War, one such group arose which utilized *Griffin*s exclusively: The War Griffins Mercenary Cadre. The BattleMech company sold its services to House Davion in 2842, and were among the forces that landed on Bryceland to drive out the Combine occupation. They grew overconfident after taking part in that successful operation and began to accept higher-paying contracts for much more hazardous missions. Even so, their record of success continued until their recon raid on Robinson in 2858 incorrectly identified the enemy positions and strengths. The follow-up assault was a complete failure, and the War Griffins were among the mercenary recon forces who took the blame. With House Davion no longer willing to hire the War Griffins, they sought employment elsewhere, and ended up in the Lyran Commonwealth fighting against Combine forces once again. However, now they found themselves on the defensive as the Marathon Offensive drove onward, and were among the defenders on Kreller. The invasion caught the War Griffins unprepared, as they had been hired for a cadre contract to train the planetary militia. That militia and most of the Griffins met their fate at the hands of the Combine invaders. The surviving mercenaries escaped the conquest, but were once again unemployed. They headed for the Coreward Periphery and eventually hired on with Hendrik Grimm to help him carve out what later became the Oberon Confederation. The War Griffins were an independent company of the First Oberon Guards until 3049, when the pirate kingdom was conquered by the invading Clans.

NOTABLE MECHWARRIORS

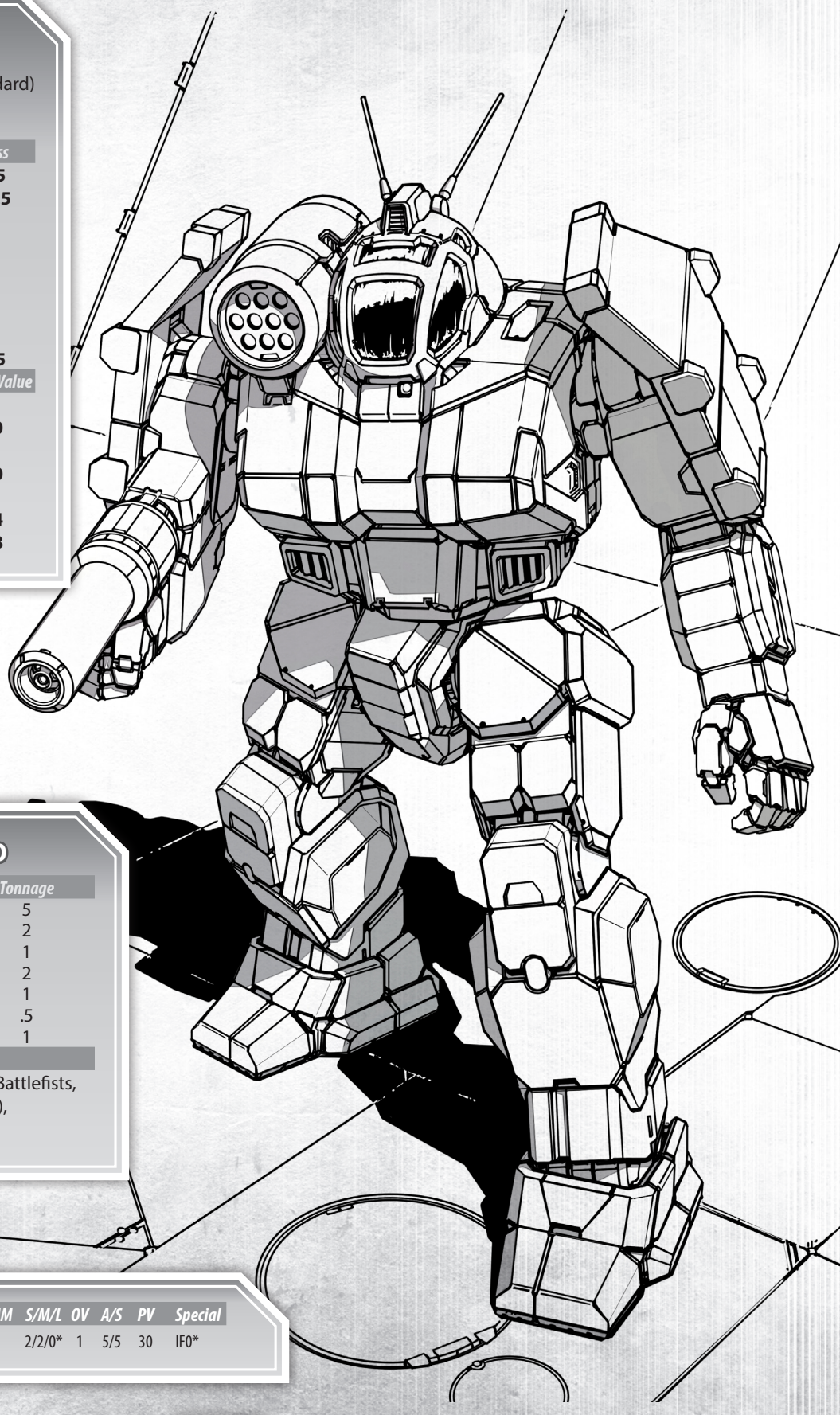
Kommandant Clancy Widmark: Clancy Widmark was known for his recklessness; instead of staying in formation with his *Griffin*, he always abandoned his comrades in favor of direct confrontation with the nearest enemy. When Widmark's family purchased his promotion to kommandant, his superiors expected him to adjust his behavior to a more suitable doctrine. However, he believed he was promoted not because of his family's fortune but because of his particular tactics. Even worse, his troops, Third Battalion of the Seventh Lyran Regulars, began to emulate him and quickly became the least-disciplined formation in the entire Regulars brigade. However, despite the distaste of his superior officers, Widmark's tactics continued to succeed—less a mark of tactical acumen than of degraded troop quality among the Commonwealth's enemies.

GRIFFIN

Technology Base: Inner Sphere (Standard)
Tonnage: 55
Battle Value: 1,253

Equipment		*Mass*
Internal Structure:		**5.5**
Engine:	**275**	**15.5**
Walking MP:	**5**	
Running MP:	**8**	
Jumping MP:	**5**	
Heat Sinks:	**16**	**6**
Gyro:		**3**
Cockpit:		**3**
Armor Factor:	**152**	**9.5**

	Internal Structure	*Armor Value*
Head	**3**	**9**
Center Torso	**18**	**20**
Center Torso (rear)		**7**
R/L Torso	**13**	**20**
R/L Torso (rear)		**6**
R/L Arm	**9**	**14**
R/L Leg	**13**	**18**



WEAPONS AND AMMO

	Location	*Critical*	*Tonnage*
Large Laser	RA	2	5
2 Medium Lasers	RA	2	2
Ammo (LRM) 24	RT	1	1
LRM 5	LT	1	2
2 Jump Jets	RT	2	1
Jump Jet	CT	1	.5
2 Jump Jets	LT	2	1

Notes

Features the following Design Quirks: Battlefists, Jettison-Capable Weapon (Large Laser), Protected Actuators

Unit Type	*Role*	*TP*	*SZ*	*MV*	*TMM*	*S/M/L*	*OV*	*A/S*	*PV*	*Special*
Griffin GRF-1S	Skirmisher	BM	2	10″j	2	2/2/0*	1	5/5	30	IF0*

TDR-5L/5LS THUNDERBOLT

Mass: 65 tons
Chassis: Earthwerks TDR
Power Plant: Magna 260
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: Ryerson 150
Armament:
1 Diverse Optics Sunbeam Extended-Range Large Laser
3 Diverse Optics Type 18 Medium Lasers
2 Starflash Plus Small Pulse Lasers
5L variant
1 Delta Dart Long Range Missile 15 Rack with Artemis IV FCS
1 Hovertec Streak SRM-2 Pod
5LS variant
1 Delta Dart Long Range Missile 15 Rack
1 Bical Short Range Missile Twin-Rack
Manufacturer: Earthwerks Ltd.
Primary Factory: Tikonov
Communications System: Neil 8000
Targeting & Tracking System: RCA Instatrac Mark X

The *Thunderbolt* stormed onto the battlefields of the Inner Sphere in 2491, but the primitive technology of that first variant was soon supplanted by more advanced fare. The Earthwerks factory on Tikonov quickly reached maximum capacity, and though manufacturing expanded beyond the Capellan borders into Free Worlds League and Lyran Commonwealth space, the *Thunderbolt* was always regarded as a Confederation 'Mech. The CCAF relied heavily upon the tough, hard-hitting *Thunderbolt* as the lynchpin of its assault forces. The early years of the Second Succession War delivered the so-called "Lost *Thunderbolt*" to the battlefield, a variant that did not survive the war but made a significant impact during its short lifetime.

CAPABILITIES

The exigencies of war forced Earthwerks to alter the 'Mech from its Star League specifications; the TDR-5L replaced the -5Sb's ER PPC with an ER large laser in 2823. Destruction of key factories in the Second Succession War forced the Capellans to issue field refit kits that downgraded damaged *Thunderbolt*s, whose sophisticated components could no longer be constructed, in an effort to maintain an effective fighting force. These kits modified *Thunderbolt*s into a variant eventually formalized as the TDR-5LS. By 2850, the Earthwerks factory on Tikonov was building the -5LS exclusively, and the TDR-5L was lost to history. MechWarriors grumbled about the -5LS's inaccurate missiles and heat management concerns. These complaints which were echoed by MechWarriors in the latter half of the thirtieth century, when advanced lasers and Streak missiles disappeared from the Inner Sphere, and the -5LS joined the -5L on the scrapheap of history.

DEPLOYMENT

"*Thunderbolt*s and *Lightning*s," "*Thunderbolt*s shook the ground," and "Lancer fought Lancer" are common descriptions of the battle of Chesterton in 2828. *Thunderbolt*s of the Seventh Tikonov Lancers charged toward Chesterton City when the *Lightning*s of the Fourth Crucis Lancers caught them in the open. The 'Mechs' heavy armor allowed them to weather the storm, but their return fire did little to dissuade the aerial assaults. The ground attack faltered as entire companies of *Thunderbolt*s sought cover—and then the Crucis Lancers' counterattack began in earnest. Davion *Thunderbolt*s met Liao *Thunderbolt*s in Chesterton's "Great War Storm." After chemical weapons drove conventional forces from the field, *Thunderbolt*s from both sides, paint and insignias sloughing off amid the hostile chemicals, crashed together in brutal melee combat once their ammunition was expended. The Capellan -5L outmatched the Davion -5S, and the Crucis Lancers were on the verge of breaking when the Davion Assault Guards reached Chesterton to relieve the defenders. The Capellans were forced to retreat, but the value of the new *Thunderbolt* variant had been proven.

La Guerra de Queso is the mocking name given to the aftermath of a pirate raid on Illiushin in 2847. The raiders apparently possessed poor intelligence on their target; instead of the war materiel they expected to obtain from a heavily-guarded facility in the gently rolling hills of Pasteur, they found only vast quantities of cheese aging on endless racks. The world's defenders were closing in, so the pirates grabbed what they could and fled, passing right by the camouflaged Vandenberg Mechanized Industries factory on their way. The raiders' *Thunderbolt*s easily carried off huge sacks of cheese with powerful fists more accustomed to crushing cockpits. The so-called *Maestros de Queso* pirates inflicted considerable damage to the powerful industry, which retaliated by halting all exports. Other Periphery pirate groups responded by hunting down the thieves and exterminating them. The last TDR-5L known to operate in the Periphery was destroyed in the final battle with the *Maestros de Queso* ten months later; some say the MechWarrior allowed himself to be killed simply to escape the humiliation of the botched raid.

NOTABLE UNITS

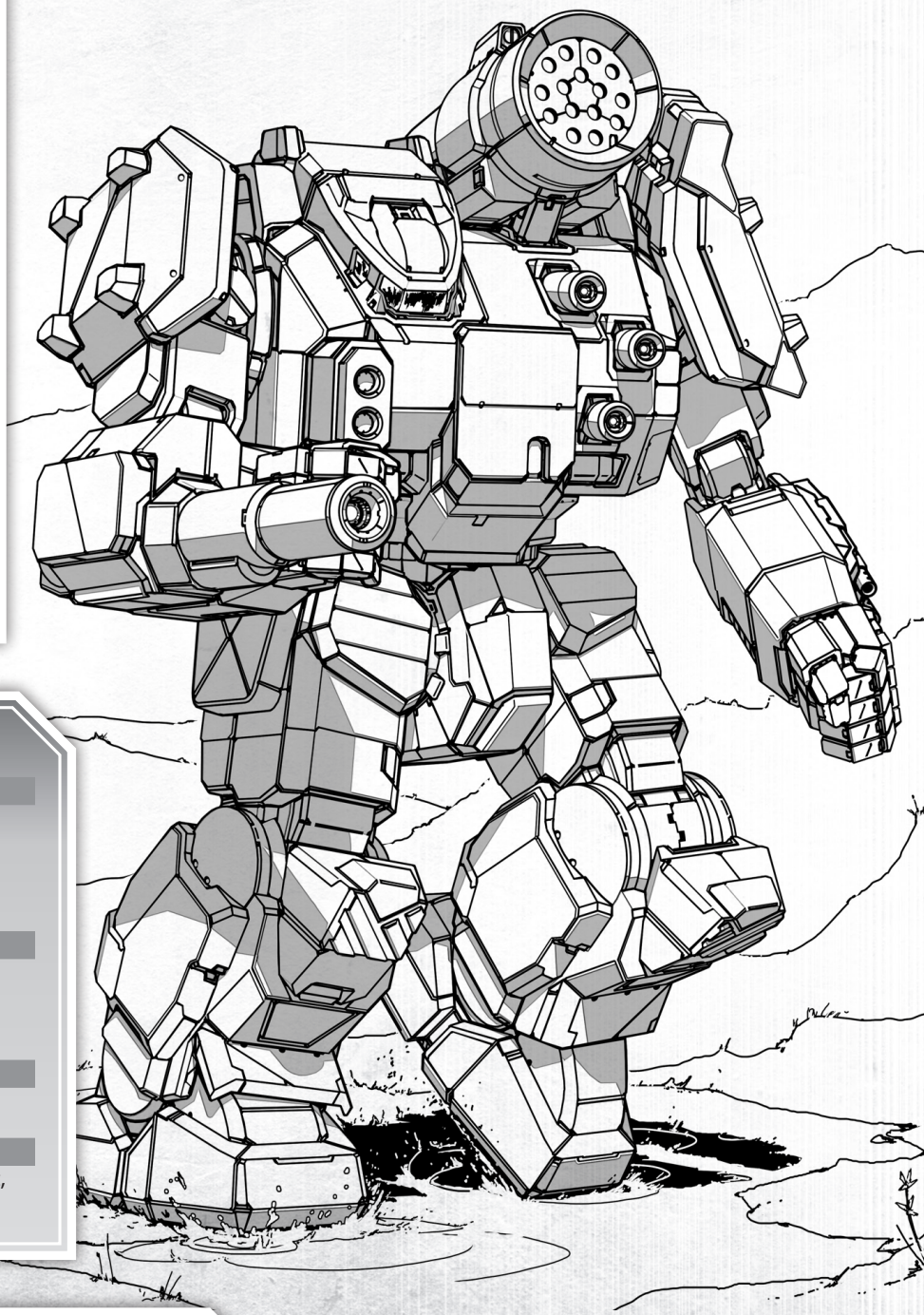
Captain Antoinette "Firebrand" Lafarge: Captain Antoinette Lafarge was the eldest of Major Onfroi Lafarge's six daughters, all of whom served in the Seventh Andurien Hussars. Antoinette rose to the rank of captain after the Sixth Battle of Andurien, during which she commanded a lance of *Thunderbolt*s in Third Company of Lafarge's Hussars. She single-handedly saved the company after Captain Sadi "Catspaw" La Fontaine was killed by the newly-arrived Third Marik Militia. Antoinette rallied the panicking MechWarriors of the other two lances—her own never breaking thanks to her iron will—and the company prevented an enemy breakthrough of the battalion's lines. She was awarded the Liao Sunburst of Gallantry and continued to command the company until succeeding her father as battalion commander.

THUNDERBOLT

Technology Base: Inner Sphere (Standard)
Tonnage: 65
Battle Value (5L): 1,546
Battle Value (5LS): 1,305

Equipment		*Mass*
Internal Structure:		6.5
Engine:	275	13.5
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks (5L):	13 [26]	3
Heat Sinks (5LS):	15	5
Gyro:		3
Cockpit:		3
Armor Factor:	208	13

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	21	30
Center Torso (rear)		11
R/L Torso	15	24
R/L Torso (rear)		6
R/L Arm	10	20
R/L Leg	15	29
R/L Arm	9	16
R/L Leg	13	16



WEAPONS AND AMMO

Both Variants	*Location*	*Critical*	*Tonnage*
ER Large Laser	RA	2	5
LRM 15	RT	3	7
Ammo (LRM) 16	RT	2	2
2 Small Pulse Lasers	LA	2	2
3 Medium Lasers	LT	3	3
5L Variant	***Location***	***Critical***	***Tonnage***
Artemis IV	RT	1	1
Streak SRM 2	RT	1	1.5
Ammo (Streak) 50	RT	1	1
CASE	RT	1	.5
5LS Variants	***Location***	***Critical***	***Tonnage***
SRM 2	RT	1	1
Ammo (SRM) 50	RT	1	1

Notes

Features the following Design Quirk: Multi-Trac, Rugged (2)

Unit Type	*Role*	*TP*	*SZ*	*MV*	*TMM*	*S/M/L*	*OV*	*A/S*	*PV*	*Special*
Thunderbolt TDR-5L	Brawler	BM	3	8"	2	4/4/2	0	7/5	39	CASE, IF1
Thunderbolt TDR-5LS	Brawler	BM	3	8"	2	2/2/2	2	7/5	34	IF1

BLR-1D BATTLEMASTER

Mass: 85 tons
Chassis: Hollis Mark X
Power Plant: VOX 340
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Jump Capacity: None
Armor: StarGuard IV
Armament:
1 Donal PPC
4 Martell Medium Lasers
2 SperryBrowning Machine Guns
Manufacturer: field modification
Primary Factory: N/A
Communications System: HartfordCo COM 4000
Targeting & Tracking System: HartfordCo XKZ 1

The *BattleMaster* is counted among the most successful assault BattleMechs ever built. Hollis Industries set out to construct the "largest and most powerful 'Mech ever fielded by the Star League." Even though the Hollis factories were destroyed in the First Succession War, the quality of their most famous BattleMech enabled it to stand the test of time. While some later 'Mechs were larger and mounted more weaponry, the *BattleMaster* was renowned for its ability to survive combat against any enemy BattleMech. Few MechWarriors were foolish enough to engage a *BattleMaster* in a head-on fight. Eventually other factories began to build *Battlemasters*, but incredible numbers of the Hollis originals remained in service for centuries. As House Davion had no production capacity for *BattleMasters*, technicians had to find ways to increase the longevity of those still in operation. The Davion-specific 1D variant began to appear late in the Second Succession War, as badly-damaged 'Mechs were repaired and returned to the battlefield. It was so well-regarded that nearly all *BattleMasters* in the Federated Suns were modified to the new specifications, making them commonplace by the start of the Third Succession War.

CAPABILITIES

The *BattleMaster*'s heavy arsenal is built around its laser array. Some might argue that the PPC is the 'Mech's primary weapon, but that weapon is merely used while it closes distance. At close range, the *BattleMaster* is truly fearsome, as lasers blast enemy targets with pinpoint accuracy. A tremendous slab of armor covers the *BattleMaster* head to toe, rendering it nearly impervious to enemy fire of all types. The Davion variant's removal of the SRM rack allows the mounting of even more armor and heat sinks, increasing the 'Mech's already famous combat endurance. Because the 'Mech is slow, infantry have been known to attempt to swarm *BattleMasters* in tightly-packed urban areas—a practice discouraged by its paired machine guns. The Davion modification also did away with the rear-firing medium lasers, but few *BattleMaster* MechWarriors complained about their removal, preferring to fight what's in front of them.

DEPLOYMENT

The Second Avalon Hussars faced a crash rebuilding phase due to losses they absorbed on the Capellan front in the early years of the Second Succession War. Individual companies were assembled and sent off to train before rejoining the regiment. On one such training mission, Captain Arnold Simpson was leading his company on maneuvers when he detected unknown raiders. A company of Gryff's Hussars soon slashed through the Second, taking down three of Simpson's green MechWarriors in the first pass. Simpson rallied the remaining MechWarriors to his side as he stood firm against the oncoming assault. The disaster worsened, as the Capellans easily identified and destroyed the slow, inexperienced Avalon Hussars. In the end, only Simpson remained standing. Gryff's Hussars withdrew in complete victory, Simpson being too slow to pursue after failing to save his command. Simpson was court-martialed and demoted; only the exigencies of war kept him in the active military.

A nearly comical obliteration of an unnamed pirate band occurred in 2845. Colonel Andrew Stephens of the Third Davion Guards was interviewing cadets at the Kilbourne Academy to replace losses among the Third's conventional forces. The pirate band chose that moment to attempt a raid of the academy's assets. Stephens mounted his *BattleMaster* and led his lance onto the field, exhorting the cadets to prove their worth to the Third by keeping up with him. The next four hours were filled with tank platoons and infantry companies either driving the raiders into the assault 'Mechs, or destroying those fleeing the 'Mech lance. Stephens filled every gap in the Third's roster that day, thanks to the impressive combat performance of the Kilbourne graduates. His *BattleMaster* was hardly scratched, the raiders being too overwhelmed by the robust defense to mount any measureable assault.

NOTABLE UNITS

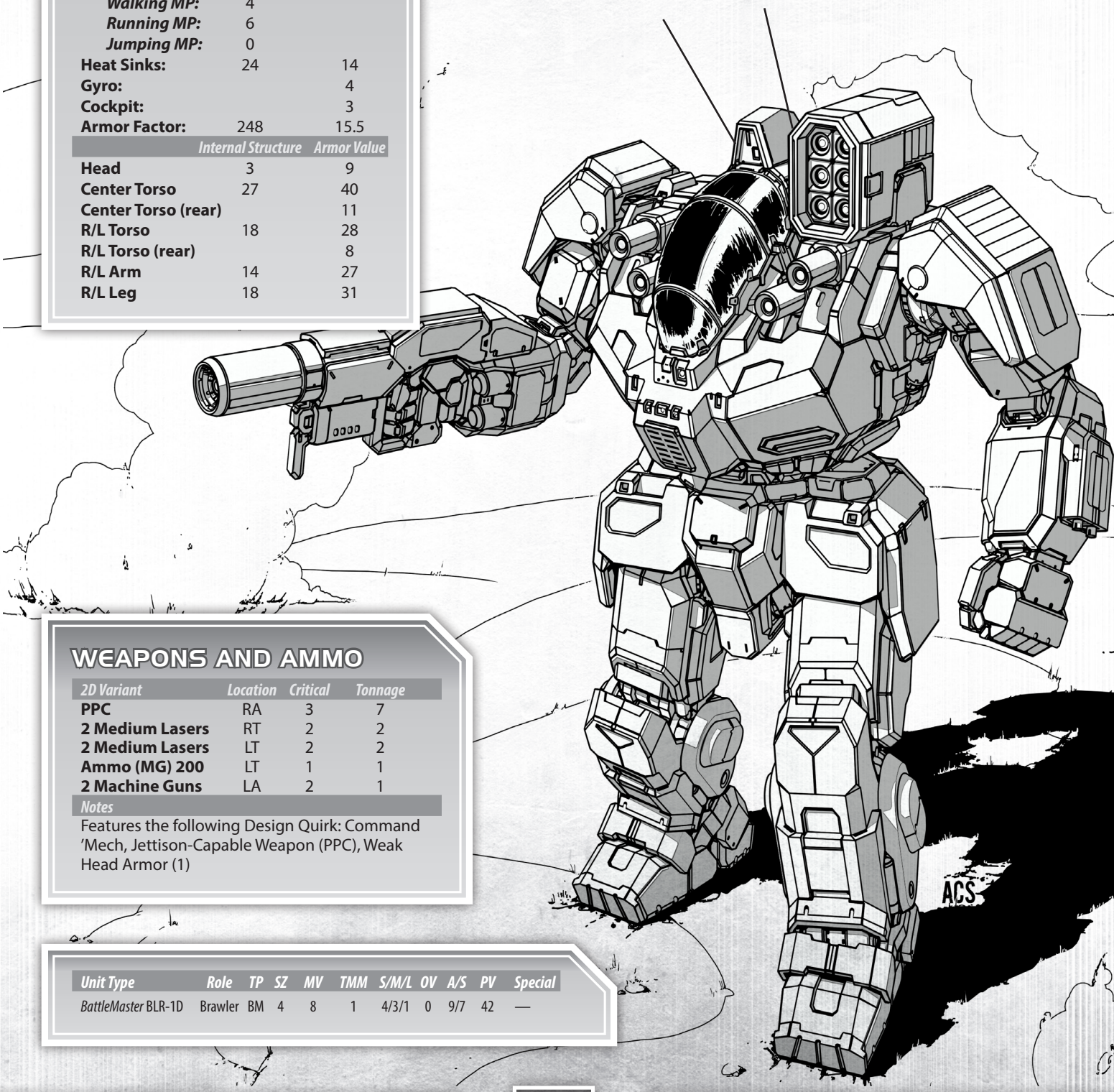
Leftenant-Colonel Zolanda Dugan: Colonel Dugan rose to command Fourth Battalion of the Davion Assault Guards in 2860, and held the right flank of the Guards' advance as they assaulted St. Ives in 2861. The Red Lancers guarding Chancellor Dainmar Liao mounted a powerful and determined counterattack, selling their lives dearly to stall the Davion advance. As a lance of Lancers closed on the Guards' commander, Colonel Melissa Davion, it was Dugan who reacted first. She led her battalion command lance in a frightening cavalry charge of assault 'Mechs. She was killed in the exchange, but took two of the Red Lancers with her. She posthumously received the Federated Suns Star, the Limp Sword Flag, and the Federated Suns Medal of Honor for her sacrifice. Her headless *BattleMaster* was repaired and modified to the -1D standard, and was piloted in the Third Succession War by her niece, Zara Dugan.

BATTLEMASTER

Technology Base: Inner Sphere (Standard)
Tonnage: 85
Battle Value: 1,522

Equipment		*Mass*
Internal Structure:		8.5
Engine:	340	27
Walking MP:	4	
Running MP:	6	
Jumping MP:	0	
Heat Sinks:	24	14
Gyro:		4
Cockpit:		3
Armor Factor:	248	15.5

	Internal Structure	*Armor Value*
Head	3	9
Center Torso	27	40
Center Torso (rear)		11
R/L Torso	18	28
R/L Torso (rear)		8
R/L Arm	14	27
R/L Leg	18	31



WEAPONS AND AMMO

2D Variant	*Location*	*Critical*	*Tonnage*
PPC	RA	3	7
2 Medium Lasers	RT	2	2
2 Medium Lasers	LT	2	2
Ammo (MG) 200	LT	1	1
2 Machine Guns	LA	2	1

Notes

Features the following Design Quirk: Command 'Mech, Jettison-Capable Weapon (PPC), Weak Head Armor (1)

Unit Type	*Role*	*TP*	*SZ*	*MV*	*TMM*	*S/M/L*	*OV*	*A/S*	*PV*	*Special*
BattleMaster BLR-1D	Brawler	BM	4	8	1	4/3/1	0	9/7	42	—

INNER SPHERE AT WAR (EXPANSION)

The following rules allow simulation of the Second Succession War in an *Inner Sphere at War (ISW)* game (see pp. 344-368, *IO)*. These rules expand upon—or in some cases, completely replace—those from *Interstellar Operations*.

Game Setup provides the playable Factions' abilities and flaws, while *Starting Setup* provides their starting Resource Points along with world and force data.

GAME SETUP

Setup the Map

A PDF file of the 2830 Interstellar Hex map is available from the Downloads section of bg.BattleTech.com.

Choose Factions

The Player Factions (2830) Table lists the common Factions available in 2830, the year the Second Succession War began. Players are strongly encouraged to choose only those Factions that border each other, and to choose to command one of the Great Houses. Smaller Periphery Factions and other minor powers are not generally suitable for play during the Second Succession War; they are only listed here for use in localized border conflicts. Mercenary forces are never considered Factions unto themselves; they are controlled only by the player Factions currently employing them, or by the gamemaster when unemployed.

PLAYER FACTIONS (2830)

Inner Sphere
Capellan Confederation
Draconis Combine
Federated Suns
Free Worlds League
Lyran Commonwealth

Periphery
Magistracy of Canopus
Outworlds Alliance
Taurian Concordat

Faction Abilities and Flaws

Consult the Faction Starting Abilities (2830) Table to determine any special Abilities with which a Faction begins play. Entries in *italics* indicate new or modified abilities, and are detailed in the *Intelligence Operations* or the *Technology and Research* sections.

STARTING SETUP

The following tables provide the starting data and values for ISW play during the Second Succession War.

FACTION STARTING ABILITIES (2830)

Inner Sphere	
Capellan Confederation	*Closed State*, Poison Pill, State Run, *Superior Black Ops*
Draconis Combine	Fanatical Offense, Fanatical Defense, State Run, *Superior Black Ops*
Federated Suns	Decentralized State, Open State, *Superior Counterintelligence*
Free Worlds League	Decentralized State, *Inferior Black Ops, Inferior Counterintelligence*, Merchant King, Parliamentary Chaos, Supply Problems
Lyran Commonwealth	Flawed Doctrine, Merchant King, *Superior Black Ops, Superior Counterintelligence*
Periphery	
Magistracy of Canopus:	Merchant Kings, Poison Pill, *Superior Black Ops*
Taurian Concordat:	Dug In, Fanatical Defense, *Inferior Black Ops*, Poison Pill, Production Issues: BattleMechs
Outworlds Alliance:	Decentralized State, Flawed Doctrine, Production Specialist: Aerospace, Unsteady

FACTION STARTING RESOUCES (2830)

Inner Sphere	# of Planets	Starting RP/RP per turn*
Capellan Confederation	409	1760
Draconis Combine	463	1690
Federated Suns	514	1880
Free Worlds League	379	1725
Lyran Commonwealth	574	2000
Periphery	**# of Planets**	**Starting RP/RP per turn***
Magistracy of Canopus	65	220
Taurian Concordat	74	350
Outworlds Alliance	105	278

*Does not include modifiers for Faction Abilities/Flaws

WORLD VALUES TABLE (2830)

World Type	RP Value*
National capital (e.g. Luthien)	120
Regional capital (e.g. Robinson)	60
Hyper Industrial world (e.g. Terra)	96
Major industrial world (e.g. Hesperus)	60
Minor industrial world (e.g. New Earth)	36
Other world (e.g. Lancaster)	3

*Values are cumulative, so a National Capital that is also a Major Industrial World will generate 180RP

FACTION CAPITAL WORLDS (2830)

Inner Sphere	National	Regional
Capellan Confederation	Sian	Tikonov, Sarna, Capella, St. Ives, Calseraigne
Draconis Combine	Luthien	Rasalhague, Galedon V, Pesht, Benjamin, Dieron
Federated Suns	New Avalon	New Syrtis, Robinson
Free Worlds League	Atreus	Stewart, Regulus, Oriente, Andurien
Lyran Commonwealth	Tharkad	Donegal, Skye, Tamar
Periphery	**National**	**Regional**
Magistracy of Canopus	Canopus IV	Luxen, Ballad II
Taurian Concordat	Taurus	Brinton, Perdition, Dumassas
Outworlds Alliance	Alpheratz	Baliggora, Ramora, Cerberus

Starting Military

ISW campaigns set during the Second Succession War use the Combat Commands listed in the Second Succession War Deployment Tables (pp. 94-100). Each Combat Command's Experience and Loyalty are noted in the Exp/Loy column. All listed Combat Commands begin Second Succession War campaign play with attendant Jumpships. Each Combat Command is placed in the Interstellar Hex containing the planet listed in the Post (2830) column.

If a Combat Command has an [NF] (Not Founded) notation in its Strength (2830) column, then the Faction does not begin play with that Command as it does not yet exist. All new commands after 2830 are created during gameplay in the Military Development Phase (see p. 122). The Faction is under no obligation to create these "future" Combat Commands, nor is the Faction limited to these named Combat Commands when creating new Commands.

To convert ISW Combat Commands for use in the Abstract Combat System, as well as *Strategic BattleForce*, *BattleForce*, *Alpha Strike* and *Total Warfare*, see *Converting ISW Combat Commands to Other Systems*, p. 122.

Starting Mercenary Assets: Each Faction begins play with the mercenary Combat Commands detailed in the Second Succession War Deployment Tables (pp. 94-100), which are counted as "already hired" by those Factions. Combat Commands listed as Uncontracted Mercenaries at the beginning of play are considered "free agents"; see *Uncontracted Mercenaries* (p. 352, *IO*). Mercenary Combat Commands are converted to *ACS* play in the same fashion as Faction Combat Commands; see *Converting ISW Combat Commands to Other Systems*, p. 122.

MAJOR FACTORY WORLDS TABLE (2830)

CAPELLAN CONFEDERATION

World	Factories	Type
Ares	3(2)	Major
Axton	1	Minor
Betelgeuse	3	Major
Capella	3(2)	Major
Corey	2	Minor
Grand Base	2	Minor
Indicass	2	Major
Nanking	2	Minor
Sarna	1(1)	Minor
Shiro III	1	Minor
Sian	2	Major
St. Ives	3	Major
Styk	2	Minor
Tikonov	6	Hyper
Total:	**35(5)**	

DRACONIS COMBINE

World	Factories	Type
Al Na'ir	1	Minor
Alshain	4	Major
Altair	1(1)	Minor
Avon	0(1)	Other
Chatham	3(2)	Minor
Dieron	1(1)	Minor
Dover	1(1)	Minor
Irece	2	Minor
Jarett	1	Minor
Kajikazawa	0	Other
Luthien	8(1)	Hyper
New Oslo	3	Major
New Samarkand	2	Minor
Oldsmith	4	Major
Proserpina	3	Major
Satalice	2	Minor
Schuyler	1(1)	Minor
Spittal	1	Minor
Total:	**38(8)**	

FEDERATED SUNS

World	Factories	Type
Belladonna	1	Minor
Crofton	2	Minor
Delavan	0(2)	Other
Galax	0(2)	Other
Michaelsondale	1	Minor
Kathil	5	Major
Kirklin	1	Minor
Layover	2(1)	Minor
Marduk	2	Minor
New Avalon	8	Hyper
New Syrtis	3	Major
New Valencia	2	Minor
Panpour	3(1)	Major
Robinson	2	Minor
Salem	2	Minor
Talon	3	Major
Total:	**37(6)**	

FREE WORLDS LEAGUE

World	Factories	Type
Amity	1	Minor
Andurien	1	Minor
Asuncion	1	Minor
Atreus	0(2)	Other
Bernado	1	Minor
Calloway	2	Minor
Clipperton	0(2)	Other
Dalton	0(1)	Other
Emris IV	3	Major
Gibson	1(1)	Minor
Irian	5	Hyper
Kalidasa	3	Major
Kendall	4	Major
Keystone	4	Major
Loyalty	1(2)	Minor
Marik	2	Minor
Oliver	2	Minor
Savannah	2	Minor
Stewart	3	Major
Tamarind	0(1)	Other
Tematagi	1	Minor
Thermopolis	3	Major
Wallis	2	Minor
Westover	2	Minor
Total:	**44(10)**	

LYRAN COMMONWEALTH

World	Factories	Type
Alarion	1(3)	Minor
Arc-Royal	1	Minor
Arcturus	2	Minor
Carlisle	2	Minor
Coventry	4	Major
Donegal	2	Minor
Furillo	2	Minor
Gibbs	2(1)	Minor
Gienah	2	Minor
Hesperus II	7(1)	Hyper
Inarcs	1	Minor
Loburg	2	Minor
Loxley	1	Minor
New Earth	3	Major
Pandora	3	Major
Skye	4(2)	Major
Son Hoa	2	Minor
Sudeten	4	Major
Tamar	1	Minor
Tharkad	5(1)	Hyper
Twycross	2	Minor
Total:	**51(8)**	

PERIPHERY

World	Factories	Type
Magistracy of Canopus		
Canopus IV	2	Minor
Dunianshire	2(1)	Minor
Total:	**4(1)**	
Outworlds Alliance		
Alpheratz	1	Minor
Mitchella	1	Minor
Ramora	1	Minor
Total:	**3 (0)**	
Taurian Concordat		
Iliushin	1(1)	Minor
McLeod's Land	1	Minor
New Vandenburg	2	Minor
Perdition	2	Major
Pinard	2	Minor
Sterope	1(1)	Minor
Taurus	2(1)	Minor
Total:	**11(3)**	

NEW COMBAT COMMAND COST TABLE

Combat Formation	Cost (RP) by Weight Light	Medium	Heavy	Assault
BattleMech Regiment*	16	24	30	40
Aerospace Wing	8	12	15	24
Armor Regiment	8	12	15	24
Infantry Regiment	6	6	6	6
Artillery Battery	5	5	5	5

*No more than 1 per Combat Command

COMBAT COMMAND COST MODIFIERS**

Experience	Mod.
Wet Behind the Ears (0 XP)	x0.5
Really Green (5 XP)	x0.75
Green (9 XP)	x1
Regular (13 XP)	x2

**Apply the appropriate modifier one at a time to the total cost of the Combat Command

Loyalty	Mod.
Questionable	x1
Reliable	x1.5
Fanatical	x2

Attendant JumpShips	Mod.
None	x1
Assigned	x2

MILITARY DEVELOPMENT PHASE

Creating Combat Commands

The following rules modify and supersede those found under *Military Development Phase* (p. 353, *IO*) by introducing Weight ratings to a Combat Command's constituent Formations.

To create a new Combat Command, a player must first determine its composition. Each new Combat Command must have 1 'Mech regiment (and can have no more than 1 'Mech regiment), but beyond that, its additional attendant Units need not follow the standard for that Faction. The new Command's exact composition and Weight dictates its cost. The cost is modified based on the Experience Rating (Green or Regular) of the Command and its Loyalty Rating (Questionable, Reliable or Fanatical). This cost is doubled if the Command will have attendant JumpShips, which has an effect on the transportation cost for the unit (see *Movement*, p. 358, *IO*). Once this total cost is subtracted from the Faction's remaining Resource Points, the new unit can begin its existence on any world within its Faction except an 'Other' world. It is available for immediate use, including for combat and transportation.

Mercenary Combat Commands may not be created by the player Factions using these rules. The gamemaster may, at their own option, decide to create or introduce new mercenary Combat Commands if desired. These forces follow the basic ISW rules.

Yoguchi wants to raise a new Sword of Light Combat Command on his National Capital of Luthien. He wants it to consist of a single medium 'Mech regiment, two light Aerospace wings, one light Armor regiment, and one infantry regiment. The total cost for this is 54 RP. While he would like this unit to have a higher Experience Rating, the highest quality permitted is Regular, which doubles the cost to 108 RP. Yoguchi insists that the new Combat Command must possess a Fanatical Loyalty rating, and the resulting 2.0 modifier brings the total to 216 RP. Finally, he intends for this force to be very active, and invests in attendant JumpShips, which brings the total cost for the new Combat Command to 432 RP.

STANDARD COMBAT COMMAND COMPOSITIONS (2830)

Inner Sphere	'Mech Regiment	Aerospace Wings	Armor Regiments	Infantry Regiments	Artillery Battalions
Capellan Confederation	1	2	3	5	2
Draconis Combine	1	3	3	5	1
Federated Suns	1	2	3	5	1
Free Worlds League	1	2	3	8	1
Lyran Commonwealth	1	2	5	7	1
Periphery					
Magistracy of Canopus	1	2	3	5	1
Outworlds Alliance	1	10	4	7	1
Taurian Concordat	1	2	3	5	1
Mercenaries	1	1	1	1	1

CONVERTING ISW COMBAT COMMANDS TO OTHER SYSTEMS

The following rules detail how to convert ISW Combat Commands into playable units in the *Abstract Combat System*, *Strategic BattleForce*, *BattleForce*, *Total Warfare* and *Alpha Strike*.

Converting *ISW* Combat Commands to *ACS* Formations, Combat Units and Combat Teams: Combat in *ISW* requires taking Combat Commands—either from a detailed army list or created during *ISW* game play—and converting them into *ACS* forces.

Converting *ACS* Combat Teams to *SBF* Formations and Units: *ISW* campaigns can be expanded by narrowing the scope by "zooming in" and transferring *ACS* forces to *SBF* game play.

Converting *SBF* Units to *BattleForce*, *Alpha Strik*e and *Total Warfare* Elements: Players can drill down even farther by taking their *ISW* campaigns to familiar tactical levels in which every Element is represented.

CONVERTING ISW COMBAT COMMANDS TO ACS FORMATIONS, COMBAT UNITS AND TEAMS

Abstract Combat System Formations

The first step in converting Combat Commands to *Abstract Combat System* play is to select the Combat Command to be converted. This Combat Command is the equivalent of the *ACS* Formation. Place all Aerospace wings into an Aerospace Formation and the rest of the components into a Ground Formation (see *Type*, p. 305, *IO*). To determine the Formation's Combat Units, the Combat Command needs to be broken up into its constituent components. If using a Combat Command from a detailed army list (such as those found in the Second Succession War Deployment Tables, pp.

94-100), use the Standard Combat Command Compositions Table (p. 122) to break up the BattleMech, Aerospace and conventional forces within the Combat Command. If the Combat Command was created during gameplay (see *Creating Combat Commands*, p. 122), then the component forces have already been determined.

The Formation's Skill Rating is equal to the Combat Command's Experience Value (see *Experience Skill Value Table*, p. 328, *IO*). To determine the Formation's Movement, Tactics and Morale values, follow Steps 4C through 4E under *Create* ACS *Formations* (see p. 330, *IO*) after creating its component Combat Units (see *Determine* ACS *Combat Units*, below).

Determine ACS Combat Units

In order to assign stat blocks to Combat Units, their individual Weight stats must be derived.

BattleMech and Armor regiments: BattleMech and armor regiments need to be broken down further into their component battalions. Roll 1d6 and consult the Random Battalion Composition Table below, cross-referencing the roll result with the Weight of the overall Combat Command (or the Weight of the regiment if it was created during gameplay, see *Creating Combat Commands*, p. 122). The result provides the Weights of the component battalions. Note each battalion as a separate Combat Unit. If a Combat Command is listed at something other than 100%, you may subtract one 'Mech battalion (Combat Unit) for every full 33% less than 100%, or add one extra battalion (with a Weight equal to that of the Combat Command) for each full 33% over 100%.

Aerospace wings: For each Aerospace wing, roll 1d6; on a result of 6, the player may choose the Weight; on a result of 1-5, the Weight is equal to the Combat Command Weight. If the Combat Command was created during gameplay (see *Creating Combat Commands*, p. 122), then the Weight of each wing will have already been determined. Note each wing as a separate Combat Unit.

Infantry regiments and artillery batteries: Note each infantry regiment and each artillery battery as a separate Combat Unit. These units do not use a Weight statistic.

Once each Combat Unit is noted and its Weight has been derived, stat blocks can be assigned. For each Combat Unit, locate the ISW Combat Command Conversion Tables for the appropriate faction (pp. 147-152) and consult the ACS Combat Unit sub-table. Using the type and Weight of the Combat Unit, find the corresponding row and use the listed stats for the Combat Unit.

RANDOM BATTALION COMPOSITION TABLE

Roll	Light	Medium	Heavy	Assault
1	3 light	1 light, 2 medium	1 medium, 2 heavy	1 heavy, 2 assault
2-3	3 light	3 medium	1 medium, 1 heavy, 1 assault	1 heavy, 2 assault
4-5	2 light, 1 medium	1 light, 1 medium, 1 heavy	3 heavy	3 assault
6	2 light, 1 medium	2 medium, 1 heavy	2 heavy, 1 assault	3 assault

The Combat Unit's Skill Rating is equal to the Combat Command's Skill Rating. To determine the Combat Unit's Tactics and Morale values, follow Steps 3G through 3H under *Create ACS Combat Units* (see p. 330, *IO*). If a final PV is required by the gamemaster, it is determined by multiplying it by the skill value modifier. A Unit with a skill value of 4 does not modify its PV.

Less Experienced Units: For each point that the Unit's Skill value is higher than 4, multiply the Unit's PV by 1 – (0.1 per Skill value above 4). Round normally; a Unit's highest possible Skill value is 7.

More Experienced Units: For each point that the Unit's Skill value is lower than 4, multiply the Unit's PV by 1 + (0.2 per Skill value below 4). Round normally; the minimum PV increase is 1 point per point of Skill value improvement. A Unit's lowest possible Skill value is 0.

Yoguchi is converting his First Sword of Light for ACS play. Looking at the Draconis Combine row of the Standard Combat Command Compositions Table (see p. 122), Yoguchi finds he has an ACS Ground Formation containing 1 'Mech regiment, 3 armor regiments, 5 infantry regiments, 1 artillery battery and an ACS Aerospace Formation containing 3 aerospace wings. The Combat Command's Experience Rating is Elite, thus the Formation's Skill Rating (for both the Ground and Aerospace Formations) is 2. The Formations' Move, Tactics and Morale Values will be determined after the Combat Units are assigned.

Yoguchi's 'Mech and armor regiments need to be broken down further into battalions before they can be assigned Combat Unit stats. Yoguchi consults the Random Battalion Composition Table (see p. 123) and rolls 1D6 for his 'Mech regiment. He gets a 4, and since the First Sword of Light's Weight is Medium, that means its 'Mech regiment is comprised of a light, a medium and a heavy battalion (Combat Units). Since the First Sword of Light is listed at 145% Strength, another medium battalion is added (as it is the same Weight as the Combat Command). Yoguchi rolls again for each of his armor regiments and records the results. For his aerospace wings, he rolls 1D6 for each, resulting in a 3, 6 and a 1. The first and third wings are recorded as medium (the same as the parent Combat Command), but since he rolled a 6 for the second wing, he can choose its Weight, and decides on a light wing. Yoguchi's infantry regiments and artillery battery do not need any further breakdown or Weight designations. All Combat Units are assigned a Skill Rating of 2 (the same as their Formations).

With all his Combat Units recorded, Yoguchi can now assign a stat block to each. Looking at the Draconis Combine ISW Combat Command Conversion Tables (p. 148), and the Combat Units sub-table, he finds each of his Combat Units and assigns stats to them. His first Combat Unit is his light 'Mech battalion; he finds that entry on the table and records the unit's stats as Size 1, Move 7, TMM 5, ARM 24, Short 9, Medium 9, Long 0, RCN special ability, PV 75. If Toyama (the gamemaster) needs the final PVs for any reason, Yoguchi will have to calculate them—in the case of his light 'Mech battalion, it is PV 105 (75 x 1.4).

Next Yoguchi determines Tactics and Morale values for each Combat Unit. For his light 'Mech battalion, the Tactics value is 1 (10, – 7 for Move, – 2 for Skill) and the Morale value is 5 (3 + 2 for Skill Rating). The medium 'Mech battalion's Morale Triggers are 18, 12 and 6 (ARM of 24 at 75%, 50% and 25%).

With stats for all his Combat Units determined, Yoguchi can calculate the parent Formation's Movement, Tactics and Morale values (using the rules found in Create ACS Formations,

p. 330, IO). For the Ground Formation, the Move value is equal to its slowest Combat Unit, which is the artillery battery with a 3. Tactics is a 5 (10, – 3 for Move, – 2 for Skill). Morale is 5 (3 + 2 for Skill Rating). The Aerospace Formation values are calculated the same way, which results in a Move of 6, Tactics 2 and Morale of 5.

Determine ACS Combat Teams

After the stat block for each Combat Unit is entered, its component Combat Teams can be determined. Each Combat Unit stat block listed in the ISW Combat Command Conversion Tables (see pp. 147-152) includes a "Composition" column which lists the Weights of its constituent Combat Teams. For each Combat Team listed in the composition column, consult the ACS Combat Team/SBF Formation sub-table and use the corresponding stat block.

The Combat Team's Skill Rating is equal to the Combat Command's Skill Rating. The Combat Team's PV does not need to be modified for skill, as the Combat Unit's final PV has already been determined above.

In order to use his medium 'Mech battalion Combat Unit in ACS play, Yoguchi needs to create stat blocks for its constituent Combat Teams (companies). He checks the "components" column for the light 'Mech battalion on the Draconis Combine ISW Combat Command Conversion Tables (see p. 148), and sees that it is comprised of 3 light 'Mech companies. Yoguchi notes the 3 Combat Teams on this Combat Unit's record sheet (see p. 383, IO). For their stat blocks, he copies the entry from the medium 'Mech company row of the Combat Team sub-table—Size 1, Move 7, Jump 2, TMM 3, ARM 8, Short 3, Medium 3, Long 0, RCN special ability, PV 25. The Skill Rating for each Combat Team is 2.

CONVERTING ACS COMBAT TEAMS TO SBF FORMATIONS AND UNITS

Determine SBF Formations

Converting forces to *Strategic BattleForce* gameplay from *ACS* is a simple process. Each converted Combat Team directly corresponds to an *SBF* formation and uses the stats as-is from *ACS*, with the exception of PV and the addition of Tactics and Morale values. To determine the Formation's Tactics and Morale values, follow Steps 2H through 2I under *Create* SBF *Formations or* ACS *Combat Teams* (see p. 329, *IO*). The initial Formation PV is listed in the ACS Combat Team/SBF Formation sub-tables (see pp. 147-152) in parenthesis. If a final PV is required by the gamemaster, it is determined by multiplying it by the Skill value modifier. A Unit with a Skill value of 4 does not modify its PV.

Less Experienced Units: For each point that the Unit's Skill value is higher than 4, multiply the Unit's PV by 1 – (0.1 per Skill value above 4). Round normally; a Unit's highest possible Skill value is 7.

More Experienced Units: For each point that the Unit's Skill value is lower than 4, multiply the Unit's PV by 1 + (0.2 per Skill value below 4). Round normally; the minimum PV increase is 1 point per point of Skill value improvement. A Unit's lowest possible Skill value is 0.

Michael is converting a Second Ceti Hussars heavy 'Mech company from ACS for use as a Formation in Strategic BattleForce. He uses the same stats as in ACS, except for the base PV (he uses the PV in parenthesis instead, 123 in this case). The SBF Formation has a Skill Rating of 4 (Regular), and so would not have to adjust PV due to skill). The Formation's Tactics is 5 (10 – 5 for Move and – 0 for Skill) and Morale is 7 (3 + 4 for Skill Rating). Michael fills in the top box of the Strategic BattleForce Formation Record Sheet (see p. 382, IO) with the stat block.

Determine SBF Units

After the stat block for each Formation is finalized, its component Units can be determined as well. Each Formation stat block listed in the ISW Combat Command Conversion Tables (see pp. 147-152) lists the Weights of its constituent Units in the "Composition" column. For each Unit listed in the composition column, consult the *SBF* Unit sub-table and use the corresponding stat block.

The Unit's Skill Rating is equal to the Formation's Skill Rating. The Unit's PV does not need to be modified for skill as the Formation's final PV has already been determined above.

Optional—Random Skill Ratings: *If players wish to add more variety to the Experience/Skill Ratings of their SBF Formations and Units, they may roll randomly for their Unit Ratings. Roll 1D6 for each Unit, based on the Experience Rating of the Combat Command; the result on the Random Skills Table below is the Unit's Skill Rating. Once new Skill Ratings for the Formation's Units are determined, average them together (rounding normally) and apply that Skill Rating to the Formation. The Formation's PV may need to be recalculated from its initial PV (see Determine SBF Formations, at left).*

Next, Michael needs stat blocks for the lances (Units) that make up his Second Ceti Hussars heavy 'Mech company (Formation). He checks the "components" column for a heavy 'Mech company on the Federated Suns ISW Combat Command Conversion Tables (see p. 149), and sees that it is comprised of 1 medium 'Mech lance and 2 heavy 'Mech lances. Michael creates an entry for each Unit. He uses the stats of the medium and heavy 'Mech lances from the SBF Unit sub-table. While Michael can simply apply a Skill Rating of 4 (Regular) to each of these lances

RANDOM SKILLS TABLE

1D6 (Wet Behind the Ears)	1D6 (Really Green)	1D6 (Green)	1D6 (Regular)	1D6 (Veteran)	1D6 (Elite)	1D6 (Heroic)	1D6 (Legendary)	Skill Rating
1-3	1	0	—	—	—	—	—	7
4-5	2-3	1	—	—	—	—	—	6
6	4-5	2-3	—	—	—	—	—	5
—	6	4-6	1-4	—	—	—	—	4
—	—	—	5-6	1-4	1-2	1	—	3
—	—	—	—	5-6	3-4	2-3	1-2	2
—	—	—	—	—	5-6	4-5	3-4	1
—	—	—	—	—	—	6	5-6	0

(the same Rating as the parent Formation), he decides he wants to mix things up a bit. He rolls a 6, 5 and a 3, so one medium and one heavy lance are assigned a 3 (Veteran) Skill Rating and one heavy lance retains the 4 Skill Rating. A side effect of these results is that the Unit's parent Formation, the heavy 'Mech company, is also upgraded to a Veteran Experience Rating with a Skill Rating of 3, and Tactics and Morale for the Formation are each lowered by 1.

CONVERTING SBF UNITS TO BATTLEFORCE, ALPHA STRIKE AND TOTAL WARFARE ELEMENTS

Players may wish to zoom in on their campaign even further, to *BattleForce*, *Alpha Strike* or *Total Warfare* levels. There are two methods to do so: randomly or by using Point Values (PV). All players must agree which method to use before the beginning of the *BF*-, *AS*- or *TW*-scale game.

Random Method

The random method makes use of the Random Unit Assignment Tables contained in this book (see pp. 107-113) or any era-appropriate RATs for the campaign, as well as several tables from *Total Warfare*. First, note the Weight of the *SBF* Unit (lance) to be converted, and roll 1D6 on the Lance Weight Composition Table (see p. 265, *TW*) to determine the composition of the lance. Next, for each Element, roll on the appropriate Faction Random Assignment Table's sub-table for the corresponding weight class (including any applicable Combat Command modifiers).

Skill Ratings: Once all Elements are chosen, Skill Ratings need to be assigned. For Elements to be used in *Total Warfare* games, roll 1D6 twice on the Random Skills Table—Expanded (see p. 273, *TW*) for each Element, cross-referencing the Unit's Experience Rating in order to determine the Element's Gunnery and Piloting Skills. Wet Behind the Ears-rated Elements subtract 2 from each roll, and Really Green Elements subtract 1 from each roll. Heroic Elements add 1 to each roll and Legendary Elements add 2. Elements to be used in *BattleForce* or *Alpha Strike* play roll 1D6 only once and consult the Random Skills Table (see p. 124). Repeat for every *SBF* Unit being converted.

PV Method

This method allows the most flexibility for players to fine-tune their Force as they see fit. First, determine the *SBF* Unit's PV and multiply by 4. This is the total PV allowed for the lance in *TW/AS/BF* scale. The player may choose any Element of appropriate type and Era, as long as the standard number of Elements does not exceed the limit per Unit (typically four per lance) and the total PV is not exceeded.

Skill Ratings: Each Element may have any Skill Rating assigned, as long as it is within one step in either direction of the *SBF* Unit's Skill Rating; For example, an Element from a Regular-rated *SBF* Unit can be Green, Regular or Veteran. The PV for each Element must be modified by its Experience Rating (see *Adjusting for Skill*, p. 24, *AS*), and the combined PV of all the Elements still cannot the total PV allowed for the lance. If the Elements are being used for *Total Warfare* play, once the Experience Ratings are finalized, assign the Elements the average Gunnery and Piloting ratings for that Experience Rating (e.g., a Veteran-rated MechWarrior would be assigned a 3 Gunnery and 4 Piloting).

Battle Value (BV): Note that Battle Value is not used in these conversions. BV is used for balancing forces in *Total Warfare* scenarios, and while PV is similarly used for *BattleForce* scale and above, balancing forces in an *ISW* campaign is only achieved through the supervision of the gamemaster. PV is used in these conversion rules as a means to keep consistency between the different scales of play.

Laurelli is converting an SBF Unit for use in a Total Warfare-scale scenario. She feels more comfortable rolling the dice and seeing what she gets, as opposed to fiddling around with PVs. She wishes to field a Veteran Capellan assault 'Mech lance from Lothar's Fusiliers, so she begins by rolling 1D6 on the Lance Weight Composition Table (p. 265, TW), resulting in a 5. Cross-referenced with the assault lance sub-table, she finds she has 1 heavy and 3 assault 'Mechs in the lance. For each 'Mech, she rolls 2D6 (since the Fusiliers are Chesterton Reserves, the RAT Die Roll Modifiers By Combat Command Table adds a +2 modifier), and consults the appropriate weight class table on the Capellan Confederation Random Unit Assignment Table. The rolls yield her a ARC-2R Archer, *HGN-732* Highlander, *STK-3F* Stalker *and LGB-7Q* Longbow.

Laurelli can assign each 'Mech a Veteran Skill Rating (Gunnery 3/Piloting 4) and complete the process, or she can roll randomly for the skills as well. She decides she would rather have variety and rolls 1D6 for each on the Random Skills Table—Expanded (see p. 273, TW) against the Veteran column, and garners a 2, 3, 1, and 4. The Archer *and* Highlander *receive a 4 Gunnery/5 Piloting and the* Stalker *and* Longbow *receive a 3 Gunnery/4 Piloting.*

Elizabeth has an SBF Unit—a Lyran Regulars heavy 'Mech lance with a Regular experience rating—that she wishes to convert into Alpha Strike Elements. She decides to use the PV method to choose her Elements, so she multiplies the Unit's PV of 47 by 4 for a total of 188 PV as her limit. She chooses a MAD-1R Marauder *(37 PV), WHM-6Rb* Warhammer *(38 PV), FLS-8K* Flashman *(37 PV) and a BL-6-KNT* Black Knight *(39 PV) for a total PV of 148. She still has PV to spend, allowing her to assign all the Elements a Veteran Skill Rating (3)—just one Rating away from the original Regular Rating—for a new PV total of 181, just shy of the allowable PV total.*

CONVERTING BACK FROM BATTLEFORCE, ALPHA STRIKE AND TOTAL WARFARE TO SBF AND ACS

At the strategic scales of *SBF* and *ACS*, players will find lot of simplicity and homogeny in the stat blocks. However, once forces are converted to the tactical scales of *BF*, *AS* and *TW*, a whole world of detail unfolds. If the gamemaster agrees, players may use the *SBF* and *ACS* conversion rules found in *Interstellar Operations* (pp. 326-339) to bring any forces converted down to the tactical scale during the campaign back "upward" to *SBF* and *ACS* scale.

Charles is pleased with how his Second Fusiliers of Oriente have performed in the battles they've fought in the Total Warfare scenarios of Operation BLACKSMITH, and feels that 'Mech-for-'Mech and tank-for-tank, the Fusiliers are an interesting Combat Command. He would like to convert this Total Warfare force back into SBF and ACS scale, replacing their default stat blocks as shown in the ISW Combat Command Conversion Tables. He asks the gamemaster, Toyama, for permission to do so; Toyama denies his request, and places the Free Worlds League under interdiction in a fit of pique.

TECHNOLOGY AND RESEARCH (INNER SPHERE AT WAR)

The Technology and Research rules are an optional addition to *Inner Sphere at War* games. A central theme in *BattleTech* is the loss and resurgence of technology. These rules simulate the effect of the waning technology of the Succession Wars era on gameplay, as well as introduce the ability to research new or lost tech that may allow the Great Houses to claw their way out of the abyss and into a new renaissance.

Technology is not a static factor in the *BattleTech* universe. Times of conflict often see considerable investment in applicable technologies, represented in these rules by four Technology Types of Battle, Communications, Interstellar Transportation and Industry, abbreviated as BattleTech, ComTech, TransporTech, and IndustryTech respectively. The more Resource Points (RP) a player spends on technology, the more benefits their faction will gain from it.

ADDITIONS TO FACTION ABILITIES AND FLAWS

The following rules outline changes to faction Abilities, and introduce the Technology and Research Ability to those already listed on the Sample Faction Starting Abilities Table (see p. 346, *IO*). Second Succession War Abilities and Flaws (2830) are listed on p. 120.

Brightest Minds (1): The Faction excels in scientific research, usually through the promotion of academic institutes and military think-tanks. Additionally, multiply the cost to purchase Development Points (DPs) by .9, rounding up (see *Economics and Logistics Phase: Research Technology*, at right).

Closed State (0): The Faction firmly believes in big brother watching everything its citizens do. The oppressive regime makes it much harder to infiltrate the Faction, at the cost of stifling its own research. Additionally, multiply the RP cost of DPs by 1.25, rounding up (see *Economics and Logistics Phase: Research Technology*, below).

State Run (1): Multiply the RP cost of DPs by 1.1, rounding up (see *Economics and Logistics Phase: Research Technology*, below).

SETUP: STARTING TECHNOLOGY

A Faction's initial rating in each of the four Technology Types is determined by consulting the Starting Technology Ratings Table below for the appropriate era of game play.

Colin is controlling House Kurita in a 3025-based game. Accordingly he starts the game with BattleTech rating of 3, a ComTech rating of 1 (over-reliance on ComStar has a price), a TransporTech rating of 1, and an IndustryTech rating of 3.

ECONOMICS AND LOGISTICS PHASE: CALCULATING RESOURCE POINTS

The amount of RP a Faction produces each Turn is modified by its IndustryTech rating (see the Technology Effects Table, p. 128). Add the Faction's IndustryTech modifier to any other applicable modifiers before multiplying the Faction's base RP by the final modifier.

ECONOMICS AND LOGISTICS PHASE: RESEARCH TECHNOLOGY

The Technology and Research rules add a new step during the Economics and Logistics Phase (see p. 350, *IO*), between the Infrastructure step and the Supply step.

Raising a Faction's rating in any of the four Technology Types is a slow and expensive process, but one that may reap immense rewards in the long run. The Faction must purchase sufficient Development Points (DP) to advance a particular Technology Type, and each must be researched and tracked separately. The effectiveness of research is also dependent on the era the game is set in (see *Alternate Eras*, p. 14, *IO*). Consult the Research Cost Table (p. 127) to determine how many RPs are required to grant a Development Point to a particular Faction.

Improving a Faction's rating in each Technology Type also becomes more expensive as the rating itself increases. The number of DP required to move from one rating to the next is shown on the Development Targets Table (p. 127).

DP invested in each Technology Type must be recorded separately. Once RP are spent on DP, they cannot be converted back into RP. No more than 15 percent of the Faction's Resource Points may be spent on DP each turn.

STARTING TECHNOLOGY RATINGS TABLE

Inner Sphere	BattleTech / ComTech / TransporTech / IndustryTech 2786	2830	3025
Capellan Confederation	4/5/6/8	3/3/3/4	3/1/1/3
Draconis Combine	4/5/6/8	3/3/3/4	3/1/1/3
Federated Suns	4/5/6/8	3/3/3/4	3/3/1/3
Free Worlds League	4/6/6/8	3/3/3/4	3/1/1/3
Lyran Commonwealth	4/5/6/8	3/3/3/4	3/3/1/3
Periphery	**BattleTech / ComTech / TransporTech / IndustryTech 2786**	**2830**	**3025**
Magistracy of Canopus	2/2/4/3	2/0/1/2	2/2/1/1
Outworlds Alliance	2/2/4/3	2/0/1/2	2/2/1/1
Taurian Concordat	2/2/4/3	2/0/1/2	2/2/1/1

RESEARCH COSTS TABLE

	AoW	SL	ESW	LSW	ERA CI	J	ER	LR	DA
Costs per 1 Development Point	10 RP	5 RP	7 RP	10 RP	8 RP	6 RP	6 RP	6 RP	3 RP

DEVELOPMENT TARGETS TABLE

	To Increase From:								
	0 to 1	1 to 2	2 to 3	3 to 4	4 to 5	5 to 6	6 to 7	7 to 8	8 to 9	9 to 10
DP Required	50DP	50 DP	75 DP	115 DP	170 DP	255 DP	380DP	570 DP	855 DP	1280 DP

When a Faction has accumulated sufficient DP in a Technology Type to reach the next rating, the player may make an attempt to increase its rating in that Type. A Faction can only increase its rating in one Technology Type per turn. Each rating must be successfully achieved in order, regardless of how many DP are accumulated for that Technology Type.

To make the attempt, the player rolls 2D6 against a Target Number (TN) of 8. If the roll is successful, the Faction advances to the new rating. If the roll fails, the Faction may make another attempt in a subsequent turn by investing 10 more DP. The player makes another roll, with a –1 TN modifier. If the roll fails again, the player may repeat the 10 DP investment once per turn, gaining an additional –1 TN modifier for every 10 DPs that have been invested in this way. If the player rolls a 2 at any time, subtract 25 percent of the Development Points (rounding up) invested in the Technology Type; this represents a major setback, disastrous experiment, loss of data, or similar calamity. The player will need to invest additional DPs to re-attain the target for the rating they want to achieve.

When a Faction succeeds in improving its rating in a Technology Type, the number of DP invested in that Type is reset to 0. Excess DP beyond the target for that rating do not carry over.

Colin wants to improve the DCMS' equipment, so he intends to research BattleTech. His current BattleTech rating is 3, so Colin will need to invest 115DP before he can attempt to improve that Technology Type rating. At 10RP=1DP, this will require spending 1150RP over several turns.

Once he accumulates 115DP, Colin rolls 2D6 against a TN of 8. Unfortunately, he rolls 6—no breakthrough this turn. During the next turn, he spends 100RP to obtain 10DP, and invests it to make another roll with a –1 TN modifier. He rolls a 7, which is successful thanks to the modifier. House Kurita achieves a BattleTech rating of 4; the DP pool for the BattleTech Type is reset to 0.

If Colin had rolled a 2 on his first attempt to advance, the DP pool for his BattleTech Type would have fallen by 25 percent to 86DP. Colin would have had to invest another 29DP to bring his BattleTech Type back to 115DP before he could make another attempt to improve its rating.

Factions with an economic treaty (see *Economic Treaties*, p. 354, *IO*) may aid each other's research efforts. Each Development Point invested in a Technology Type by one member of the alliance bestows a 0.25 DP investment in the same Technology Type for their partner. The maximum benefit for the partner is 5 DP per turn, equating to an investment of 20 DP by their ally. Additionally, if one Faction has a Technology Type at least 1 rating higher than one of its allies, it may spend Development Points from that Technology Type DP pool to increase the same Technology Type DP pool of its ally. Each 3 DP spent in this manner gains the partner a 1d6 DP increase in the relevant Technology Type.

The Lyran Commonwealth and the Federated Suns have an Economic Alliance. The Suns' ComTech rating is 5 while that of the Commonwealth is 3, so the First Prince decides to spend Development Points to bolster his ally's technology. The Federated Suns sets aside 9 DP to aid the Lyrans. For each 3DP spent, the Lyran player rolls 1d6, getting a 3, 4, and 1, for a total increase of 8 DP in the Lyran's ComTech DP pool.

Successful Espionage Operations or Sabotage Operations efforts (p. 136 and p. 139, respectively) may bolster a Faction's Technology Type rating, while a successful sabotage effort may cause a reduction.

Tech Rating Effects

To determine the effect of a Faction's current rating in each Technology Type, consult the Technology Effects Table. A Faction gains all bonuses for ratings equal to or less than its current rating in each Technology Type. (An exception is IndustryTech, where only the highest bonus applies. For example, a Faction with an IndustryTech rating of 7 multiplies the RP production of each world they control by 1.8). Bonuses take effect immediately upon achieving each rating; likewise, if a Faction's rating in any Technology Type is reduced, the loss of any bonuses also takes effect immediately.

BattleTech: A Faction's BattleTech rating determines the Unit Types it may produce, as well as the maximum Tech Rating of those Units.

- **Note:** If using the rules for *Converting ISW Combat Commands To ACS Formations, Combat Units And Teams* or *Converting ACS Combat Teams To SBF Formations And Units* (p. 122 and p. 124 respectively), for each BattleTech Rating raised during gameplay, each Unit, Combat Team, and so on may either raise its Armor value by 2, or its Short/Medium/Long Range Damage value by 1.

ComTech: A Faction's ComTech rating reflects its ability to send and receive interstellar messages. The ComTech Rating in these rules directly correspond to the ComTech rating in the *ISW Interstellar Communications* rules (see p. 143),

TransporTech: A Faction's TransporTech rating determines its capability to build JumpShips, WarShips, capital weapons, and even the massive Castles Brian. A Faction's ability to move around an ISW Hex Map is affected by its TransporTech rating.

IndustryTech: A Faction's IndustryTech rating allows it to better utilize its resources are utilized, imparting a multiplier to the RP a Faction produces every turn (see *Economics and Logistics Phase: Calculating Resource Points*, p. 126). If using the *ISW Interstellar Communications* rules (see p. 143), the multipliers stack together.

Maximum Technology

Regardless of the amount of research poured into a technology, circumstances sometimes limit the advancements that can be achieved. Refer to the Maximum Technology Table to determine the maximum rating for each Technology Type that can be achieved in a given era.

MAXIMUM TECHNOLOGY RATINGS

	BT / CT / TT / IT		
	2786	2830	3025
Inner Sphere	5/5/9/8	5/5/6/6	4/4/4/4
Periphery	5/5/9/8	4/4/3/4	3/3/4/4

TECHNOLOGY EFFECTS TABLE

Rating	BattleTech	ComTech	TransporTech†	IndustryTech
0	Can only build A-rated units	N/A	May only build Primitive JumpShips (2 MP per turn)	0.4 RP modifier
1	May build B-rated units	N/A	May build standard JumpShips (4 MP per turn)	0.6 RP modifier
2	May build C-rated units	N/A	N/A	0.8 RP modifier
3	May build D-rated units; LAMs cost 3x	Can use First Generation FAX2	N/A	1.0 RP modifier
4	LAMs at standard cost	N/A	May build Capital Grade Weapons	1.2 RP modifier
5	May build E-rated units	N/A	May build WarShips under 750,000 tons	1.4 RP modifier
6	May build Battle Armor	Can use Second Generation FAX2	May build Castles Brian	1.6 RP modifier
7	May build Omni units	N/A	May build all WarShips	1.8 RP modifier
8	May build F-rated units at 3x cost	N/A	May build Lithium Fusion Units	2.0 RP modifier
9	May build F-rated units at standard cost	May build own HPGs	6 MP per turn (partial Lithium Fusion fleet)	2.2 RP Modifier
10	All costs reduced by half	May establish real-time HPG net*	8 MP per turn (Lithium Fusion standard)	2.4 RP modifier

* Factions with a real-time HPG net increase the effective Leadership Ratings of all commanders by 1.

INTELLIGENCE OPERATIONS (INNER SPHERE AT WAR)

Intelligence Operations are a set of optional rules for *Inner Sphere at War* (*ISW*). Knowing an enemy's capabilities is as important as being aware of your own. This reality makes spies central to any strategic game, though using them in *ISW* requires either a neutral gamemaster (GM) or considerable mutual player trust.

The majority of Intelligence Operations are conducted by a Faction's bureaucratic spy networks—the Combine's ISF, the Magistracy of Canopus' MIM and others. These are not represented by units in *ISW*. Rather, like the military bureaucracies supporting combat commands, they require the expenditure of RP in order to function.

An exception to this are special forces units—The Federated Suns' Rabid Foxes, the Lyran Commonwealth's Loki, or the Special Task Forces of the Taurian Concordat. These units perform the missions no one can admit to, often earning the label "state-sponsored terrorists." These units are tracked and moved individually.

ADDITIONS TO FACTION ABILITIES AND FLAWS

The following rules outline changes to the Faction Abilities, and introduce new Counterintelligence Abilities. Second Succession War Abilities and Flaws (2830) are listed on p. 120.

Closed State: This Faction firmly believes in monitoring its own citizenry and crushing all signs of dissent. The oppressive regime makes it harder for the Faction's warriors to desert. Apply a +2 Target Number (TN) modifier for any rolls this Faction makes when checking for desertion (see p. 365, *IO*), but also apply a –1 TN modifier for Morale checks in combat (see *Abstract Combat System*, pp. 317-318, *IO*). Apply a +1 TN modifier for any Intelligence Operations rolls made against this Faction.



Inferior Black Ops: This Faction lacks an effective training program for the special operatives who take on the dirtiest deeds. Apply a +1 TN modifier for any actions this Faction's forces make when operating under Counter-Insurgency, Guerrilla Warfare, and Go to Ground orders (see *Military Phase*, p. 354, *IO*). Apply a +1 TN modifier for any Special Operations rolls the Faction makes (see *Resolving Intelligence Operations*, p. 131).

Inferior Counterintelligence: The Faction's counter-espionage efforts are fatally flawed in some way. Apply a –1 TN modifier for any Foreign Intelligence rolls made against this Faction (see *Resolving Intelligence Operations*, p. 131).

Inferior Foreign Intelligence: The Faction's ability to conduct intelligence operations on foreign soil is lacking. Apply a +1 TN modifier for any Foreign Intelligence rolls this Faction makes (see *Resolving Intelligence Operations*, p. 131).

Open State: This Faction has an open and free government, which promotes civil liberties and a right to choose. This leads to a happier state, applying a –1 Morale modifier in combat (see *Morale, Abstract Combat System*, p. 317, *IO*), but also makes the Faction easier to infiltrate and subvert (represented as a +1 modifier to all actions taken while engaged in Pacification operations, see p. 354, *IO*), and a –1 modifier to all Foreign Intelligence operations taken against that Faction (see *Resolving Intelligence Operations*, p. 131).

Superior Black Ops: This Faction benefits from a highly motivated, well-equipped, and well-trained special operatives program that supports its dirtiest deeds. Apply a –1 target number modifier for any actions this Faction's forces make when operating under Counter-Insurgency, Guerrilla Warfare, and Go to Ground orders (see p. 354, *IO*). Apply a –1 TN modifier for any Special Operations rolls the Faction makes (see *Resolving Intelligence Operations*, p. 131.

Superior Counterintelligence: The Faction excels at finding and rooting out spies and foreign agents. Apply a +1 TN modifier to any Foreign Intelligence rolls made against this Faction (see *Resolving Intelligence Operations*, p. 131).

Superior Foreign Intelligence: The Faction has well-trained assets who excel at fitting in wherever they are. Apply a –1 TN modifier for any Foreign Intelligence rolls this Faction makes (see *Resolving Intelligence Operations*, p. 131).

STARTING SETUP: STARTING INTELLIGENCE

After setting up their Faction's starting economies and militaries (see *Starting Setup*, pp. 347-350, *IO*), players set up their starting intelligence. The following table outlines the number of Special Operations teams with which each Faction begins the game. Each Faction is also allocated a limited number of promotions which can be used to enhance some of their starting Special Operations teams.

All Special Operations teams start as Regular units. The Faction may promote the indicated number of their units to a higher Experience Rating. A single promotion raises a Special Operations team one Experience Rating (e.g. Regular to Veteran). A Special Operations Team's Experience Rating affects the Target Number of Special Operations rolls they participate in (see Special Operations Team Modifier Table, p. 131)

Rules for creating additional Special Operations teams are detailed in *Military Development Phase: Creating Special Operations Teams* (p. 131). Rules for using Special Operations teams are given under *Special Operations*, p. 138.

STARTING INTELLIGENCE TABLE

Inner Sphere	Special Ops Teams*	Promotions (2786 & 2830)	Promotions (3025)
Capellan Confederation	2	1	1
Draconis Combine	2	2	1
Federated Suns	2	1	1
Free Worlds League	2	1	0
Lyran Commonwealth	2	1	1
Periphery	**Special Ops Teams***	**Promotions (2786 & 2830)**	**Promotions (3025)**
Magistracy of Canopus	1	0	1
Outworlds Alliance	1	0	0
Taurian Concordat	1	1	0

***Applicable to games starting in 2786, 2830, and 3025.**

ORDER WRITING PHASE

Intelligence Operations are chosen and Resource Points (RP) spent during the Order Writing Phase and given to the GM for resolution during the Intelligence Operations Phase (see p. 131).

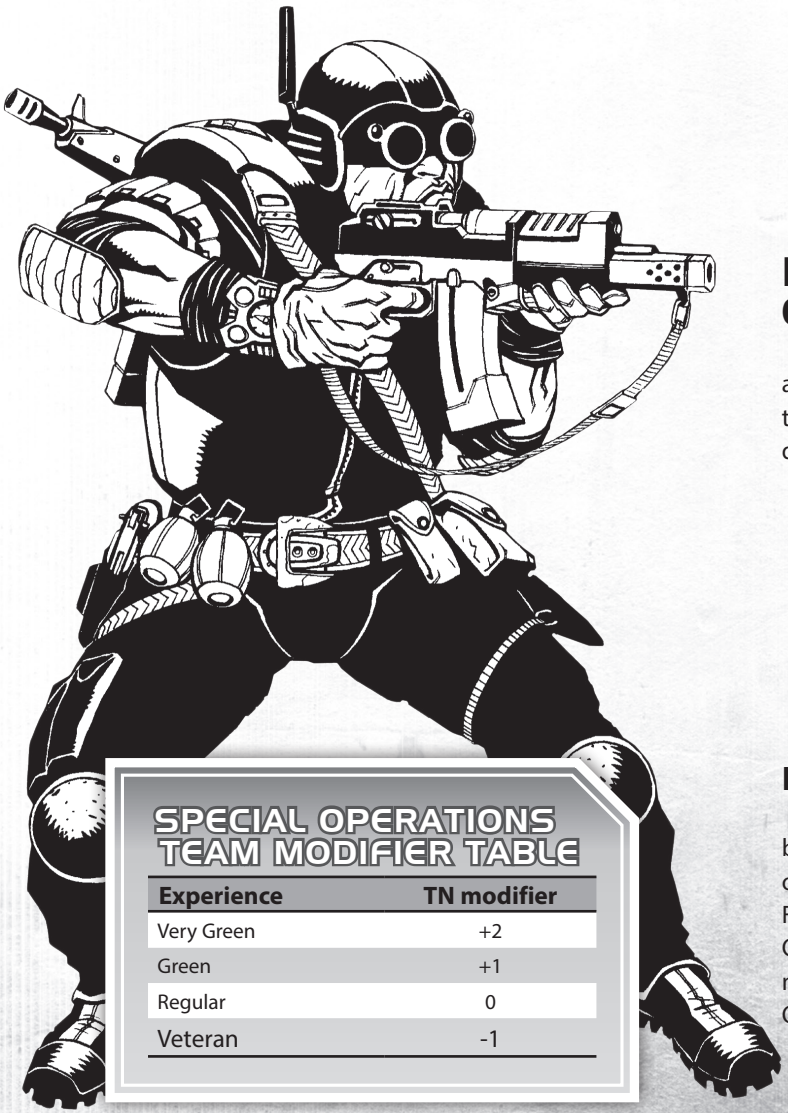
Choosing Intelligence Operations

Every Order Writing phase, each player chooses which Operations they wish to play and the amount of RP they are devoting to each Operation, and then give those orders to the GM to resolve for the turn. Unless stated in the Operation's description, Operations of any type may be chosen multiple times, but only once per asset/target per turn. For example, Espionage: Troop Location (p. 136) may be used multiple times for the turn, but only once against "First Davion Guards." The amount of Foreign and Counterintelligence Operations (see pp. 136 and 142, respectively) that may

be run per turn is only limited by the RP the player is willing and able to expend. The number of Special Operations (see p. 138) that may be run per turn is further limited by the amount of Special Operations Teams the Faction has available (see Starting Setup: Starting Intelligence, p. 130).

Each Operation cost a variable amount of RP. The final RP cost for Foreign Intelligence or Special Operations is arrived at by referencing the appropriate Operation RP Cost Table (pp. 136 and 138, respectively) and choosing the desired Target Number and cross-referencing the Operation's Difficulty Number. Final RP cost for Counterintelligence Operations is arrived at by referencing the appropriate Operation RP Cost Table (p. 142, respectively) and choosing the desired TN Modifier.

After choosing all a Faction's Operations (and choosing TNs and totaling RP costs), the Operations information should be handed to the GM for resolution. After all Factions have turned in their Operations for the turn, the GM resolves them all during the Intelligence Operations phase (see *Intelligence Operations Phase,* at right).



SPECIAL OPERATIONS TEAM MODIFIER TABLE

Experience	TN modifier
Very Green	+2
Green	+1
Regular	0
Veteran	-1

MILITARY DEVELOPMENT PHASE: CREATING SPECIAL OPERATIONS TEAMS

The following rules outline additions to the Military Development phase (p. 353, *IO*). Factions may choose to build additional Special Operations teams, but may never have more than three times the number of Special Operations teams it started with (see Starting Intelligence Table, p. 130).

A Special Operations team costs 5 RP to build, and enters the game at any of the player's Regional or National Capitals. Newly created Special Operations teams have an Experience Rating of Very Green; this cannot be changed by additional expenditure.

Upgrading Special Operations Teams

Special Operations teams are amongst the best trained forces in any Faction's military, but training can only achieve so much—practical experience is the harshest but most effective teacher. Accordingly, a Special Operations team can only gain experience in the following ways:

- **Very Green**: Becomes Green after surviving one successful Special Operation.
- **Green:** Becomes Regular after surviving two successful Special Operations while at Green Experience Rating, including at least one Black Op.
- **Regular:** Become Veteran after surviving four successful Special Operations while at Regular Experience Rating, including at least two Black Ops.

INTELLIGENCE OPERATIONS PHASE

Intelligence Operations adds a new phase during *ISW* play, after the Military Development Phase (p. 353, *IO*) but before the Diplomacy Phase (p. 354, *IO*). Intelligence Operations are divided into three different classes:

- **Foreign Intelligence:** Discovering what the other Factions are up to, or influencing what they know about what your Faction is doing.
- **Special Operations:** Actively changing either your own Faction or another Faction through the use of subterfuge and dirty tricks.
- **Counterintelligence Operations:** Protecting your own nation from harm, either foreign or domestic.

RESOLVING INTELLIGENCE OPERATIONS

Foreign Intelligence and Special Operations are resolved by with rolls based on a base Target Number (TN) chosen based on resources spent on the specific operation, as shown on the Foreign Intelligence Operations RP Cost Table (p. 136) and Special Operations RP Cost Table (p. 138). Faction starting abilities, specific modifiers for operations, and applicable Counterintelligence Operations further modify the final Target Number.

OPERATIONAL OUTCOME: ESPIONAGE OPERATIONS*

MoS	Defender aware?	Outcome
-7	Yes	Attacker receives false information, and defender gets a –4 TN modifier for one Propaganda operation next turn.
-6	Yes	Attacker receives false information.
-5	No	Attacker receives no information.
-4	Yes	Attacker receives no information, and defender gets a –2 TN modifier on one Turn Agent operation against the attacker next turn.
-3	Yes	Attacker receives 25% accurate information and 75% inaccurate information.
-2	No	Operation aborted prematurely. The attacker receives a refund of 33% of RP spent on the operation (rounding down).
-1	Yes	Attacker receives 50% accurate information and 50% inaccurate information.
0	No	Attacker receives 50% accurate information and 50% inaccurate information.
1	Yes	Attacker receives 75% accurate information and 25% inaccurate information, but defender receives –2 TN modifier on one Turn Agent operation made against the attacker next turn.
2	No	Attacker receives 75% accurate information and 25% inaccurate information.
3	No	Attacker receives 100% accurate information.
4	No	Attacker receives 100% accurate information, and gets –2 TN modifier on one Turn Agent operation made against the defender next turn.
5	No	Attacker receives 75% accurate information, 25% inaccurate information, and gets a –3 TN modifier on any Propaganda operation made next turn.
6	No	Attacker receives 100% accurate information, and gets a –3 TN modifier on any one Espionage or Sabotage operation next turn.
7+	No	Attacker receives 100% accurate information, and gains a –5 TN modifier on any one Special Operation made against the defender next turn.

*pp. 136-137

The Faction conducting an intelligence operation is considered the attacker, while the targeted Faction is the defender. To resolve the operation, the gamemaster rolls 2D6 against the TN; the amount by which the roll succeeds or fails becomes the positive or negative Margin of Success (MoS), respectively. The MoS is referenced on the appropriate Operation Outcome Table to determine the final results.

Additional Outcomes

In addition to the success or failure of an intelligence operation, additional outcomes may be applied by the GM when resolving them, as shown on the Operation Outcome Table.

Defender Aware: If the Defender Aware result is "No," then the GM simply informs the defender of any outcomes which will be reflected in their subsequent turns—for example, "New Samarkand suffered riots which reduced its industrial output from Major to Minor for three turns," or "You receive a report that the 14th Lyran Guard is being moved to the League border world of Alula Australis."

If the Defender Aware result is "Yes," then the source of the information is revealed. For example, "Davion saboteurs led riots causing New Samarkand's industrial output to drop from Major to Minor for three turns," or "Lyran agents provided information that the 14th Lyran Guard is being moved up towards Alula Australis."

Note that sometimes even a marginally successful operation can result in the defender being aware of its perpetrator. This is intentional.

Outcome: The Outcome column lists modifications to the operation which the GM will be required to enact. Some imagination may be required when translating the operational outcome into information for the defending player.

OPERATIONAL OUTCOME: PROPAGANDA OPERATIONS*

MoS	Defender aware?	Outcome
-7	Yes	Defender receives true information, and gets a –4 TN modifier for one Propaganda operation next turn.
-6	Yes	Defender receives true information.
-5	No	Defender receives no information, and gets a –2 TN modifier for one Turn Agent operation against the attacker next turn.
-4	Yes	Defender receives no information.
-3	Yes	Defender receives 50% of the intended inaccurate information and 50% accurate information.
-2	No	Defender receives 50% of the intended inaccurate information and 50% accurate information.
-1	Yes	Defender receives 50% of the intended inaccurate information and 50% accurate information.
-0	No	Operation aborted prematurely. The attacker receives a refund of 33% of RP spent on the operation (rounding down).
1	Yes	Defender receives 75% of the intended inaccurate information and 25% accurate information, but the defender receives a –2 TN modifier on one Turn Agent operation made against the attacker next turn.
2	No	Defender receives 75% of the intended inaccurate information and 25% accurate information.
3	No	Defender receives 100% of the intended inaccurate information
4	No	Defender receives 100% of the intended inaccurate information, and the attacker gets a –2 TN modifier on one Turn Agent operation made against the defender next turn.
5	No	Defender receives 75% of the intended inaccurate information, 25% accurate information, and the attacker gets a –3 TN modifier on any Propaganda operation made next turn.
6	No	Defender receives 100% of the intended inaccurate information, and the attacker gets a –3 TN modifier on any one Espionage or Sabotage operation next turn.
7+	No	Defender receives 100% of the intended inaccurate information, and the attacker gets a –5 TN modifier on any one Special Operation made against the defender next turn.

*pp. 137-138

Colin, the Combine player, attempts an Espionage: Troop Location operation against Brian's 14th Lyran Guards. After applying all modifiers, the operation has a final TN of 6. Colin rolls a 3. The MoS is -3.

As this is an Espionage operation, the outcomes of this operation are:

a. The GM does not inform Colin of the specific outcome. Instead, the GM randomly decides that Colin receives an accurate unit strength, but inaccurate location, current damage levels, and order details.

b. Brian, the Lyran player, is told that Combine agents are trying to locate the 14th Lyran Guards.

Note that, from what the GM has told them, neither Brian nor Colin can assess whether these are accurate or inaccurate statements. Like real-world intelligence analysts, they will need to integrate these reports with direct combat interactions and diplomatic information to build a view of the intelligence landscape.

Notes for the GM: Managing Intelligence Operations

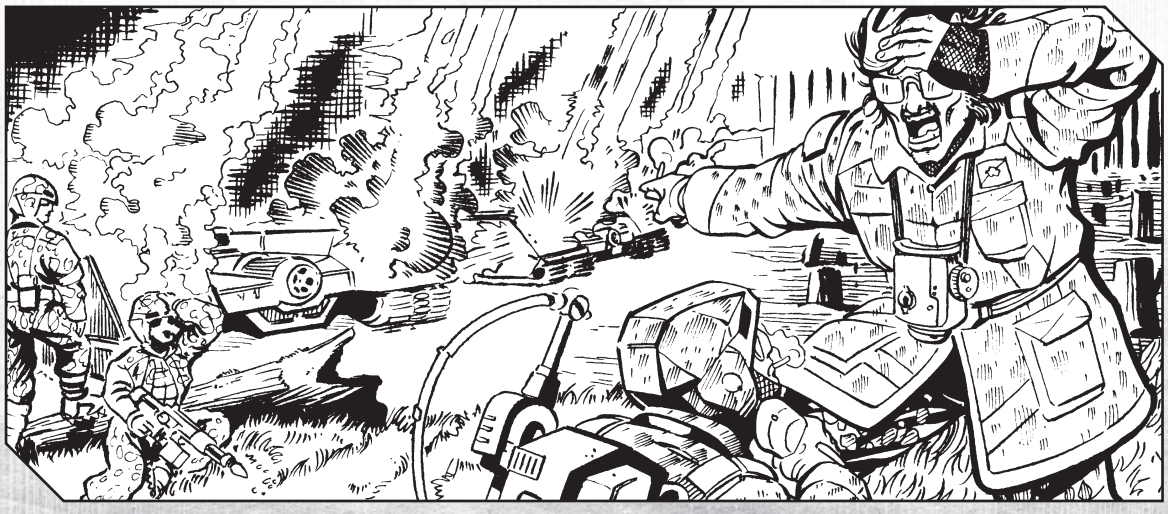
The Intelligence Operations rules have been written with the assumption that they will be managed by a GM—it would be somewhat difficult for a player to implement an "Attacker receives inaccurate information" result against themselves! As a result, all Intelligence Operation die rolls should be resolved by the GM.

The GM should make sure that any results—whether from the player's own operations, or any information received as the result of operations against the player—are not presented with any connections to which player issued the intelligence operations orders. The GM should simply list results, preferably in random order, to ensure the player cannot easily pick disinformation out from valid information, or link particular information to the success or failure of one of their intelligence operations.

OPERATIONAL OUTCOME: SABOTAGE OPERATIONS*

MoS	Defender aware?	Outcome
-7	Yes	Operation fails, and the defender gets a –4 TN modifier for one Propaganda operation next turn.
-6	Yes	Operation fails, and the defender gets a –2 TN modifier on one Turn Agent operation against the attacker next turn.
-5	Yes	Operation fails.
-4	No	Operation fails.
-3	Yes	Operation is a partial success. The operation has 25% of the normal impact, and defender gets a –2 TN modifier for one Propaganda operation next round.
-2	No	Operation aborted prematurely. The attacker receives a refund of 33% of RP spent on the operation (rounding down).
-1	Yes	Operation is a partial success. The operation has 50% of the normal impact.
-0	No	Operation is a partial success. The operation has 75% of the normal impact.
1	Yes	Operation succeeds, but the collateral damage is unacceptable. The operation has 100% of its usual impact, but the defender receives a –2 TN modifier on one Propaganda operation made against the attacker next turn.
2	No	Operation succeeds, and has 100% of its normal impact.
3	No	Operation succeeds, and has 125% of its normal impact.
4	No	Operation succeeds, and can be blamed on the defender's own operatives. The operation has 125% of its normal impact, and the attacker gets a –2 TN modifier on any one Turn Agent operation made against the defender next turn.
5	No	Operation succeeds, and has 100% of its normal impact. The attacker gets a –3 TN modifier on any one Propaganda operation made against the defender next turn.
6	No	The operation succeeds, and causes major disruption to the defending Faction. The operation has 150% of its normal impact, and the attacker gets a –3 TN modifier on any one Espionage or Sabotage operation made against the defender next turn.
7+	No	The operation succeeds, and in the process exposes workings of another intelligence operation. The operation has 200% of its normal impact, and the attacker gets both a –3 TN modifier on any one Special Operation made next turn against any opposing Faction other than the defender, and a –5 TN modifier on any one Propaganda operation made against the defender.

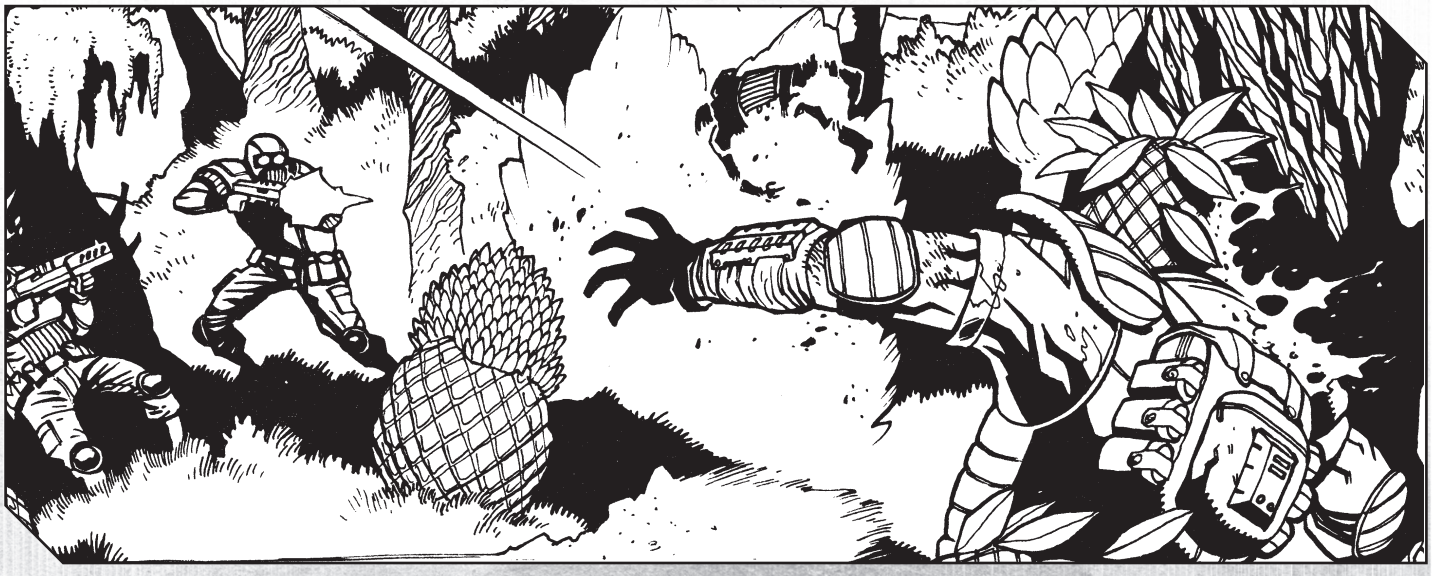
*pp. 139-140



OPERATIONAL OUTCOME: BLACK OPS OPERATIONS*

MoS	Defender aware?	Outcome
-7	Yes	Operation fails, exposing the inner workings of the attacker's intelligence service. The defender gets one free Agent in Place, a –3 TN modifier on any Mole Hunt in the next game turn, a –3 TN modifier on any Propaganda action against the attacker, and a –3 TN modifier on any Foreign Disinformation operation concerning the attacking Faction.
-6	Yes	Operation fails, and the defender gets both a –3 TN modifier for one Propaganda operation and –3 for one Turn Agent operation next turn.
-5	No	Operation fails, and the defender gets a –4 TN modifier for one Propaganda operation next turn.
-4	No	Operation fails, and the defender gets a –2 TN modifier on one Turn Agent operation against the attacker next turn.
-3	Yes	Operation fails.
-2	Yes	
-1	No	Operation fails.
-0	No	Operation aborted prematurely. The attacker receives a refund of 33% of RP spent on the operation (rounding down).
1	Yes	Operation is a success, but only because additional resources had to be committed to solve unforeseen problems. The attacker suffers a +1 TN modifier on all intelligence operations in subsequent turns until they pay 30 RP to make good on losses from this operation.
2	No	Operation fails, but lays solid groundwork. The attacker gets a –3 TN modifier on one identical Special Operation on same target next round.
3	No	Operation succeeds, but collateral damage is unacceptable. The defender receives a –2 TN modifier on one Propaganda operation made against the attacker next turn.
4	No	Operation succeeds.
5	No	Operation succeeds.
6	No	Operation succeeds, and can be blamed on the defender's own operatives. The attacker gets a –2 TN modifier on one Turn Agent operation made against the defender next turn.
7+	No	Operation succeeds. The attacker gets a –3 TN modifier on any Propaganda operation made next turn, and a free Agent In Place against the defender.

*pp. 140-141



FOREIGN INTELLIGENCE OPERATIONS

Foreign intelligence is a discipline in which a wide range of resources—data analysis, monitoring, even agents in place—are utilized to gain a clearer picture of opposing Factions' forces, movements, intentions and capabilities. Foreign Intelligence Operations can be broken down into Espionage and Propaganda. All foreign intelligence operations have an Difficulty Rating that represents the operation's difficulty and is used to determine its RP cost and Target Number.

There are several foreign intelligence operation types, each aimed at obtaining information. A Faction chooses the TN for the operation by cross-referencing the desired TN with the operation's Difficulty Rating on the Foreign Intelligence Operations RP Cost Table, and spending the indicated RP.

Note: All Factions with the Superior Foreign Intelligence Operations ability (see *Faction Abilities*, p. 130) gain a –1 TN modifier on all Espionage and Propaganda operation rolls. All Factions with the Inferior Foreign Intelligence Operations flaw gain a +1 TN modifier on all Espionage and Propaganda operation rolls.

Details of how Foreign Intelligence Operations are resolved are provided under *Resolving Active Intelligence Operations*, p. 131.

Terrence, the Marik player, is attempting to identify forces belonging to the Marian Hegemony on Interstellar Map hex 3308. This is an Espionage: Planetary Forces operation, with an Difficulty Rating of 1. A baseline TN of 8 will cost 1 RP. If Terrence wants to obtain a TN of 6 for the operation, he needs to spend 9 RP. If Terrence wished to perform a Mole Hunt, an Foreign Intelligence operation with an Difficulty Rating of 6, with the same TN of 6, the total cost of the operation would be 29 RP.

FOREIGN INTELLIGENCE OPERATIONS RP COST TABLE

	Operation Difficulty Rating					
TN	**1**	**2**	**3**	**4**	**5**	**6**
8	1	2	3	4	5	6
7	4	7	10	13	16	19
6	9	13	17	21	25	29
5	17	22	27	32	37	42
4	29	35	41	47	53	59
3	46	53	60	67	74	81

Espionage Operations

Espionage is the art of obtaining and manipulating information. This can be obtaining information other Factions don't want you to possess, or even ensuring the opposition's knowledge of your force that they'd rather you didn't know. This is one of the most common uses of intelligence resources located inside hostile Factions. Espionage can also rely on extensive data mining and data analysis to reveal desired information.

Espionage: Planetary Forces

Goal: Determine the military forces and supply units stationed in the targeted hex.

Countered By: Planetary Forces Security for the targeted hex.

Using any means necessary, the intelligence services of the attacking Faction will attempt to discover as much information as possible on the units stationed in the targeted hex. The quality of information gathered will vary based on the degree of success or failure.

Difficulty Rating: 1

Espionage: Troop Location

Goal: Determine the location and strength of a specific, non-WarShip unit.

Countered By: Military Operations Security for the named unit; Planetary Forces Security for the hex the named unit is in.

Knowing specifically where an enemy's troops are can play a vital part in deducing their future actions. Sudden movements of elite units to one area of the front can indicate a coming offensive; similarly, rotation of veteran defenders off the line might point to a vulnerability in the enemy's defenses. If successful, the Faction gains knowledge of where a specific military unit (other than a WarShip) is located.

Difficulty Rating: 1, unless the specific unit is smaller than a regiment (IS) or Cluster (Clan), in which case the Difficulty Rating is 2.

Espionage: System Reconnaissance

Goal: Obtain sufficient astrogation information to allow accurate calculation of Pirate Jump Points in a system. Note: requires the use of the optional *Pirate Points* rule (p. 358, *IO*).

Countered By: Planetary Forces Security.

While comprehensively defending a system's Zenith or Nadir Jump Points is not feasible, the distance involved in traveling to planets in most systems from those points imposes considerable disadvantages on any invading force. Use of Pirate Points (see p. 358, *IO*) provides significant tactical advantages. A successful System Reconnaissance operation allows accurate calculations to be performed and enables the use of Pirate Points. If successful, add a +1 modifier to the GM's roll to determine the successful use of pirate jump points in that system for the next 6 game turns.

Difficulty Rating: 2

Espionage: Military Operations

Goal: Determine the operational orders for a specific unit or group of units in the same Interstellar Map hex.

Countered By: Military Operations Security for the named unit; Planetary Forces Security for the hex the named unit is in.

The Faction launching the operation wishes to learn the orders for a specific unit or a group of units stationed within a hex. The degree of success of the operation (see *Resolving Intelligence Operations*, p. 131) determines the accuracy of information obtained.

Difficulty Rating: 3

Espionage: Scout Industry

Goal: Determine the level of industry in the targeted hex.

Countered By: Domestic Security; Planetary Forces Security for the targeted hex.

The Faction launching the operation seeks to determine the level of industrial output of the target hex. As much of this information can be passively gathered through analysis of non-classified information—interstellar shipping news, local resource purchases, employment rates, etc.—this is a relatively simple espionage operation.

Difficulty Rating: 1

Espionage: Mole Hunt

Goal: To scrutinize the operations, personnel and security of one's own intelligence services, in the hope of identifying any hostile Agents in Place (see *Turn Agents*, p. 140).

Countered By: None.

If successful, the attacking Faction identifies and neutralizes a number of Agents in Place controlled by other players. If the "Enemy Aware" result of this operation is "No," then the Faction controlling each neutralized Agent in Place will also be identified.

Difficulty Rating: 6

GM Note: If a Mole Hunt operation is successful, the GM rolls 1D6 to indicate the number of Agents in Place identified. These are randomly selected from all Agents in Place (of any Faction) currently present in the intelligence organization of the Faction undertaking the Mole Hunt. If the result of the roll indicates more Agents in Place are found than are present in the Faction's intelligence service, the GM should report the number rolled. The GM should randomly assign Faction allegiances to these "phantom" Agents in Place.

Planning to increase internal security before preparing for a final invasion of the Lyran Commonwealth, the Draconis Combine player, Colin, attempts to purge his intelligence service of foreign Agents in Place. His operation is successful. John, the GM, rolls 1d6 and gets a 5. As it happens, there are only three Agents in Place in the Combine at this time—two Lyran, and one under the control of the Free Words League. These are revealed. In addition, John randomly determines the allegiances of the two "phantom" agents revealed—indicating one from the Federated Suns, and another purportedly from the Free Worlds League.

Espionage: Technology

Goal: Obtain the secrets of specific designs, components or technology belonging to another Faction.

Countered By: Technology Security

TN Modified By: Subtract the attacking Faction's Tech Rating from the target's Tech Rating, and apply this as a modifier to the TN.

One of the simplest ways to achieve a particular technological feat is to obtain the information from someone who already knows how to do it. A successful operation provides a technology boost for the attacking Faction (see *Technology and Research*, p. 126).

The attacking player must pick which Technology Type is being targeted (BattleTech, ComTech, TransporTech, or IndustryTech).

A successful operation grants the attacking player a number of DPs in that Technology Type equal to the difference between the defender's rating and attacker's rating + 2 x 2D6.

Difficulty Rating: IndustryTech and TransporTech 4; BattleTech 5; ComTech 6.

Terrence, in command of the Taurian Hegemony, wishes to conduct espionage of the Federated Suns' ComTech. His starting ComTech rating (2) is subtracted from his target's ComTech rating (3) netting a +1 (3 – 2 = 1) modifier to his Intelligence Operations TN. Terrence succeeds in an Espionage: Technology operation, and compares the difference between his starting ComTech rating (2) and that of his target (3), and adds 2 for a final result of 3. He then rolls 2D6, getting a 7, and multiplies this by 3. Terrence obtains a boost of 21 DP to his ComTech research pool.

Propaganda Operations

Propaganda is the art of convincing other Factions to believe something the player wants them to believe. The best propaganda consists of real facts designed to lead the opposition to a particular conclusion. These facts may be about a player's own Faction, or about other Factions.

When performing a propaganda operation (foreign or domestic), a player must select an operation type to represent the disinformation to be sent to the Faction targeted by the operation. Unlike other Foreign Intelligence operations, there is no specific Counterintelligence Operation for propaganda.

"Truth is stranger than fiction" rule: A player undertaking a propaganda operation may choose to make a truthful espionage report to their target. The attacker may present the results of a successful Espionage action against another Faction from the previous game turn, or current information about their forces and dispositions in the current turn. Sometimes the complete truth can be the most convincing falsehood.

Disseminate Foreign Disinformation

Goal: Convince a neighbor that a third party is doing or planning something they may not actually be doing or planning.

The Faction launching the operation (the "attacker") decides

- Which Faction will be targeted by the operation (the "defender");
- What type of false espionage report the defender will receive, if the operation is successful;
- The Faction the false intelligence will appear to originate with ("subject");
- The false intelligence to be passed to the defender if the operation is successful.

The attacker may make up any information desired to be passed to the defender, as long as it is appropriate for the type of espionage action selected.

Difficulty Rating: 5

William, commanding the Capellan Confederation, wants to create tension between House Davion and House Kurita. William orders a Disseminate Foreign Disinformation operation to help achieve this goal.

- *The attacker is the Capellan Confederation*
- *The defender is House Davion*
- *The subject is House Kurita*
- *The misinformation type is "Military Operations."*

William plans to let House Davion "discover" that House Kurita is moving three "Chain Gang" battalions closer to the border with House Davion.

Disseminate Domestic Disinformation

Goal: Convince a neighbor that your Faction is doing or planning something you may not actually be doing or planning.

A successful operation results in the targeted Faction receiving a false intelligence report about the Faction undertaking the operation. The Faction launching the operation (the "attacker") decides:

- Who the target (the "defender") of the operation will be;
- What type of false espionage report the defender will receive, if the operation is successful;
- The false intelligence to be passed to the defender if the operation is successful.

The attacker may make up any information desired to be passed to the defender, as long as it is appropriate for the type of Espionage action selected.

Difficulty Rating: 4

The Marian Hegemony wants to conceal troop movements from the Free Worlds League. Josh, the Hegemony player, orders a domestic disinformation operation.

- *The attacker is the Marian Hegemony*
- *The defender is House Marik*
- *The misinformation type is "Planetary Forces."*

The Hegemony plans to let the League "discover" that a key border world is protected only by a second-rate militia unit at 55 percent strength—rather than an elite cohort with significant conventional support at 100 percent strength.

SPECIAL OPERATIONS

Special Operations are a euphemism for "actions that would be unacceptable if we acknowledged we did them"; small, highly skilled teams crossing the galaxy applying deadly force in the right place.

Special Operations fall into two classes, Sabotage and Black Ops.

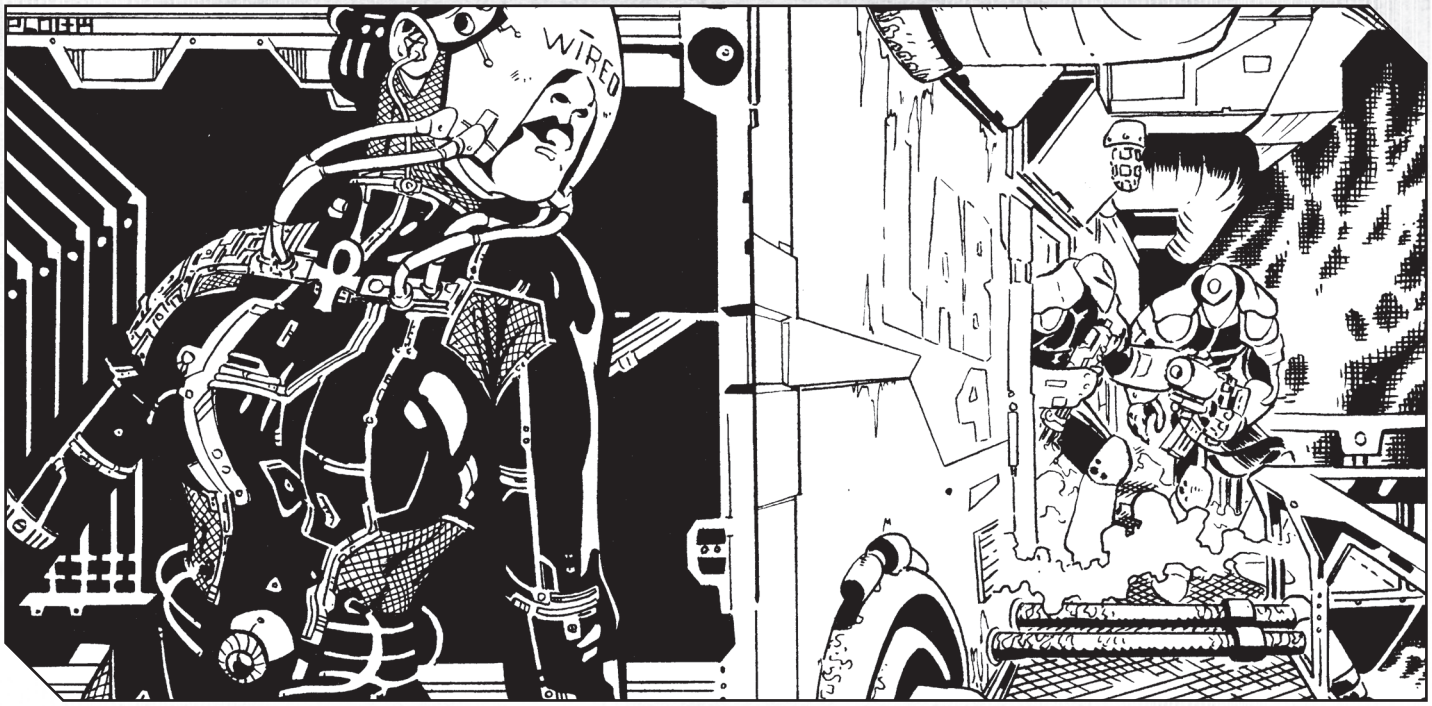
Any mission listed as a Special Operation requires at least one Special Operations unit to be sent; if the operation fails, the Special Operations may be lost. To acquire Special Operations troops, see *Military Development Phase: Creating Special Operations Teams,* p. 131.

Special Operations units are given Movement orders in the Orders to Combat Commands phase (p. 358, *IO*), and move at the time as Combat Commands. It costs 1 RP per Interstellar Hex to move a Special Operations team, to a maximum of 4 hexes per turn. After determining the outcome of a mission involving a Special Operations unit, roll a D6. If the mission succeeded, the unit is destroyed on a result of 1-2. If the mission failed, the unit is destroyed on a result of 1-4.

There are several Special Operation types, each aimed at causing constructive mayhem. All Special Operations have a Difficulty Rating that represents the operation's difficulty and is used to determine the RP cost and Target Number. A Faction chooses the TN for the operation by cross-referencing the desired TN with the operation's Difficulty Rating on the Foreign Intelligence Operations RP Cost Table, and spending the indicated RP.

SPECIAL OPERATIONS RP COST TABLE

	Operation Difficulty Rating					
TN	**1**	**2**	**3**	**4**	**5**	**6**
8	2	3	5	6	8	10
7	9	12	18	21	27	33
6	19	23	31	35	43	51
5	35	40	50	55	65	75
4	59	65	77	83	95	107
3	93	100	114	121	135	149



Sabotage Operations

Sabotage is the dark side of combat actions. Rather than attacking enemy soldiers, this operation attacks the infrastructure supporting those soldiers. Some call it "hitting them where they ain't." Some call it dishonorable. But all Factions know that small actions can have disproportionately large effects if someone gets hurt in the right way.

Sabotage Communications

Goal: To hinder an opponent's combat effectiveness through the destruction or distraction of their communications systems.

Countered By: Planetary Forces Security; Domestic Security

TN Modified By: –2 if a successful Espionage: Planetary Forces operation was conducted in the previous turn.

The Special Operations unit uses any and all means necessary to disrupt a hostile communication system and reduce the enemy's combat effectiveness, including the destruction of transmitters, setting up jamming devices, and flooding the frequencies with false orders and information.

A successful result will result in a +1 TN modifier to any ACS or SBF rolls made by enemy forces (or –1 TN modifier against them, if appropriate) in the target interstellar hex for the next turn. In *Total Warfare*, *BattleForce* or *Alpha Strike* games, apply the effects of a Communications Disruption (*CO* p. 84 and *ASC* p. 46)

Difficulty Rating: 1

Sabotage Industry

Goal: To damage production facilities on an Industrial world.

Countered By: Factory Security

TN Modified By: –2 if a successful Espionage: Scout Industry operation was conducted in the previous turn.

The Special Operations unit uses misinformation, local pawns, hired goons, and even active attacks to disrupt production on an Industrial world. Note that only Minor, Major or Hyper Industrial worlds can be targeted with this operation. If a targeted world loses this status before the operation is carried out, resolve the operation normally, but only apply negative results affecting the attacker.

A successful operation means the targeted Industrial world's output is reduced by one level (Hyper to Major, Major to Minor, Minor to Other) for a number of turns equal to the Margin of Success (MoS) of the operation. Note that the world is not actually reduced in status; only the RP it generates is reduced. At the end of that period, the world's output returns to its appropriate level, unless the world is affected by military Raid or Conquest in the meantime (see pp. 359-361 and pp. 362-363, *IO*, respectively).

Difficulty Rating: 4

Terrence, commanding the Free Worlds League, attempts to sabotage one of the Draconis Combine's Minor Industrial worlds, New Samarkand. He sends a Special Operations team to launch the operation, and pays the RP cost to receive a TN of 7. The gamemaster rolls a 9—the operation succeeds with a MoS of 2. The SAFE team succeeds in reducing New Samarkand's output to that of an Other world (2 RP) for 2 turns.

Sabotage Transport

Goal: To hinder another Faction's ability to move forces between star systems.

Countered By: Transport Security

TN Modified By: –2 if a successful Espionage: Planetary Forces operation was conducted in the previous turn.

The attacking player must specify an Interstellar Hex under the control of another Faction. If successful, the sabotage operation prevents the target Faction's forces moving to or from that hex in the current turn. Any movement by means of a Command Circuit (see p.358, *IO*) cannot pass through the affected hex; stop the unit being moved at its last planned movement prior to entering the affected hex.

Difficulty Rating: 2

Sabotage: Research (Active Operation)

Goal: To destructively interfere with another Faction's research programs and/or facilities.

Countered By: Technology Security

TN Modified By: –2 if a successful Espionage: Technology (see p. 137) operation was conducted on the target Technology Type in the previous turn.

The attacking player must pick which Technology Type (BattleTech, ComTech, TransporTech, or IndustryTech) is being sabotaged.

A successful operation reduces the number of Development Points invested in the target Technology Type by 25 percent (see *Technology and Research*, p. 126).

Difficulty Rating: BattleTech 3; IndustryTech and TransporTech 4; ComTech 5.

Turn Agent

Goal: To subvert a member of the opposition's intelligence forces to work against that Faction.

Countered By: Domestic Security

The attacking player uses some combination of inducements, threats, honey traps, blackmail, seduction and blackmail to entice one of the defender's intelligence agents to switch loyalties.

A successful operation results one of the defender's agents working for the attacker as an Agent in Place. The attacker may choose to exploit their Agent in Place in subsequent turns in either of two ways:

- **"Short game":** The Agent in Place provides a one-time –3 modifier to the TN of any one intelligence operation of the attacker's choice made in the next turn. If used in this manner, the Agent in Place is expended, regardless of the success or failure of the operation.
- **"Long game":** The Agent in Place provides a –1 modifier to the TN of any one intelligence operation of the attacker's choice, once per turn. If used in this manner, the Agent in Place is eliminated if the operation yields an "Defender Aware" result of Yes (see *Resolving Intelligence Operations*, p. 131), as their cover has been blown.

The number of Agents in Place must be tracked, and they are not required to be used during a given turn. Multiple Long- and Short-Game Agents in Place may be used on the same operation, as their total modifiers are cumulative. Long Game agents may not be converted into Short Game agents—the canny secret agent will reject orders which would lead to their certain exposure.

Optional Rule for Turn Agent Operations: The GM, if one is being used, should roll 2D6 each time a Turn Agent operation succeeds. On a roll of 10+, the Agent in Place notifies the defending Faction about the foreign contact, and agrees to triple-cross the attacking Faction. The GM will report the operation to the attacker as successful. However, all negative modifiers which would normally be applied from the use of that Agent in Place are instead applied as positive modifiers.

If this Agent in Place would be expended, the defending Faction can choose to allow the triple agent to survive and carry on in future game turns. Alternatively, the defender can choose to have the agent expended.

Difficulty Rating: 3

Joel, the Federated Suns player, is setting the stage for a sabotage attempt on forces belonging to William, the Capellan player. Joel pays 31 RP for a Turn Agent operation with a TN of 6. The operation is successful. However the GM secretly rolls 2D6, getting an 11. He later informs William that Joel has attempted to plant an Agent in Place, but the agent has agreed to be a triple agent.

Several turns later, Joel performs his sabotage operation. He intends to use his Agent in Place in the short game mode, for a –3 modifier to the TN. Instead, the triple-crosser provides a +3 modifier to the operation's TN. The operation fails.

William chooses to leave the triple-cross agent in place. Joel would be foolish not to notice the agent's unprecedented survival, but William is hopeful that in the heat of the moment, Joel might just decide to risk using the agent once again.

Black Ops

There are some missions that intelligence operatives never talk about, the ones that cross the line from legal, legitimate targets, into those that are morally unacceptable. And yet, all Factions find themselves sending operatives across that line again and again. Because while black ops are ugly, sometimes they're more effective—and less expensive—than dropping a regiment on someone.

Terrorism

Goal: To promote fear and panic among a rival Faction's citizenry.

Countered By: Domestic Security

TN Modified By: –2 if a successful Espionage: Planetary Forces operation was conducted in the previous turn.

If the terrorism operation is successful, the production of a planet and its elements are reduced by 25 percent for four game turns.

A successful operation means the targeted world's industrial output is reduced by 50 percent for a number of turns equal to the MoS of the operation. Note that the world is not actually reduced in status; only the RP it generates is reduced. If multiple successful Terrorism actions take place concurrently, add together the number of turns for which output will be reduced, and apply the total. At the end of those turns, the world's industrial output returns to its appropriate level, unless the world is affected by military Raid or Conquest in the meantime (see pp. 359-362, *IO*)

Difficulty Rating: 3

Incite Revolt

Goal: To halt the production of a planet and any elements therein.

Countered By: Domestic Security

Additional TN Modifiers: +1 per defending combat command in the interstellar hex. –1 per successful Terrorism operation conducted by any Faction in the target hex during the previous 5 turns. +4 if the world is a Regional Capital. Note: Incite Revolt may not be carried out on a National Capital.

If the attacking team is successful, an uprising will occur on the planet. The planet will cease producing RP, and any bonuses provided by hex elements will be inapplicable. If the combat commands defending the world are pushed out of the system within the next turn, the planet will become independent. If there are no defenders in the hex, the defending Faction has 3 turns to retake the planet before the hex becomes independent. Independent planets may be captured by forces belonging to opposing players, as per Military Conquest (pp. 362-363, *IO*).

Difficulty Rating: 6

Infiltrate Fortification

Goal: To insert a Special Operations team into an enemy fortification (see p. 353, *IO*), so that the security of the fortification can be compromised at a later time.

Countered By: Domestic Security

Additional TN Modifiers: +1 per defending combat command in the target hex. +2 per successful Terrorism operation conducted by any Faction in the target hex during the previous 5 turns; –2 if a successful Espionage: Planetary Forces operation was completed in the previous turn.

If the operation is successful, the Special Operations Team becomes a "sleeper cell" within the fortification. The sleeper cell may not move or be used as a Special Operations Team while it is a "sleeper cell." In any following turn, the player may request a second Special Operations roll (modified as above, with an additional –2). If successful, the cell "wakes" and allows any units attacking the fortification to enter it that turn, removing all fortification bonuses from the defending player.

Difficulty Rating: 4

Sabotage Fortification

Goal: To insert weapons of mass destruction (atomic, biological or chemical) into an enemy fortification.

Countered By: Domestic Security; Planetary Forces Security

Additional Modifiers: +1 per defending Combat Command in the target hex. +3 per successful Terrorism operation conducted by any Faction in the target hex during the previous 5 turns. –2 if a successful Espionage: Planetary Forces operation was completed in the previous turn.

If the operation is successful:

- Any standard fortification targeted by the operation is destroyed.
- Capital and Brian fortifications (see p. 353, *IO*) are reduced by one level. If reduced below level 1, the Capital or Brian fortification is destroyed.

Difficulty Rating: 6

Joel, the Federated Suns player, wishes to assault the Combine holding of Dieron. However, Dieron is home to a Level 5 Castle Brian fortification, rendering forces inside it immune to orbital bombardment—a key component of the Suns' attack plan.

A successful Sabotage Fortification operation will reduce the Castle Brian to Level 4, and enable the Suns' WarShips to conduct preliminary bombardment before ground forces began the planetary assault.

COUNTERINTELLIGENCE OPERATIONS

Counterintelligence Operations protect some aspect of a Faction's infrastructure, leadership or military from foreign intelligence efforts, sabotage or assassinations. There are several types of Counterintelligence Operations and each must be purchased separately for each asset that is to be protected. The effects of an operation last for one turn unless otherwise noted.

Counterintelligence Operations will modify the TN of an attacker's Foreign Intelligence or Special Operations roll for an operation targeting the protected person, place or structure. A Faction chooses the modifier their Counterintelligence Operation will impose by cross-referencing the desired modifier on the Counterintelligence Operations RP Cost Table and spending the indicated RP.

COUNTERINTELLIGENCE OPERATIONS RP COST TABLE

Modifier	RP Cost
+1	1
+2	4
+3	9
+4	16
+5	25
+6	36

Factory Security

Counters: Sabotage: Industry

Manufacturing sites are often "soft" targets for enemy agents. Factory Security protects the industrial output of any one industrial world (Minor, Major, or Hyper).

Transport Security

Counters: Sabotage: Transport

JumpShips are the heart and blood of all Factions. Without them, the Faction's industry, military and politics would grind to a halt. This operation protects the Faction's interstellar transports.

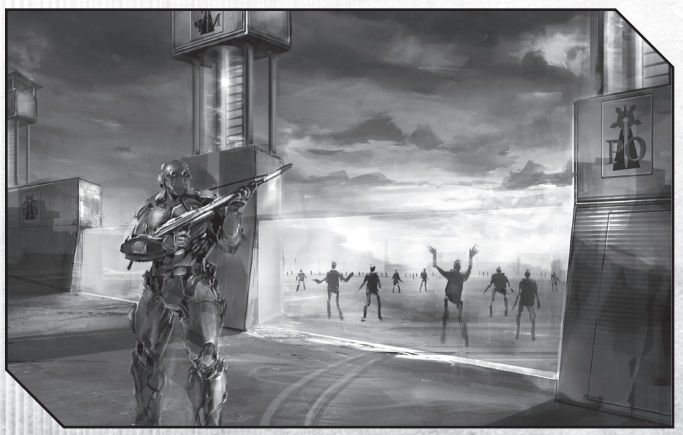
One Transport Security operation protects ten contiguous hexes on the Interstellar Map (see p. 344, *IO*).

Military Operations Security

Counters: Espionage: Military Operations, Espionage: Troop Locations

Securing military operations prevents an opposing Faction from discovering what a player's military will be doing. A successful operation prevents an opposing nation from knowing where offensive actions will take place.

This operation protects all of a Faction's offensive orders.



Planetary Forces Security

Counters: Espionage: Planetary Forces, Sabotage: Infiltrate Fortification, Sabotage Fortification, System Reconnaissance

This operation can be used to protect the identity, location and number of forces in a given region of space. Each Planetary Forces Security operation protects ten contiguous hexes on the Interstellar Map .

Domestic Security

Counters: Espionage: Planetary Forces, Incite Revolt, Terrorism, Infiltrate Fortification, Sabotage Fortification.

This operation can be used to maintain law, order, social control and correct thought in a given region of space. Each Domestic Security operation protects ten contiguous hexes on the Interstellar Map.

Fearing an outbreak of terrorism on the Capellan regional capital Tikonov, William decides to spend 4 RP on Domesticc Security safeguarding it. Doing so gives William a +2 TN modifier against any of the listed activities on Tikonov, and any other 9 worlds in its area. He also suspects Federated Suns agents will attempt to sabotage the production lines on Victoria, and assigns 1 RP for Factory Security to guard them, giving him a +1 TN modifier against any sabotage attempts on that Major Industrial world.

Technology Security

Counters: Espionage: Technology, Sabotage: Research.

This operation protects all of a Faction's research into a particular Technology Type (BattleTech, IndustryTech, ComTech and TransporTech) from espionage or sabotage. Each Technology Type must be protected by a separate Technology Security operation.



INTERSTELLAR COMMUNICATIONS (INNER SPHERE AT WAR)

COMMUNICATIONS TECHNOLOGY

Interstellar communication is vital to the efficient functioning of even the smallest interstellar state. Knowing what has to be where and when is paramount for commerce, manufacturing, resupply, and morale—let alone for the intricate tasks associated with military actions, whether in defense or offense. In addition, key intelligence on other interstellar powers must be routed via swift and reliable communications.

The absence of interstellar communication makes everything harder, though it is still possible to make do with "pony express" JumpShip command chains, "false front" companies in other states and so on.

These rules assume that any orders given by a Successor or Periphery state are sent via an established HPG network (operated by ComStar, or possibly the Word of Blake in some eras). However, this assumption puts the Factions at the mercy of their interstellar service provider (ISP), whose personnel get to see the orders sent by the Factions; in extreme cases, the ISP can obstruct the sending of messages. An ISP's HPG network cannot be captured.

ComTech effects on ISW game play

ComStar's ubiquitous presence in the Inner Sphere is treated as the status quo by all Successor. ComStar delivers a ComTech rating 7 service to their customers. For descriptive purposes, the Effects of ComTech Table (p. 144) indicates the impacts on Factions (Great House and Periphery state alike), based on the ComTech rating available to them. In the absence of an agreement with an ISP, the Faction defaults to its starting ComTech rating (see Starting ComTech Rating Table, p. 144).

Orders (*IO*, p. 354) sent by a Faction with ComTech ratings of 0-2 arrive two turns after they are sent; with a ComTech rating of 3-5 orders arrive the next turn; and with a ComTech rating of 6 orders orders arrive on the same turn sent. However, coordination is hampered. To reflect this drawback, any combat involving forces from more than one world (see *Uncoordinated Attacks*, p. 362, *IO*), should reduce the combatant forces' Uncoordinated Values by 1 (to a minimum of 1).

Factions with a ComTech rating of 7 (the default rating of ComStar as ISP) or higher, send orders as normal.

If a Faction is reduced to 7 or fewer Interstellar Hexes in diameter, treat is as if its ComTech was 2 ratings greater. For example, a Faction with 7 or less Interstellar Hexes with a ComTech rating of 1 uses the effects of a ComTech rating of 3).

If a Faction is reduced to 3 or fewer Interstellar Hexes in diameter, treat is as if its ComTech was 3 ratings greater. For example, a Faction with 3 or less Interstellar Hexes with a ComTech rating of 1 uses the effects of a ComTech rating of 4).

INTERDICTION

An ISP may choose to interdict an individual world (one Interstellar Hex), a region or regions within a Faction (any number of Interstellar Hexes within a Faction) or even an entire Faction for infractions of the ISP's neutrality or other offenses against them, their protectorates or other clients. An interdiction withdraws that Faction's right to use the ISP's HPG network until reparations are made to the ISP. If an interdiction Is triggered, it takes effect in the Order Writing Phase after triggering roll is made.

Interdictions have the following effects:

- Orders to units in interdicted areas must be sent by "Pony Express" or FAX (see *Other Communication Methods*, p. 145).
- Other impacts as outlined in the Effects of ComTech Table (see below).

EFFECTS OF COMTECH TABLE

ComTech rating	RP multiplier	Transport multiplier	Espionage TN modifiers
0	-.35	1.35	+7
1	-.3	1.3	+6
2	-.25	1.25	+5
3*	-.2	1.2	+4
4	-.15	1.15	+3
5	-.1	1.1	+2
6†	-.05	1.05	+1
7‡	+0	1	0
8	+.05	.95	-1
9§	+.1	.9	-2
10¶	+.15	.85	-3

*Equivalent to first generation Black Box/FAX machine network (see Fax Communications, p. 146)

†Equivalent to second generation Black Box/FAX machine network (see Fax Communications, p. 146)

‡Default rating of service for a Faction with an ISP

§Capable of building own HPG network

¶Capable of maintaining real-time HPG networks

Triggering Interdiction

ComStar historically used its mastery of interstellar communications as a "last argument of kings"—a heavy club used to balance the Great Houses against each other, and to break any House which showed signs of seeking independence from ComStar's "enlightened" assistance.

An ISP (such as ComStar or the Word of Blake) may interdict a Faction when it becomes too successful, when the neutrality of the ISP is compromised, or as the GM sees fit.

During the End Phase, the GM must make a roll to determine whether a Faction is interdicted by its ISP if any of the following events occurred during that turn:

- The Faction captured a Regional or National capital.
- The Faction captured a Major or Hyper industrial world.
- The Faction captured a total of 10 worlds* during that turn.
- The Faction captured 15 or more worlds* during the past 3 turns.
- The Faction occupied any one world controlled by its ISP.
- Any actions in associated smaller-scale games (*ACS, SBF, BF, TW, AS, AToW*) that the GM believes would call for an interdiction.

*From a single Faction. Only count worlds the capturing Faction did not control at the beginning of the game.

The GM rolls 2D6 for each of the listed events the Faction achieved during that turn. On a roll of 8 or more, the Faction is interdicted during the next Order Writing Phase.

Duration of Interdictions

A Faction remains under interdiction until it mollifies the ISP it has offended. A Faction can attempt to lift the interdiction by performing one or more of the following:

- Offering the ISP a gift of 100 RP. The Faction may make more than one such offering per turn; each gift earns separate rolls to lift the interdiction.

STARTING COMTECH TABLE

Inner Sphere	2786	2830	3025
Capellan Confederation	5	3	1
Draconis Combine	5	3	1
Federated Suns	5	3	3
Free Worlds League	5	3	1
Lyran Commonwealth	5	3	3
All Periphery States	2	2	2

- If the interdiction was the result of the capture of a capital or industrial world, returning the world to its original Faction (note: the Faction is not required to return the world "undamaged"). All of the Faction's forces must leave the captured world before the attempt to lift the interdict is made.
- Returning 10 captured worlds to their original owners. All 10 worlds returned must be able to trace supply to existing worlds controlled by that player. All of the invading Faction's forces must leave the captured worlds before the attempt to lift the interdict is made.

During the End Phase, the GM rolls a 2D6 for each separate act of appeasement that was performed. On a result of 8 or more, the ISP accepts reparations and lifts the interdiction. An interdiction will not be lifted as long as a Faction occupies any worlds belonging to their ISP.

Alex, playing the Taurian Concordat in 3025, has a starting ComTech rating of 2 as shown on the Starting ComTech Rating Table. However, Alex starts the game with a default agreement with ComStar to provide interstellar communications. This means Alex has access to ComTech rating 7 communications. As a result, there is no impact on his economic output, transport costs, or intelligence operations.

Following Alex's conquest of New Avalon, the GM rolls to determine whether he will suffer an interdiction for his unlikely success. The GM rolls a 10; ComStar declares and Interdiction on the Taurian Concord. Alex is now operating under his native ComTech rating of 2, and has no alternative ISP to make an agreement with. As of the next game turn:

- *Loss of trading data means the Concordat's RP production multiplier is reduced by .25*
- *All transport operations are less efficiently organized, and cost 1.25 times more RP to perform*
- *All Foreign Intelligence and Special Operations are nearly crippled by the loss of interstellar communication, and receive +5 modifiers to their TNs.*

These modifiers apply while ComStar's interdiction of the Concordat remains in place.

Desperate to lift the interdiction before his warlike forces suffer too many ill effects, he offers ComStar 100 RP as a gift. During the End Phase, the GM rolls 2D6 and gets a 6—ComStar is not easily placated by cheap Taurian educational toys!

During the next turn, Alex grits his teeth and issues orders to withdraw his forces from New Avalon. He also offers another 100 RP as a gift. During the End Phase, the GM rolls 2D6 twice, once for each act of contrition. The first result is 7, the second is a 9. ComStar begrudgingly accepts Alex's protestations of good faith, and lifts the interdict. Note that, had the first roll succeeded, Alex would still have spent the 100 RP offering.

OTHER COMMUNICATION METHODS

ComStar's HPG network is not the only means of sending orders, but it is the most efficient. Alternative methods are expensive and inconvenient.

"Pony Express"

In a so-called "Pony Express" arrangement, DropShips and JumpShips "physically" carry orders to a Force. This costs 2 RP per Interstellar Hex that the message has to cross. The end point is the Interstellar Hex containing the Force being sent the order. The starting point of the message is either one of two possibilities:

- If the player's Faction is interdicted, the starting point is the Interstellar Hex containing a national or Regional Capital.
- If the player is sending orders to a Force within a Faction (or smaller area) that is currently interdicted, the starting point is the nearest non-interdicted Interstellar Hex to the target Force

Such messages move 4 interstellar hexes per turn, arriving in the next turn at minimum.

As a result of a miscommunication involving an assault DropShip, an HPG relay and a gunner with an itchy trigger finger, a Draconis Combine unit assaulting the Lyran Commonwealth finds itself interdicted. To receive orders, a Pony Express must be used for the last leg of the communication, costing 2 RP (from the adjacent non-interdicted hex to the interdicted hex). As the Pony Express route is less than 4 interstellar hexes, the orders written this turn arrive and are acted on next turn.

Evidence later comes to light that the "HPG accident" was in fact ordered by the DCMS high command, and ComStar extends their interdict to cover the entire Draconis Combine. Issuing orders becomes a much more involved process; units 12 interstellar hexes from the capital will have to wait 3 turns for orders to arrive—one additional turn per 4 interstellar hexes distant (or portion thereof), making the waging of interstellar war an exercise in planning and prediction until the interdiction is lifted.

Standing Orders

Another option is to give a Force orders in advance. Any number of orders may be given in advance, but the Force will carry them out even if the situation has changed unless told otherwise. As with all orders, Standing Orders may be conditional.



Mary, controlling the Magistracy of Canopus, issues Standing Orders at the start of the game to all her of troops to Defend unless outnumbered by three-to-one, in which case units must withdraw to the nearest friendly world. When the Magistry of Canopus is interdicted, all MAF units will continue to Defend unless grossly outnumbered. However, as the withdrawal orders are for the "nearest friendly world" Mary will not be able to control where such units move.

FAX Communications (Black Boxes)

While the HPG became the default method of interstellar communication in the twenty-seventh century, it wasn't the only system developed. Though superseded by the HPG, the portable system that came to be known as the "FAX" or "Black Box" was used as an alternative for a short period in the early Star League before coming to prominence four centuries later during the Fourth Succession War and other conflicts of the thirty-first century.

Orders sent by first generation FAX can reach their intended target the following turn, while second generation Fax can reach their target during the same turn they are sent. However, the slight delay in receiving such orders (compared to an HPG) hampers coordination. To reflect this drawback, any combat involving forces from more than one world (see *Uncoordinated Attacks*, p. 362, *IO*) in which at least one force received orders via FAX, should reduce the combatant forces' Uncoordinated Values by 1 (to a minimum of 1).

Additionally, the non-directional nature of the FAX makes it less secure than the HPG. Any time a Faction employs FAX technology during the Order Writing Phase, the GM rolls 1D6. The result is the number of modifier points that each other Faction may use to modify any Target Number for rolls that directly oppose the FAX-using Faction. The modifier may be positive or negative, for any roll within *ISW* or *ACS*. Any number of modifier points can be used on a single roll, but once a point is spent, it is no longer available.

Both the Federated Suns and Draconis Combine are capable of using first-generation Black Boxes (ComTech 3). The Federated Suns is currently under interdiction, and is using its Black Boxes. The Combine remains part of ComStar's HPG network. During the Order Writing Phase, the GM rolls 1D6. A result of 4 gives the Draconis Combine player a pool of 4 points they can use to improve their own TNs for rolls against the Federated Suns, or to make the Suns player's TNs worse. The Combine player cannot apply these modifiers to combat or other situations not involving Federated Suns forces; for instance, they cannot be applied to intelligence operations against the Capellan Confederation, nor can they be applied to military actions against the Lyran Commonwealth.

ISW COMBAT COMMAND CONVERSION TABLE: CAPELLAN CONFEDERATION (2830)

ACS COMBAT UNIT CONVERSION TABLE

Battalion	Size	Move	Transport MP	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special	Composition
Light Mech	1	7	NA	5	27	9	9	0	—	84	RCN	3LM
Medium Mech	2	6	NA	4	34	10	10	5	—	105		1HM2MM
Heavy Mech	3	5	NA	3	41	12	12	8	—	124		1AM1HM1MM
Assault Mech	3	5	NA	3	45	13	13	10	—	133		1AM2HM
Light Vehicle	1	8	NA	3	21	6	6	0	—	60	IT45,RCN	3LV
Medium Vehicle	2	7	NA	3	24	9	6	3	—	69	IT57	3MV
Heavy Vehicle	3	6	NA	2	30	12	12	6	—	90	IT33	3HV
Assault Vehicle	3	5	NA	2	32	14	14	9	—	98	IT24	1AV2HV
Artillery	2	3	NA	1	30	3	0	0	—	99	ART-S12	3 Art (SP)
Light Aerospace	1	6	NA	3	19	4	4	1	0	45	BOMB3, FUEL18	1MA2LA
Medium Aerospace	2	6	NA	2	21	6	6	3	0	55	BOMB4, FUEL18	1HA1MA1LA
Heavy Aerospace	3	6	NA	2	23	8	8	5	0	65	BOMB5, FUEL20	2HA1MA
DropShips	2	4	NA	1	36	12	12	9	0	81	AT24,IT36,MT120,VT132	3 DS
Infantry Regiment	1	1	6	1	18	6	3	0	—	48	CAR54,IT54	3MI

ACS COMBAT TEAM/SBF FORMATION CONVERSION TABLE

Company	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV (PV SBF)	Special	Composition
Light Mech	1	7	NA	2	3	9	3	3	0	—	28 (84)	RCN	3L
Medium Mech	2	6	NA	2	2	10	3	3	1	—	32 (96)		1L2M
Heavy Mech	3	5	NA	1	2	14	4	4	3	—	41 (122)		1M2H
Assault Mech	4	4	NA	1	1	17	5	5	4	—	51 (153)		3A
Light Vehicle	1	8	NA	NA	3	7	2	2	0	—	20 (60)	IT15,RCN	3L
Medium Vehicle	2	7	NA	NA	3	8	3	2	1	—	23 (70)	IT19	1L2M
Heavy Vehicle	3	6	NA	NA	2	10	4	3	2	—	30 (89)	IT11	1M2H
Assault Vehicle	4	4	NA	NA	1	12	5	5	3	—	38 (114)	FLK1,IT2	1H2A
Artillery	2	3	NA	NA	1	10	1	0	0	--	33 (99)	ART-S4	3 Art (SP)
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13 (39)	BOMB1, FUEL18	3 LA
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19 (57)	BOMB1, FUEL22	3 MA
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	23 (69)	BOMB2, FUEL20	3 HA
DropShips	2	4	NA	NA	1	12	4	4	3	0	27 (80)	AT8,IT12,MT40,VT44	4 DS
Infantry Battalion	1	1f	6w	0	2	6	2	1	0	—	16 (47)	CAR18, IT18	2 Inf, 3 Transport

SBF UNIT CONVERSION TABLE

Lance	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special
Light Mech	1	7	NA	2	3	9	3	3	0	—	28	RCN
Medium Mech	2	6	NA	2	2	11	3	3	1	—	34	
Heavy Mech	3	4	NA	1	1	15	4	4	3	—	44	IF1
Assault Mech	4	4	NA	1	1	17	5	5	3	—	51	IF1
Light Vehicle	1	8h	NA	NA	3	7	2	2	0	—	20	IT5,RCN
Medium Vehicle	2	7w	NA	NA	3	9	3	2	1	—	25	IF1,IT7
Heavy Vehicle	3	5t	NA	NA	2	11	4	4	2	—	32	IF1,IT2
Assault Vehicle	4	4t	NA	NA	1	13	5	5	3	—	41	FLK1/0,IF2
Artillery	2	3t	NA	NA	1	10	1	0	0	--	33	ART-S4
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13	BOMB1, FUEL18
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19	BOMB1, FUEL22
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	23	BOMB2, FUEL20
DropShip	2	4	NA	NA	1	9	2|1|1	2|1|1	1|1|0	0	20	AT2, IT3, MT10, VT11
Infantry Company	1	1f	NA	0	1	3	2	1	0	—	7	CAR9
Infantry Transport Lance	1	6w	NA	0	2	4	1	0	0	—	11	IT6

ISW COMBAT COMMAND CONVERSION TABLE: DRACONIS COMBINE (2830)

ACS COMBAT UNIT CONVERSION TABLE

Battalion	Size	Move	Transport MP	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special	Composition
Light Mech	1	7	NA	5	24	9	9	0	—	75	RCN	3LM
Medium Mech	2	5	NA	3	36	9	9	6	—	105		3MM
Heavy Mech	3	4	NA	1	42	12	12	9	—	120		3HM
Assault Mech	4	4	NA	1	48	12	14	9	—	134		2AM1HM
Light Vehicle	1	8	NA	3	21	6	6	0	—	60	IT45, RCN	3LV
Medium Vehicle	2	7	NA	3	24	9	6	3	—	69	IT57	3MV
Heavy Vehicle	3	6	NA	2	30	12	12	6	—	90	IT33	3HV
Assault Vehicle	3	5	NA	2	32	13	13	7	—	98	IT24	1AV2HV
Artillery	2	3	NA	1	30	3	0	0	—	99	ART-S12	3 Art
Light Aerospace	1	6	NA	3	19	5	4	1	0	44	BOMB3, FUEL18	1MA2LA
Medium Aerospace	2	6	NA	3	21	7	6	3	0	53	BOMB4, FUEL18	1HA1MA1LA
Heavy Aerospace	3	6	NA	2	25	9	8	5	0	62	BOMB5, FUEL24	2HA1MA
DropShips	2	5	NA	2	39	12	12	9	0	96	AT24,IT48,MT48,VT84	3 DS
Infantry Regiment	1	1f	6w	3	18	6	3	0	—	48	CAR54, IT54	3 Inf

ACS COMBAT TEAM/SBF FORMATION CONVERSION TABLE

Company	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV (PV SBF)	Special	Composition
Light Mech	1	7	NA	2	3	8	3	3	0	—	25 (75)	RCN	3L
Medium Mech	2	5	NA	1	2	12	3	3	2	—	34 (103)		1H1M1L
Heavy Mech	3	4	NA	0	1	14	4	4	3	—	40 (120)		1M2H
Assault Mech	4	4	NA	0	1	17	4	5	3	—	47 (140)		2A1H
Light Vehicle	1	8	NA	NA	3	7	2	2	0	—	20 (60)	IT15,RCN	3L
Medium Vehicle	2	7	NA	NA	3	8	3	2	1	—	23 (70)	IT19	1L2M
Heavy Vehicle	3	6	NA	NA	2	10	4	3	2	—	30 (89)	IT11	1M2H
Assault Vehicle	4	4	NA	NA	1	12	5	5	3	—	38 (114)	FLK1,IT2	1H2A
Artillery	2	3	NA	NA	1	10	1	0	0	--	33 (99)	ART-S4	3 Art
Light Aerospace	1	10	NA	NA	4	6	1	1	0	0	13 (39)	BOMB1, FUEL18	3 LA
Medium Aerospace	2	6	NA	NA	2	7	3	2	1	0	18 (54)	BOMB1, FUEL24	3 MA
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	22 (66)	BOMB2, FUEL27	3 HA
DropShips	2	5	NA	NA	2	13	4	4	3	0	32 (96)	AT8,IT16,MT16,VT28	4 DS
Infantry Battalion	1	1f	6w	0	2	6	2	1	0	—	16 (47)	CAR18, IT18	2 Inf, 3 Transport

SBF UNIT CONVERSION TABLE

Lance	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special
Light Mech	1	7	NA	2	3	9	3	3	0	—	25	RCN
Medium Mech	2	5	NA	1	2	12	3	3	2	—	36	
Heavy Mech	3	4	NA	0	1	15	4	4	3	—	42	IF1
Assault Mech	4	4	NA	0	1	18	4	5	3	—	49	IF1
Light Vehicle	1	8h	NA	NA	3	7	2	2	0	—	20	IT5,RCN
Medium Vehicle	2	7w	NA	NA	3	9	3	2	1	—	25	IF1,IT7
Heavy Vehicle	3	5t	NA	NA	2	11	4	4	2	—	32	IF1,IT2
Assault Vehicle	4	4t	NA	NA	1	13	5	5	3	—	41	FLK1/0,IF2
Artillery	2	3t	NA	NA	1	10	1	0	0	--	33	ART-S4
Light Aerospace	1	10	NA	NA	4	6	1	1	0	0	13	BOMB1, FUEL18
Medium Aerospace	2	6	NA	NA	2	7	3	2	1	0	18	BOMB1, FUEL24
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	22	BOMB2, FUEL27
DropShip	2	5	NA	NA	2	10	1|1|2	2|1|2	1|1|0	0	24	AT2, IT4, MT4, VT7
Infantry Company	1	1f	NA	0	1	3	2	1	0	—	7	CAR9
Infantry Transport Lance	1	6w	NA	0	2	4	1	0	0	—	11	IT6

ISW COMBAT COMMAND CONVERSION TABLE: FEDERATED SUNS (2830)

ACS COMBAT UNIT CONVERSION TABLE

Battalion	Size	Move	Transport MP	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special	Composition
Light Mech	1	7	NA	5	30	9	9	1	—	89	RCN	1MM2LM
Medium Mech	2	6	NA	4	36	9	9	3	—	105		3MM
Heavy Mech	3	5	NA	3	43	12	12	7	—	127		1AM1HM1MM
Assault Mech	3	5	NA	3	45	13	13	9	—	134		1AM2HM
Light Vehicle	1	8	NA	3	21	6	6	0	—	60	IT45,RCN	3LV
Medium Vehicle	2	7	NA	3	24	9	6	3	—	69	IT57	3MV
Heavy Vehicle	3	6	NA	2	30	12	9	6	—	90	IT33	3HV
Assault Vehicle	3	5	NA	2	32	13	13	7	—	98	IT24	1AV2HV
Artillery	2	3	NA	1	30	3	0	0	—	99	ART-S12	3 Art (SP)
Light Aerospace	1	9	NA	3	18	3	3	0	0	39	BOMB3, FUEL18	3LA
Medium Aerospace	2	6	NA	2	21	6	6	3	0	57	BOMB3, FUEL22	3MA
Heavy Aerospace	3	6	NA	2	27	9	9	6	0	69	BOMB6, FUEL21	3HA
DropShips	2	4	NA	1	36	12	12	9	0	75	AT24,IT60,MT144,VT108	3 DS
Infantry Regiment	1	1f	6w	3	18	6	3	0	—	48	CAR54, IT54	3 Inf

ACS COMBAT TEAM/SBF FORMATION CONVERSION TABLE

Company	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV (PV SBF)	Special	Composition
Light Mech	1	7	NA	2	3	9	3	3	0	—	27 (81)	RCN	3L
Medium Mech	2	6	NA	2	2	12	3	3	1	—	35 (105)		1H1M1L
Heavy Mech	3	5	NA	1	2	14	4	4	3	—	42 (123)		1M2H
Assault Mech	4	4	NA	1	1	17	5	5	3	—	50 (151)		2A1H
Light Vehicle	1	8	NA	NA	3	7	2	2	0	—	20 (60)	IT15,RCN	3L
Medium Vehicle	2	7	NA	NA	3	8	3	2	1	—	23 (70)	IT19	1L2M
Heavy Vehicle	3	6	NA	NA	2	10	4	3	2	—	30 (89)	IT11	1M2H
Assault Vehicle	4	4	NA	NA	1	12	5	5	3	—	38 (114)	FLK1,IT2	1H2A
Artillery	2	3	NA	NA	1	10	1	0	0	--	33 (99)	ART-S4	3 Art (SP)
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13 (39)	BOMB1, FUEL18	3 LA
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19 (57)	BOMB1, FUEL22	3 MA
Heavy Aerospace	3	6	NA	NA	2	9	3	3	2	0	23 (69)	BOMB2, FUEL21	3 HA
DropShips	2	4	NA	NA	1	12	4	4	3	0	25(76)	AT8,IT20,MT48,VT36	4 DS
Infantry Battalion	1	1f	6w	0	2	6	2	1	0	—	16 (47)	CAR18, IT18	2 Inf, 3 Transport

SBF UNIT CONVERSION TABLE

Lance	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special
Light Mech	1	7	NA	2	3	9	3	3	0	—	27	RCN
Medium Mech	2	6	NA	2	2	11	3	3	1	—	33	
Heavy Mech	3	4	NA	1	1	15	4	4	3	—	45	IF1
Assault Mech	4	4	NA	1	1	18	5	5	3	—	53	IF1
Light Vehicle	1	8h	NA	NA	3	7	2	2	0	—	20	IT5,RCN
Medium Vehicle	2	7w	NA	NA	3	9	3	2	1	—	25	IF1,IT7
Heavy Vehicle	3	5t	NA	NA	2	11	4	4	2	—	32	IF1,IT2
Assault Vehicle	4	4t	NA	NA	1	13	5	5	3	—	41	FLK1/0,IF2
Artillery	2	3t	NA	NA	1	10	1	0	0	--	33	ART-S4
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13	BOMB1, FUEL18
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19	BOMB1, FUEL22
Heavy Aerospace	3	6	NA	NA	2	9	3	3	2	0	23	BOMB2, FUEL21
DropShip	2	4	NA	NA	1	9	2|1|1	2|1|1	1|1|0	0	19	AT2, IT5, MT12, VT9
Infantry Company	1	1f	NA	0	1	3	2	1	0	—	7	CAR9
Infantry Transport Lance	1	6w	NA	0	2	4	1	0	0	—	11	IT6

ISW COMBAT COMMAND CONVERSION TABLE: FREE WORLDS LEAGUE (2830)

ACS COMBAT UNIT CONVERSION TABLE

Battalion	Size	Move	Transport MP	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special	Composition
Light Mech	1	7	NA	5	29	9	9	1	—	88	RCN	1MM2LM
Medium Mech	2	6	NA	4	33	9	9	3	—	96		3MM
Heavy Mech	3	5	NA	2	43	11	11	5	—	124		2HM1MM
Assault Mech	3	5	NA	2	44	12	12	5	—	127		1AM1HM1MM
Light Vehicle	1	8	NA	3	21	6	6	0	—	60	IT45,RCN	3LV
Medium Vehicle	2	7	NA	3	24	9	6	3	—	69	IT57	3MV
Heavy Vehicle	3	6	NA	2	30	12	9	6	—	90	IT33	3HV
Assault Vehicle	4	5	NA	2	34	14	13	8	—	106	IT15	2AV1HV
Artillery	2	3	NA	1	30	3	0	0	—	99	ART-S12	3 Art (SP)
Light Aerospace	1	6	NA	2	19	5	5	2	0	45	BOMB3, FUEL18	1MA2LA
Medium Aerospace	2	6	NA	2	20	7	7	4	0	51	BOMB3, FUEL18	2MA1LA
Heavy Aerospace	3	6	NA	2	23	9	9	6	0	65	BOMB5, FUEL20	2HA1MA
DropShips	2	4	NA	1	39	12	12	9	0	75	AT60,IT48,MT84,VT108	3 DS
Infantry Regiment	1	1f	6w	3	18	6	3	0	—	48	CAR54, IT54	3 Inf

ACS COMBAT TEAM/SBF FORMATION CONVERSION TABLE

Company	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV (PV SBF)	Special	Composition
Light Mech	1	7	NA	2	3	9	3	3	0	—	27 (81)	RCN	3L
Medium Mech	2	6	NA	2	2	11	3	3	1	—	32 (95)		1L2M
Heavy Mech	3	4	NA	1	1	16	4	4	2	—	46 (137)		1A2H
Assault Mech	3	4	NA	1	1	17	5	5	2	—	49 (147)		3A
Light Vehicle	1	8	NA	NA	3	7	2	2	0	—	20 (60)	IT15,RCN	3L
Medium Vehicle	2	7	NA	NA	3	8	3	2	1	—	23 (70)	IT19	1L2M
Heavy Vehicle	3	6	NA	NA	2	10	4	3	2	—	30 (89)	IT11	1M2H
Assault Vehicle	4	4	NA	NA	1	12	5	5	3	—	38 (114)	FLK1,IT2	1H2A
Artillery	2	3	NA	NA	1	10	1	0	0	--	33 (99)	ART-S4	3 Art (SP)
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13 (39)	BOMB1, FUEL18	3 LA
Medium Aerospace	2	6	NA	NA	2	7	3	3	2	0	19 (57)	BOMB1, FUEL22	3 MA
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	23 (69)	BOMB2, FUEL20	3 HA
DropShips	2	4	NA	NA	1	13	4	4	3	0	25 (76)	AT20,IT16,MT28,VT36	4 DS
Infantry Battalion	1	1f	6w	0	2	6	2	1	0	—	16 (47)	CAR18, IT18	2 Inf, 3 Transport

SBF UNIT CONVERSION TABLE

Lance	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special
Light Mech	1	7	NA	2	3	9	3	3	0	—	27	RCN
Medium Mech	2	6	NA	2	2	12	3	3	1	—	34	
Heavy Mech	3	4	NA	1	1	15	4	4	2	—	44	IF1
Assault Mech	3	4	NA	1	1	17	5	5	2	—	49	IF1
Light Vehicle	1	8h	NA	NA	3	7	2	2	0	—	20	IT5,RCN
Medium Vehicle	2	7w	NA	NA	3	9	3	2	1	—	25	IF1,IT7
Heavy Vehicle	3	5t	NA	NA	2	11	4	4	2	—	32	IF1,IT2
Assault Vehicle	4	4t	NA	NA	1	13	5	5	3	—	41	FLK1/0,IF2
Artillery	2	3t	NA	NA	1	10	1	0	0	--	33	ART-S4
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13	BOMB1, FUEL18
Medium Aerospace	2	6	NA	NA	2	7	3	3	2	0	19	BOMB1, FUEL22
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	23	BOMB2, FUEL20
DropShip	2	4	NA	NA	1	10	2|1|2	2|1|2	1|1|1	0	19	AT5, IT4, MT7, VT9
Infantry Company	1	1f	NA	0	1	3	2	1	0	—	7	CAR9
Infantry Transport Lance	1	6w	NA	0	2	4	1	0	0	—	11	IT6

ISW COMBAT COMMAND CONVERSION TABLE: LYRAN COMMONWEALTH (2830)

ACS COMBAT UNIT CONVERSION TABLE

Battalion	Size	Move	Transport MP	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special	Composition
Light Mech	1	7	NA	5	27	9	9	0	—	84	RCN	3LM
Medium Mech	2	6	NA	4	36	10	10	5	—	111		1HM2MM
Heavy Mech	3	5	NA	3	46	12	13	9	—	137		1AM2HM
Assault Mech	4	4	NA	1	54	12	15	9	—	153		3AM
Light Vehicle	1	8	NA	3	22	7	6	1	—	63	IT49,RCN	1MV2LV
Medium Vehicle	2	7	NA	3	26	10	7	4	—	76	IT49	1HV2MV
Heavy Vehicle	3	5	NA	2	32	13	11	7	—	98	IT24	1AV2HV
Assault Vehicle	4	4	NA	1	36	15	15	9	—	114	IT6	3AV
Artillery	2	3	NA	1	30	3	0	0	—	99	ART-S12	3 Art (SP)
Light Aerospace	1	10	NA	4	18	3	3	0	0	39	BOMB3, FUEL17	3LA
Medium Aerospace	2	6	NA	2	21	6	6	3	0	57	BOMB3, FUEL21	3MA
Heavy Aerospace	3	6	NA	2	24	9	9	6	0	72	BOMB6, FUEL20	3HA
DropShips	2	4	NA	1	39	12	12	9	0	87	AT36,IT60,MT72,VT36	3 DS
Infantry Regiment	1	1f	6w	3	18	6	3	0	—	48	CAR54, IT54	3 Inf

ACS COMBAT TEAM/SBF FORMATION CONVERSION TABLE

Company	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV (PV SBF)	Special	Composition
Light Mech	1	7	NA	2	3	9	3	3	0	—	28 (84)	RCN	3L
Medium Mech	2	6	NA	2	2	11	3	3	1	—	34 (102)		3MM
Heavy Mech	3	5	NA	1	2	14	4	4	3	—	43 (128)		1M2H
Assault Mech	4	4	NA	0	1	18	4	5	3	—	51 (153)		2A1H
Light Vehicle	1	8	NA	NA	3	7	2	2	0	—	20 (60)	IT15,RCN	3L
Medium Vehicle	2	7	NA	NA	3	8	3	2	1	—	23 (70)	IT19	1L2M
Heavy Vehicle	3	6	NA	NA	2	10	4	3	2	—	30 (89)	IT11	1M2H
Assault Vehicle	4	4	NA	NA	1	12	5	5	3	—	38 (114)	FLK1,IT2	1H2A
Artillery	2	3	NA	NA	1	10	1	0	0	--	33 (99)	ART-S4	3 Art (SP)
Light Aerospace	1	10	NA	NA	4	6	1	1	0	0	13 (39)	BOMB1, FUEL17	3 LA
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19 (57)	BOMB1, FUEL21	3 MA
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	24 (72)	BOMB2, FUEL20	3 HA
DropShips	2	4	NA	NA	1	13	4	4	3	0	29 (88)	AT12,IT20,MT24,VT12	4 DS
Infantry Battalion	1	1f	6w	0	2	6	2	1	0	—	16 (47)	CAR18, IT18	2 Inf, 3 Transport

SBF UNIT CONVERSION TABLE

Lance	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special
Light Mech	1	7	NA	2	3	9	3	3	0	—	28	RCN
Medium Mech	2	6	NA	2	2	11	3	3	1	—	34	
Heavy Mech	3	4	NA	1	1	16	4	4	3	—	47	IF1
Assault Mech	4	4	NA	0	1	19	4	5	3	—	53	IF1
Light Vehicle	1	8h	NA	NA	3	7	2	2	0	—	20	IT5,RCN
Medium Vehicle	2	7w	NA	NA	3	9	3	2	1	—	25	IF1,IT7
Heavy Vehicle	3	5t	NA	NA	2	11	4	4	2	—	32	IF1,IT2
Assault Vehicle	4	4t	NA	NA	1	13	5	5	3	—	41	FLK1/0,IF2
Artillery	2	3t	NA	NA	1	10	1	0	0	--	33	ART-S4
Light Aerospace	1	10	NA	NA	4	6	1	1	0	0	13	BOMB1, FUEL17
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19	BOMB1, FUEL21
Heavy Aerospace	3	6	NA	NA	2	8	3	3	2	0	24	BOMB2, FUEL20
DropShip	2	4	NA	NA	1	10	2|1|1	2|1|2	1|1|0	0	22	AT3, IT5, MT6, VT3
Infantry Company	1	1f	NA	0	1	3	2	1	0	—	7	CAR9
Infantry Transport Lance	1	6w	NA	0	2	4	1	0	0	—	11	IT6

ISW COMBAT COMMAND CONVERSION TABLE: PERIPHERY (2830)

ACS COMBAT UNIT CONVERSION TABLE

Battalion	Size	Move	Transport MP	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special	Composition
Light Mech	1	7	NA	5	24	6	6	0	—	78	RCN	3LM
Medium Mech	2	6	NA	4	30	6	6	3	—	93		3MM
Heavy Mech	3	5	NA	3	42	9	9	9	—	123		3HM
Assault Mech	3	5	NA	3	44	11	11	9	—	130		1AM2HM
Light Vehicle	1	8	NA	3	21	6	6	0	—	57	IT45,RCN	3LV
Medium Vehicle	2	7	NA	3	24	6	6	3	—	69	IT57	3MV
Heavy Vehicle	3	6	NA	2	28	8	8	5	—	81	IT41	2HV1MV
Assault Vehicle	3	4	NA	1	32	11	11	7	—	95	IT24	1AV2HV
Artillery	2	3	NA	1	30	3	0	0	—	99	ART-S12	3 Art (SP)
Light Aerospace	1	6	NA	2	19	4	4	1	0	45	BOMB3, FUEL19	1MA2LA
Medium Aerospace	2	6	NA	2	20	5	5	2	0	51	BOMB3, FUEL19	2MA1LA
Heavy Aerospace	2	6	NA	2	22	7	7	3	0	60	BOMB4, FUEL23	1HA2MA
DropShips	2	4	NA	1	33	12	12	9	0	75	AT12,IT36,MT60,VT108	3 DS
Infantry Regiment	1	1f	6w	3	18	6	3	0	—	48	CAR54, IT54	3 Inf

ACS COMBAT TEAM/SBF FORMATION CONVERSION TABLE

Company	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV (PV SBF)	Special	Composition
Light Mech	1	7	NA	2	3	8	2	2	0	—	26 (78)	RCN	3L
Medium Mech	2	6	NA	2	2	10	2	2	1	—	31 (94)		2M1L
Heavy Mech	3	5	NA	1	2	14	3	3	3	—	41 (122)		2H1M
Assault Mech	4	4	NA	0	1	16	5	5	3	—	48 (144)		2A1H
Light Vehicle	1	8	NA	NA	3	7	2	2	0	—	19 (57)	IT15,RCN	3L
Medium Vehicle	2	7	NA	NA	3	8	2	2	1	—	23 (69)	IT19	1L2M
Heavy Vehicle	3	5	NA	NA	2	10	3	3	2	—	29 (87)	IT11	1M2H
Assault Vehicle	4	3	NA	NA	1	12	5	5	3	—	37 (111)	FLK1,IT2	1H2A
Artillery	2	3	NA	NA	1	10	1	0	0	--	33 (99)	ART-S4	3 Art (SP)
Light Aerospace	1	10	NA	NA	4	6	1	1	0	0	13 (39)	BOMB1, FUEL19	3 LA
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19 (57)	BOMB1, FUEL23	3 MA
Heavy Aerospace	3	6	NA	NA	2	8	3	3	1	0	22 (66)	BOMB2, FUEL23	3 HA
DropShips	2	4	NA	NA	1	11	4	4	3	0	25 (76)	AT4,IT12,MT20,VT36	4 DS
Infantry Battalion	1	1f	6w	0	2	6	2	1	0	—	16 (47)	CAR18, IT18	2 Inf, 3 Transport

SBF UNIT CONVERSION TABLE

Lance	Size	Move	Transport MP	Jump	TMM	ARM	Short	Medium	Long	E (Aero)	PV	Special
Light Mech	1	7	NA	2	3	8	2	2	0	—	26	RCN
Medium Mech	2	6	NA	2	2	11	2	2	1	—	34	
Heavy Mech	3	4	NA	0	1	15	4	4	3	—	44	IF1
Assault Mech	4	4	NA	0	1	17	5	5	3	—	50	IF1
Light Vehicle	1	8h	NA	NA	3	7	2	2	0	—	19	IT5,RCN
Medium Vehicle	2	7w	NA	NA	3	9	2	2	1	—	25	IT7
Heavy Vehicle	3	4t	NA	NA	1	10	4	4	2	—	31	IF1,IT2
Assault Vehicle	4	3t	NA	NA	1	13	5	5	3	—	40	FLK1/0,IF1
Artillery	2	3t	NA	NA	1	10	1	0	0	--	33	ART-S4
Light Aerospace	1	9	NA	NA	3	6	1	1	0	0	13	BOMB1, FUEL19
Medium Aerospace	2	6	NA	NA	2	7	2	2	1	0	19	BOMB1, FUEL23
Heavy Aerospace	3	6	NA	NA	2	8	3	3	1	0	22	BOMB2, FUEL23
DropShip	2	4	NA	NA	1	8	2|1|1	2|1|1	1|1|0	0	19	AT1, IT3, MT5, VT9
Infantry Company	1	1f	NA	0	1	3	2	1	0	—	7	CAR9
Infantry Transport Lance	1	6w	NA	0	2	4	1	0	0	—	11	IT6