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## MILITARY ATLAS VOLUME 2

JANUARY 3029 - JANUARY 3030



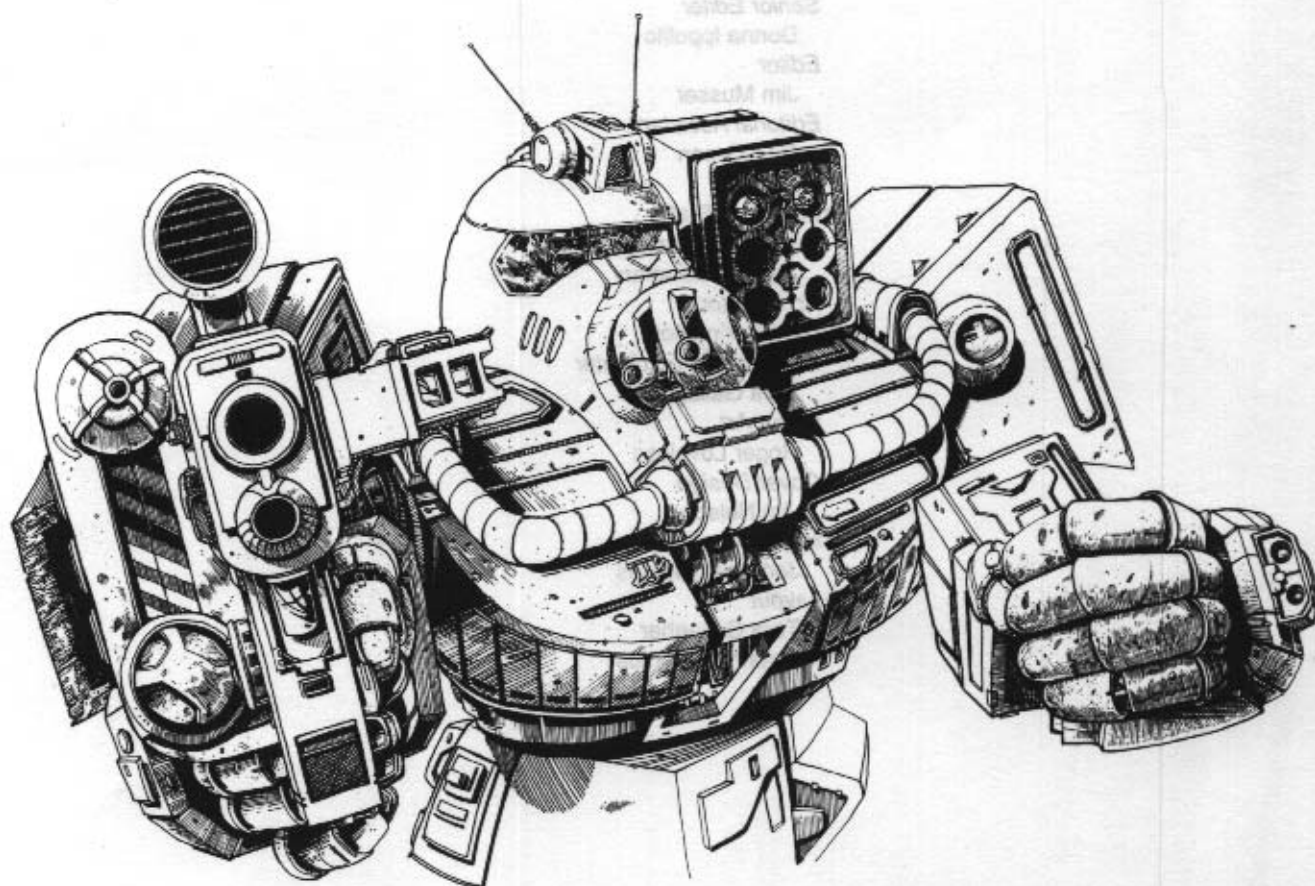
# 아름다운

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# THE FOURTH SUCCESSION WAR

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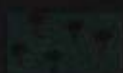
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**K**

Forest



Swamp



Hills (Lev. 1)



Hills (Lev. 2)



Hills (Lev. 3)

**E**

Forested Hills



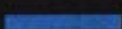
Rubble



Trenches



Roads



Rivers

**Y**

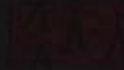
Sea



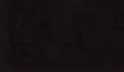
Desert



Mountains (Lev. 1)



Mountains (Lev. 2)



Mountains (Lev. 3)



Infantry



Jump Infantry



Hover Infantry



Combat Engineer



Headquarters



Mobile Headquarters



Mobile Hospital



LAM



Armor



Mechanized Infantry



Hover Armor



Cavalry



Artillery



Transport



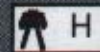
Hover Transport



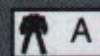
Light 'Mech



Medium 'Mech



Heavy 'Mech



Assault Mech



VTOL



Dropship



Aerospace Fighter



Naval Unit

| Company

|| Battalion

||| Regiment

| Command Unit

• Squad/  
'Mech•• Section/  
2 'Mechs••• Platoon/  
Lance

DAVION



STEINER



MARIK



LIAO



KURITA



# PROLOGUE

This book is the second and final volume chronicling the Fourth Succession War. I wrote Volume 1 during what appeared to be the war's final days in early 3029. Operation Rat, Prince Hanse Davion's offensive to remove the Capellan Confederation as a threat to the Federated Suns, had succeeded far better than anyone had expected. In less than six months, the Armed Forces of the Federated Suns seized almost half the realm of Chancellor Maximilian Liao.

Meanwhile, the Lyran Commonwealth and the Draconis Combine had fought each other to a standstill all along their border. With both sides nearly exhausted, the fighting wound down, and there was talk that ComStar would mediate a truce. As the Free Worlds League had not been much involved in the war, it was the only on the Federated Suns-Draconis Combine border that the fighting continued, and that seemed more a private war between Wolf's Dragoons and Takashi Kurita than part of the larger conflict.

It was during this lull that I first wrote about the war. I was proud of the book; I believed it to be a paragon of accuracy. The Inner Sphere began to assume a new political face during the lull in the fighting, however, giving new significance to the outcome of the battles. Hopes for peace also proved premature. The war resumed with its former ferocity in May 3029.

I quickly became swept up in the war, and for the next seven months, was too busy fighting to think about history. I knew that Prince Hanse Davion wanted me to continue my account of the war when peace finally arrived, and I only hoped he would give me sufficient time to put it in the proper perspective.

The signing of a formal peace treaty gives me confidence that this volume truly "ends" the Fourth Succession War. I have done my utmost to present the facts and to show what these events will mean for the future. I hope this presentation, which includes details of the losses and destruction of the Fourth Succession War, will be a persuasive argument for peace in the Inner Sphere.

—Doctor B. Banzai  
New Avalon Institute of Science  
February 19, 3031

THE LULL

PUBLIC REACTION

From the beginning of the lull, the leaders of the warring states warned their officers that the fighting was likely to resume at any time. Many people, myself included, believed that our leaders were merely being cautious and that the militaries were too exhausted for new battles. Even in the Capellan Confederation and the Draconis Combine, where the news media are virtually an organ of the government, hints about the lull and a possible peace reached the public.

One of the many rumors circulating among the people was that ComStar was secretly negotiating a peace. Of all the gossip, this seemed to have the most resonance with the people, especially when President Pegasus began dropping vague hints to that effect about their travels and activities. Com many worlds, people actually began to celebrate the end of the war because of the optimistic ComStar statements. Meanwhile, people on worlds captured by the Federated Suns and Lyran Commonwealth were allowed to relocate elsewhere in their native realm. With the war apparently over, many did move, especially civil servants and others closely connected to the political structure.



# THE LULL

In early 3029, the Armed Forces of the Federated Suns (AFFS) had a right to be proud. Davion troops had achieved most of their objectives, seizing large chunks of the Tikonov and Sarna Commonalities of the Capellan Confederation and destroying half the Confederation's 'Mech regiments. Liao forces were far too weak to mount an effective counterattack.

On the Steiner-Kurita front, Lyrans units were coming down from the euphoria of their early successes. Higher casualties and slower gains brought them back to reality. The Combine's probing attacks reminded the Lyrans that they could lose what they had gained, and so the Commonwealth fortified and prepared its defenses. Meanwhile, the Kurita forces were recovering from their shock and had begun to prepare their revenge. In particular, Coordinator Takashi Kurita wanted vengeance against Wolf's Dragoons, whom he believed had both insulted and injured the Draconis Combine.

The lull was a godsend for the rear echelon. The logistical commands of all the warring realms hurried to take profit from the respite by resupplying and rearming their regiments as well as reorganizing overextended supply lines. JumpShips evacuated the backlog of survivors from regional hospitals near the front to better facilities closer to home. ComStar officials mediated the repatriation of the remains of many soldiers killed behind enemy lines. Replacements shuttled to the front to bolster exhausted and depleted units.

## PUBLIC REACTION

From the beginning of the lull, the leaders of the warring states warned their citizens that the fighting was likely to resume at any time. Many people, myself included, believed that our leaders were merely being cautious and that the militaries were too exhausted for new battles. Even in the Capellan Confederation and the Draconis Combine, where the news media are virtually an organ of the government, hints about the lull and a possible peace reached the public.

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Not everyone believed the end was in sight, however, for there was another significant movement of people in the other direction. These people, including many tradesmen and professionals, fled border worlds for the interior before a new round of fighting.

## ECONOMIC EFFECTS

Civilians were eager for peace because they had suffered almost as much as the soldiers in the field. All five ruling families, even the Marik government of the Free Worlds League, which had participated least in the war, had passed austerity measures in order to concentrate on military production, leaving little for the civilian market.

The economy of the Federated Suns was the hardest hit. Prince Hanse Davion had been preparing for the war for three years. He had been slowly, almost imperceptibly, shifting his production from luxury goods and services toward weapons and materiel. When the war began, shortages appeared quickly in some sectors of the economy, particularly the building industry.

In the first few months of the war, it was almost impossible for anyone but the government to obtain medical supplies, construction materials, machinery, and technical equipment. The Davion government established regional warehouse worlds for parceling out scarce supplies and equipment in emergencies, but officials could do little to alleviate the shock to the population when their shops became nearly empty of goods.

In the Federated Suns, food grew scarce only a few months after the war began. Even on industrialized worlds that were self-sufficient in food production, people began to hoard. This run on markets had a snowball effect even though officials tried to restore order. Those worlds that did need to import food suffered because the AFFS had commandeered so many of the realm's commercial JumpShips. On some planets, crops lay rotting in the fields and whole aquaculture centers went stagnant because there was no way to transport the food to markets on other worlds.

On November 3, 3028, Prince Hanse Davion announced a rationing system designed to ensure that everyone in the Federated Suns had enough food, power, and clothing to survive. The issuance of ration books, which immediately became known as "Davion Debt Books," suddenly dashed everyone's hopes for peace. Though the public still supported the war, the enthusiasm that had greeted the early successes began to dim.

The Lyrans economy underwent a similar shift during the years just before the war, but the change was not as dramatic. The Commonwealth was a much wealthier state, with many more commercial JumpShips, and so there were fewer shortages and no rationing except for fuel.

The war had less effect on the economy of the Draconis Combine, a realm already characterized by an austere standard of living. Only in Combine worlds along the Lyrans border were there major food and material shortages because the war had stopped trade with the Lyrans Commonwealth.

Indeed, the war devastated Lyrans traders who worked the Combine border. Most of the Commonwealth economy and people adjusted readily to the sudden halt in imports and exports, but those who earned their living transporting exports were incensed. After some traders threatened to break the embargo against the Combine, the Steiner government announced that it would immediately confiscate any trader ships that did so.



The Lyran merchants, particularly members of the Lyran Free Traders Association, continued to protest. In late February 3029, the LFTA won the support of the Lyran Teamsters, a major Commonwealth labor union. When the two organizations began a series of work stoppages at civilian industries, Archon Katrina Steiner got help in dealing with the problem from an unexpected source. The Tikonov Free Republic was formed in early March and was eager for Lyran trade. With the sudden availability of a new market as profitable as the one it had lost, the LFTA quickly dropped its protests and rushed to take advantage of the new situation.

As for the Capellans, they had lost a quarter of their territory, including much of their industry, and now the Capellan economy was gasping for breath. In a struggle for sheer survival, Chancellor Liao could afford to concentrate only on military concerns. All transport was consumed by the army, and civilians were taken from their regular jobs to help build fortifications.

The supply of consumer goods dried up completely, while even weapons producers began to have difficulty obtaining raw materials because so many of their sources were in Davion hands. Other firms suffered because the lack of transport made delivery schedules both difficult and unpredictable. Perhaps worst of all, Earthwerks Limited and its subsidiary, Kallon Industries, two Capellan 'Mech producers, were in Davion hands and producing weapons for the Federated Suns.

As bleak as was the military outlook for Chancellor Maximilian Liao, daily life was worse. Many people were starving, though the Chancellor seemed oblivious to the fact. Though patriotism undoubtedly inspired many Capellans to volunteer for military service, some must have also been motivated by the fact that the army was well-fed and cared for.

## CONTINUING CONFLICT

Despite the lull in the fighting, there were a few flareups between February 3029 and the renewal of widespread warfare in mid-May. The private war between Wolf's Dragoons and House Kurita accounted for most of these. The five elite mercenary regiments of Wolf's Dragoons had fought a death duel with their mirror-image Kurita unit, the Ryuken, at the conclusion of their contract with House Kurita. After they signed on with the Federated Suns, the Fourth War broke out and they fought the Draconis Combine for the rest of the war. Other than the Dragoon-Kurita fighting during the lull, the only other important incident was a Capellan raid to steal Federated Suns military secrets.

## A PRIVATE WAR

After suffering 50 percent losses on Misery, the battered Wolf's Dragoons left Kurita space. They had precious little time to mend. Deployed on Glenmora, Harrow's Sun, and Wapakoneta, the Dragoons were a major target of the Dragon's wrath at the beginning of the Fourth War. While not yet recovered from Misery, the Dragoons faced full-strength Kurita forces. Even as relative quiet began to settle temporarily over the Inner Sphere, the Dragoons remained locked in continuing, bloody struggles on all three garrison worlds.

## WAPAKONETA

In September 3028, the Draconis Combine sent the Third Proserpina Hussars and the Twelfth Galedon Regulars to Wapakoneta, where the Dragoons' Beta and Delta Regiments had taken positions on the continent of New Wisconsin, a mountainous area with many forests and lakes. The nine companies of Dragoons started the campaign with a hit-and-run strategy.

Many citizens of Wapakoneta volunteered to act as guides for the Dragoons through the continent's wild terrain. Others risked their lives to carry vital supplies to the mercenaries. Members of the planet's militia fought alongside Wolf's Dragoons.

Though the Dragoons' tactics succeeded in frustrating the Kurita forces and reducing their numbers, of the nine companies of Dragoons that began the war on Wapakoneta, only six remained at the beginning of 3029.

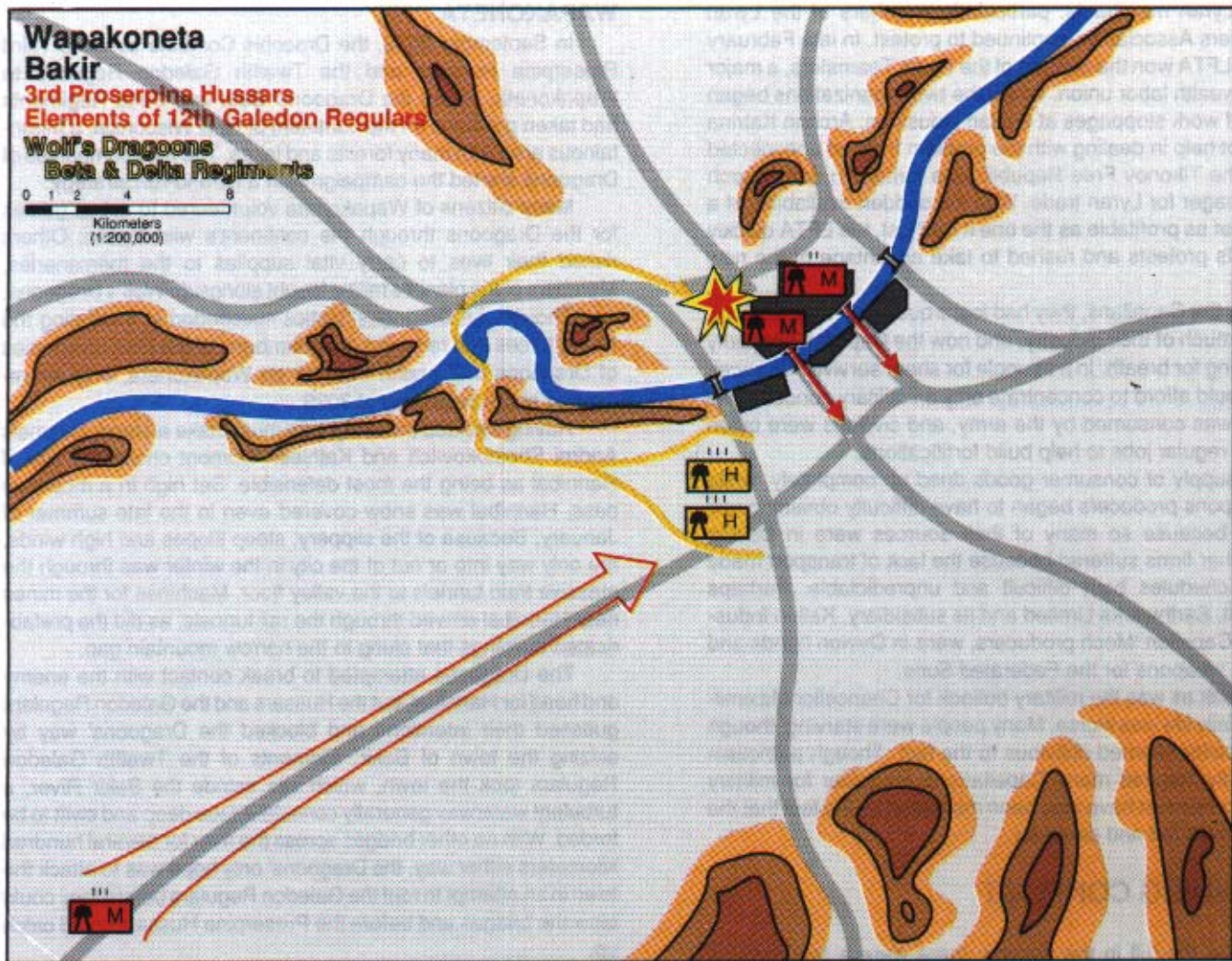
Having decided the Dragoons must make a stand, Colonels Andrei Shostokovitch and Kathleen Dumont chose the city of Hannibal as being the most defensible. Set high in a mountain pass, Hannibal was snow-covered even in the late summer of January. Because of the slippery, steep slopes and high winds, the only way into or out of the city in the winter was through the massive train tunnels to the valley floor. Machines for the mines near Hannibal arrived through the rail tunnels, as did the prefabricated buildings that clung to the narrow mountain gap.

The Dragoons attempted to break contact with the enemy and head for Hannibal, but the Hussars and the Galedon Regulars guessed their intentions and blocked the Dragoons' way by seizing the town of Bakir. Elements of the Twelfth Galedon Regulars took the town, which sits astride the Bakir River, a turbulent waterway generally considered too deep and swift to be forded. With no other bridges across the river for several hundred kilometers either way, the Dragoons' only hope was to attack the town in an attempt to rout the Galedon Regulars before they could blow the bridges and before the Proserpina Hussars could catch up.

The opening stages of the attack went poorly. Attacking across an open field, the Dragoons were harassed first by Combine fighters and then by a Sniper artillery piece. Mavis Greenthorn, an elderly woman who lived on the outskirts of the city tending a small herd of cattle, braved the fighting and reached Colonel Dumont. She was a veteran of the AFFS who understood why the Dragoons were attacking Bakir. Greenthorn told Colonel Dumont about a shallow place downriver where the Dragoon 'Mechs could wade across.

Colonel Dumont hoisted the woman into her *BattleMaster's* cockpit so that she could lead the remnants of Beta and Delta Regiments to the crossing. She led them to a peculiar twist of the river about ten kilometers west of Bakir. Hidden by massive boulders and rock fields, the river widened and shallowed. The Dragoons crossed and hurried back to Bakir, where they attacked the startled Combine forces, who fled across the river. Once all of the Galedons were across, the Dragoons blew up the main bridges across the river, leaving only two that were strong enough for small civilian vehicles but too flimsy for the Combine 'Mechs. This gave Beta and Delta Regiments a month of breathing space because the Galedon Regulars and the Proserpina Hussars never did find "Mrs. Greenthorn's wading pool."





The Dragoons spent the month evacuating the population of Hannibal and fortifying the city. In late April, the Combine forces appeared outside Hannibal. The town and its defenses spanned the mountain pass, and so the Combine 'Mechs could not hope to encircle the town, a fact they discovered when a company of Hussars attempted to slip between the city's fortifications and the sheer rock face of Mount Donreed. Dragoon spotters noticed that the Combine forces were understrength, presumably because of the difficult climb to the pass.

The Combine commanders quickly established a secure position and moved their AeroSpace Fighters to landing strips at the foot of the mountain. The risks of flight were great in the freezing fall weather, especially in the steep mountains. In another month, however, the weather would permit no flight at all, and it appeared that the Combine commanders were throwing caution to the icy wind.

Unable to land at Hannibal, the Dragoon fighters had to use a landing strip near the village of Yaston in the valley below. Though they could still reach Hannibal, they were too far away to respond quickly to a Kurita attack. Creating additional problems were the companies of infantry and armor left behind by the Galedon Regulars that harassed the Dragoon support personnel when the fighters were not there to protect them.

The Galedon Regulars and the Proserpina Hussars began round-the-clock bombardment of Hannibal. Within hours, the beautiful, snow-covered city became a gray broth of rubble, smoke, and slush. The Dragoon 'Mechs survived by taking shelter in the huge underground mining equipment repair and storage facilities and in the rail tunnel network that took the equipment to the mines. These caverns also served as the Dragoons' warehouse and ammunition dump.

On May 9, after a week of intensive bombardment, the 'Mechs of the Hussars and Regulars attacked Hannibal. The bombardment destroyed much of the city, but it also gave the Dragoons natural defensive positions amid the ruined buildings. Using the rubble to lay ambushes for the Combine forces, the two companies of Wapakoneta militia scored many hits against the enemy 'Mechs.

The Dragoon 'Mechs concentrated their fire on the enemy line of advance through the few remaining open areas of Hannibal. Wolf's Dragoons halted the Kuritans in what had been the wealthy residential district of the city. A sudden, vicious attack stopped the lead Combine 'Mechs in their tracks, and the others bunched up behind, too close together to maneuver properly. The point lance, recon 'Mechs sent to survey what lay ahead, and the Outriders, lances on either side of the main force to prevent



flanking attacks from surprising the rest, quickly lost touch with the main force and were easily picked off by Beta Regiment's First Provisional Company.

Then the rest of Beta and Delta Regiments attacked the right flank of the Combine force. With no warning from their Outriders and too bunched together to respond to the sudden appearance of the enemy, the Kurita 'Mechs stood stupidly blocking each other's line of fire. The Dragoons had a heyday until the Kurita commander, General Tarsus Bodoli, ordered a retreat, leaving seven destroyed 'Mechs behind.

Elated, the Dragoons began to block the streets leading into the city with tall piles of debris. To increase their own mobility inside the city, they cleared other streets and filled craters. They also finished modifying three mining-equipment trains to carry 'Mechs.

The next attack came on May 21, after another day of bombardment. Then the Combine 'Mechs approached, but this time in lance-size units. Faced with multiple advances on the city, the Dragoons divided their own force into three groups, called Red, Orange, and White Fire. Beta Regiment's First and Second Provisional Companies became Red Fire, commanded by Captain Susan Flandrey. Orange Fire consisted of the remnants of Beta Regiment and its Command Lance, plus Delta Regiment's First and Second Provisional Companies, all under Colonel Shostokovitch. Red and Orange Fire left their hideaways and confronted the enemy. White Fire, Delta Regiment's Command Lance and Third and Fourth Provisional Companies, remained in the high-vaulted railway tunnels, loading onto two of the modified trains. Lying on an inclined couch made of cast iron girders, each 'Mech had its feet in stirrups while its hands grabbed thick metal cables. Those without hands were strapped in with the cables.

In the early stages of the battle, it appeared that the Dragoons would prevail. Red Fire met a lance of Proserpina Hussars in what had been a large park dedicated to year-round ice sculpture. The Dragoons seized the initiative and quickly pummeled the outnumbered Hussars. The bombardment turned the beautiful icework into a huge puddle full of ash and pumice from the destroyed prefab buildings. Before the Dragoons could leave the area, more Hussars kept arriving from three directions, pinning Red Fire into a corner of the park.

Orange Fire took on a heavy lance of 'Mechs from the Galedon Regulars in the ruins of the city's small industrial section. As Orange Fire was destroying the last of the four, more Galedon Regulars began to show up. Soon the Dragoons were hiding amid the ruins of the warehouses and factories.

Red and Orange Fire asked for help from White Fire, which sent one train in each direction. The journey was not without incident. The train carrying Colonel Dumont and her warriors to Red Fire's aid had to stop when it entered a narrow part of the tunnel. Colonel Dumont's *BattleMaster* and other heavy 'Mechs were almost knocked off the train when their wide shoulders scraped the walls of the tunnel. The train squeezed through, but the delay cost 15 minutes.

Red Fire did not have the time to wait, and so Captain Flandrey ordered her troops into their underground haven. The Dragoons ran for the entrance, with the Hussars in pursuit. As the main body of Red Fire turned off into a cavern, Captain Ramon Magdaleno and his light 'Mechs led the Hussars deep within the mining-equipment tunnels, past points where Dragoons munitions experts had placed explosives.

As they penetrated ever deeper into tunnels, the Hussars glimpsed fewer and fewer Dragoon 'Mechs. One by one, the Dragoon 'Mechs were peeling off and circling back toward the entrance.

Finally realizing that they had been tricked, the Hussars turned to leave the tunnels, forcing the Dragoons to act before they were ready. The explosions shook the ceiling supports, sending tons of concrete and debris onto the Hussars and the few Dragoons who did not make it out in time. Eleven 'Mechs of the Third Proserpina Hussars were crushed, as were three Dragoon 'Mechs, including Captain Magdaleno's *Phoenix Hawk*. The rest of the Hussars broke off contact and retreated. There was no pursuit.

The rest of White Fire arrived a kilometer from where Orange Fire was desperately trying to avoid the Galedon Regulars. Attacking from behind, White Fire caught the Combine forces unprepared. The Galedon regiment attempted to rally, but it was too disorganized and withdrew.

After the battles of May 21, a raging snowstorm intervened to halt all military action until it finally lifted in late June. During this tremendous blizzard, both sides suffered from lack of food and warm clothing. Because they needed air transport, which was impossible, the House Kurita warriors were particularly hard hit. The Dragoons got some supply through the underground rail system to the valley. Both sides resorted to simply huddling in their 'Mechs and running them just for the heat.

When the storm broke on June 28, the Combine forces cautiously entered Hannibal. As the Kurita 'Mechs walked through the deserted city, messages from the valley confirmed the obvious: the Dragoons had left Hannibal through the rail system that took them down the mountain to Yaston. There, they had loaded onto their DropShips and left Wapakoneta just two days before the storm broke.

The last train carrying the Dragoon 'Mechs down from Hannibal had crashed, killing five MechWarriors and the crew of civilian volunteers operating the train. Ten 'Mechs were so badly mangled that they were abandoned. Only four companies of 'Mechs from Beta and Delta Regiments left Wapakoneta for the planet Crossing.



## HARROW'S SUN

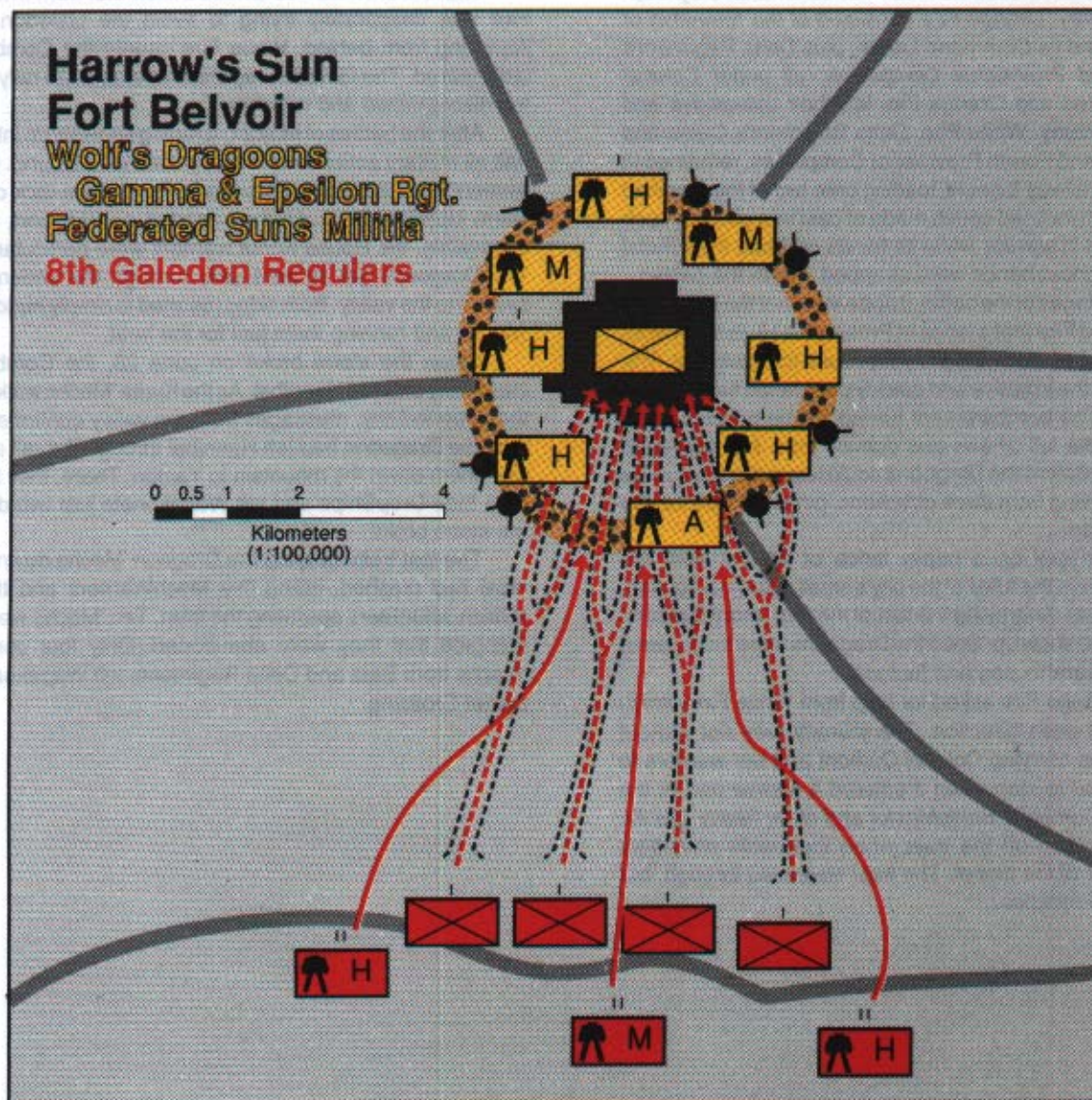
On Harrow's Sun, the Eighth Galedon Regulars had forced Gamma and Epsilon Regiments of Wolf's Dragoons to fall back to defensive strongholds built around Fort Belvoir, an AFFS base.

A month later, the Dragoons were forced to abandon their first ring of defenses. The second ring, code-named Blue Swann, after a Gamma regiment MechWarrior who died on Misery, was a series of trenches, foxholes, and palisades that the Dragoons had dug before the enemy arrived on Harrow's Sun. Built about a kilometer from the base, the trenches were deep enough to provide cover for most 'Mechs, but too wide for all but the longest-limbed 'Mechs to step across.

General Victor Nicholas ordered the Galedon fighters into the air to bombard the defensive positions around Fort Belvoir. Though a skilled warrior, General Nicholas was typical of many 'Mech unit officers in his attitude toward AeroSpace Fighters and their pilots. MechWarriors often looked down on airmen because they considered the BattleMechs to be the only weapon of skill. In the Draconis Combine Mustered Soldiery (DCMS), there was an added element of sexism. Many women, who had to prove

themselves superior just to get an equal chance, chose to fly AeroSpace Fighters, where their smaller stature and quicker reflexes gave them an advantage over men. Because of the neglect for the AeroSpace Wing, the Eighth Galedon Regulars had left their fighters hundreds of kilometers away from the conflict when General Nicholas decided it was unnecessary to build new landing strips. When General Nicholas called for them, the AeroSpace Fighters were at the limit of their in-atmosphere range. The heavier fighters would have only a few moments over the target to conduct their bombing runs before having to return.

The first bombing run, at dawn on February 13, was an abysmal failure for the Combine forces. The fighters attached to Wolf's Dragoons took off from their airfield inside Fort Belvoir and met the Galedon fighters just as they were about to begin their bombing runs. Weighed down by their payloads and with too little fuel to maneuver properly, the Combine fighters were no match for the Dragoons' craft. Of the 15 fighters that made the raid, four were shot down and four were severely damaged. All turned back without reaching their targets.





Subsequent attacks proved only marginally more effective. Some of the Combine fighters were designated as bombers while the others flew cover, carrying external fuel tanks that they jettisoned on the approach of enemy aircraft. Though this system allowed some of the bombers to complete their missions, the damage they did was minimal.

The Galedon 'Mechs did little better during the rest of February and March. They tried several tactics. One was to attack the Dragoons from an unsuspected direction under cover of darkness. Another was to split their forces and attack from two directions. Nothing compensated for the fact that the Kuritans were vulnerable as they approached the Dragoons, who had cover.

With the failure of his AeroSpace Wing and numerous tactical ploys, General Nicholas turned to his two companies of combat engineers and ordered them to begin excavating tunnels toward the Dragoons. While the infantrymen and engineers worked their way toward the enemy, the rest of the regiment covered their actions with probing attacks. It took eight weeks for them to tunnel the distance.

Early on June 25, the Dragoons discovered the tunnels and bombarded them. Though one tunnel collapsed, killing a platoon of soldiers, highly trained Kurita infantrymen emerged from the seven other tunnels inside the fort. The Combine foot soldiers easily dispatched the Federated Suns militia and seized high points inside the fort.

The Dragoons on the fort's perimeter suddenly had a threat behind them. No sooner did they turn to meet the enemy inside than the Galedon 'Mechs stormed the trenches. The Kuritans had some difficulty crossing the trenches, but the Dragoons did not have nearly enough time to neutralize the Combine infantry and set up new defensive positions.

The battle inside the fort rapidly degenerated into a wild melee. With no defense lines or formations, opposing 'Mechs blazed away at each other for hours, with the Kurita infantry complicating matters for the Dragoons. Throughout the night and all through the next day, the fighting raged. As 'Mechs ran out of ammunition and had their weapon systems destroyed, the giant machines began to grapple hand-to-hand and use pieces of rubble as cudgels.

Casualties were very high. Epsilon Regiment lost all its top officers, including Colonel Baxter Arbuthnot. The Fourth Provisional Company of Gamma Regiment destroyed an entire Galedon battalion while it was being wiped out itself.

Building by building, street by street, the Dragoons fell back until they held only the spaceport. The guns of the Dragoon DropShips quickly broke up the fights and forced the Galedon Regulars back. As they loaded the survivors aboard ship, the DropShip crewmen were saddened to see that the two regiments, which had begun the fight for Harrow's Sun with eight companies, were barely three companies strong, with most of the warriors wounded and 'Mechs damaged. The Dragoon DropShips left Harrow's Sun on July 27 for the planet Crossing.

## GLENMORA

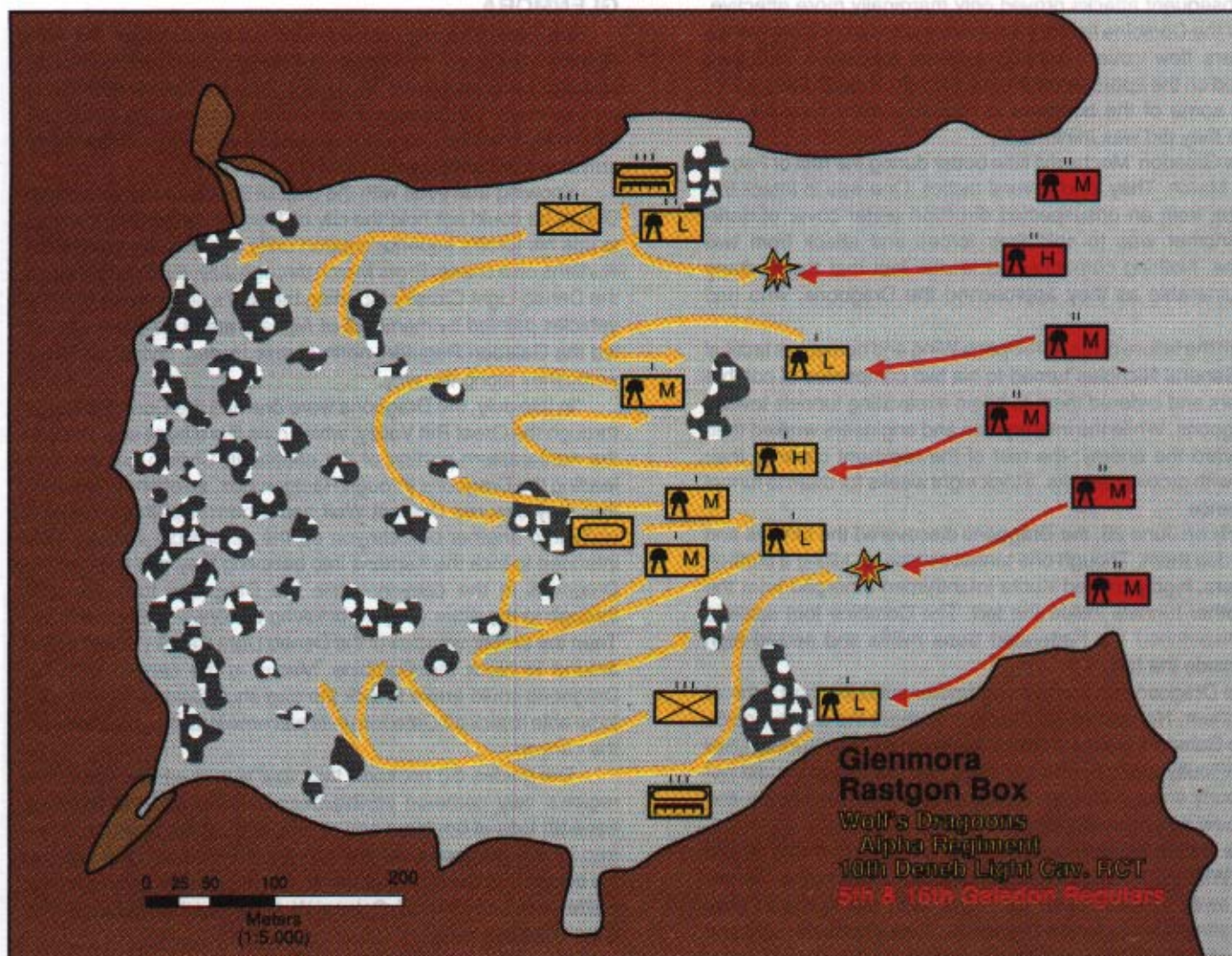
On Glenmora, Alpha Regiment got the better of the Fifth Galedon Regulars on Hades, a fiery continent dominated by volcanoes and lava rivers. When the Sixteenth Galedon Regulars arrived to tip the balance in the enemy's favor, the Dragoons retreated. Then the Dragoons regained their edge with the timely arrival of the Tenth Deneb Light Cavalry RCT.

Knowing that even with the help of the inexperienced Tenth Deneb he could not hold the city of Tronka, Jaime Wolf decided to use his force's superior support units and mobility to lead the Kuritans on a chase. From March through July, the Dragoons and the Deneb Light Cavalry (sporting the wolf's head crests on their vehicles painted by members of Alpha grateful for their rescue), led the Galedon Regulars north across Hades, laying countless ambushes along the way.

In late July, the Dragoons were drawing the Combine forces through the Great Rift Valley, which runs like a huge scar through the northeastern portion of the continent. Civilian guides were leading the Dragoons through Rastgon Box, an offshoot of the rift that they assured Colonel Wolf had a narrow path through the walls into another box canyon on the other side. Colonel Wolf intended to trick the Kuritans into believing they had trapped the Dragoons in the canyon, while the Dragoons took the path through to the other canyon, blocking the opening behind them. Then the swifter vehicles of the Deneb Light Cavalry would swing around to block the Combine 'Mechs in the canyon until the Dragoons could arrive to lock the trap shut. Colonel Wolf hoped to be able to pick off Galedon units piecemeal as they tried to leave the canyon.

The guides did not know that, four weeks earlier, one of the region's very common earthquakes had blocked the passage beneath tons of boulders and debris, making the Rastgon Box a trap for the Dragoons. Seeing no way out, Colonel Wolf ordered his troops into the rubble at the end of the canyon to prepare for battle. In calling for relief, Colonel Wolf learned that his DropShips were five days away.





The fighters of the Tenth Deneb began a series of attacks on the Galedon Regulars. Almost around the clock, fighter after fighter dove into the canyon and flew toward the Galedon 'Mechs, then pulled up and out of the canyon at the last instant. The Combine 'Mechs downed six AeroSpace Fighters, and five fighters crashed into the canyon walls.

Despite the harassment from above, the Galedon forces slowly and cautiously closed with the Dragoons and Tenth Deneb. The hovercraft regiments of the RCT were especially hard-hit because the many large boulders restricted their movement and because their thin armor could not stand up against the enemy's firepower. Of the 130 vehicles of the two regiments, only 20 survived.

Despite the Galedon Regulars' success, the 'Mechs of the Dragoons and Light Cavalry were making the Combine forces pay for every step. The command staff of the two DCMS regiments discussed withdrawing to the entrance of the canyon to besiege the enemy. Then they received reports that enemy DropShips had entered landing orbits. Fearing that the Dragoons would escape, the two Combine regiments attacked. Major Coshasa DuKirk, who led Alpha Regiment in Colonel Wolf's absence when Major Kelly Yukinov was injured, led her Second Provisional Company

in a delaying action. Though badly outnumbered, the company used the rugged terrain to inflict heavy casualties and to prevent a Combine advance. By the time the Galedons finally destroyed the Second Company, the Kurita commanders feared the DropShips would land in the canyon entrance and add their weapons to those of the enemy 'Mechs. On July 27, a day before the projected arrival of the DropShips, the Galedon Regulars broke off the attack and left the canyon under the cover of darkness.

The DropShips set down at the mouth of the canyon on July 28 and began loading Alpha Regiment and the Deneb Light Cavalry for what they assumed would be a short suborbital hop to the other side of Hades continent. As they loaded, Colonel Wolf learned that the other Wolf's Dragoons regiments had left Wapakoneta and Harrow's Sun for the planet Crossing, where they were awaiting further orders.

Realizing that there was very little more his troops could do on Glenmora, Colonel Wolf ordered the DropShip crews to make ready for Crossing. Though only 30 Alpha Regiment 'Mechs loaded onto the DropShips, the Deneb Light Cavalry had survived the Hades campaign better. Two battalions of 'Mechs and most of its infantry regiments remained, but only 20 hovercraft of what had been two full regiments loaded onto their ships.



## OPERATION INTRUDERS COMMUNION

With the only active fighting occurring on the Davion-Kurita border, Chancellor Maximilian Liao took advantage of the lull to catch his breath. The Federated Suns had taken huge bites of Capellan territory. Knowing that the lull could not last forever, Chancellor Liao searched for a way to strike back at House Davion.

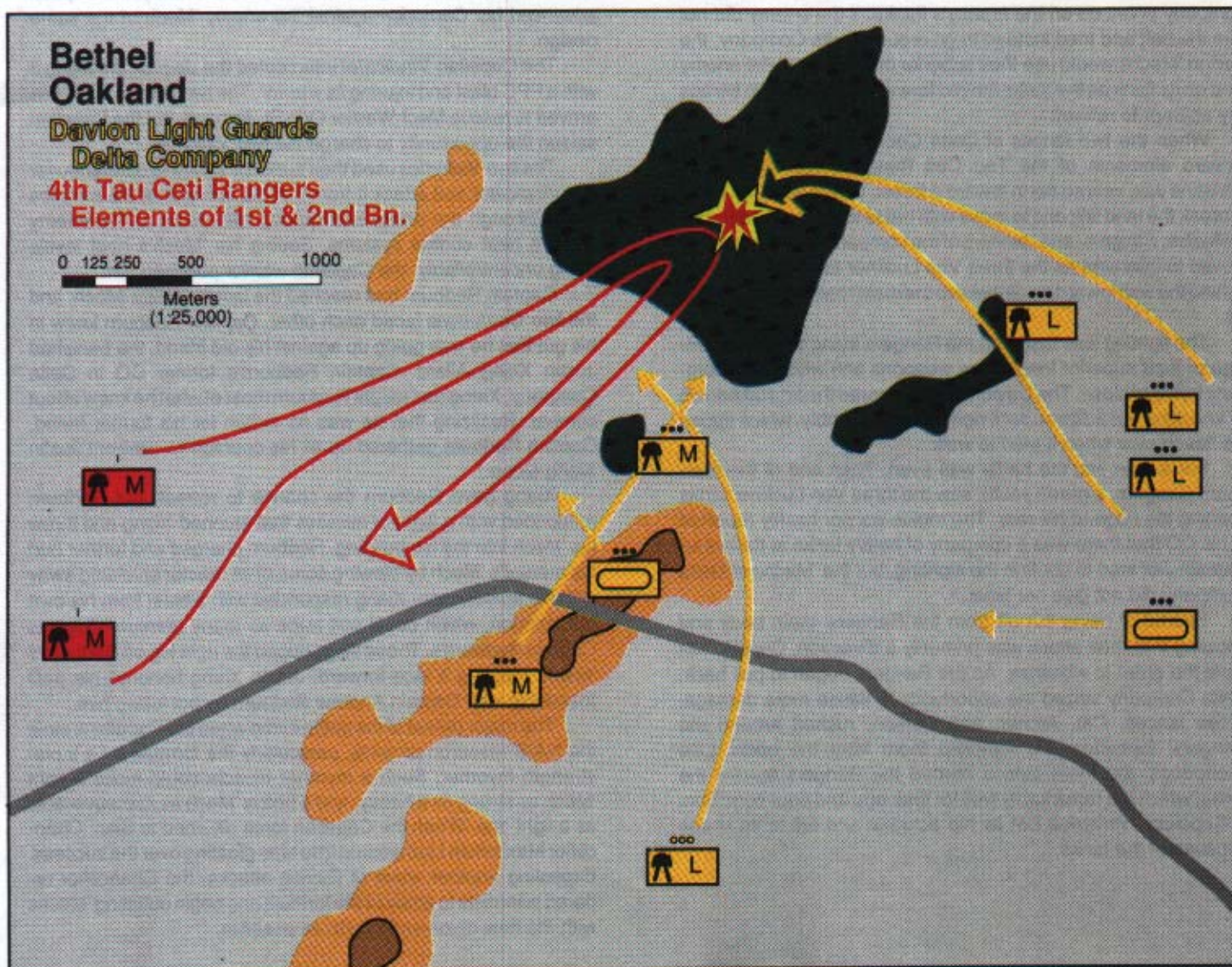
One of the few bright spots of Operation Riposte, the failed Capellan operation to cripple the Davion offensive by striking at supply points within the Federated Suns, had been the recovery of files and information from a small NAIS laboratory on the planet Axton. Though the Capellans captured nothing with military application, they learned the location of a major NAIS military-research lab on the planet Bethel.

The Fourth Tau Ceti Rangers and a special commando squad spent weeks of meticulous planning and rehearsals before their three-day trip to Bethel in Operation Intruders Communion. They landed on April 9 to face Delta Company of the Davion Light Guards. Delta Company is one of the AFFS's more successful innovations. Instead of the standard twelve 'Mechs, Delta Com-

pany had 27 light 'Mechs under the command of Captain Andrew Redburn. The unit had proved its worth many times already during the war. As a reward for victories during Operation Ambush, the unit was sent to Fort David, a quiet AFFS base located near a few small computer firms on Bethel.

When sensors picked up the Rangers' DropShip heading for Oakland, Bethel's industrial center and site of a reactor-assembly plant, Captain Redburn ordered most of his company loaded onto Delta's *Overlord* DropShips. By the time Delta Company redeployed, the Liao special commando unit, in its own DropShip, split off from the Rangers and headed directly for Fort David.

The nearby TerraDyne Corporation was the only target that Captain Redburn could identify, but it hardly seemed worth the effort, for TerraDyne manufactured electronics products for civilian computers. Though he could not imagine that the Capellans knew about the NAIS lab, Captain Redburn had to protect it. He turned over control of the 23 'Mechs that had already unloaded to Lieutenant Robert Craon, his second-in-command. The Captain's 'Mech and three others remained on the DropShips as they burned back toward Fort David.





At Oakland, Craon deployed his 'Mechs in a ragged crescent that took advantage of cover provided by woods and the few hills in the area. By this time, Lieutenant Craon assumed that the attack against the plastics and metal industries near Oakland was just a diversion to cover the mission's real objective at Fort David. Lieutenant Craon hoped to blunt the enemy's first attack and send the Liao unit running. If this attack were only a diversion, he reasoned, the Capellan forces would probably not push on once the going got rough.

The Liao *Overlord* landed west of Oakland, as expected. Two *Wasps* from Delta Company's Eagle Lance observed the ship's landing and recognized the 'Mechs disembarking from the ship as members of the mercenary Fourth Tau Ceti Rangers. Lieutenant Craon knew the Rangers' medium 'Mechs could force their way through his formation.

Through land lines, communication cables that hook 'Mech to 'Mech, Lieutenant Craon passed his plan through the company. If the enemy advanced along a broad front, two of Delta Company's heavier lances, Archer and Demon, would attack at long range. If the Rangers moved to close, three ancient Von Luckner tanks would fire from behind a farmer's low rock wall as the rest of Delta Company pounced on the enemy's flanks. If the enemy did not take the bait and tried instead to go around Delta Company, the Davion 'Mechs would use their superior mobility to hit the enemy hard on its flank as the tanks moved forward up the road to harass any attempt to retreat.

When the two lances of Delta Company opened fire, the forward elements of the Tau Ceti Rangers, led by Captain Christine Jax, veered north toward a forest. Craon gave the order to break the land link and to move with haste to the northeast. The *Valkyries*, *Stingers*, and *Jenners* of the company broke cover and moved to intercept as the three Von Luckner tanks moved from behind the wall toward a point where the main road crested a small hill.

The fighting was fast, with the Rangers trying to take advantage of their superior long-range weapons and with Delta Company trying to close. The Davion 'Mechs scored the first takedown by knocking out a *Marauder*'s right-ankle assembly, which tipped the 'Mech over when it tried to walk.

For a moment, the battle was even. Then one of the rear-guard Rangers, a green youth, saw the three Von Luckner tanks cresting the ridge to his rear. The rookie warrior hastily reported to his CO that there was a company of heavy tanks at their rear. Captain Jax tried to confirm the sighting, but the 'Mechs of Delta Company did not give her time.

Fearful of being cut off from the Rangers' main body and knowing that their attack was primarily a diversion, Captain Jax gave the order to withdraw. As the Rangers began to pull back, Delta Company seized the opportunity to cause more damage. Three lances, Cat, Archer, and Demon, rushed around the Rangers' formation and attacked them from the north. Like sheepdogs, the three lances herded the Rangers toward the tanks, which did remarkably well for their age and poor condition. A Capellan *Wolverine* lost its hip actuator and fell to its knees because of the tanks.

When the Rangers' lead elements neared the main body, Lieutenant Craon called off the attack. His losses were minor. Two 'Mechs had suffered heavy damage, but they could be repaired. Five others received only light damage. Technicians quickly began to repair the damaged machines and to strip and disassemble the two Capellan 'Mechs for transport.

Meanwhile, Captain Redburn and his lance had touched down outside Fort David and were proceeding toward TerraDyne Corporation. As they passed the main gates of the company and were rounding the turn leading into the complex of lab buildings, a flight of missiles from a grove of trees caught Warrior Gerald de Ridefort's *Bn* in the thigh and head areas. Captain Redburn returned fire with his *Centurion*'s autocannon.

As the rest of Captain Redburn's lance opened up, one Ranger *Raven* was quickly destroyed, and the other fled with heavy damage.

Sprinting into the factory complex, Captain Redburn quickly spotted a *Vindicator* 'Mech and a squad of soldiers running from one of the buildings. To the left stood a Capellan *Centurion* 'Mech, just outside the NAIS laboratory. Ordering his *Valkyries* to attack the *Vindicator* and the *Jenner* to take out the infantry, the Captain advanced his *Centurion* against the enemy 'Mech of the same design.

The Capellan *Vindicator* intercepted the *Jenner*, disabling it with a PPC blast and injuring its warrior. The two Davion *Valkyries* arrived to rescue MechWarrior Odo St. Armand, but the Capellan seized the opportunity to charge the two *Valkyries*.

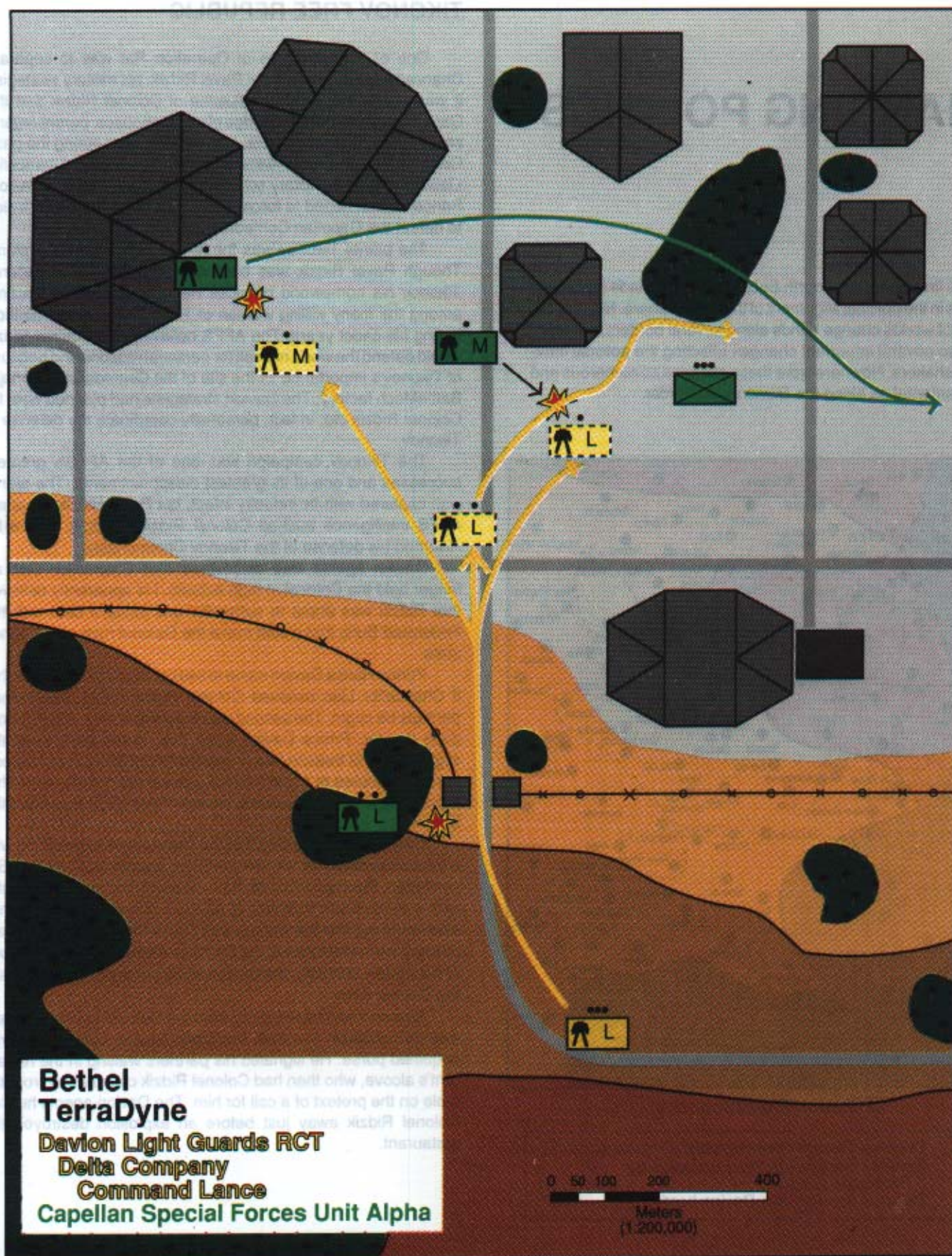
The two *Valkyries* used their superior speed to outmaneuver the *Vindicator* and attack it from behind. Several of the missiles broke through the armor and quickly laid waste to the enemy 'Mech's heat control systems. Seeing his 'Mech's heat levels rising uncontrollably, the Capellan warrior punched out.

Captain Redburn had reached the last Capellan 'Mech, and the two *Centurions* faced each other. Captain Redburn knew in his gut that he was going up against his old friend, the banished Justin Xiang Allard. Captain Redburn's former CO in Delta Company, Xiang had taught Redburn most of what he knew about combat. Realizing that he was no match for his former friend, Captain Redburn gathered up all his courage to confront Justin Xiang alone.

Xiang gave Redburn the chance to retreat, but Redburn responded with a flight of missiles that stunned Xiang and threw his 'Mech into the lab building. Redburn charged and further hurt his mentor's 'Mech by blowing some of its reactor shielding away with his autocannon. Xiang responded with a blast from his own autocannon, which could spit twice as many uranium slugs as Captain Redburn's. Those slugs ripped the right leg off Redburn's 'Mech, toppling it face-forward. Justin Xiang honored his past friendship with Captain Andrew Redburn by not killing him.

The major defeat of the battle came when the Capellans stole the NAIS research projects, particularly the formula for a triple-strength myomer. Such a myomer muscle could make a light 'Mech as strong as a heavy, and a heavy 'Mech as maneuverable as a light one. When the Capellan force returned to Sian, Chancellor Maximilian Liao wasted little time gloating over the success. Expecting another wave of Davion attacks, the Chancellor ordered scientists to analyze the formula and begin outfitting 'Mechs with the new myomer as soon as possible.

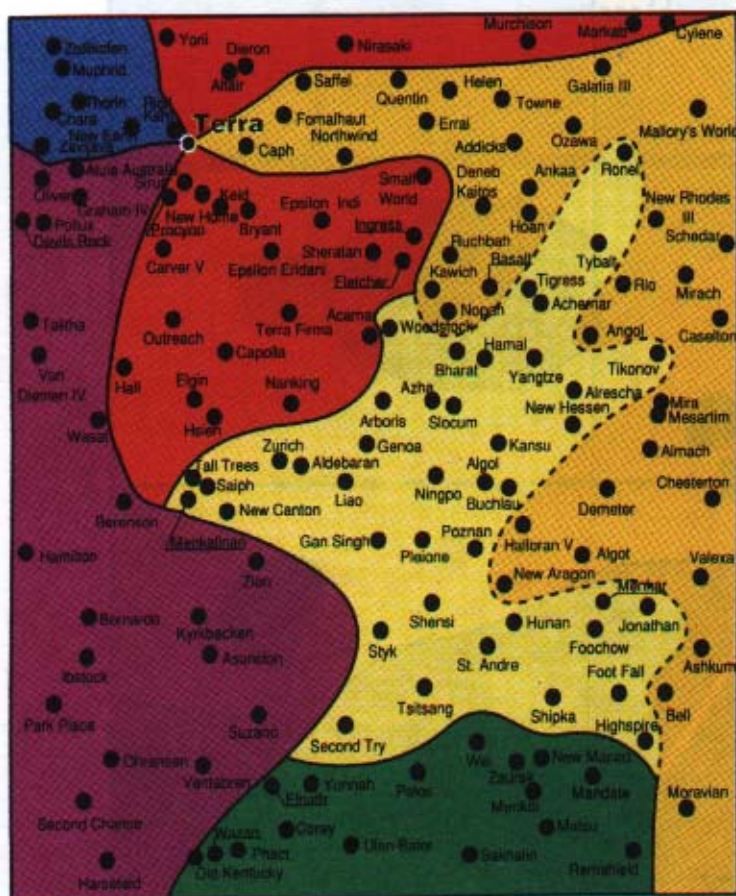






# CHANGING POLITICS

The first half of the Fourth Succession War made significant changes in the political alignment of the Inner Sphere. Not only did dozens of worlds change hands along several borders, but there were also several important changes affecting the political movers and shakers. Nowhere were these changes so numerous and so fundamental as along the Davion-Liao border.



**Tikonov Commonality**

- Denotes Tikonov Free Republic (Original Borders)
- Denotes Capellan territory occupied by Federated Suns
- Denotes pre-war Liao-Davion border

## TIKONOV FREE REPUBLIC

One of the objectives of Operation Rat was to separate Chancellor Liao from Colonel Pavel Ridzik, his military strategist. It was mostly through the influence of Colonel Ridzik that the Capellan military, a hodgepodge of warrior houses, parent organizations, and mercenary units, had held together during the past. Colonel Ridzik's level-headedness had tempered Chancellor Liao's outrageous military schemes on more than one occasion. Prince Davion hoped to force Ridzik from Chancellor Liao's side to defeat the Capellan Confederation more easily.

The planet Tikonov was the key to Prince Davion's plans. Though Pavel Ridzik was born on Highspire, he considered Tikonov his homeworld because he had spent so much time among the many willing women of Tikograd's red-light districts during his cadet years. The AFFS believed that Colonel Ridzik would defend the world himself for personal reasons and because of Tikonov's importance as the site of the Confederation's major BattleMech factory. The Davion strategists had planned well, for Colonel Ridzik did, in fact, personally coordinate the defense of Tikonov.

The Tikonov campaign was one of the AFFS's greatest successes and one of its greatest disappointments. The planet was captured with its industry intact, but Pavel Ridzik escaped. AFFS intelligence tracked Colonel Ridzik to Elgin, where he resumed his defense of the Tikonov Commonality.

Davion agents also discovered that Chancellor Liao no longer held the Colonel in high esteem. He apparently believed that Ridzik was about to surrender and strike a deal with the Federated Suns that would make the Colonel ruler of a Tikonov state.

Prince Hanse Davion came to two conclusions. One was that if Chancellor Liao believed Colonel Ridzik might defect, then perhaps he might. The second was that Ridzik's life was in immediate danger. Prince Davion knew that, in the past, even the slightest hint of treason had prompted Chancellor Liao to order a person executed or assassinated. Davion did not intend for that to happen, and so he ordered his agents on Elgin to protect the Colonel.

Davion agents learned that the Colonel was to be dining with a beautiful woman at the Golden Kirin, a posh restaurant in So-challadan, the capital city of Elgin. Through a chance encounter with a sympathetic member of an Elgin holo-news station, they also found out that the woman was one of the most notorious assassins in the Maskirovka, the Capellan secret service. Using one of their many contacts, the Davion spies obtained reservations at the Golden Kirin.

Seated a few tables away from the Colonel, a Davion agent saw the assassin rise from the table, leaving behind her large sequined purse. He signaled his partners waiting in the restaurant's alcove, who then had Colonel Ridzik called away from the table on the pretext of a call for him. The Davion agents hustled Colonel Ridzik away just before an explosion destroyed the restaurant.



Because the explosion was so devastating, forensic experts could not identify the bodies, leaving Capellan officials to assume that Pavel Ridzik was dead. This made it easy for Davion agents to spirit him away from Elgin. Colonel Ridzik was taken to a merchant DropShip, which took him aboard a JumpShip bound for Terra. There he transferred to another ship bound for New Avalon and a meeting with Prince Hanse Davion.

Lieutenant General Ardan Sortek greeted Colonel Ridzik when he arrived on New Avalon on February 24. The Prince's aide laid out the conditions under which the Federated Suns would recognize Colonel Ridzik as the leader of the Tikonov Commonwealth. The most difficult for the Colonel to accept was that he would renounce claim to Tikonov worlds that the AFFS had already taken. Ridzik balked at this because it meant that Tikonov, by far the most important planet, would be outside of his control. The second condition was that the Colonel must allow JumpShips traveling between the Federated Suns and the Lyran Commonwealth free passage through his realm. The third condition was that he use the forces of his new state to attack the Free Worlds League.

Colonel Ridzik agreed, but with several counter-conditions. One was that he wanted help ridding his worlds of Liao sympathizers. He also sought military supplies from the Federated Suns or money to buy them from the Lyran Commonwealth. The third condition was that Prince Davion recognize his realm as an equal, not as a vassal state. In the name of Prince Hanse Davion, General Sortek agreed.

The meeting between Prince Hanse Davion and Colonel Pavel Ridzik was relatively short. Each knew what the other wanted and expected, and it only remained to haggle over the particulars. The negotiations suddenly came to a halt, however, when Davion suggested that Colonel Ridzik hire an officer from the Federated Suns Ministry of Intelligence, Investigations, and Operations to act as his aide and liaison with Hanse Davion. Ridzik took this suggestion to mean the Prince wanted to appoint a watchdog over him. Colonel Ridzik first flatly refused, but then he agreed to General Sortek as his aide. With that, the two men signed the Tikonov Free Republic Document of Recognition.

Prince Davion announced his recognition of the Tikonov Free Republic at a press conference on March 3, 3029. The Lyran Commonwealth joined the Federated Suns in recognizing the Free Republic and quickly sent an ambassador and a high-level trade official to pave the way for what the Archon called "a strong economic link between our two realms." ComStar followed suit, expressing the hope that the new state would be free, as its name proclaimed.

When Colonel Pavel Ridzik stepped out of the DropShip at the Sochalladan spaceport on Elgin, he was astounded by the huge crowd gathered to welcome him as their new leader. Though most people in the Tikonov Free Republic's 19 inhabited star systems readily accepted the new order, on some worlds, Liao officials refused to give loyalty oaths to Pavel Ridzik. These men and women were purged, often violently.

Colonel Ridzik soon declared himself Supreme Lord of the Tikonov Free Republic and dissolved most of the old governmental structure. In its place, he appointed friends, relatives, and his many illegitimate children to governmental posts. The new government was to be a monarchy with just enough hints of freedom to satisfy the Federated Suns and the Lyran Commonwealth.

For a month, the Supreme Lord of the Tikonov Free Republic lived as the king he had proclaimed himself to be. Like a child with a new toy, he delighted in using his power, taking special pleasure in settling old debts with men and women who had once slighted him. Another favorite pastime was to send taunting messages to Chancellor Maximilian Liao.

Supreme Lord Ridzik became bored with his petty pursuits by mid-April, about the same time as he was becoming overwhelmed at trying to run all facets of a state. General Sortek's suggestion that Ridzik should begin planning the military offensive he had promised Prince Davion freed Tikonov's new ruler to turn happily to the more familiar world of military affairs.

The Tikonov Free Republic Army was a small, but powerful military. Because so many 'Mech regiments had been destroyed when Davion forces invaded the Tikonov region, Lord Ridzik now wielded only about three 'Mech regiments. By gathering together survivors of the destroyed Capellan regiments and recruiting cadets from the Republic's MechWarrior academies, Ridzik created the Fourth and Fifth Republican BattleMech Regiments.

Armor, infantry, and AeroSpace Fighters formed the bulk of the TFRA. Colonel Ridzik inherited 18 armored regiments and twice that number of infantry.

## MICHAEL HASEK-DAVION

Though Hanse Davion's official recognition of the Tikonov Free Republic was a surprise, the most shocking part of his press conference on March 3 was the announcement of Duke Michael Hasek-Davion's death. The news that Duke Michael had died on Sian at the hands of Chancellor Maximilian Liao produced gasps of disbelief from the press corps.

When pressed to explain why the leader of the Capellan March had traveled to Sian, Prince Davion replied that the Duke had decided to negotiate a cease-fire with the Capellan Confederation. Liao attacks into Duke Hasek-Davion's Capellan March had shaken his confidence in the war, the Prince said. The Duke did not want a Federated Suns victory at the cost of innocent civilian lives within his section of the realm. As courageous as the Duke's actions were, Hanse Davion concluded, they were obviously naive. After the war, Davion agents smuggled the coroner's preliminary conclusions to Terra, and that report indicated that the Duke had been beaten before he was shot in the head. The reference to beating was removed from the final autopsy report.

The implications of the Duke's death were many. He had been Prince Davion's staunchest opponent, vigorously challenging almost everything the Prince said or did. Because Michael Hasek-Davion did nothing to conceal his ambition, many in the Capellan March suspected that there was something more to his death than had been reported. Though most of those loyal to the Duke ignored rumors of MIO involvement in his death, some lost faith in the Federated Suns and Hanse Davion. Those closest to the Duke, members of his personal staff and the soldiers of the Syrtis Fusiliers, could not accept the idea that their leader had tried to make peace with the hated Confederation. The loyalty of the three Syrtis Fusilier RCTs soon came into question. Some officers in the AFFS High Command suggested that the three RCTs be disarmed and disbanded.



Prince Davion, however, showed confidence in these units and confirmed the passage of Duke Michael's title and responsibilities to his only son, Morgan Hasek-Davion. Hanse Davion even recognized the young man as heir to the throne of the Federated Suns, should the Prince die childless.

As a cadet at the NAIS and as an officer in the Brigade of Guards, Morgan Hasek-Davion had spent much of his life on New Avalon. He had long known that his father and Prince Hanse were political enemies, but he never understood why. Despite his father's admonitions, Morgan had become friends with the Prince.

Upon learning of his father's death, Morgan Hasek-Davion's first impulse was to seek revenge. The Prince would not let his only heir risk his life fighting the Confederation. Reluctantly, Morgan Hasek-Davion agreed to stay on New Avalon and continue helping Prince Davion and the AFFS bureaucracy.

**Security Rating: TOP SECRET,  
FOX DEN LEVEL ACCESS ONLY**  
FROM: Prince Hanse Davion  
TO: Dr. B. Banzai

Dear Doctor:

I have just finished reading the galley proofs of your book. As always, I am impressed by your skills. I am sure this book will finally allow the average person to understand the events of the Fourth Succession War.

I was particularly pleased with the section describing the death of Duke Michael Hasek-Davion. You managed to reveal as much of the truth as possible without revealing facts that would have caused far more harm than good. That Duke Hasek-Davion was a full traitor, almost daily sending secrets to the Capellan Confederation, and that we knew and willingly used his traitorous nature to our best advantage is unnecessary for the people to know. Better the Duke be remembered as a hero than as a traitor. There are already too many traitors in the annals of history. Why add the name of another when we don't have to?

Again, congratulations on your book. I look forward to seeing it in its final form.

Sincerely,  
Hanse Davion

## TORMANA LIAO

In one of the first battles of the Fourth Succession War, the Third Guards RCT and the Eridani Light Horse destroyed the Capellan First Ariana Fusiliers. Because Major Tormana Liao was not among the battalion of Fusiliers that escaped, the Capellan Confederation assumed that Tormana Liao, outcast son of Chancellor Liao, had been killed. After finding Major Liao's headless *Centurion*, the AFFS also assumed that he was dead.

About a month after the battle, Davion officers received reports about a guerrilla force in the Hybard Mountains. Though the band numbered only 20 at most, the guerrillas were causing considerable trouble for the Davion occupation troops. Though not much concerned about such a small force, the Davion commanders were intrigued by the rumor among civilians living near the mountains that a Liao was leading the resistance.

Occupation forces put top priority on finding the leader, assigning three infantry regiments to search the mountain range and capture the guerrillas. Two months and countless ambushes and sniper attacks later, the Davion troops finally cornered Tormana Liao and his band.

Major Liao surrendered and later agreed to cooperate with his captors when the Davions promised to have their agents smuggle his wife out of the Confederation to join him. Liao agreed and traveled to New Avalon for a meeting with Prince Davion on April 19. Treated more like a visiting dignitary than a prisoner of war, Major Liao and his wife were given suites, guarded and electronically escape-proof, in the Royal Palace. He also learned that his political ally, Colonel Pavel Ridzik, was cooperating with Hanse Davion.

Daily, Tormana Liao and his wife were allowed to tour a walled garden near their rooms and to use any of the palace's electronic information services. Tormana Liao's wife, Hanya No Cha, a botanist, made extensive use of the NAIS information network to study the latest discoveries in the field. Tormana meanwhile used the moniker "The Black Ram" in challenging the cadets at NAIS and Albion to computer wargames. Prince Hanse Davion visited the couple often.

## NORTHWIND

Though most of the changes brought by the Fourth Succession War showed up on star maps, Wolf's Dragoons was not the only unit that altered the power balance by switching sides. After centuries of exile, the Northwind Highlanders finally came home.

In man's ancient history, Clan Stuart had been a clan of kings, whose exploits were entwined with Scotland's history. By the 22nd Century, however, the Clan's fortunes had declined and the families followed the Clan's Laird, or leader, into space during the Exodus.

Many went to the frontiers and never returned. Others became prosperous. Ian McCormack-Stuart grew wealthy speculating on mineral futures. His clan bought the rights to a newly discovered world that he believed resembled the Scotland of his ancestors. He named the planet Northwind after the Stuart Clan's ancestral home in the hills of northern Scotland.



Many members of the Clan traveled to the planet and established cities named for villages in Scotland. One of the most important was Kearny, a mining and industrial center that became the site of the Clan's small BattleMech factory.

The Clan won great fame during the Star League era for the skills of its scientists and warriors. Many Clan members rose to command regiments, divisions, and corps in the Star League Defense Forces. The Clan's own military became powerful and hired out to other realms, particularly the new Capellan Confederation. With the fiery and warlike youth of the Clan spending so much time away from Clan leaders and under the influence of other cultures, a rift opened between the military and political leaders.

When ambassadors from the Capellan Confederation came to Northwind to offer the Clan money and land to move to Capellan territory, the rift became a chasm. Military leaders saw the offer as an opportunity to profit from their warriors' skills. The political leaders saw it as a threat to the Clan's independence. The Clan split, with the militarists and landless members entering Liao service.

The fall of the Star League formalized the break. Northwind was one of those Terran Hegemony worlds that changed hands a number of times during the Succession Wars. The Highlander military units became mercenaries, serving with different Houses.

During this time, the Highlander regiments became more and more tradition-bound. Officers took great pains to preserve the old ways and prepare for the eventual reunion with the Clan on Northwind.

During the Second Succession War, the Federated Suns captured Northwind when all but two of the six Highlander 'Mech regiments were in the interior of the Confederation. The destruction of the Third Kearny and Stuart's Highlanders, along with exaggerated Capellan accounts of how the AFFS mistreated the planet's population, led the remainder of the Northwind Highlanders to swear eternal hatred of the Federated Suns.

Though the Highlanders kept on the move through the Second and Third Succession Wars, they kept in touch with their relatives on Northwind through the ComStar network. The Liao leaders occasionally promised the Highlanders that there would be an effort to retake Northwind someday, but the day never came.

By the beginning of the Fourth Succession War, the Northwind Highlanders were disillusioned with the Liaos' unfulfilled promises. Some warriors thought they should stay with the Confederation, and others wanted to open secret negotiations with the Federated Suns.

The start of the new war silenced the argument momentarily. The Highlanders proudly faced the AFFS on Ningpo and Jonathan, proving their skills yet again. Supplies and support from the Capellan military were slow and ill-coordinated, however, leaving the Highlanders angrier than ever at their employer.

It was the Clan's Senior Elder, Colonel Fiona Chattan, who contacted the AFFS through the clan elders on Northwind in November 3028. Prince Davion responded immediately by sending Lieutenant General Ardan Sortek, his trusted advisor, to Northwind to meet the Clan elders, who then encoded what was said in their daily messages to the warriors in the Confederation.

The Northwind Agreement took effect on December 13, 3028. The four regiments of the Northwind Highlanders renounced any allegiance to the Capellan Confederation, swore loyalty to Prince Hanse Davion and the Federated Suns, and joined the Armed Forces of the Federated Suns as mercenaries with certain unique rights. The most important of these guaranteed that the regiments be staffed only by members of Clan Stuart and that they would never be asked to stray too far from their homeworld.

On December 15, AFFS units received orders to allow the Highlanders to depart planets where they were stationed. On Jonathan, the Fifth and Sixth Crucis Lancers stopped their attacks against the Second Kearny Highlanders to allow them to march to their cities, collect their belongings and leave the planet.

The First Kearny Highlanders were stationed on Highspire when the news arrived. The Capellans watched in amazement as the Highlanders began collecting their families and belongings and loading them onto DropShips. An officer of the Capellan militia challenged the Highlanders, asking them under whose orders they were leaving. There was little he could do, however, when the Highlanders silently continued their preparations for departure.

The Third Davion Guards RCT allowed Marion's Highlanders to leave Ningpo, much as the other Davion units had stood aside on Jonathan.

McCormack's Fusiliers, stationed on Elgin, faced opposition to their departure from two battalions of Capellan 'Mechs also stationed there. As a major battle was shaping up, Colonel Pavel Ridzik stepped in. Though Ridzik had no personal hold on the Highlanders, he wanted to keep the battalions of the Fourth Confederation Reserve Cavalry and Justine's Grenadiers out of the fray. At this point, he was already toying with the idea of making his own deal with Hanse Davion.

As the Highlanders, their families, and their belongings materialized above the planet Northwind, they wasted little time helping to end the fighting on their world. Though the Davion defenders were hard pressed by Kurita forces, the arrival of four regiments of Highlanders tipped the odds dramatically.

The people of Northwind rejoiced as families split for generations were reintroduced to one another. Among the most moving incidents was the entrance of Colonel Fiona Chattan and the Highlander regimental commanders, each carrying his or her regiment's claymore (Scottish broadsword), into the Grand Hall of Castle Northwind. They passed a huge wall scabbard bearing the two claymores of the Third Kearny and Stuart's Highlanders. As each commander stood before the wall scabbard, Colonel Chattan proudly read off the regiment's name as its commander placed his sword in its appropriate niche.

The Highlanders' transfer to the Federated Suns was significant because it added four elite regiments to Hanse Davion's military besides allowing Prince Davion to retain the planet Northwind, a strategic world in the "Terran corridor" connecting the Federated Suns and the Lyran Commonwealth.



## LYRAN COMMONWEALTH

The Steiner family, rulers of the richest realm in the Inner Sphere, kept business running more or less normally during the Fourth Succession War. Though the Lyrans Commonwealth did not suffer the widespread economic deprivation suffered by the people of the other warring states, there were political undercurrents that significantly affected the war.

## DONEGAL

In the Protectorate of Donegal, one of the three regions that make up the Lyrans Commonwealth, support for Archon Katrina Steiner was high, even fervent on some worlds. Because it covers a large volume of space and has only one border facing a foreign realm, the Protectorate of Donegal suffered the least damage during the first months of the war. Even the worlds bordering the Free Worlds League were not much disrupted by the slight increase in hostilities because they were already used to raids by House Marik forces.

While the rest of the Commonwealth welcomed the hope for peace, the Protectorate of Donegal alone stood ready to continue the war for as long as it would take.

## TAMAR

In the Tamar Pact, which bordered the Draconis Combine, both leaders and citizens were frustrated that the Archon was not pursuing the war more aggressively.

The Tamar Pact had once claimed an area more than twice its size in 3028. Its decline began after the Principality of Rasalhague submitted to the Draconis Combine in 2510. Not only did the Tamar Pact lose a friendly neighbor, but it gained the aggressive Kuritans on its border. In the course of the Succession Wars, the Pact lost more than half of its inhabited star systems to the Dragon.

The Kelswa family, hereditary rulers of the Tamar Pact, never forgot their realm's former glory. All the children of the line were raised with the idea that it was the family's destiny and duty to reunite the Tamar Pact. With the accession of every new Duke or Duchess of Tamar, demands on the Commonwealth to win back their lost worlds were renewed. Until 3028, however, the strength of the Draconis Combine and the general ineptitude of the Commonwealth's armed forces made these calls to arms little more than hot words in a cold reality.

The Fourth Succession War and the unprecedented success of the Lyrans Commonwealth Armed Forces (LCAF) made the vision of a restored Tamar Pact a tantalizing possibility. While the Lyrans' early successes delighted Duke Selvin Kelswa III of Tamar, the rumors of peace accompanying the lull worried the Duke. He was horrified at the thought of stopping the war before all the former Tamar Pact worlds had been "repatriated." He began sending messages, some polite and some furious, to the Archon. He even once suggested that if the lull continued too long, he would use his private troops to make sure that it did not "degenerate into a permanent peace."

His people did not share this eagerness to see the war resume. Despite the LCAF's success against the DCMS, the Combine had carried out reprisal raids against some Tamar worlds. Unlike the Protectorate of Donegal, the people of the Tamar Pact were experiencing the war's effect firsthand. The fruits of their toil, industry, and agriculture were being packed onto DropShips bound for the front to feed, clothe, and arm the soldiers. Days later, those same ships returned with the wounded and the dead. The citizens of Tamar welcomed the lull.

On the other hand, the LCAF had conquered more than 30 Combine worlds along the Tamar Pact's border. The Duke wanted to absorb them immediately, and he persuaded the Archon that the conquered worlds should be declared safe, with control shifted from the Judge Advocate General's Office of the LCAF to an appointee of Duke Kelswa. The Archon agreed to release 18 worlds to the Duke in early February 3029, but she warned him that governing these worlds would be no easy matter. The Duke, meanwhile, was busy appointing relatives, the sons and daughters of loyal Tamar nobles, and trusted officers from his personal troops to govern the worlds.

No matter that Duke Kelswa considered these worlds to be long-lost members of the Tamar Pact. The people on many of the newly conquered worlds were ambivalent or downright hostile to the Kelswa family and an association with the Tamar Pact. Generations had grown up as citizens of the Draconis Combine. To them, the Tamar Pact was a long-time enemy.

The LCAF disarmed the civilian population and imprisoned known Combine saboteurs, but it could not eradicate loyalty to House Kurita. Strikes, demonstrations, even amateur terrorism became common on many planets, particularly Karbala and Jabuka. Other factions welcomed liberation from House Kurita, but believed their worlds should form the core of a new principality. These people also demonstrated their feelings vigorously.

The various political demonstrations were a major embarrassment to the Kelswa family, especially because these worlds had been calmly adjusting to Commonwealth ways under the benign rule of the military governors. Determined not to allow anything to interfere with his plans, Duke Kelswa ordered his minions to crack down on their respective worlds.

Casorik Kelswa, a distant relative to the Duke of Tamar, was the governor of New Caledonia, a planet near the Periphery. So harsh were the means he used to subdue the civilian population that the only way people would swear a loyalty oath to Duke Kelswa was at gunpoint. The LCAF reassumed control of New Caledonia in late April 3029, but not before 200 citizens had been killed.

If not for the fact that open warfare again broke out in May, the Steiner government would no doubt have rescinded the Tamar Pact's control over the newly conquered worlds.



## SKYE

Of the three major divisions of the Lyran Commonwealth, the Federation of Skye was by far the most problematic for the Archon during the Fourth Succession War.

Its people suffered most from the war. Bordering both the Draconis Combine and the Free Worlds League and as the industrial heart of the Lyran Commonwealth, the Federation of Skye had ever been the target of enemy raids. Because the LCAF's offensive against the Draconis Combine had not been as effective on the Skye border as along the Tamar Pact, Federation border worlds became easy targets for Combine raids. The DCMS even managed to take La Blon, a Skye planet. On Combine worlds captured by the LCAF, there was often stiff resistance to Lyran rule. This was particularly the case on Marfik, where the Kuroi-Kiai underground movement made life difficult for the Lyran administrators.

In the second month of the war, the Free Worlds League attacked the Federation of Skye. A well-conceived fighting withdrawal by the LCAF hurt the invaders, but four Skye worlds fell into Marik hands.

Not only was the Federation of Skye vulnerable to attack on two fronts, it also had the burden of producing most of the goods needed to continue the war. Skye's standard of living, once the highest in the Commonwealth, plummeted as its resources were diverted to factories vital to the war effort. Further, the militarization of most of the Commonwealth's civilian transports disrupted the flow of food into and within the Federation, making food rationing necessary on some worlds.

Despite the suffering, the Archon and the Federated-Commonwealth Alliance still enjoyed strong popular support in the region. Among the upper levels of Skye society, the opposite was true. Led by Aldo Lestrade, Duke of Summer and hereditary leader of the Federation, a strong separatist movement had wide support among the privileged Skye elite for years. They believed that the Commonwealth had been living high on Skye's industrial strength and giving only scraps in return. They wanted an independent Federation of Skye so that they could sell their products to the highest bidder.

The military of the Federation of Skye, the three Skye Ranger 'Mech regiments and many conventional regiments, was the bastion of the separatist movement. Because these units were sometimes slow to obey orders from Tharkad, the Archon had infiltrated the regiments with many intelligence agents to keep tabs on their activities and loyalty.

During the war, a wave of assassinations of known or suspected Commonwealth intelligence agents swept Skye's military and civilian sectors. More than 100 men and women died at the hands of Duke Lestrade's death squads, but he made sure the Skye press blamed it on Combine commandos. Lestrade then filled the positions with his own personnel, who created a plague of organizational and administrative problems within the LCAF and the Commonwealth intelligence services.

Duke Lestrade did not succeed in purging the Federation of the Archon's agents, however, and they continued to provide her with intelligence and to perform many difficult covert missions. One of the most difficult assignments was the kidnapping of 15 key members of the separatist movement, who were then smuggled out of the Federation. They were taken to Tharkad, tried for treason, and sentenced to death.

Another way the Archon countered Duke Lestrade's treachery was by addressing the people of the Federation of Skye directly. She regularly wrote articles and filmed speeches that personally presented her point of view. The Archon's basic message was that she was aware of Skye's suffering and that she hoped to relieve it by ending the war as quickly as possible.



## FATEFUL JUNE

Though the lull ended and the Fourth Succession War resumed in earnest in May, two events in June were of such importance that they could change the course of the war. One did, and the other would have if it had succeeded. The attempt to assassinate Archon Katrina Steiner came within a hair's breadth of halting the Lyran war effort. The ComStar Interdiction certainly altered the way the Federated Suns pursued its offensive.

### ARCHON ESCAPES

About noon on June 20, 3029, three men wearing uniforms of the Davion Light Guards arrived on Tharkad and passed through the many security checks leading into the Royal Court, the residence and offices of the Archon and her family. Their credentials were impeccable, as were their Federated Suns accents. The three carried sealed messages from Quintus Allard and Prince Hanse Davion.

Two were ushered into the Archon's private office, while the third was taken to speak to Melissa Steiner Davion because he had a private message for her from the Prince. With the Prince's wife was Misha Auburn, daughter of the famous historian.

Misha Auburn was well-acquainted with the officers of the Davion Light Guards and how they dressed because her love was Captain Andrew Redburn, commander of the unit's famous Delta Company. She noticed that the officer before her was not wearing the combat ribbon marking the unit's participation in the St. Andre fighting during the first days of the war. She also noticed that the officer was not wearing the spurs of a MechWarrior. Knowing that he was an imposter probably on a mission to kill Melissa Steiner Davion, Misha Auburn surprised and disabled him with several well-placed blows. Knowing that Katrina Steiner was also in danger, Misha Auburn raced to the Archon's office and disabled both other assassins before they could react or carry out their mission.

Investigations of the incident revealed several important clues that all pointed to the Federation of Skye and Duke Aldo Lestrade. Though their features had been altered with surgery, all three imposters were identified by their fingerprints as recent graduates of Sanglamore, the prestigious military academy of the Federation of Skye where the separatist movement recruits most of its members. Analysis of their fake sealed orders showed that the paper, ink, and wax had all been manufactured in the Federation of Skye.

The Archon wanted to pillory Duke Lestrade, but her advisors persuaded her to keep the assassination attempt secret. With the discontent sown by the war, they warned her, Duke Lestrade might be able to manufacture conflicting evidence and use it to break Skye away from the Commonwealth. Better to resolve the war first, they advised, and use the damning evidence as a club to keep Aldo Lestrade in line.

#### TOP SECRET (FOR YOUR EYES ONLY)

To: Dr. B. Banzai

From: Archon Katrina Steiner, leader of the Lyran Commonwealth and Duchess of Tharkad

Dear Dr. Banzai,

Simon Johnson and I have just finished reviewing the draft of your second book. I am very pleased. You've managed to convey the events and reasons of the war in such a way as to put this conflict in perspective, making sense out of the string of individual battles.

I am especially pleased with the way you handled the facts concerning the attempt on my life. I dearly wish you and I could publicize the brave life and death of Jeana Clay, but her role and even her existence must remain secret for a few years longer. Because you have been so sensitive and insightful, I hope you are the person who eventually tells the full story of this incident. That Jeana looked so much like my Melissa, that she was the one who realized that imposters were among us, that she died to save my life, those are not why I want her remembered, though those things are part of it. I wish her remembered because she became my second daughter, a unique person whom I grew to love dearly and to grieve for when she was taken away. My soul needs the chance to tell everyone how wonderful she was.

Please write me. With Melissa taking care of Victor on New Avalon, things are very quiet here on Tharkad. The snow is very heavy this year.

With love and respect,  
Katrina



## COMSTAR INTERDICTION

On the night of May 30, 3029, a ComStar acolyte delivered a message and video to Prince Hanse Davion. The video showed 'Mechs, supposedly from the Fifth Syrtis Fusiliers, laying waste to a ComStar facility. The message accompanying the video was terse.

TO: Hanse Davion, Duke of New Avalon and Prince of the Federated Suns  
FROM: The Most Humble First Circuit of ComStar, Julian Tiepolo, Primus

Your Highness,

As you have seen, our facility on Sarna did not die unnoticed. Fifty of our followers were killed by your Fifth Syrtis Fusiliers, and we of the First Circuit will not let their deaths go unpunished.

Under strict laws stipulated by the Blessed Blake himself, we of the First Circuit do hereby place you under complete communication interdiction. No communications will be allowed from within or outside your realm. The Interdiction takes effect immediately.

May Blessed Blake take pity on your soul and make you realize the folly of your ways.

Respectfully,  
Primus Julian Tiepolo

June brought difficult changes for the Federated Suns. Across the realm, ComStar stations, a planet's sole means of receiving timely messages from across the great interstellar distances, began going silent. In front of disbelieving crowds, Precentors performed what they called "Shunning Rituals," in which they solemnly ordered the antenna dishes of the Hyper-Pulse Generators turned away from the heavens and covered for storage. Once the power to the ComStar holo and telephone links with the planet were turned off, the Precentors locked the doors and gates to their stations and substations.

Afterwards, the Precentors talked to the local media as their aides handed out flyers explaining why ComStar had suddenly turned its back on the Federated Suns. Though the Federated Suns denied responsibility for the attack on Sarna, ComStar held public showings of holos documenting the crime by the Fifth Syrtis Fusiliers.

## MILITARY IMPLICATIONS

The most obvious effect of the Interdiction was that it prevented Prince Davion from personally directing his offensive against the Capellan Confederation. A series of waiting JumpShips passed messages along a circuit, called a Command Circuit, from New Avalon to the front, taking at least a week. This system tied up a tremendous number of JumpShips, which were drawn away from the AFFS.

From the very beginning of his planning for the Fourth Succession War, Prince Hanse Davion had considered the possibility that ComStar might intervene. This was why Prince Davion

stressed self-reliance to his troops and commanders. He composed and trained his Regimental Combat Teams to be able to conquer and administer whole worlds with no assistance from support units or personnel and no immediate orders from above. Though the soldiers and officers of the AFFS have always been considered the least command-bound army in the Inner Sphere, one of the goals of Operation Galahad was to encourage even more independent thinking. "Push your mind as well as your body before you call for help" was the guiding directive during the Galahad exercises.

Even the most independent unit cannot operate effectively without supplies, transportation, information, and reinforcements. This was the reason for the formation of the Capellan Operations Command. Though the five marshals of the COC were technically the highest officers of Operation Rat, they had only advisory power over the soldiers in the field.

Commanding the COC was Field Marshal Jackson "The Hacker" Dannick, former commander of the Davion Heavy Guards. Prince Davion had promoted Marshal Dannick to his advisory staff ten years earlier, and in 3027 the Prince gave Marshal Dannick the task of coordinating the COC and the support effort for the planned offensive.

Jisosa Miller, commander of the Transportation and Resupply Command of the AFFS, Marshal Rebecca Derwith from the Department of Military Intelligence, and Marshal Clarissa Maynall of the Department of Military Administration were the other permanent members of the COC. The fifth position varied throughout the war. It was filled by a series of marshals shuttling back and forth between the front and New Avalon. Before the Federated Suns was under interdiction, these marshals carried information about other fronts and about political or economic concerns. During the Interdiction, however, these marshals became much more important, carrying the Prince's commands and strategies and taking confidential reports from the front back to New Avalon. The COC headquarters moved several times during the war but was always within two jumps of important front-line worlds.

Because of these preparations, the offensive against Chancellor Liao continued unabated through June and July despite the Interdiction. The AFFS mobilized eleven JumpShips that had been held in reserve. These ships immediately began carrying supplies to the front. The AFFS also organized small Scout Class JumpShips, including those owned by private companies, into five Command Circuits connecting New Avalon, the COC, and the front.

## INTELLIGENCE GATHERING

The Interdiction hurt the Federated Suns the most in the cities and governments of the Capellan Confederation, the Free Worlds League, and the Draconis Combine. The Federated Suns' ability to collect information in enemy realms was crippled because Davion spies had no way to send messages back home.

Though the actions of the Capellan Confederation and the Draconis Combine were predictable in general terms, the Free Worlds League was the biggest unknown in the war. Agents of the Federated Suns Ministry of Intelligence, Investigations, and Operations had been largely responsible for the Free Worlds League's inaction in the war. MIIO spies scattered throughout the League had been using their cover identities and money from the



Federated Suns to stoke the coals of animosity among the realm's semi-autonomous provinces. The Interdiction dried up the spies' funds and prevented them from coordinating their actions. Captain-General Janos Marik found it easier to gain support among the many factions with each passing day. A less-fragmented League posed a much greater threat for all of the warring parties.

The Prince and Quintus Allard activated several contingency plans designed to sidestep the Interdiction's effect on their agents in the League. One was set into motion on the day the Interdiction began. In the Lyran Commonwealth, Simon Johnson, Chancellor of the Lyran Intelligence Corps, opened a sealed document from Duke Allard that had been hand-delivered by the ambassador of the Federated Suns. Inside was a set of files on some of the most important MIO agents in the Free Worlds League. There was also a note from Duke Allard requesting that the LIC attempt to fund the agents because their continued success was the main force protecting the Lyran Commonwealth from the full force of the Free Worlds League. Chancellor Johnson acted quickly, and most MIO agents continued their activities uninterrupted, though their reports took far longer to reach New Avalon because they first went to Tharkad and traveled by Command Circuit from there.

The Federated Suns also activated several sleeper agents, operatives who had never before gathered information but simply lived in a foreign realm establishing their identities. In the case of the sleeper agents in the Free Worlds League, their wake-up call came in the form of a piece of dialogue in an episode of "The Immortal Warrior" that was made by the Golden Star Entertainment Company and sold to the Free Worlds League.

The far-sighted preparations and the cautious actions of Hanse Davion and Quintus Allard after the Interdiction began saved the identities and lives of most MIO agents.

## SOCIAL EFFECTS

The Interdiction hit the citizens of the Federated Suns in the pocketbook and emotionally as well. For many, the emotional effects far outweighed the economic hardship. Many people, particularly those on undeveloped worlds, had grown up considering ComStar as something of a second church. Reactions to the Interdiction ranged from mute acceptance to religious rioting, depending on how active a world's Precentor had been in propagating ComStar's mix of science and religion among the people.

Nowhere was the reaction to the Interdiction stronger than on the obscure world of Des Arc. The people of this poor agricultural world, most of them with shockingly little education, had long been under the sway of the charismatic Precentor Nivolas Frent. For a decade, he had been recruiting acolytes on the planet by exercising tremendous influence over the population. His program of selected passages from the Word of Blake was the highest-rated show on the planet.

When the Interdiction occurred, Precentor Frent gave an impassioned speech that was broadcast across Des Arc. His speech laid the blame squarely on the Davion government. He urged the citizens of Des Arc either to change the attitude of the Federated Suns or find a new government, saying those who did not act would "spend eternity shunned by Blake's Blessed Light."

His words incited riots in the cities. Government facilities and symbols were defaced. The few militia units, though manned by natives of the world, were attacked. Duchess Gentha Banderson and her family were seized and hanged.

ComStar recalled Precentor Frent to Terra shortly thereafter. ComStar later apologized for what he had done but resisted attempts to extradite him to the Federated Suns to stand trial. Though Precentor Frent caused the Duchess's murder and the deaths of 252 other innocent people, ComStar stands fast that its neutrality in the affairs of common men and their realms gives its order immunity from prosecution.

The social hysteria and unrest caused by the Interdiction faded quickly. It was replaced by a growing awareness of the impact the Interdiction would have on people's lives. Interstellar trade collapsed. The Davion government commandeered even more private JumpShips for additional Command Circuits. Private companies could no longer make or receive orders. Payment also became more difficult. For a month, the Federated Suns private sector languished, not knowing a solution to such a devastating turn of events.

The bureaucracy of the Federated Suns then came to the companies' aid. Coinciding with the first two Operations Galahad, the Davion government had conducted "Disaster Scenario Policy Formations." Beneath the pompous title was an exercise in which the Davion bureaucrats, from the Ministers to the lowliest clerk, had to consider how to perform their jobs in the face of disasters. Many scenarios were considered: the death of Prince Hanse Davion, the occupation of New Avalon by a foreign power, and a civil war were just a few. One of these exercises was "Communication Interference." Most bureaucrats considered this scenario too obvious and poor fun, but Prince Davion took a special interest in it.

When the Interdiction was announced, administrators and nobles throughout the Federated Suns fell back on the exercise. First on the list was for the nobles to reassure the people, though ComStar officials whipped public hysteria, making the nobles' task more difficult. The government bureaucracy then moved to assist each world's economy to minimize disruption and suffering.

Much of the assistance came in the form of managing the world's resources, particularly its food and fresh water. Planetary governments asked companies to set aside their competition and contribute what they could to the effort. Most businesses complied readily, creating many situations in which rival companies cooperated to manufacture an essential product or to provide a service for the public good. Planetary militia monitored the fair distribution of the goods and helped police catch and arrest profiteers.

These efforts achieved a great deal, but they could not offset the lack of transportation between the stars. The administrators of the 26 administrative areas in the Federated Suns enacted the most controversial actions taken by the Davion government during the Interdiction, the seizure of the remaining commercial JumpShips and DropShips in the realm.

The administrators were to allocate the JumpShips and DropShips to alleviate the most serious shortages and to distribute the remaining goods most fairly. Though the plan made sense, the shipping companies declared it not only an act of official piracy but also a recipe for disaster. Many ship crews objected so vigorously that the administrators placed soldiers aboard the vessels.

Despite the opposition, the system worked well. The first weeks of operations were characterized by poorly coordinated and half-full ships, but problems were corrected quickly. Within two months after the Interdiction began, every world was receiving enough basic goods to survive.



Rationing took on added importance during the Interdiction, particularly during the first chaotic weeks when all JumpShip traffic ceased. The Davion Debt Books, in use since November of 3028, became much more important during the Interdiction. Crimes involving the ration books, such as theft and counterfeiting attempts, took priority over other types of crime.

Government actions and preparations averted disaster, but all was not well within the Federated Suns. People can be content with essentials for only so long before they need items like entertainment products, fine clothes, confections, or even a good cup of coffee.

Prince Davion knew he had to act quickly or else such items would be available only to the rich, who presumably already had enough luxuries. Heeding the words of Thelos Auburn, the famous Lyran historian, who said "history has proven that giving away bars of chocolate often does far better than a speech in quelling an uprising," Prince Davion set about to ensure that everyone got a chance to enjoy life's little luxuries.

He ordered the creation of a lottery in each administrative area. Luxury items were divided among the planets according to population and were awarded by the planet's ranking noble or government leader from a drawing of citizens' Retirement Security Numbers.

When proper historians write about the ComStar Interdiction and its effects on ordinary citizens, they will undoubtedly point to the Luxury Lotteries, as they became known, as the one of the most important things that Prince Davion did to make life easier for the people of the Federated Suns. The Luxury Lotteries became the highlight of every day, even though what was being given away might have been as insignificant as a pound of freshly ground coffee. The thrill of watching for their number to come up made many people forget about the hardship the war had brought.

To ensure a steady supply of luxury items, the Federated Suns asked the Lyran Commonwealth for help. New trade treaties brought the Federated Suns whole JumpShip loads of Lyran luxuries, like White Hart Truffles, ServaVideo portable holosets, and copies of the latest Commonwealth MechWarrior drama.

The Luxury Lotteries became such a part of everyone's life that nobles on some worlds continued to hold the event even after the war ended.

## OUTSIDE REACTION

The ComStar Interdiction was probably more of a surprise to some of the other Successor States than it was to the Federated Suns. The Lyran Commonwealth half expected it because Prince Davion had shared his concerns with his ally. The Prince and Archon had discussed coping with such an eventuality through a series of personal couriers. If there was surprise in the Commonwealth at the announcement of the Interdiction, it was that the Lyrans had not been sentenced to share the fate of the Federated Suns. Still, the news caused considerable concern for the Archon and her realm.

The Interdiction meant that messages had to be delivered physically to the Federated Suns. This was not only time-consuming, it was also vulnerable to enemy attack. The generals of the LCAF worried that the Draconis Combine and the Free Worlds League, no longer so hobbled by the activities of Davion agents, would use the Interdiction to seize the initiative and launch a joint offensive against star systems in the Commonwealth, the Federated Suns, and the Tikonov Free Republic.

Other concerns haunted the Commonwealth military. The Interdiction cut off timely reports about the fighting on the Federated Suns front. The Lyran generals feared that a change in the war's fortunes could leave the LCAF without a powerful ally and that they alone would be ignorant of the change. Listening to the generals of her High Command and arguing the situation with General Nondi Steiner, the Archon suspended strategic offensive operations against the Draconis Combine. Scheduled invasions of Combine worlds were put on hold. Offensive Lyran units on contested worlds actually benefited from the order because they suddenly received supplies and reinforcements that had been stockpiled for new invasions.

The LCAF also shifted its focus in the Ryde Theater from the center of the theater, where the Commonwealth offensive had been driving into the Draconis Combine, to worlds closer to Terra. Many infantry and armored regiments were repositioned nearer Terra to defend against a Draconis Combine and Free Worlds League attempt to link with each other. Though this redeployment did not affect the positioning of Mech units, it thinned out the Commonwealth's conventional forces in the center of the Ryde Theater.

The Interdiction caused almost as much social unrest for the Steiner government as it did for the Davion government. Those opposing the war, those opposing the alliance, and those opposing the way the war was being fought all found reasons to point to the Interdiction as evidence supporting their arguments. Duke Lestrade and his separatists in the Federation of Skye were especially pleased by the Interdiction because it gave them plenty of ammunition to attack Archon Katrina Steiner. When the news broke, Duke Lestrade embarked on a tour of the Federation of Skye, giving speech after speech decrying "the folly of the Steiners and their damnable alliance with the Federated Suns. ComStar has shown us its opinion of this unnatural joining of our realms by forever damning House Davion to silence. Must we suffer the same fate? I say it is time we leave a kingdom whose leader willingly pimps her own daughter just to fill her bottomless coffers and secure her name in the history books!"

The nasty rhetoric was accompanied by nastier skulduggery. Skye agents continued to identify and assassinate LIC operatives, and representatives of Duke Lestrade secretly ventured into the Draconis Combine to meet with Lord Theodore Kurita.

Citizens in the Federation of Skye remained unmoved by their Duke's fiery speeches. As the Interdiction continued for weeks and then months, the Lyran people, particularly those involved with trading, began to see the Interdiction as a good business opportunity. This view proved insightful when contracts were announced to sell luxury items to the Federated Suns.

The Draconis Combine and Capellan Confederation reacted with joy to the ComStar Interdiction. The leaders of both realms conferred with their military advisors to plot the best ways to exploit the situation. Propagandists assured their weary populations that victory was only a step away.

Coordinator Takashi Kurita and Chancellor Maximilian Liao were disappointed, as were the suffering people in their realms. Neither leader imagined that Hanse Davion could pursue the war without ComStar communications. Besides, the Interdiction did nothing to solve either leader's military problem. The biggest disappointment was for the people who had been promised an early peace.



# FEDERATED SUNS FRONT

Though Coordinator Takashi Kurita was obsessed with his vendetta against Wolf's Dragoons at the start of the Fourth Succession War, he eventually saw the advantage of opening up a broader front against the Federated Suns.

The Combine offensive, which began a few weeks after the campaign against Wolf's Dragoons, got off to a bad start. One of the main objectives of the offensive was to cut off House Davion from Terra and the Lyran Commonwealth by taking key worlds located in the Suns' narrow sliver of star systems near Terra. The defeat on Northwind doomed this strategy.

After the loss on Northwind, the Combine offensive concentrated on the Galtor Thumb, a group of Federated Suns star systems protruding into the Draconis Combine. The offensive began successfully with the seizure of Galtor III and Marduk by the First and Second Amphigean Light Assault Groups, but the offensive soon bogged down. Though the private war between House Kurita and Wolf's Dragoons continued on, the lull took effect along the rest of the front.

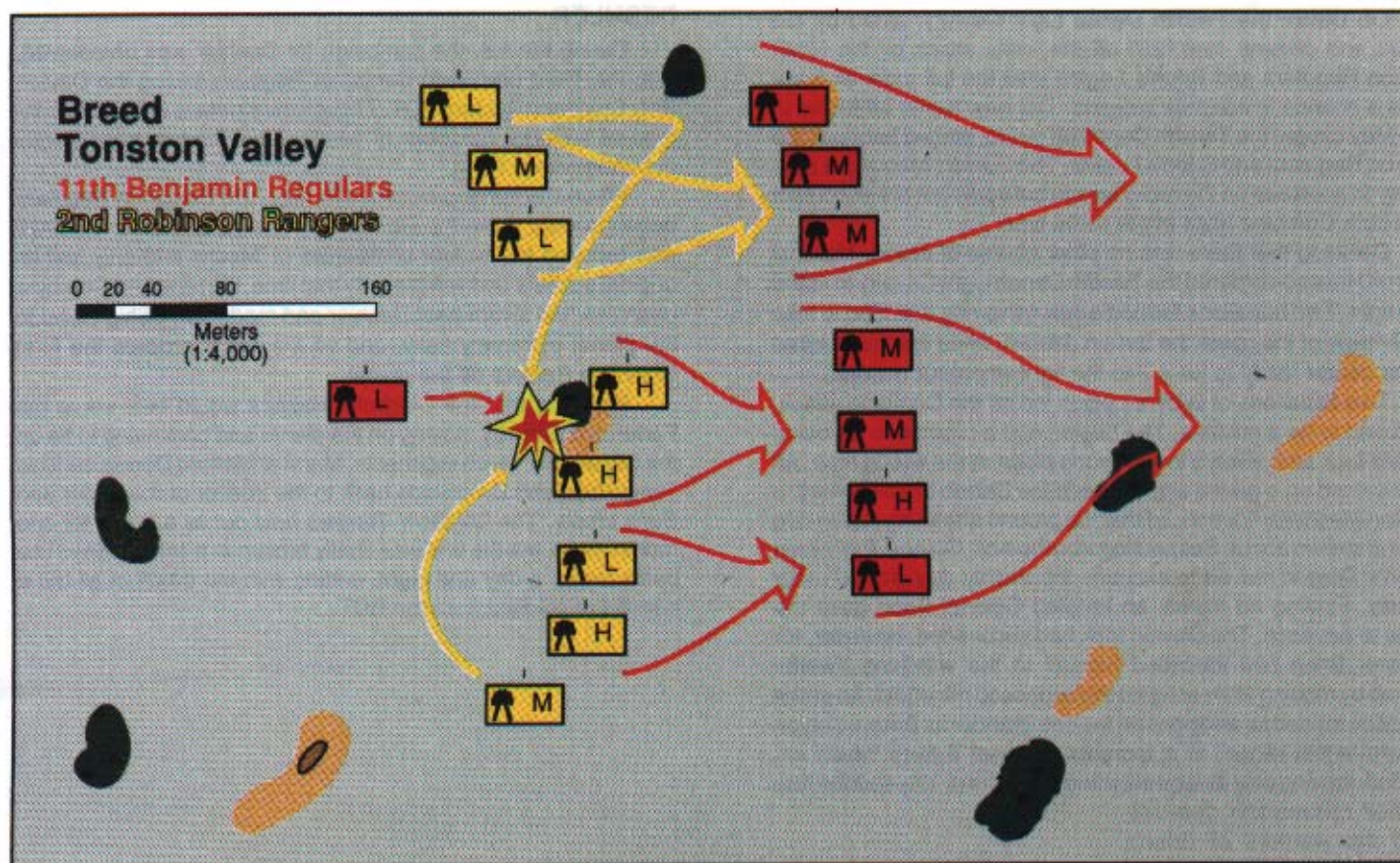
The next round of invasions started in late May 3029, when the Fourth An Ting Legion and McGee's Cutthroats attacked Niles and Groveld III, near the border with the Outworlds Alliance. Neither world was protected by a frontline regiment, but the planetary militia on both worlds fought hard before succumbing. On Niles, a militia regiment held back a battalion of the Fourth An Ting for a week before falling, while a commando squad formed from the remnants of a militia unit sneaked into the Cutthroats' camp and assassinated the unit's second-in-command.



## Federated Suns-Draconis Combine Border

- Denotes world unsuccessfully attacked by Draconis Combine
- Denotes original border
- Denotes territory occupied by Draconis Combine





## BREED

The Eleventh Benjamin Regulars had used surprise and superior mobility to get the better of the Second Robinson Rangers on the planet Breed. When the lull came, the Rangers controlled the wilderness areas while the Combine forces sat in the cities.

When House Kurita renewed its offensive, the Benjamin Regulars expected the Rangers to leave Breed to defend some other planet, and so the Combine forces became more systematic in pillaging the cities of Breed. Hearing stories of atrocities, the Rangers raced to protect their civilians.

Their timing proved fortunate because most of the Benjamin Regulars had broken up into companies to suppress agitation in cities and towns across the planet. The Rangers encountered Beta Company, Third Battalion of the Regulars, near the village of Hooton, easily defeating the smaller force.

The Rangers continued their march toward Tonston, the planetary capital and presumed location of the Kurita headquarters. Combine units retreated before them. As the Rangers passed more cities on their way to Tonston, more Benjamin Regulars joined the force harassing their advance.

On June 19, the Robinson Rangers were within 100 kilometers of Tonston, advancing through the Tonston Valley. They stopped and assembled into battle formation when scouts reported that the Benjamin Regulars were waiting for them a few kilometers ahead. Having regrouped, the Combine forces were obviously ready for a fight.

The Rangers sent in their AeroSpace Fighters first to strafe and bomb the Combine 'Mechs, but the Kurita fighters drove them off. Then the Benjamin Regulars tried to get the upper hand by sending a company of light 'Mechs to circle the Rangers' right flank and attack from the rear. Instead of retreating, the Rangers advanced toward the heart of the Combine formation. The company attacking the Rangers from behind followed, but made the mistake of closing too quickly. Two Davion companies doubled back and destroyed the Kuritans.

The main battle lasted for two hours, and losses were high on both sides. The Rangers destroyed the Combine light 'Mechs and broke through the Combine line, but at a steep cost. Though it took a threat to the civilians to provoke them, the Second Robinson Rangers pushed the Combine off Breed.



## DAVID

On David, the Twelfth Deneb Light Cavalry, aided by the militia and citizens, had held off the initial attack by the Ninth Dieron Regulars and Brion's Legion until the lull gave all three units a chance to lick their wounds. The new Kurita offensive in late May caught the Twelfth Deneb off guard, pinned between the Dieron Regulars and Brion's Legion. The Davion 'Mechs put their agility to good use on the rocky terrain but could not break contact with both Combine units at the same time.

Deciding that there was no other course of action, Marshal Petroff Haveson ordered the Twelfth Deneb Light Cavalry to stand and fight. Two battalions formed a defensive ring that tried to take advantage of the cover the terrain offered, while the third waited in the center ready to jump into the fight wherever needed.

Two battalions of Brion's Legion led off the Combine attack. It proved to be a mistake. The Legion had a reputation for being a hard-luck unit, always in the wrong place at the wrong time. As it advanced up a gentle slope toward the Deneb Light Cavalry, a Legion MechWarrior noticed that the ground ahead had been dug up and strewn about. Suspecting vibrabombs, Colonel Pythonius Brion's *Dragon* moved to examine the freshly dug ground more closely. Finding no mines, an irritated Colonel Brion gave the order to advance. The Davion trick had succeeded, however, for Colonel Brion had identified himself to the watching Twelfth Deneb by moving to investigate the supposed minefield. An entire battalion trained its weapons on the commander as Brion's Legion moved within range. In a moment, Colonel Brion's 'Mech exploded, leaving only its legs standing on the field. The sudden loss of their commander demoralized the warriors of Brion's Legion. When they broke and retreated, the 'Mechs of the Deneb Light Cavalry were hot in pursuit.

Ashamed of their cowardice and fearing the wrath of the Draconis Combine, the warriors of Brion's Legion raced for the ComStar station on David and applied for sanctuary. ComStar later picked up the unit's contract, which the Draconis Combine willingly dissolved when Coordinator Takashi Kurita heard of the actions of "that collection of cowardly daffodil-sniffers."

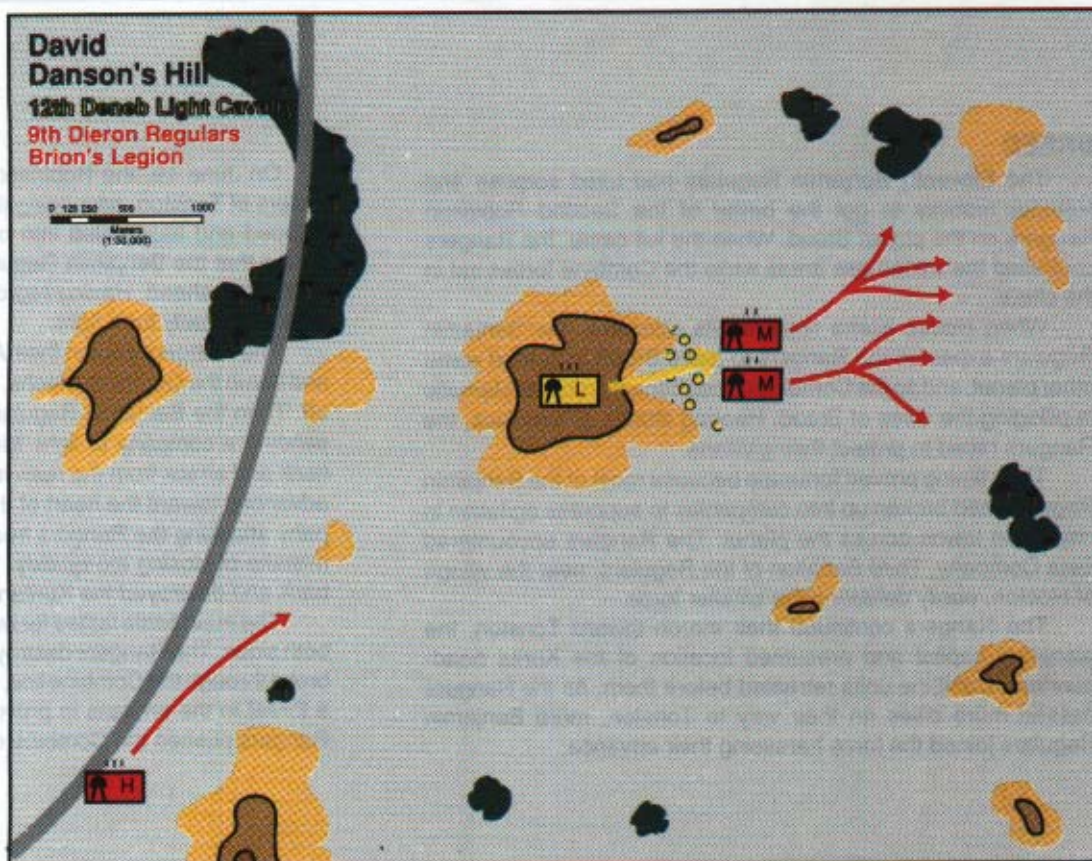
In late June, the Forty-first Avalon Hussars, the regiment normally based on David, arrived back on its homeworld to relieve the Twelfth Deneb. This and the loss of Brion's Legion completely changed the complexion of the campaign for the Ninth Dieron Regulars. Outgunned and on the defensive, the Ninth Dieron soon retreated off David.

## DESHLER

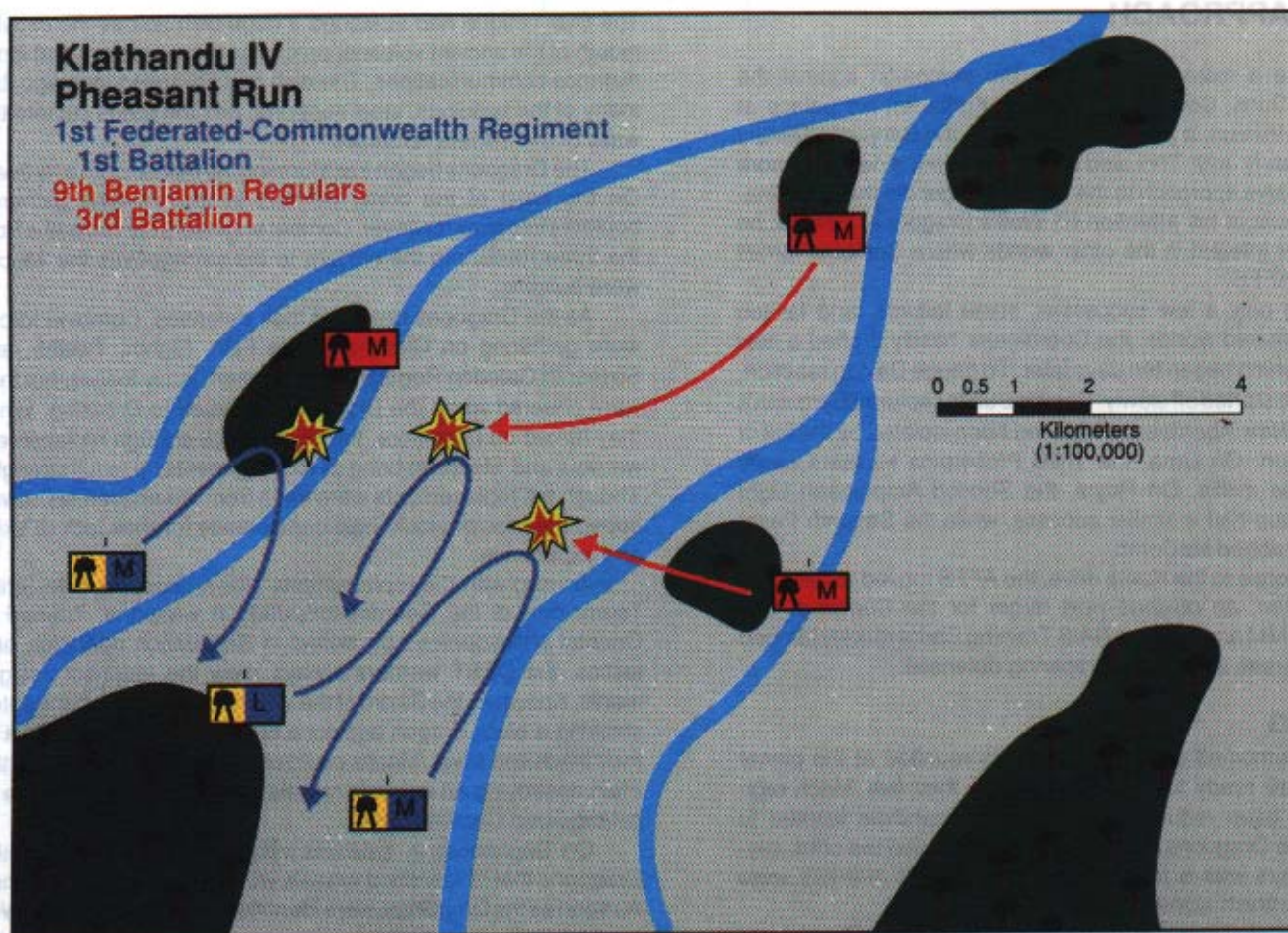
During the lull, the campaign for Deshler was unresolved, with the Third and Sixth Benjamin Regulars facing the Davion First Chisholm Raiders RCT. Though the Kuritans had the advantage of superior numbers of 'Mechs, the Raiders consistently outmaneuvered them.

When the fighting resumed in May, the Benjamin Regulars began to wear down the Raiders. By late June, the Davion RCT was reduced to just four companies of 'Mechs and only half its original soldiers and vehicles. By that time, the renewed Combine offensive had swept past Deshler and made JumpShip travel to the planet extremely risky, and so the AFFS ordered the First Chisholm Raiders off the planet.

Believing that the Chisholm Raiders would best serve the Federated Suns by staying on the planet and continuing to tie up the two enemy 'Mech regiments, Marshal Melford Dennis sent his JumpShips and DropShips back to the interior of the Federated Suns empty. The Chisholm Raiders held out as a group for one month more, but the unit was finally broken in a small valley. The battle lasted a day and night, ending with the death of all but a handful of soldiers from the RCT.







## KLATHANDU IV

The Ninth Benjamin Regulars had invaded Klathandu IV in November 3028, expecting to roll over the planet's militia. The well-trained and well-equipped militia gave the Combine 'Mechs a surprise, however, and the blitzkrieg turned into a war of attrition.

The Combine's original intention was to seize Klanthis, the planet's industrial center and capital, but the fury of the Klathandu militia forced the Ninth Benjamin to retreat to the west and regroup. After several months of cautiously testing the strength of the defenders and studying the terrain of the planet, *Tai-sho* Denice Eastmoreland, commander of the Combine forces, felt confident enough to try for Klanthis once again.

This time, the Benjamin Regulars did not underestimate their opponents. Treating the planet's militia as though they were front-line troops, the Benjamin Regulars made good progress and mauled several of the Klathandu regiments. By late July, the Benjamin Regulars were on the outskirts of the capital city, facing the planet's dug-in militia.

With the Draconis Combine on the offensive, the AFFS feared that the Ninth Benjamin Regulars would finish off the Klathandu militia and move on to a new target. During the first week of August, the Raman Draconis March Militia landed on Klathandu in an attempt to break the siege. The Raman DMM suffered disastrous casualties, but it forestalled a new attack by the Ninth Benjamin long enough for more help to arrive.

To reinforce the militia came the First Federated-Commonwealth BattleMech Regiment. The First F-C was formed with cadets from the New Avalon Military Academy and the Albion Military Academy who had not gone to other units because of their age at the war's beginning. Recognizing the need for another 'Mech regiment on the Draconis Combine front, in late July, the AFFS authorized the formation of the First F-C from the cadets and instructors of the two military academies. More than a fourth of the cadets were from the Lyran Commonwealth. The unit's emblem was circular, composed of the left and right halves of the two realms' symbols, the Steiner mailed fist and the Davion sun and sword. The AFFS outfitted the First F-C with *Valkyries*, *Enforcers*, and *Griffins*.

Marshal James Dassert Sandoval, eldest son of Duke Aaron Sandoval and commander of the First F-C, tried to introduce his regiment into combat slowly by letting his green warriors assume rear-area responsibilities in the territory held by the Raman DMM. The first few encounters with the enemy went well for the First F-C, and its morale skyrocketed.

The euphoria came to a quick end when the First Battalion of the First F-C met the Third Battalion of the Ninth Benjamin Regulars. The fight took place in a lightly wooded area, through which ran several streams. When the dust cleared, most of the young warriors were injured or dead and their 'Mechs had taken heavy damage. Despite their casualties, the First F-C survived its first test and forced the Combine to abandon its planned invasion of Xhosa VII in order to keep Klathandu.



## A NEW APPROACH

To take a more direct role in the campaign against the Federated Suns, Coordinator Takashi Kurita left his palace at Luthien for Irurzun, a prefecture capital in the Benjamin Military District, in early July. This also seemed to mark a new and more comprehensive approach to the war. No longer did the Coordinator focus most of his attention on Wolf's Dragoons. Instead, he took greater interest in the other worlds where Combine forces fought the AFFS.

Seeing only a few successes, some failures, and far too many stalemated worlds, the Coordinator hastily drafted a new offensive, which began ten days later. To gauge Davion reaction, the offensive started off slowly. Combine units captured Bergman's Planet and New Aberdeen, which had been isolated by the fall of Harrow's Sun. On Lima, the Third Proserpina Hussars easily defeated the militia. On Royal, the Second Amphigean Light Assault Group had a similar success, while the Seventh Pesht Regulars grabbed McComb.

In response to the Kurita drive, the AFFS moved to reinforce New Ivaarsen, an obvious next target for the Combine. The Robinson DMM and the First NAIS Training Cadre quickly jumped to New Ivaarsen and began preparing defenses.

## CROSSING

What remained of Wolf's Dragoons reunited at the planet Crossing, still ready to fight even though their five 'Mech regiments had been reduced to one. AFFS marshals wanted to reinforce the Dragoons, but Colonel Wolf rejected the offer, saying that theirs was a private fight, one that his warriors were prepared to finish alone.

Colonel Wolf thanked the remnants of the Tenth Deneb Light Cavalry RCT for their help on Glenmora. He told them that he considered the Light Cavalry to be warriors alongside whom he would be proud to fight anywhere, but that they would not take part in the final battles. He was worried about what the Draconis Combine might do to flush out the Dragoons, and so he asked the Tenth Deneb to disperse to the countryside to protect the planet and its population.

The war had taken a tremendous emotional toll on the warriors of Wolf's Dragoons. After seeing so many comrades killed or wounded in the fighting, the only thing that kept them going was the desire to bring the Draconis Combine to its knees. So devastated were the Dragoons that AFFS commanders on Crossing discussed sending them off the planet as unfit for duty. In the end, the Davion officers knew they could neither persuade nor force the Dragoons to leave Crossing.

As much as Colonel Wolf wished he could give his Dragoons a rest from the fighting, his oath to avenge the deaths of their family members was stronger. He also knew that the Dragoons continued to tie up Combine 'Mechs that would otherwise be attacking other worlds and possibly overwhelming the shaky Davion defensive line.

Colonel Wolf chose the Tartarus Caldera as the Dragoons' defensive stronghold. Millions of years before, a volcano had thrust itself out of the valley floor, creating a huge cone. Years after the eruptions stopped, the valley floor slowly rose as the volcano mouth collapsed, creating a wide caldera. The cone still rose several hundred meters from the valley floor, and the floor of the caldera was two kilometers across and half a kilometer deep.

The Star League had stretched a huge dish across the circular mouth of the ancient volcano, presumably for experimental long-distance communications. The dish had collapsed long ago, but many of the buildings, steel supports, and the roads cut into the walls of the caldera remained.

The Dragoons began transforming the caldera into a fortress. On the crest of the cone, warriors in their 'Mechs gathered boulders into piles for cover. Combat engineers carved paths from the three roads into the caldera to the strongpoints the 'Mechs were building.

As the Dragoons prepared their defenses, Combine forces were gathering on Glenmora. The Fifth, Eighth, Twelfth, and Sixteenth Galedon Regulars had all taken heavy losses, but they were cheered when the Dragoons retreated to Crossing. While they rested on Glenmora, the DCMS sent enough replacement warriors and 'Mechs to bring all four regiments up to full strength. Though the replacements were fresh from the academies, it was hoped their fervor would help compensate for their lack of skills and experience.

Arriving with the replacements was a Draconis Elite Strike Team, one of the Coordinator's hidden weapons. Trained in Oriental philosophies and skilled in BattleMech operation and tactics, the DEST warriors always drew the toughest assignments. Known as the Sword of the Void, the DEST has a unit patch showing a black dragon against a blood-red circle. The sight of their black and silver 'Mechs could change the course of a battle, often destroying an enemy's morale or giving new confidence to beleaguered Combine units.

On September 2, satellites orbiting Crossing warned the Dragoons that unidentified vessels were approaching the planet. As soon as the DropShips were identified as Kuritan, Colonel Wolf contacted the invading forces and told them his location. He challenged them to a strict duel that would respect the lives and property of the people of Crossing.

The Galedon Regulars landed 30 kilometers from the Tartarus Caldera and assembled into battle formations. The Sword of the Void company remained in orbit under heavy fighter escort.

The Galedon Regulars had no conventional support. Though Combine infantry, tank, and aerospace units had been present during the fighting on the other worlds, they seldom did more than guard the 'Mech regiments' supplies. The Combine warriors saw the approaching fighting on Crossing as the culmination of their year-long effort to wash the Dragoon stain from the Draconis Combine's honor. They felt that foot soldiers and tank crews would be meaningless distractions on the field.

The regiments knew where the Dragoons were and had little interest in conquering the planet, and so they avoided villages and towns, even walking around several large farms. A hovercraft regiment from the Deneb Light Cavalry and AeroSpace Fighters from the Light Cavalry and the Dragoons shadowed the Galedon regiments at a respectful distance.

The four Combine regiments split as they approached the Tartarus Caldera. Conscious that they were about to make history and under no time pressure, the warriors marched their 'Mechs around the Caldera in a slow, ceremonial manner, arms swinging stiffly at their sides, their gait as ponderous as it was menacing. It was as though they hoped to strike fear into the Dragoons by walking their 'Mechs like the hefty sumo wrestlers of ancient Japan. When they finally stopped, a Combine regiment stood poised at each cardinal point several kilometers away from the slopes of the caldera.



Nothing happened the next day or the day after that. For three weeks, the 'Mechs of the Galedon Regulars waited on the valley floor beneath the volcano. Early in the morning of September 28, the Combine 'Mechs began their ascent of the Tartarus Caldera. The heavy 'Mechs of the Eighth Galedon Regulars advanced from the south along the single large road that had been carved into the cone. The light 'Mechs of the Twelfth Galedon Regulars climbed and jumped up the eastern face of the caldera. The medium 'Mechs of the Sixteenth advanced up the western slopes of the caldera. The medium 'Mechs of the Fifth Galedon Regulars, which specialized in mountain fighting, drew the assignment of the rugged north face of the caldera.

The Combine forces, having taken three weeks to study the terrain, chose paths that were not too steep and that provided plenty of cover for their 'Mechs. Because of the distance involved, Wolf's Dragoons did not open fire until the enemy was three-fourths of the way up the slopes.

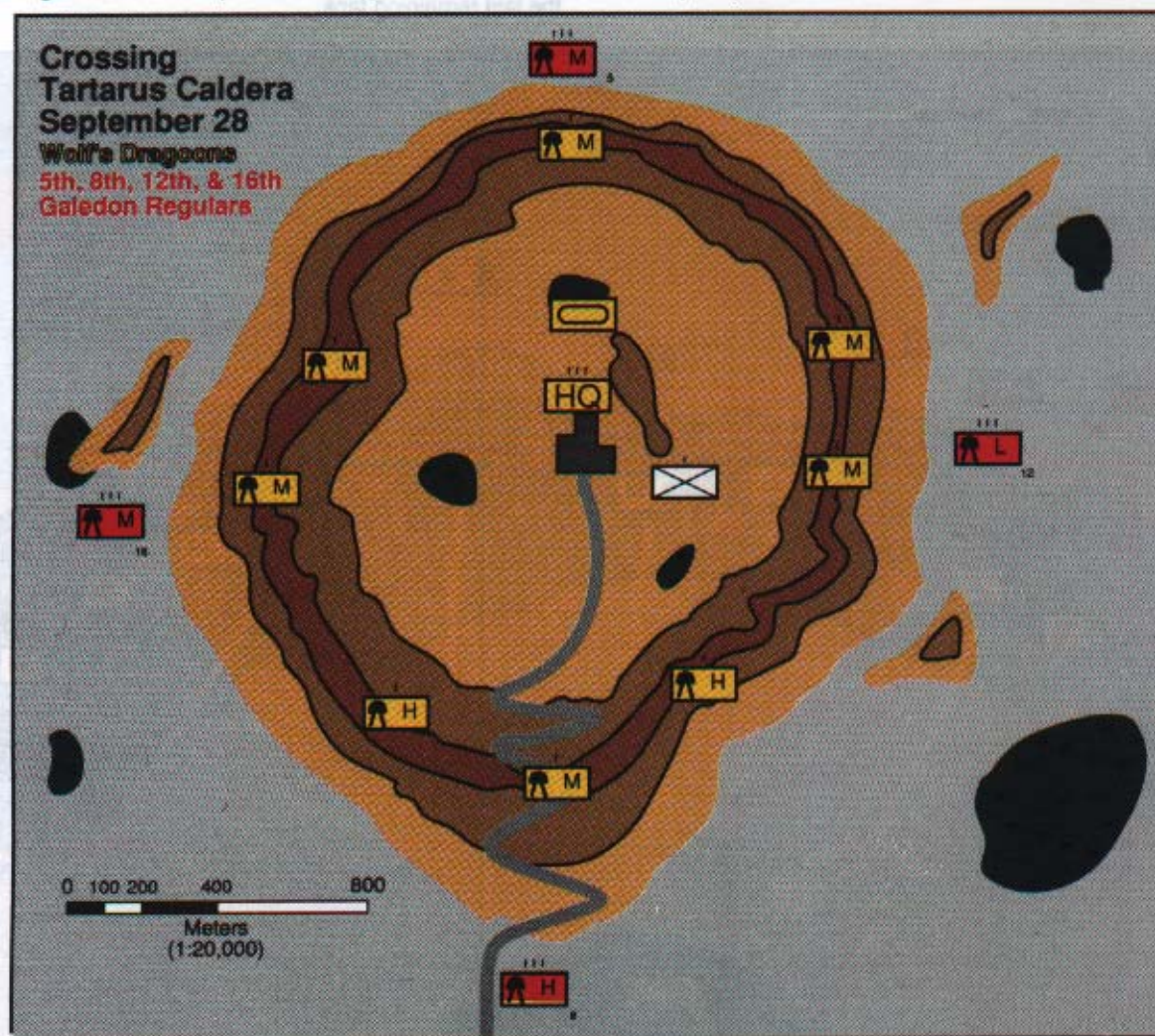
The Sixteenth Galedon Regulars, a capable regiment specializing in city fighting, was completely out of its element on the rocky slopes. On several occasions, a 'Mech slipped and tumbled down the slope, often taking other 'Mechs with it. Most of the 'Mechs survived the fall with little damage and eventually rejoined the fray, but one warrior died and four 'Mechs sustained irreparable damage. The two companies of Dragoons at the summit

harassed the Sixteenth when it came within range, and General Francisco Bevier cost his regiment more time by changing the planned path up the slope.

The Twelfth, though just as new to mountain fighting as the Sixteenth, had more success. The speed and maneuverability of the regiment's light 'Mechs, coupled with capable leadership, brought the Twelfth to the summit with few casualties. As most of the 'Mechs in the regiment were jump-capable, the battalions leap-frogged up the slope, with two providing covering fire and the other jumping higher up.

The Fifth Galedon Regulars regiment was trained for just such a fight, but it had the most difficult terrain to assault. Many sections of the north slope were almost vertical, requiring 'Mechs to jump or to use special "Lobster Claw" spikes attached to each 'Mech's feet and hands. Though the north face had the most difficult terrain, it also protected the Combine regiment from the Dragoons until they reached the top.

The Eighth Galedon Regulars had the easiest path up the mountain even though the four-lane road had been poorly maintained in the centuries since the days of the Star League, with many areas of surface buckled or missing altogether. Though the roadway allowed easy and swift progress for the heavy 'Mechs, its many twists and turns gave the battalion of Dragoons at the crest plenty of chances to shoot at the Combine 'Mechs.





Above the battlefield, the opposing fighters engaged in a free-for-all, with neither side able to gain the upper hand or attack enemy ground targets.

Three hundred meters from the caldera's summit, the Dragoons turned back the 'Mechs of the Galedon Regulars. On October 3, the Combine forces attacked again with the same plan and got within 100 meters. The third Combine attack, on October 9, found an unexpected ally in the weather. A warm fog extending from the valley floor almost to the summit allowed the Galedon 'Mechs to walk to within 600 meters before the Dragoons' heat sensors could provide the information to aim weapons.

Jaime Wolf was expecting the attack, but when the Combine 'Mechs suddenly came marching out of the mist, it had a stunning effect on the Dragoons. The Combine forces finally got a chance to deal out some punishment, not just absorb it.

Three of the four groups of Dragoons withstood the assault. The single company along the northern slope had little chance. Asking twelve warriors and their machines to stand guard along more than a kilometer of rocky terrain in a fog against an entire regiment was simply too much. The 'Mechs of the Fifth Galedon reached the summit between two of the Dragoon warriors.

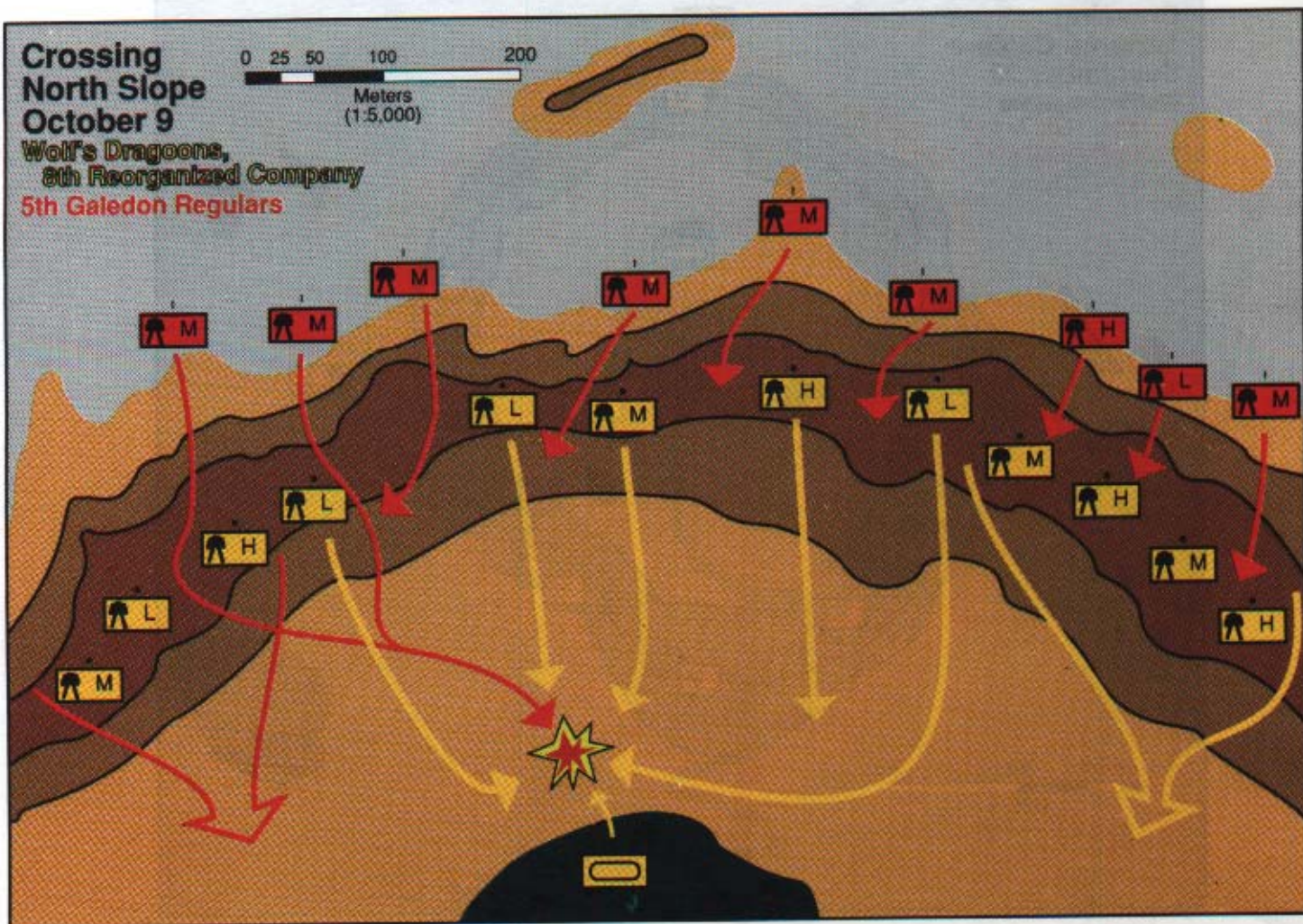
The Dragoon company did its best to repulse the attackers, but most of the warriors were too far away to respond quickly. As more Combine 'Mechs reached the summit, they pushed a wider

gap in the Dragoon line. Colonel Wolf, fighting alongside the Black Widow Company against the heavy 'Mechs of the Eighth Galedon, learned of the breach shortly thereafter and ordered a retreat off the summit.

One by one, the Dragoon 'Mechs left their protected positions to walk down the interior slope of the caldera. Halfway down, the 'Mechs took up positions to cover the retreat of the rest. The last group of 'Mechs left the summit in the late afternoon, with the Combine 'Mechs close behind.

The original order was for the Combine 'Mechs to clear resistance along the crest and wait. Fearing a trap, the Combine generals had ordered their troops to hold the high ground and had given specific instruction not to descend into the caldera. In the heat of the battle, the last two companies of Fifth Galedon Regulars to reach the top did not heed the warning. They lost no time in heading down the inside slope. Because of the confusion caused by the successful assault on the northern face, there was no coordinated opposition to the two companies as they raced into the bowl of the caldera.

A company of Dragoon tanks met the Combine 'Mechs in a small wooded section of the caldera floor. The 'Mechs tried to maneuver past the enemy to reach the Dragoon headquarters, but the tankers' training put a stop to that plan. The fight then became a slugging match until Dragoon 'Mechs arrived to save the last remaining tank.





## Crossing Tartarus Caldera October 20, 0900 hours

Wolf's Dragoons

5th, 8th, 12th, & 16th

Galedon Regulars

Draconis Elite Strike Team



For ten days, the Combine regiments sat on the summit as the Dragoons hastily readied new defensive positions. The Galedon Regulars tried a few forays into the bowl, but the reconnaissance teams retreated quickly when they met resistance.

On the morning of October 20, Dragoon sensor stations in orbit around the planet charted the sudden deceleration of a Kurita *Union Class DropShip* into a 'Mech-drop orbit. Colonel Wolf knew that any unit that would attempt a drop in the tight confines of the caldera's maze of rock pinnacles and steel towers would be a formidable opponent. He had to have time to deal with this threat.

Hoping to disperse or at least stun the Galedon regiments so that his Dragoons could then turn to deal with the incoming threat, Colonel Wolf ordered the Dragoons to attack up the slope. As he hoped, the Dragoons won back sections of the caldera's summit

from the surprised Combine forces. By that time, the DEST company was entering the atmosphere of Crossing, and the Dragoons withdrew to await the incoming foe. The *Sword of the Void* landed in the middle of the Dragoons, putting two 'Mechs out of action. Elite warriors faced elite warriors at close range.

Seeing the DEST company sowing confusion amid the Dragoons, the Galedon Regulars regained their composure and attacked. The Dragoons met the Galedon charge and halted the advance, but then they faced the problem of being surrounded without a strong defensive position and with an elite enemy inside their perimeter.



At three that afternoon, 'Mechs and tanks appeared at the summit. Two companies of light 'Mechs and a company of assault tanks from the Tenth Deneb Light Cavalry had quietly assembled near the caldera and marched up the road when they saw the Combine forces attack. The Deneb 'Mechs ran into the bowl of the caldera, surprising the Combine forces. The tanks stayed on their high perch to take potshots at Combine 'Mechs and harass any possible retreat up the road. This intervention by the Tenth Deneb bought the Dragoons some time, which turned out to be all they needed.

Unknown to anyone involved in the battle of Crossing, Wolf's Dragoons' Zeta Battalion was on its way. After the battle of Misery, Zeta Battalion, the assault force that had sustained the highest casualties of any Dragoon unit, was assigned to escort the families to Robinson. While the five Dragoon regiments fought on Glenmora, Harrow's Sun, and Wapakoneta, Zeta Battalion licked its wounds and repaired its 'Mechs, growing more and more impatient to return to action. Gradually the injured of Zeta Battalion grew more fit, and the badly injured from the other regiments began to recover. The force of able warriors grew little by little, but still Colonel Wolf held them out of action.

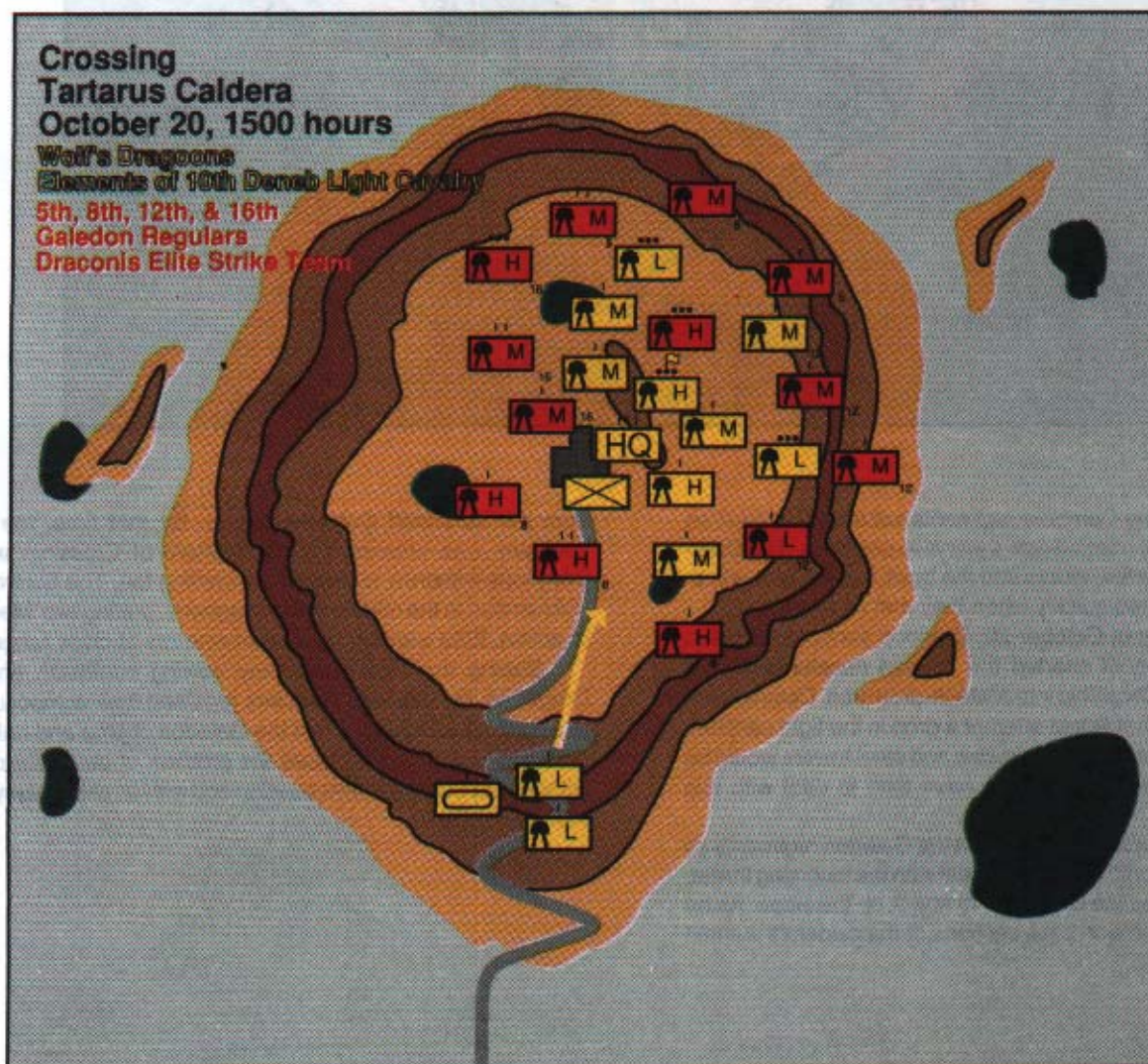
In July, a Dragoon JumpShip carrying three cargo DropShips appeared in the Robinson star system. Under a veil of secrecy and confusion, key members of Zeta Battalion went to the JumpShip to inspect the DropShips. Though there was no announcement about what the DropShips contained, discontent among Zeta Battalion fell sharply.

In early October, Zeta Battalion left for the JumpShip with no explanation to the AFFS or government of Robinson. The three *Mule* Class DropShips left the Dragoon JumpShip for a *Merchant* Class JumpShip that Colonel J. Elliot Jamison, commander of Zeta Battalion, had rented from a shipping company in a series of hurried negotiations.

The JumpShip entered the Crossing star system at a jump point normally used by commercial traffic and was soon challenged by Kurita ships orbiting Crossing. The JumpShip's commercial identity code and manifest caused them little concern, and so they gave the ship permission to launch its DropShips, hoping the Kurita forces on Crossing would add them to their spoils. The Dragoon *Mule* DropShips proceeded at a leisurely pace along commercial space routes toward the planet.

### Crossing Tartarus Caldera October 20, 1500 hours

Wolf's Dragoons  
Elements of 10th Deneb Light Cavalry  
5th, 8th, 12th, & 16th  
Galedon Regulars  
Draconis Elite Strike Team





# FEDERATED SUNS FRONT

Rather than entering standard orbit around Crossing, the *Mules* accelerated into a drop run, giving the Kurita forces their first indication that something was wrong. They still did not know that the DropShips had been extensively modified to carry and drop 'Mechs.

The Combine forces were too involved to respond to vague warnings from the ships. The number of DEST warriors had dropped to just four, and the Galedon Regulars were busy with the Deneb Light Cavalry behind them.

The 'Mechs of Zeta Battalion dropped unopposed except for harassment by a few Galedon fighters. Zeta Battalion dropped along the main road leading into the cone near the staging area of the Deneb Light Cavalry.

Zeta Battalion signalled tank crews of the Deneb Light Cavalry not to alert the forces inside the caldera and then marched as fast as it could up the slope. When the 'Mechs of Zeta Battalion crested the caldera, they saw their fellow Dragoons pinned in the wooded northeastern section, with the Galedon Regulars pressing them on the outside and a single DEST warrior still alive and fighting behind them. Colonel Jamison ordered his 'Mechs down the slope. The Dagoon tanks took up positions alongside the

tanks of the Deneb Light Cavalry, and the Dragoon infantry, carrying missile launchers with Inferno rounds, spread out along the inner slope.

Shortly thereafter, Zeta Battalion waded into the rear of the Sixteenth Galedon Regulars, their 'Mechs easily dispersing the Sixteenth's medium 'Mechs. Some of the Combine machines were tossed aside like rag dolls. Zeta Battalion then moved to drive a wedge between the beleaguered Dragoons and the Fifth Galedon regiment.

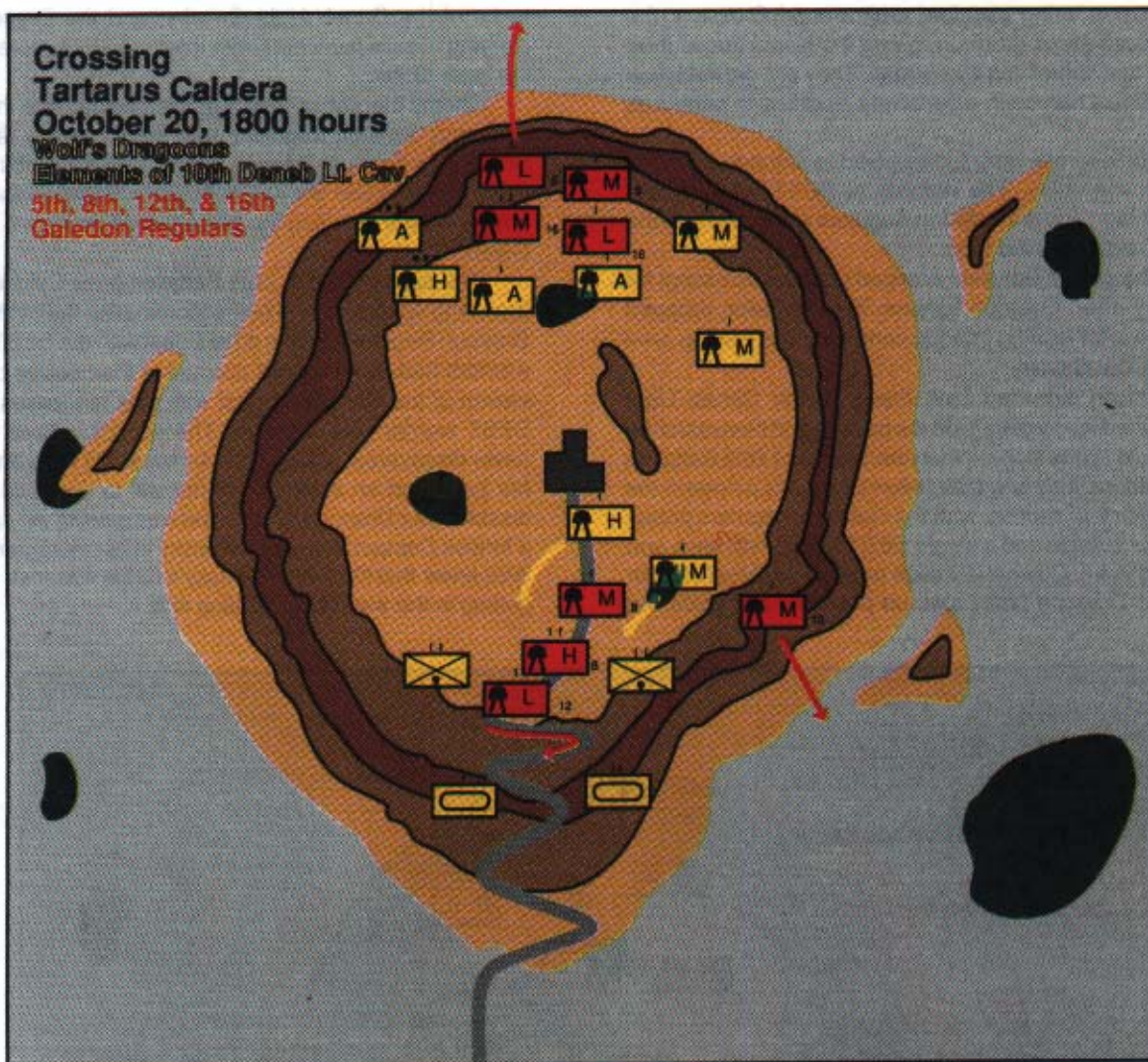
The appearance of Zeta Battalion gave Colonel Wolf some breathing space. He had been coordinating the battle against the Galedon Regulars, letting others deal with the DEST 'Mechs. His warriors had given a good account of themselves by destroying eleven of the Combine's best with only ten losses, but the last DEST warrior was different. The warrior, whose identity was never discovered, wielded her *Archer* as if it were an extension of her body and an extension of her will to win. She had already disabled four Dragoon 'Mechs and was gaining the upper hand on a furious Captain Natasha Kerensky in her *Warhammer*. Colonel Wolf knew that Captain Kerensky's battle was lost. Her fury was getting in the way of her fighting skill.





# **Crossing Tartarus Caldera** **October 20, 1800 hours**

**Wolf's Dragoons**  
**Elements of 10th Deneb Lt. Cav**  
**5th, 8th, 12th, & 16th**  
**Galedon Regulars**



All of the regular brevet commanders were out of commission. Major Yukinov was still recovering on Robinson. Captain Cameron, Colonel Wolf's executive officer on Crossing, had already been killed by a DEST warrior. Colonel Andrei Shostokovitch, Colonel Wolf's next-in-command, had also died in this battle, falling to a lance of Sixteenth Galedon Regulars. Major Stanford Blake and Colonel Kathleen Dumont had lost their 'Mechs earlier in the battle. So it was that Colonel Wolf turned to the grandam of the Dragoons, Colonel Wilhelmina Korsht, to command the regiment as he moved his *Archer* toward the DEST warrior.

Colonel Wolf ordered Captain Kerensky to break off her attack. Though she cursed and grumbled, Kerensky obeyed. The DEST warrior, seeing who now opposed her, turned to face Colonel Wolf. The two *Archers* stopped and bowed to one another.

The positions of the Galedon Regulars were crumbling. When Zeta Battalion pushed through the Galedon positions, the reunited Dragoons went over on the offensive. The Dragoons

pinned the Fifth and Sixteenth Galedon Regulars to the northern edge of the caldera. The remnants of the Twelfth and the heavy 'Mechs of the Eighth held their ground, but their positions made them good targets for the tanks on the rim of the caldera.

As the drama of House Kurita's private war with Wolf's Dragoons played out the final scenes of the last act, Colonel Wolf fought an individual duel with the last warrior of House Kurita's best.

At first, the two warriors kept the fight at long ranges, each maneuvering through the salvos of missiles that crisscrossed the distance between them. Finally, a missile burst caught Wolf's *Archer* on the right hip. Though the hip damage restricted the 'Mech's ability to move and gave the DEST warrior the advantage of mobility, she closed for the kill.

The fight continued amid the rusted steel supports of the Star League's communication dish. Colonel Wolf's 'Mech took more damage on its right hip and leg, but the Colonel evened the odds by disabling the enemy's left arm and blasting away the armor on its chest.



As the DEST 'Mech was crossing open ground trying to reach one of the steel pillars, Wolf blasted her with a salvo of missiles. Stumbling, the 'Mech stepped onto the roof of a large underground room that must once have held cables and instruments for the Star League installation. The *Archer's* leg became wedged in the debris. In an attempt to break free, the DEST pilot bent her 'Mech as far as possible and fired her last salvo of missiles down at the concrete and steel slabs holding her 'Mech's limb. Not only did the attempt fail, but the explosion also destroyed one of the supports of the steel pillar and sent it crashing down on the *Archer*.

The steel pillar knocked the *Archer* onto its back and came to rest on its collapsed torso. Colonel Wolf limped his 'Mech over, approaching warily to within a few meters. Seeing his helpless foe, Colonel Wolf bent down, not to deliver the final blow, but to see if he could push away the pillar. Despite his 'Mech's strength, he could not budge the tons of steel pinning the enemy.

Realizing that the crushed reactor would explode soon and that the warrior could not escape from her damaged cockpit, Colonel Wolf attempted to separate the cockpit section of the 'Mech from its body. After cutting away the cockpit with his lasers and fists, he hurried away with the prize cradled in the arms of his 'Mech just as the *Archer's* remains exploded. Despite the best efforts of Dragoon medics, the DEST warrior did not survive her injuries.

The Fifth and Sixteenth Galedon Regulars were hopelessly pinned to the northern wall of the caldera. Though there were only two depleted battalions of Dragoons forcing them back, the sudden turn of events and the retreat had offset the Combine's numerical advantage as they desperately fought among themselves for the few bits of cover. The experienced mountain climbers of the Fifth Galedon began scaling the slope, leaving the Sixteenth to fend for itself. Their ascent gave the Dragoons easy targets, however, and only a handful of the Fifth Galedon Regulars survived the climb. The rest of the Sixteenth Galedon Regulars surrendered to Captain Kerensky after seeing the warriors of the Fifth shot off the slopes like flies off a wall.

The Eighth and Twelfth Galedon finally gave up their positions and began a controlled retreat along the road leading out of the caldera. Two companies went ahead to deal with the tanks at the summit. As they started the ascent, the Dragoon jump troops let loose with missiles. In an instant, ten Combine 'Mechs were covered with burning chemical gel.

All semblance of order evaporated, and the rout was on. The light 'Mechs of the Twelfth regiment ran ahead of the heavier 'Mechs and into the killing zones of the Dragoon and Deneb tanks. Many light 'Mechs rushed past the tanks, but many did not make it. The heavy 'Mechs of the Eighth Galedon Regulars plodded up the slope, greeted at every step by another salvo of Inferno missiles. When the survivors reached the crest, the Dragoon tanks fired one last salvo and pulled aside to let them pass.

The Combine 'Mechs rendezvoused with their DropShips a day later. For six days, the DropShips of the Galedon Regulars remained on Crossing waiting for other survivors. During that time, Colonel Wolf freed the 16 Combine warriors captured during the battle to return to their ships. On October 28, the Combine DropShips left Crossing.

Only 112 'Mechs and their warriors, less than three battalions from the four Galedon Regulars regiments, survived what became known as the Battle of Tartarus. Of the regiment of Wolf's Dragoons, half the 'Mechs were put out of action, and almost one-fourth of those were disabled by the Sword of the Void company. Thirty MechWarriors were killed, and most of the rest were seriously wounded.

After the Combine forces left Crossing, the warriors of Wolf's Dragoons collapsed. AFFS medic and support units found the Dragoons in complete disarray. For them, the war was over, and their celebration was to fall into the motherly embrace of sleep. Only Colonel Wolf and Captain Kerensky were awake when relief came, marching their battered 'Mechs protectively around their sleeping comrades.

## CONCLUSION

Though the Combine offensive had gained worlds and eliminated the Galtor Thumb, it did not fulfill the expectations of its planners. The Davion defenders had proven to be stubborn and unwilling to give up worlds without making the Combine pay a high price.

For Prince Davion, the fighting on his worlds was a qualified success. Though his troops had checked the Draconis Combine offensive, his force had suffered heavy casualties in the process. The losses suffered by his troops, especially Wolf's Dragoons, gave the Prince much to think about. He had also to consider how much damage was being done to the worlds of his state.



# CAPELLAN FRONT

The Federated Suns had had things pretty much its own way with the Capellan Confederation. Despite the Capellan raid against Bethel, the AFFS saw no need to change its strategy. Preparations, particularly the resupplying of regiments, continued as planned as the soldiers of the AFFS enjoyed every quiet moment during the lull. They knew they would be getting orders to move out again soon. The orders came in late April, 3029.

## FIFTH WAVE

Eighty-two 'Mech, infantry, and tank regiments loaded aboard JumpShips for the Fifth Wave of Operation Rat. The AFFS planned to conquer Corey, Zaurak, Menkib, New Macao, Mandate, Wei, Remshield, Tsingtao, and Sarna. The overall objective was the same as it had always been, to conquer the Confederation and destroy as many Liao regiments as possible.

The Fifth Wave came at a bad time for the Capellans. The few JumpShips in the Sarna Commonality had been stripped off to form the Command Circuit for Operation Intruders Communion. As a result, the few front-line 'Mech and armor regiments in the region were isolated from each other, and only reservists defended many worlds. For example, several regiments of poorly trained reservists and volunteers defended Menkib and New Macao, and they could do little to stop the Fifth and Seventh Crucis Lancers.

The story was much the same on the planet Corey. For the Twentieth Avalon Hussars, the real action came immediately after their appearance in the system. The FSS *Orkney*, a Star Lord Class JumpShip, ruptured the heat exchange in its drive-coolant system, filling the engineering sections of the ship with poisonous gas and threatening to explode. The DropShips had to perform emergency detachment maneuvers from the *Orkney*. The heroism of Sergeant Theodore Osson, who donned a spacesuit and entered the poison and radioactive engineering section of the ship to repair the coolant system, saved the *Orkney*. In comparison to all this, the mismatched battle on Corey seemed anticlimactic.

## MANDATE

The Sixth Crucis Lancers invaded Mandate, which had contributed more young men and women to the elite Capellan Warrior Houses than any other world in the Confederation. The marshals of the COC (Capellan Operations Command) feared that the planet's population, toughened by the harsh conditions of their world and by the rigors of Liao society, would be as fierce as their daughters and sons in the Warrior Houses.

The people of Mandate lived up to those expectations. In the air, propeller airplanes tried to ram dropping 'Mechs and DropShips. On the ground, men and women with explosives tied to their backs tried to run beneath 'Mechs and detonate their charges.

The Mandate militia and volunteer regiments employed similar tactics, but on a larger scale. The Lancers quickly advanced against the planet's capital, Glory of Liao, but they faced snipers, contamination of water sources, and mass charges by the militia. Most of these attacks had no military effect, but the necessity of killing old men and women and even children wore at the resolve of the Lancers. By the time the Lancers reached the defense works of Glory of Liao, they were emotionally exhausted.

A company of medium 'Mechs, one of light armor, a battalion of laser grenadiers, and a battalion of air cavalry, jump troops with transport helicopters and helicopter gunships, were the first to arrive outside Glory of Liao. As the Lancers emerged from a wooded area, three companies of Capellan tanks, two battalions of militia infantry and a regiment of civilian volunteers suddenly appeared from concealed positions. Lancer Captain Jonah Florentine remembers the moment when the Capellans threw off their camouflage nettings and stood up to face them. "It was as though the ground were solid one minute and the next it was writhing with wiggling, screeching worms that sprang out of the soil."

The Capellan strategy quickly became apparent. The civilian volunteers, wielding slug-throwing rifles or sharpened farm implements, rushed the Davion forces. Intermixed with them were the militia tanks and soldiers, using the pack of howling people as shields. The Lancers tried to hit the militia and miss the civilians, giving the Liao forces more time.

Despite terrible casualties, the third wave broke the line of Davion infantry. It took the appearance of two *Firestarters* and their flamers to force the Capellans back. The AFFS lost three platoons of infantry, a light tank, and one of the *Firestarters*.

The Davion forces barely had time to catch their breath before the Capellans had regrouped and launched another attack. The remainder of the Mandate volunteer regiment charged the Davion positions, followed closely by the Capellan armor and infantry. They kept charging despite the fearsome toll taken by the slug and laser fire from the Davion infantry and the flames from the remaining *Firestarter*.

Just as the wave of Capellans neared the Davion soldiers, helicopters darkened the sky above the battlefield. Moments later, the Davion Third McHenry Jump Regiment had landed in the midst of the Mandate volunteers. Those who survived grouped themselves back-to-back, firing at the Capellans.



The citizens of Mandate wavered, then broke and ran. This revealed the Capellan tanks and infantry, who immediately opened fire on the Davion line. Several helicopter gunships slowed the Capellan advance with strafing runs, but the tanks kept coming. The warrior in the *Firestarter* charged the tanks, destroying one and torching another before losing its right leg to a Capellan Manticore.

The enemy tanks almost reached the Davion forces when one and then another blossomed in white light and smoke. Two lances of Lancer 'Mechs had finally arrived. Though they had no chance against 'Mechs, the Capellan tanks fought hard to the end.

As quiet returned, the dazed Lancers looked about them. Corpses were piled everywhere except for where a tank or a 'Mech had traveled. Blood formed wide red puddles that silently reflected the flames from the burning vehicles.

The loss of life was so horrible and senseless that the people of Mandate surrendered rather than initiate another bloodbath for the capital.

## REMSHIELD

A small world but rich in minerals, Remshield presented a straightforward mission for the Davion Light Guards RCT. Most of the people lived on the main continent, where irrigation projects had transformed a desert into a fruitful land during the Star League era. In 3029, however, the machinery that had brought green to the world was failing, and the desert was returning.

Defending Remshield were the First Battalion of Hurloc's Hussars and the First Battalion of the Fourth Tau Ceti Rangers.

MIIO intelligence reports had informed Marshal Jonathan Riffenberg, commander of the Light Guards, that the enemy 'Mechs were stationed outside the planet's two main cities, Mineral City and Jewel Box.

The Marshal decided to send the swifter elements of his armor and infantry units to Mineral City, where the lighter Hurloc's Hussars were stationed. These units were ordered to harass the Hussars and gather information on their defenses, while the bulk of the Light Guards attacked the heavier and more experienced Tau Ceti Rangers.

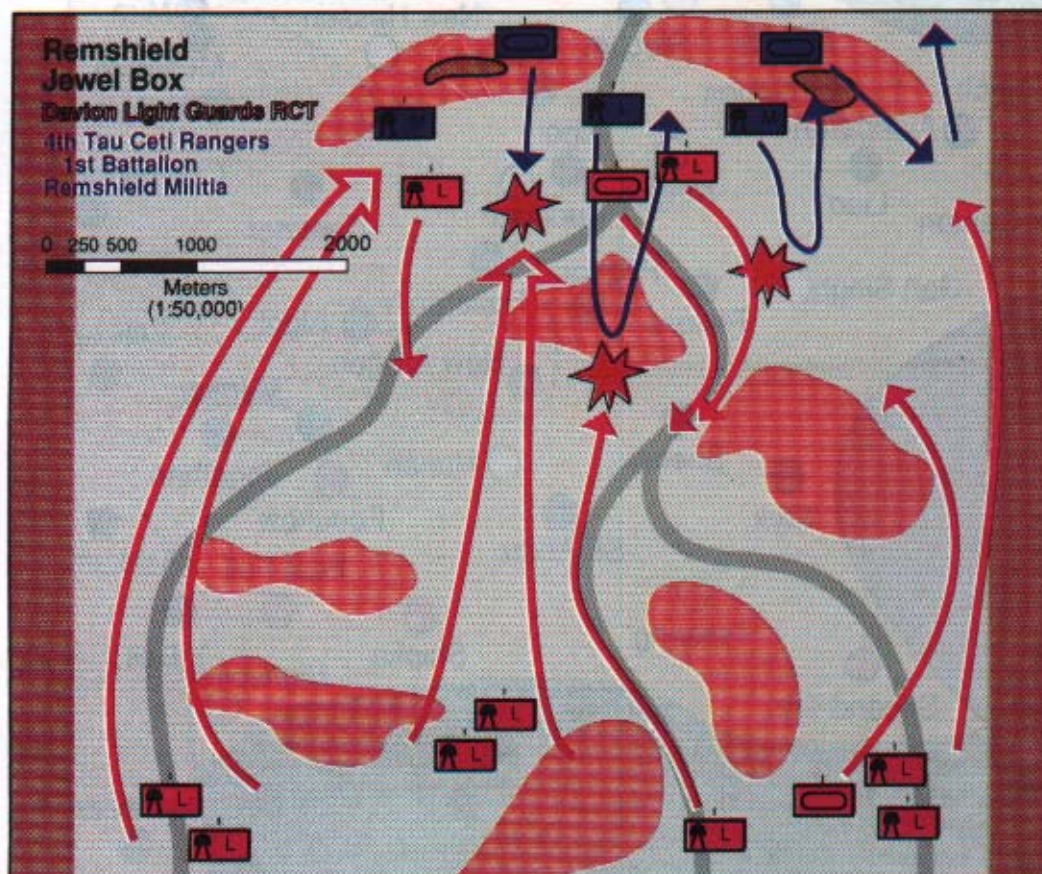
The Davion tank and infantry regiments landed in a safe place 20 kilometers away from Capellan defenses and began their advance. Just as the AFFS infantry and armor engaged the Capellan defenses, the five DropShips carrying the 'Mech regiments were setting down on Jewel Box's spaceport deep within the Capellan defenses.

The Tau Ceti Rangers, which had been heading toward the battle, turned to face the 'Mechs at the spaceport. Major Willemina Surn, battalion commander of the Fourth Tau Ceti Rangers, moved to intercept the marching Davion 'Mechs before they could link up with the support units.

The battle occurred on a hilly field bracketed on the east and west by two dry concrete spillways used to control flooding. The lighter Davion 'Mechs fared badly at first, but their superior mobility on concrete allowed them to use the spillways to outflank the heavier Tau Ceti Rangers. The Capellan force pulled back and eventually abandoned the city and Remshield.

Once Jewel Box was secured, the 'Mechs of the Light Guards prepared to move across the continent to Mineral City. They used the planet's only heavy rail system, which allowed the regiment to load its vehicles onto flatcars and travel across the continent in a fraction of the time it would have normally taken. Capellan soldiers eventually destroyed the rails, but not before the Light Guards were almost to Mineral City.

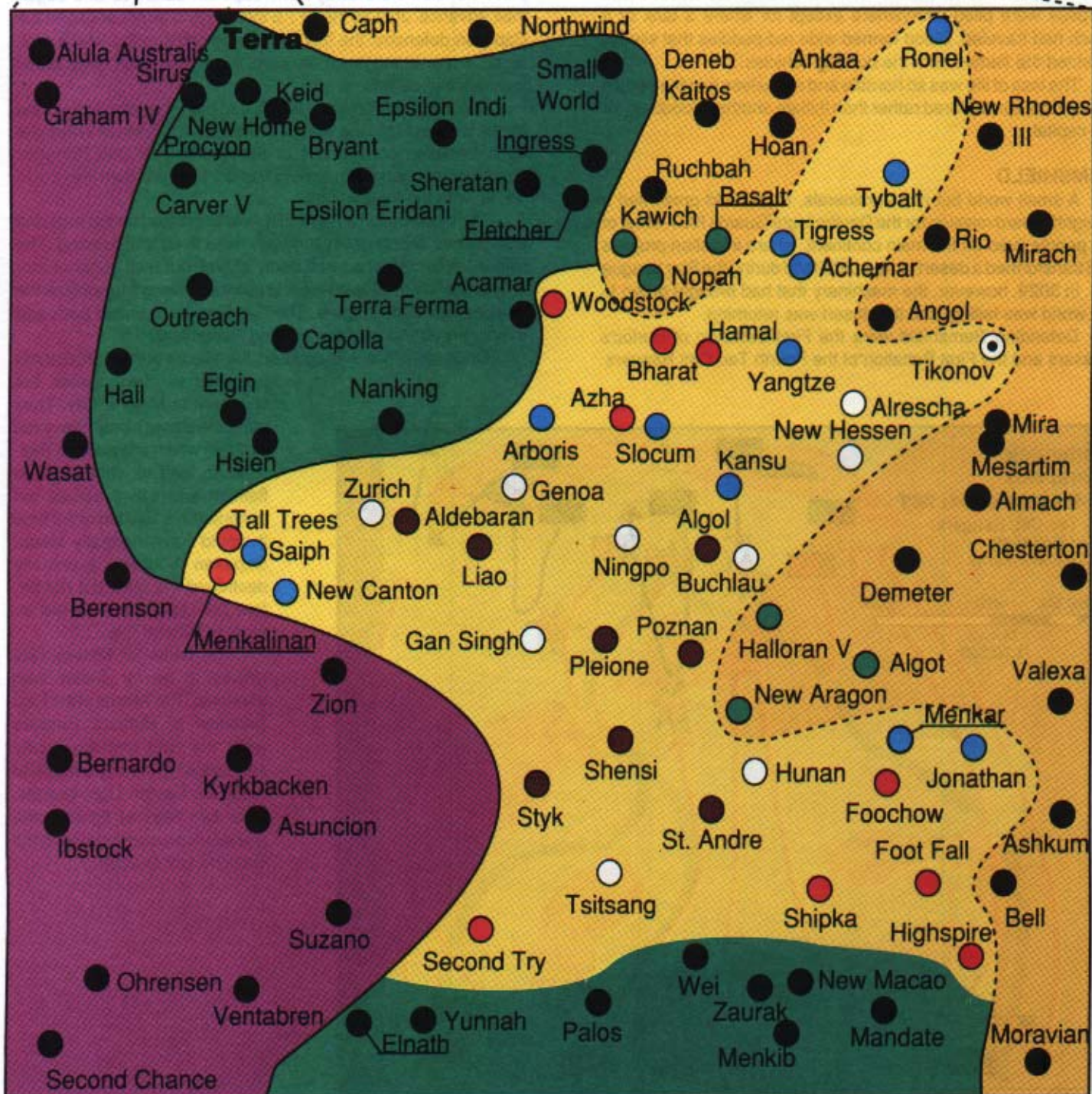
The battle for Mineral City proved to be far easier than expected. The 'Mechs of the First Battalion of Hurloc's Hussars were too light and too poorly supported by the city's militia to resist the Davion Light Guards. After two days of fighting, the few survivors surrendered to the Davion Light Guards.





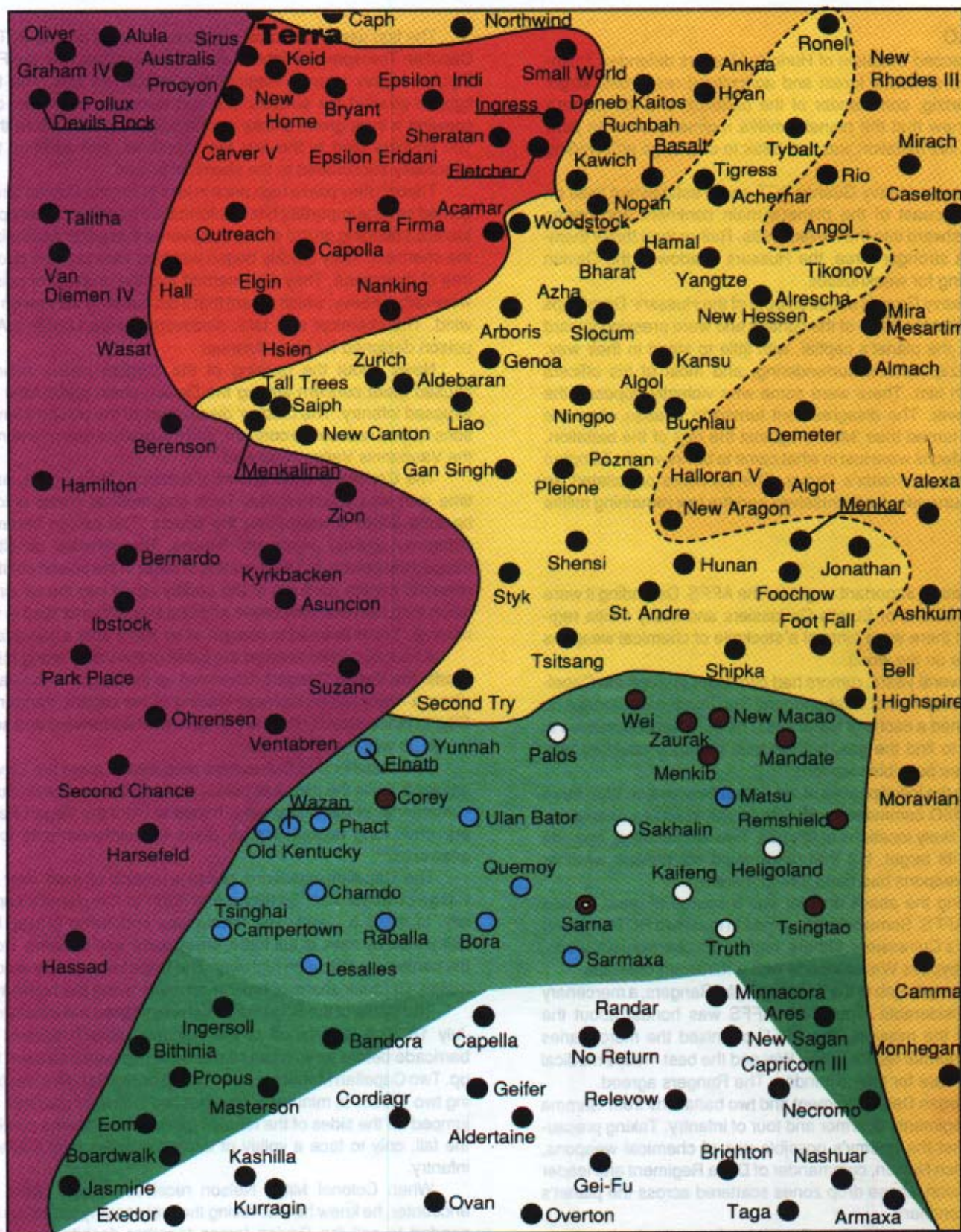
# Capellan Front (January 3029)

- 1st Wave
- 2nd Wave
- 3rd Wave
- 4th Wave
- Territory Occupied by Davion
- Pre-War Liao-Davion Border





# CAPELLAN FRONT



**Capellan Front (January 3030)**

- |  |  |  |   |
|--|--|--|---|
| <span style="display: inline-block; width: 15px; height: 15px; background-color: #800000; border: 1px solid black;"></span> 5th Wave | <span style="display: inline-block; width: 15px; height: 15px; background-color: #800000; border: 1px solid black;"></span> 6th Wave | <span style="display: inline-block; width: 15px; height: 15px; background-color: #FFD700; border: 1px solid black;"></span> Territory Occupied by Davion before Lull | <span style="display: inline-block; width: 15px; height: 15px; border-bottom: 1px dashed black;"></span> Pre-War Liao-Davion Border |
| <span style="display: inline-block; width: 15px; height: 15px; background-color: #0000FF; border: 1px solid black;"></span> 7th Wave | <span style="display: inline-block; width: 15px; height: 15px; background-color: #FF0000; border: 1px solid black;"></span> 8th Wave | <span style="display: inline-block; width: 15px; height: 15px; background-color: #008000; border: 1px solid black;"></span> Territory Occupied by Davion after Lull  |   |



## TSINGTAO

The Second Battalion of Hurloc's Hussars defended Tsingtao, a world of heavy forest and agricultural resources. Major George Hartzig, commander of the battalion and the planet's defense, knew that the planet's militia regiments were in poor supply and his battalion was too weak to challenge an invading force.

The Davion Heavy Guards RCT easily established itself on the eastern coast of the planet's main continent and began moving westward into the Hevson Hills. Rather than throw themselves at a stronger force, the Hussars shadowed the Davion force, looking for weaknesses.

The Heavy Guards captured both of the Hussars' DropShips during the first few days of the fighting and were pressing toward Tsing City, the planet's capital, with little to stand in their way. Major Hartzig favored surrendering, and most of his officers agreed with him. There were some who violently opposed the idea, however. The disagreement turned to treason when the dissenters turned their 'Mechs against the rest of the battalion. Nineteen 'Mechs were lost in what came to be known on Tsingtao as the Battle of Traitor's Grove. The survivors negotiated an equitable surrender for themselves and the few remaining militia units.

## WEI

Wei was an important target for the AFFS. Defending it were the heavy 'Mechs of Sung's Cuirassiers and many militia regiments, and there were hints of a stockpile of chemical weapons somewhere on the world.

For several years, rumors had circulated through the Capellan Confederation that an abandoned Star League warehouse on Wei contained a cache of lethal gas. The MIO sent operatives to the planet to find the gas, but the best that they could do was identify three possible locations.

During the initial phases of the Fourth Succession War, three teams of MIO commandos, known as Rabid Foxes Teams, attacked the likely locations of the gas. Two teams failed, and one destroyed its target, but that team could not confirm whether chemical weapons had been stored there.

Planning the attack on Wei was a source of great debate within the AFFS. Some officers wanted at least two RCTs to stand up to Sung's Cuirassiers. Others, fearing the chemical weapons, wanted to bypass Wei or invade with a minimum of troops.

In offering the job to the Twelfth Vegan Rangers, a mercenary unit of considerable repute, the AFFS was honest about the hazards of the mission. The AFFS promised the mercenaries triple their normal fee for taking Wei and the best mobile medical facilities to care for their wounded. The Rangers agreed.

The Vegan Delta Regiment and two battalions from Gamma led three regiments of armor and four of infantry. Taking precautions against the enemy's possible use of chemical weapons, Colonel Mitch Nelson, commander of Delta Regiment and leader of the invasion, chose drop zones scattered across the planet's southern continent.

This surprised the Capellan defenders, who had concentrated their forces in a protected section of the wide and wooded Vandannis Valley, anticipating the Rangers' appearance at the other end, downwind of the Capellan positions. Instead, Ranger fighters drew first blood by catching the Cuirassiers bunched together.

The first use of chemical weapons occurred on July 3. Two Capellan *Transgressor* fighters dove in low and fast over the First Stygian Heavy Infantry Regiment, a mercenary unit. The two fighters evaded the soldiers' fire and swooped overhead, one spewing a thick green smoke on the soldiers below. More than 100 soldiers died in the first few moments, and another 100 eventually succumbed to the chemical poison.

Though they paid a high price in loss of life, the Davion forces gained several important bits of information from the catastrophe. Medics attending on the scene discovered that water neutralized the chemical. They quickly began washing vehicles and people free of the poison. They also learned that the droplets of poison were rather heavy, which meant that it did not carry very far on the wind. The chemical was later discovered to be UrbStryc-A, a poison designed for easy cleanup.

News about the gassing of the Stygian Heavy Infantry caused great concern among the Davion units, particularly the exposed infantry. The medics' discoveries of the poison's limitations helped reduce the concern, and the gradual encirclement of the Vandannis Valley continued.

The Capellans used chemical weapons twice more, each time with less effectiveness. Tech and medical crews quickly became adept at minimizing the effects. The poison behaved differently against armor and 'Mechs. The vehicles' air filters trapped the poison, but evaporation of water in the poison solution released minute particles of the deadly agent into the air circulation loop. Several tank crews and one MechWarrior died in this manner. Techs learned to change all air filters after a gas attack.

As support units entered the sides of the valley along minor roads, the Vegan Rangers advanced up the length of the valley along a major raised highway leading to the capital, Vandannis City. In lance-sized units, the Rangers pushed forward and soon linked up with the other units.

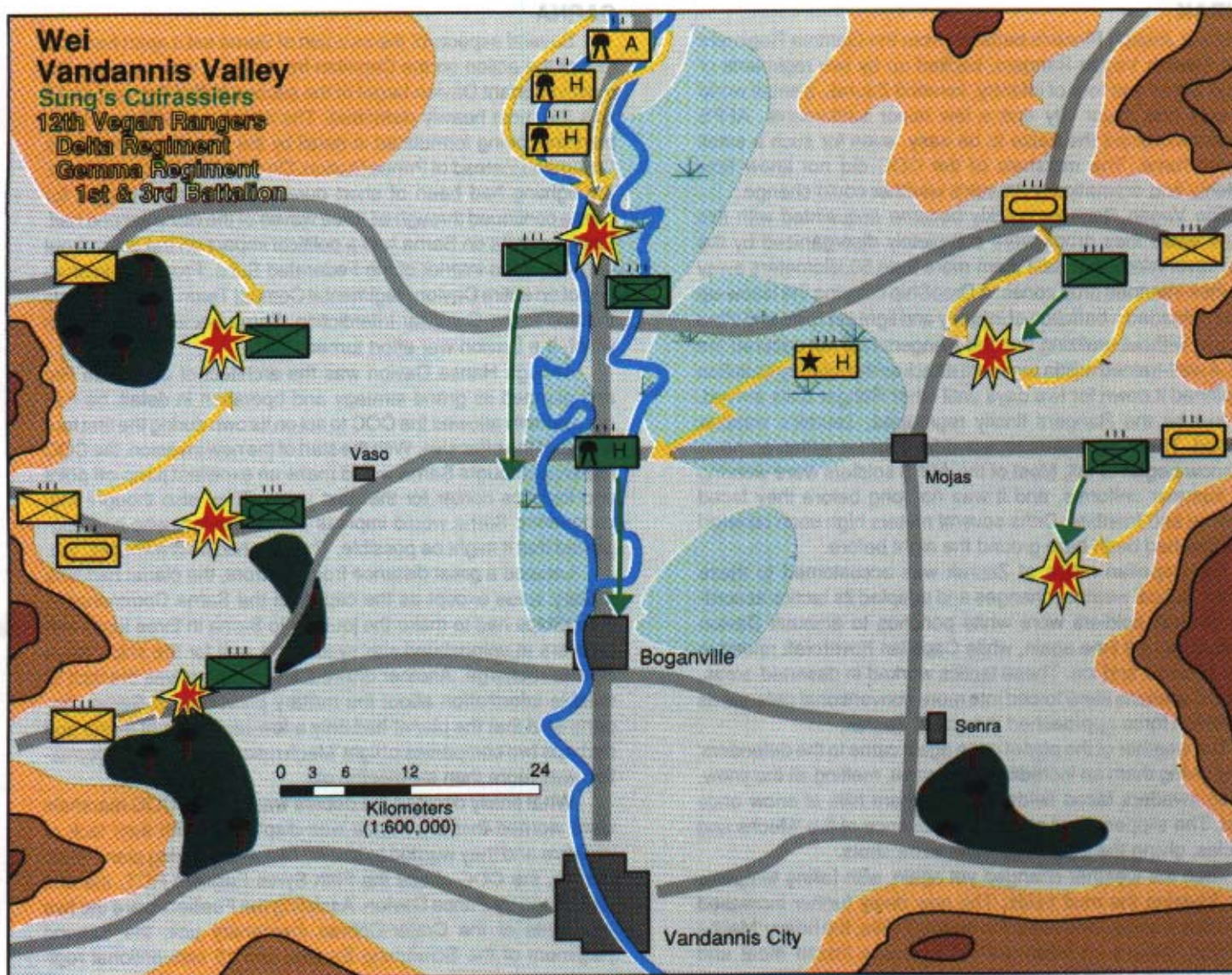
Two battalions of Cuirassiers prepared to meet the Davion advance, while the third was held in reserve. Colonel Kevin Sung, commander of the Cuirassiers, hoped to blunt the Vegan Rangers' drive long enough for his pleas for reinforcements to be answered.

The Capellan battalions chose a stretch of road near the village of Boganville, 30 kilometers north of the planet's capital city, to make a stand. The terrain was undulating grassy hills delineated by rows of tall trees, crossroads, and streams. Down the center was the main highway. The Capellans quickly erected makeshift fortifications of broken concrete along the highway.

The Battle of the Boganville Highway started before dawn on July 18. The lead lance of the Rangers almost reached the barricade before its warriors realized the highway had been torn up. Two Capellan Manticores opened up on the Rangers, destroying two 'Mechs in minutes. The other two took their chances and jumped off the sides of the raised highway. The 'Mechs survived the fall, only to face a volley of Inferno missiles from Capellan infantry.

When Colonel Mitch Nelson received reports about the encounter, he knew he was facing the main enemy formation and needed to call the Davion forces together despite the risk of another gas attack. He spent the rest of the morning forming up his units.





By noon, the Rangers, two armored regiments, and three infantry regiments were moving toward the scene of the morning's firefight. Davion fighters crisscrossed the sky overhead to prevent a gas attack.

The 'Mechs and ground units of the AFFS met heavy resistance along the highway. The two large rivers running parallel to the highway forced the Rangers toward the elevated roadway, where Capellan tanks used the cover and height of the crumpled roadway to inflict more and more damage.

Then artillery rounds began falling among the Davion troops. Most were high explosive, gouging huge craters in the muddy soil, but some explosions sent plumes of green smoke into the air.

Colonel Nelson ordered his troops into a charge and ordered his air support to find and destroy the Capellan artillery positions. The Davion force stormed the Capellan positions.

Suddenly the shelling stopped. Unknown to the Vegan Rangers, the artillery shells loaded with gas were an improvisation. At one artillery battery, a gas round detonated prematurely, killing everyone around. Davion fighters silenced the other two artillery positions.

Sung's Cuirassiers then strode through the barricades, sweeping away the AFFS light tanks and infantrymen on the elevated roadway. Using their new momentum, the Cuirassier 'Mechs charged down on the Rangers below them. Colonel Nelson and his warriors knew that the Capellan gas had congealed onto the filters of their vehicles. Knowing they had little time before the droplets of water and toxin evaporated and released the poison into their air supply, they countercharged the Cuirassiers.

For the next half-hour, the battlefield was alive with autocannon shots, lasers, spears of flame, and the cries of shrieking missiles. The superior training, greater numbers, and inner terror of knowing that the poison would soon be loosed made the Vegan Rangers a vastly more powerful force than Sung's Cuirassiers. The Capellans fled and left Wei the next day. The planetary government quickly surrendered.

The Battle for Boganville Highway claimed almost two battalions of Rangers, making it one of the most costly battles of the war for the Federated Suns.



## ZURAK

Major Joseph Finner's battalion from the Gamma Regiment of the Twelfth Vegan Rangers, backed up by two regiments of Davion armor and four of infantry, invaded Zaurak, a small world with only one major city and a few minor settlements. AFFS planners expected the battle to be easy, even for such a small invasion force. The marshals of the COC did not know how suddenly and dramatically Zaurak's weather could change.

The Vegan Rangers quickly became acquainted with this feature when their drops were completely disorganized by the upper-level winds that cast them more than 50 kilometers away from their intended drop zones. A DropShip carrying the follow-up troops unloaded a battalion of infantry and light vehicles and lifted off again without realizing that the Rangers had not secured the area. A well-trained militia regiment attacked the infantry battalion and pinned it down for two days until other Ranger units arrived.

Just as the Rangers finally regrouped, Zaurak's weather changed. The temperature dropped 50 degrees within an hour, and snow began to fall. Most of the AFFS soldiers were wearing their summer uniforms, and it was not long before they faced exposure and frostbite. Drifts several meters high soon covered fields that had been bare ground the night before.

The Capellan militia of Zaurak was accustomed to these sudden, radical weather changes and adapted its tactics accordingly. Zaurak soldiers wore white ponchos to ambush Davion patrols time and time again, while Capellan hovercraft raided in swirls of snow and ice. These tactics worked in deserted areas, but the Capellans were forced into more conventional defense as the Davion force approached the city of Zaurak.

The weather of the planet once again came to the defenders' aid by giving them an incredible heat wave, melting all the snow. Davion invaders faced fields of mud where hills of snow once stood. The slippery mud slowed the advance of the 'Mechs and vehicles, giving the Zaurak gunners extra shots.

Then the weather changed yet again, with falling temperatures freezing the mud fields. The new delay further increased Davion casualties. Once past the enemy militia, the heavy 'Mechs of Major Finner's battalion walked across a frozen moat and battered down a high stone wall that had protected militia squads carrying Inferno missiles and autocannons.

There, the Vegan Rangers found the headquarters of the militia and captured the commanding officer, who ordered his troops to surrender.

## SARNA

Several aspects of the invasion of Sarna set it apart from the rest of the action on the Capellan front. Sarna was certainly the most important Davion target of the second half of the war, and it was the most heavily defended. The attack was different in its planning, being formulated in detail by the Capellan Operations Command instead of Prince Davion. On other worlds on this front, the fighting had been of short duration, while the struggle for Sarna continued through all three waves of the war's second half. Lastly, events on Sarna had a political impact on the entire front and within the interior of the Federated Suns. From the destruction of an entire Davion Regimental Combat Team to the incidents that led to the ComStar Interdiction, Sarna became the axis on which the Davion war effort turned.

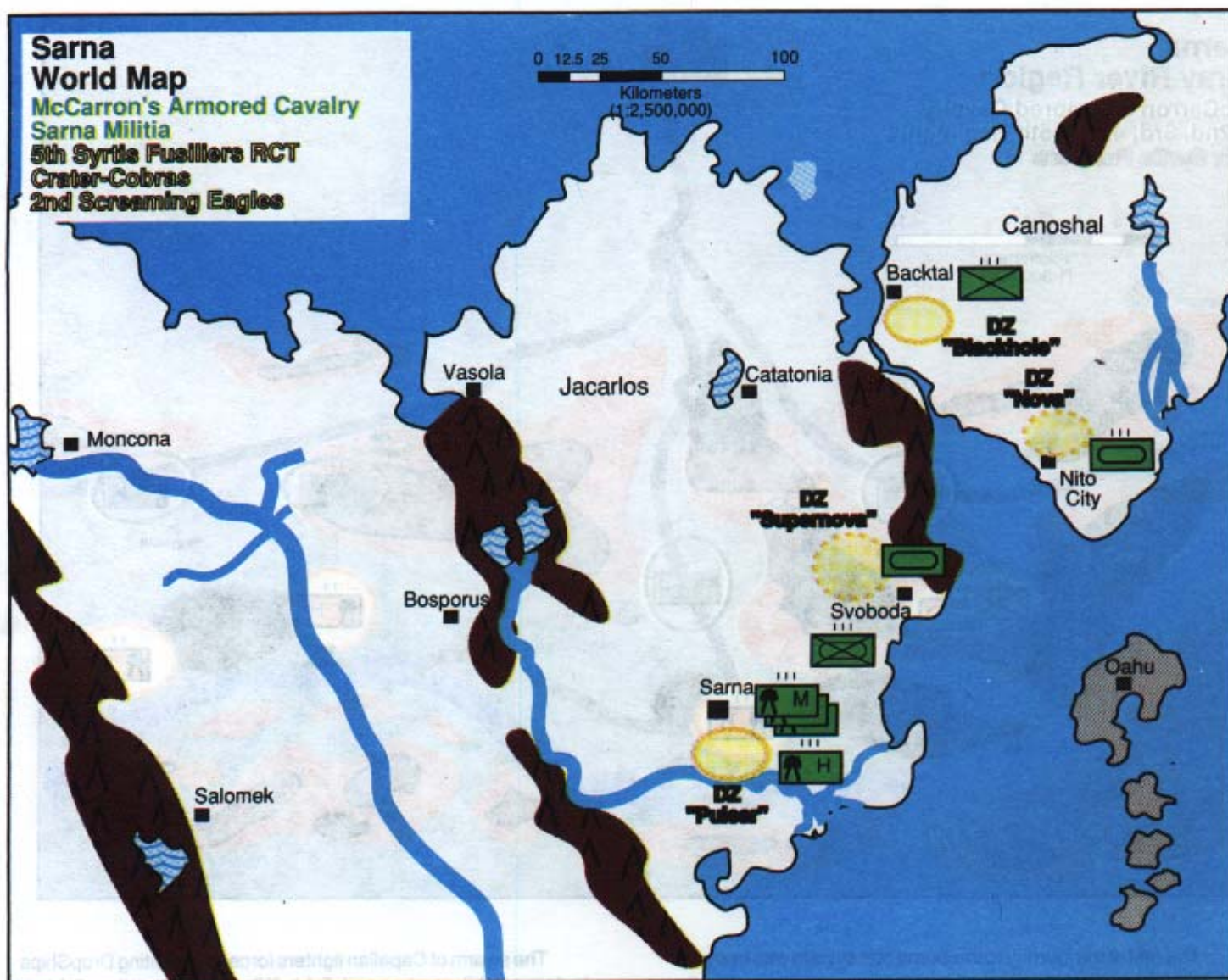
Though Hanse Davion was the architect of Operation Rat and planned its grand strategy and operation in detail, he had occasionally allowed the COC to act on its own during the first four waves of the offensive. With the start of the new invasion, the COC marshals thought Sarna would make an excellent jump-off point and logistics center for the next wave. They also thought that conquering Sarna would impress Prince Davion, who had suggested that it might be possible. The idea had its drawbacks, too.

Located a great distance from the front, the planet had little military value except as the capital of the Sarna Commonality. JumpShips had to make the journey to Sarna in three legs, with layovers at uninhabited star systems to wait for the ships' drive coils to recharge. Another drawback to the plan was the lack of reliable information about the military presence on Sarna. Reports said that the planet had only a few regiments of militia and perhaps two companies of light 'Mech reservists, but this information was more than six months old.

What finally decided the debate was that the COC marshals were worried that the Prince was displeased with their lack of initiative and they wanted to please him with a daring plan. To do the job, the COC chose the Fifth Syrtis Fusiliers RCT, the unit mentioned by Prince Davion. Assisting the Fusiliers were the two regiments of the Crater-Cobras mercenary unit, the Second Regiment of the Screaming Eagles, and 15 conventional regiments.

The Fusiliers were eager for a role in the invasion because they had been held out of the war until that time and because they wanted to avenge the murder of Duke Michael Hasek-Davion. Chancellor Liao's crowing about his execution of the Duke enraged the Fusiliers, whose fury mounted even higher when Prince Davion refused to allow them to attack the Confederation immediately.





Prince Davion, when informed about the Sarna mission, contacted Marshal Tamara Hasek, the late Duke's aged aunt and commander of the Fifth Syrtis, and General Gordon Hartstone, the combat commander. He warned them to be cautious and to keep their anger under control.

Sarna, the once-proud capital of the Sarna Supremacy, was a shadow of its former self. The fury of the first three Succession Wars had reduced the planet's industry to a fraction of its former strength, and the population had declined from nine billion to two billion. Sarna remained important as the symbolic and political heart of the Sarna Commonality, however.

Of Sarna's five continents, only Jacarlos and Canoshal have military importance, because most of the planet's industry is there. The weather over the two continents was hot and humid during the invasion, turning Jacarlos's marshes into pits of voracious insects and predatory reptiles.

The COC planned for four drop zones. The two regiments of Crater-Cobras were assigned drop zones code-named Nova, near a major communications center, and Supernova, near an industrial center. The Second Screaming Eagles drew Blackhole, a valley near a small weapons and ammunition factory in Backtal.

The Fifth Syrtis Fusiliers got the assignment it wanted, Sarna, the capital city of the planet. The drop zone, code-named Pulsar, was south of the city, near the Gray River. The swifter elements of the Fifth Syrtis were to advance into the city and hold the Capital District until the heavier elements could catch up and seize control while keeping the district intact.

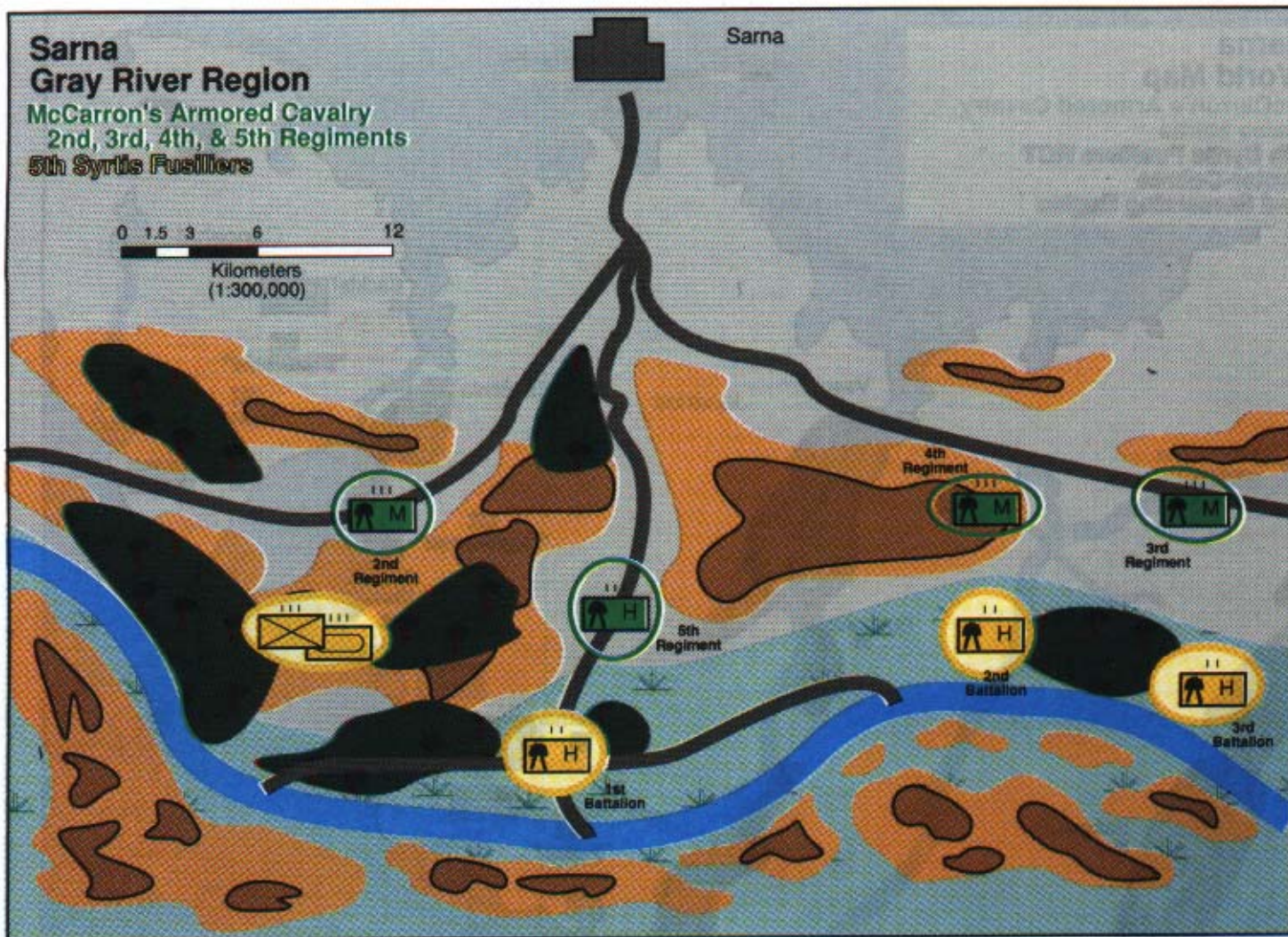
The operation had trouble from the beginning. At FG5429, the second barren star system, the jump drive failed on the *Invader Class FSS Nigel*. The DropShips on the *Nigel* were transferred to other JumpShips, and engineers from the other starships arrived to help repair the *Nigel*. The invasion fleet left, hoping that the *Nigel* would eventually follow them to Sarna. No one learned until months later that the ship had exploded, killing all those who remained behind.



## Sarna Gray River Region

McCarron's Armored Cavalry  
2nd, 3rd, 4th, & 5th Regiments  
5th Syrtis Fusiliers

0 1.5 3 6 12  
Kilometers  
(1:300,000)



The rest of the journey to the Sarna star system was uneventful, but things did not stay that way for long. An hour after the DropShips started for the planet, the ships carrying the Fifth Syrtis Fusiliers accelerated away from the others. General Hartstone, eager to prove his unit's worth in battle and to avenge his Duke's murder, had ordered the DropShips to accelerate at two and one-half times normal gravity instead of the one and one-half of the other regiments. This meant that the Fusiliers would arrive more than two days ahead of the others. That was plenty of time, General Hartstone thought, for the Fusiliers to make their mark.

On May 27, the Fusiliers made their drop unopposed. The 'Mechs landing north of the Gray River got a rude surprise when they dropped into knee-deep mud and water left over from flooding. General Hartstone quickly diverted the tanks and infantry to land their DropShips on higher ground to the northwest of their planned landing site.

With the Fusiliers on the ground still grumbling about the bad landing site, their empty DropShips, in low orbit around Sarna, picked up a cloud of contacts coming in fast over the planet's horizon. The DropShip crews had just enough time to scramble to their weapons to face more than 100 *Transit*, *Transgressor*, and *Thrush* AeroSpace Fighters.

The swarm of Capellan fighters forced the orbiting DropShips to leave orbit or stay and fight. When the Capellan fighters destroyed the DropShips' escorts, the remaining DropShips headed for the planet. The Capellan fighters then dove into the Sarna atmosphere. The Fusilier fighters had just finished a reconnaissance mission, and most were refueling and reloading on temporary landing fields when the Capellan fighters broke the cloud cover and began their strafing runs, raking the Davion AeroSpace Wing.

Colonel Anthony Harkness, commander of the Fusilier 'Mech regiment, had just ordered the Second Battalion out of the muck when Capellan soldiers carrying portable rocket launchers stood up and fired. Most of the missiles were aimed at the Colonel's iridescent green *Marauder*. Every missile that hit the 'Mech exploded with a pop that spread clear gelatin over the 'Mech and ignited into huge, white-hot flames. The Colonel tried to punch out of his roasting 'Mech, but when he opened his hatch, the slime of burning neo-napalm poured in and fried him instantly.



# CAPELLAN FRONT

The First Battalion had dropped west of the Second Battalion. A flurry of Savannah Master hovercraft set upon the 'Mechs of the First before they could get near higher ground. Their numbers and speed caused the heavy 'Mechs grief. The Fusilier warriors could barely move their machines' legs as the Savannah Masters buzzed around them and peppered them with laser fire. Several 'Mechs dropped, but most hovercraft escaped intact.

The Third Battalion, the only group of 'Mechs to land on relatively solid ground, faced repeated waves of Capellan Aero-Space Fighters. Like patient wolves, they lined up high in the sky to wait their turn to strafe the exposed Fusiliers. The infantry and tank regiments of the Fusiliers fell under similar attack, but their DropShips provided support with their tremendous firepower.

The wounded Fusiliers recovered from the attacks by support units just in time to face their main enemy, McCarron's Armored Cavalry. Long before the battle, the MIO had intercepted messages ordering the five Big Mac regiments to Palos. The fact that Liao's best mercenary regiments would be far away had been a major factor on the positive side when the COC had debated the Sarna invasion in the first place.

Yet the Fusiliers soon faced all four remaining Big Mac regiments. Second Battalion, after the loss of Colonel Harkness, routed the Capellan militia and was advancing into the hills when it walked straight into the killing zones of the Fourth McCarron's Armored Cavalry, which was waiting behind the crests of hills.

The Third Battalion of the Fusiliers, trying to escape the McCarron fighters, found cover in a forest grove. No sooner did the air attacks stop than artillery shells began raining down, turning the forest into a storm of metal lightning and tree splinters. When the Third Battalion tried to leave the forest, it ran into the Third McCarron's Armored Cavalry.

The First Battalion, fighting the muck and receiving reports of McCarron 'Mechs advancing from the north, turned south to wade the Gray River. They soon found that the river was too shallow to cover the larger 'Mechs, but too deep to allow them to cross quickly. They were not even halfway across the river when elements of McCarron's Fifth Regiment crested the hills above the river and opened fire. They advanced and fired until they reached the river's edge, so close to the doomed Fusiliers that they hardly needed to aim. All that remained was a company that had headed for the woods instead of across the river.





The AeroSpace Fighters of McCarron's Armored Cavalry turned from the Third Battalion to the Fusilier tank and infantry regiments, which were still huddled beneath their DropShips. It is uncertain why the infantry and tanks had not reboarded their DropShips. It is possible that they were unaware of the ambush that was eating up the Fusilier 'Mechs or that the DropShips had been damaged. It was soon too late to board. The fighters continued their strafing runs, and after ten minutes, the DropShips lost many of their weapons and their internal systems. The crews of the *FSS Parker*, *Hasek*, *Minos*, *Haversham*, *Calona*, and *Deborah* probably could have saved their lives by abandoning the Fusiliers, but none did.

Some of the Fusilier MechWarriors broke away from their battalions and sought their own avenues of escape. Beta Company of First Battalion headed for a forest west of their position. Once there, they set the forest afire with their flamers and walked ahead of the blaze. Though extremely hazardous for the Fusiliers, who were risking high heat levels in their 'Mechs, the tactic made it very difficult for the Capellan 'Mechs to strike at them.

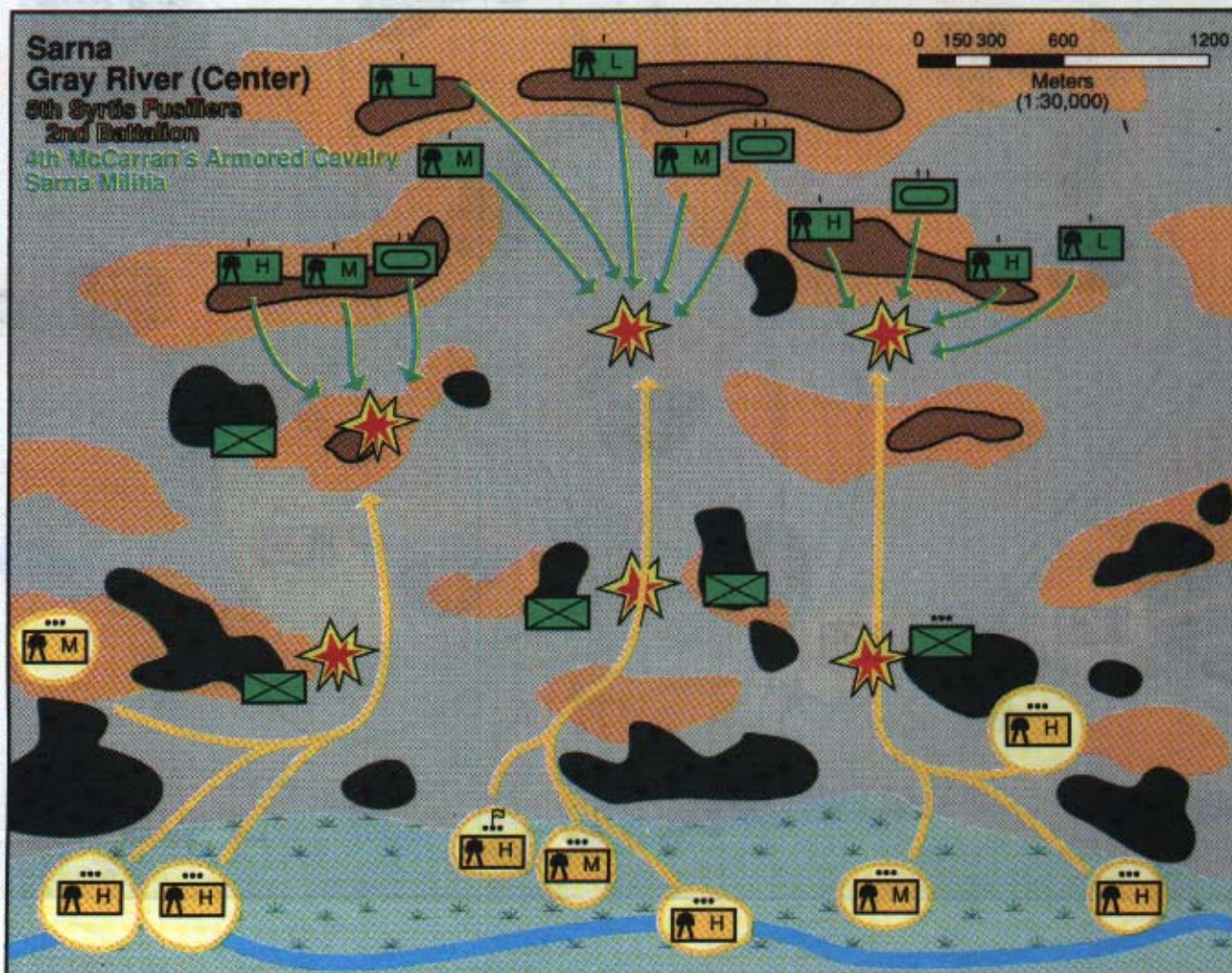
The Fifth Syrtis Fusiliers RCT did not last through the night. Of the three battalions of 'Mechs, only 15 survived, and most of these fell into Capellan hands. Of the ten supporting regiments, eight were destroyed. Half of the 20 DropShips that had transported the infantry and tanks to Sarna were destroyed.

The news of the debacle left the Crater-Cobras and Screaming Eagles, still a day away from Sarna, in a dilemma. Though the commanders of the three regiments knew Sarna was a trap, the mercenaries realized that if they did not attempt to complete their mission, they would be reviled and would jeopardize their future employment.

The three regiment commanders decided to continue to Sarna, but with a change in plans. If the Cobras, Eagles, and attendant regiments hoped to survive long enough for reinforcements to arrive from the Federated Suns, the Colonels decided, they had to drop as one group and choose a drop zone far enough away from the enemy to prepare defensive positions.

They chose Blackhole drop zone, 200 kilometers from the Big Mac, near a weapons factory, and surrounded by hilly and forested terrain. They still had to contend with the McCarron fighters. The AFFS DropShips did their best to mask the location of their drop zone by making many unexpected course corrections in an attempt to confuse the Capellan interceptors. The Davion ships were surprised and delighted when no McCarron fighters rose to meet them.

During the night of May 29, the Crater-Cobras and Second Screaming Eagles dropped near Backtal. They quickly disposed of the militia, secured a stretch of highway leading into the city, and signaled the DropShips carrying the infantry and tank regiments to begin their descent.





As the other units fanned out to scout the area, a battalion of the Crater-Cobras cautiously advanced on the weapons factory. In the darkness, the Cobras were extremely lucky to notice the freshly dug ground ahead of them. One of the Cobras picked up a small vehicle and tossed it onto the fresh earth. The mine explosion was a cue for the defenders of the factory to open fire.

Colonel Richard Westrick, commander of the Cobras, followed a hunch. He split his 'Mechs into two groups and sent each in a different direction along the edge of the minefield. His hunch was rewarded when one group found that the minefield ended at the edge of a forest. He quickly reunited the battalion and advanced through the trees and into the weapons factory. The Cobras raced from the trees into the factory swiftly enough to prevent the militia inside from destroying anything. The Cobras discovered a warehouse full of autocannon ammunition and vibrobombs of all sizes.

The Davion troops unloaded the warehouses just in time before fighters from McCarron's Armored Cavalry arrived and destroyed the complex.

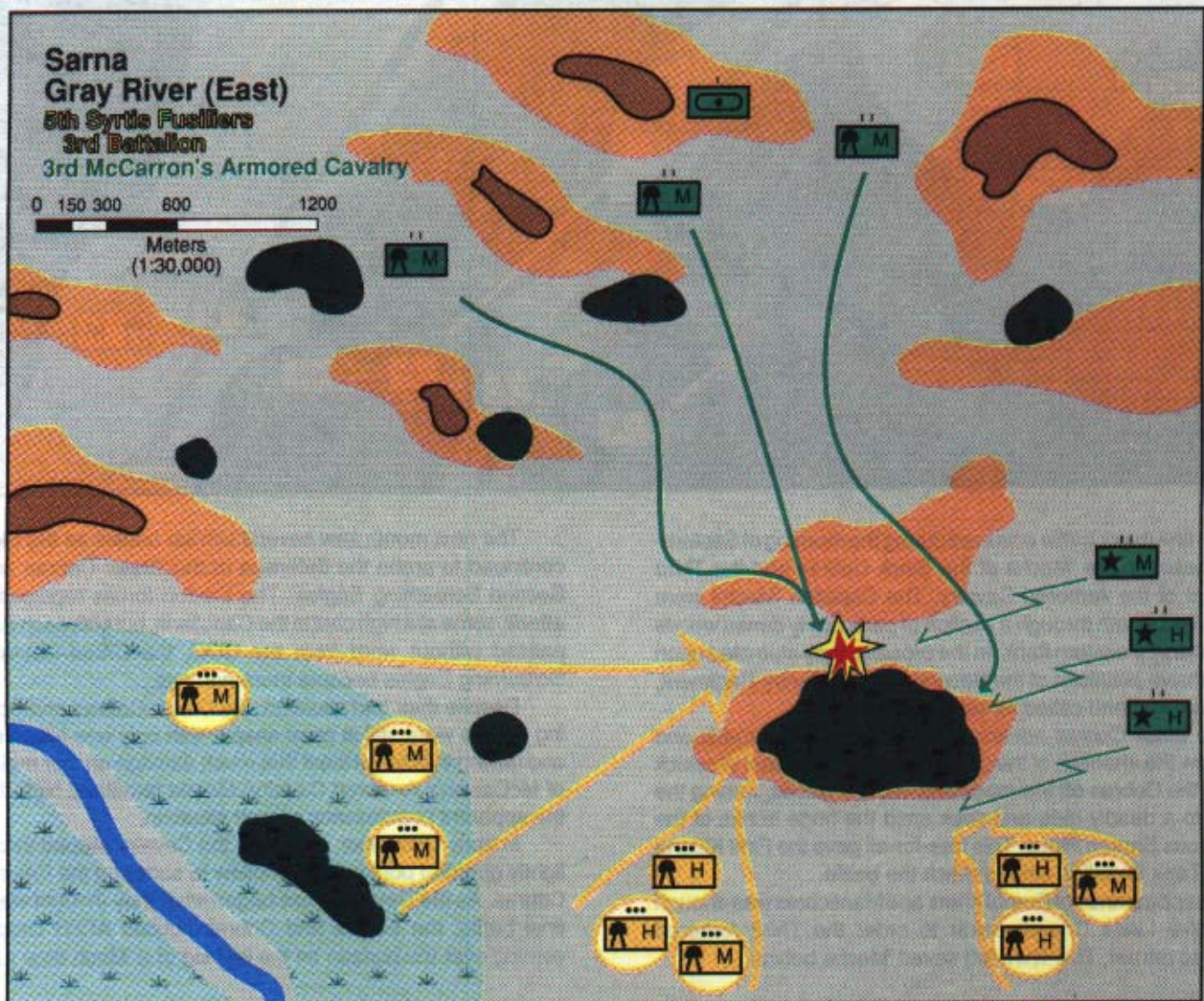
The Crater-Cobras and the Screaming Eagles had bought themselves some time, but their Colonels knew that their continued survival depended on help from the COC. This put the mercenaries in a precarious position, for the invasion of Sarna

brought not only the destruction of the Fifth Syrtis Fusiliers but also the ComStar Interdiction of the Federated Suns.

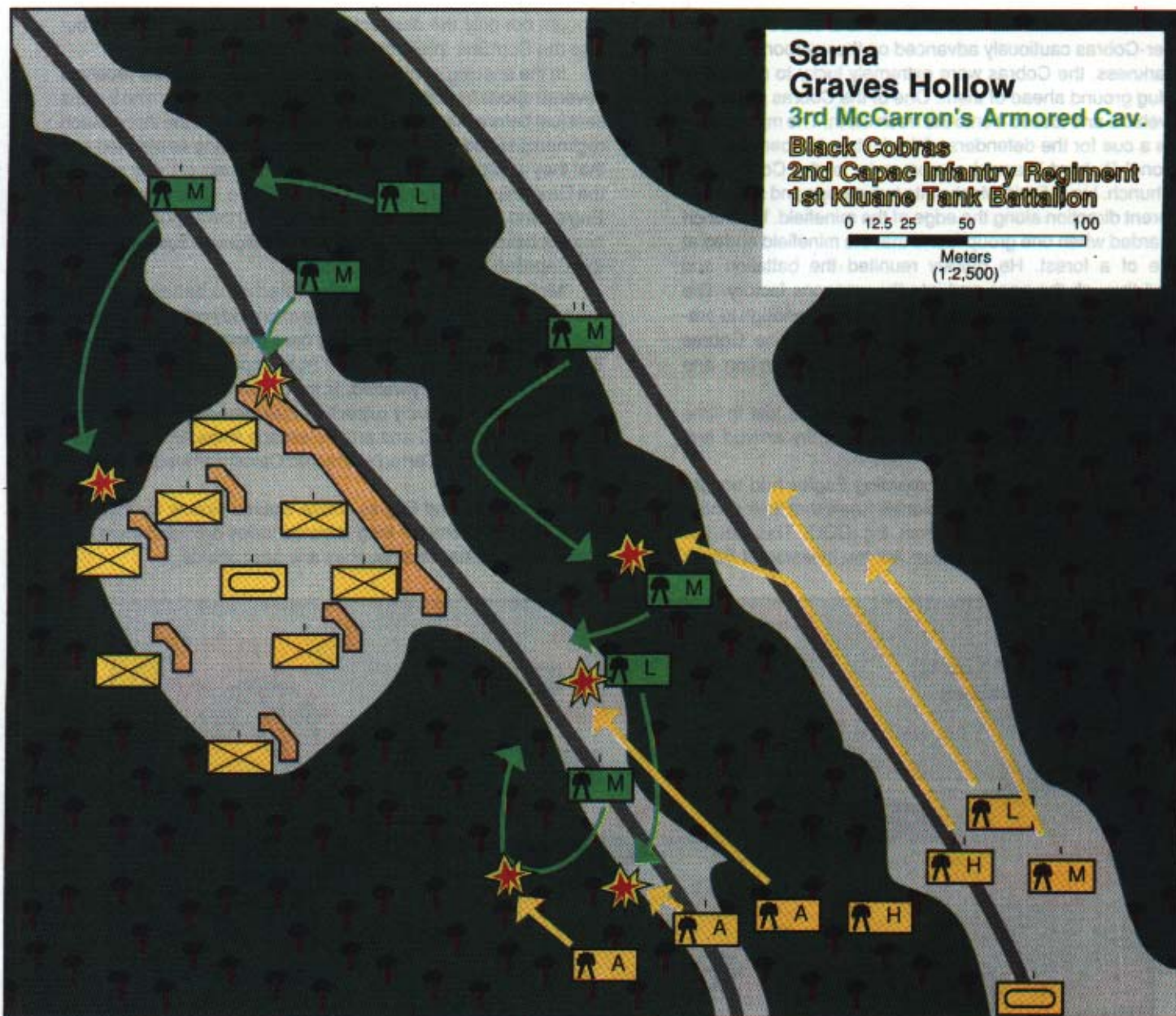
In the ensuing confusion in the COC, the marshals received several reports from the Crater-Cobras and the Screaming Eagles sent just before the Interdiction fell. In the reports, the three 'Mech regiments stated that everything was proceeding as planned and that they would soon control Sarna. On the basis of these reports, the DropShips and JumpShips left the Sarna system, leaving the Eagles and Cobras stranded. The source of the bogus messages has not been discovered, but Davion intelligence suspects either the Capellan Maskirovka or ComStar.

McCarron's Armored Cavalry detached a battalion to scout the mercenary positions but kept the main body of 'Mechs near the capital. Believing that the landing near Backtal was a diversion, Big Mac stayed to guard Sarna from expected new AFFS assaults. For months they waited, as the Crater-Cobras and Screaming Eagles sat nervously expecting their demise, out of communication with the COC and with no escape ships. By late August, the regiments of McCarron's Armored Cavalry arrived near Backtal.

The Cobras and Eagles chose Graves Hollow for their last stand. The 20-kilometer-long forested valley provided them with plenty of locations for ambushes and strongholds.







The first major battle occurred during the morning of September 11 between the 'Mechs of the Black Cobras and the Third Regiment of the Armored Cavalry. The Capellan 'Mechs were trying to find a path through a section of particularly dense woods on the enemy's eastern flank. In the process, they stumbled upon the defensive positions of the Second Capac Infantry Regiment, which attacked and called for reinforcements.

The Black Cobras advanced along two parallel roads and soon drew the attention of the Capellan 'Mechs. Colonel Westrick ordered the Cobras off the roads and into the woods, turning the battle into a deadly hide-and-seek amid the huge trunks of the tremendous Sarnan Pines. This free-for-all gave the First Klusane Assault Tank Battalion time to reach the battle.

The appearance of Demolishers and Manticores was enough for Colonel Linda Chandrasekar to order the Third Armored Cavalry to retreat. The Third left seven 'Mechs behind.

The next month saw several similar battles as the Big Mac continued to probe the defenses of the Crater-Cobras and the Second Screaming Eagles. The Davion forces repulsed each attack, some at a high cost to the Capellans, but with each day that passed without word from the COC, the Crater-Cobras and Screaming Eagles became more nervous.

Despite their bad situation, the Crater-Cobras and Screaming Eagles were still in good shape, with only one-fourth losses and having inflicted at least that much damage on four regiments of McCarron's Armored Cavalry. Morale remained high despite the apparent hopelessness of their situation.

In early December, however, the Cavalry slipped through a lightly guarded portion of the hollow to surround the Eagles and Cobras. As the Davion forces began what they thought was their final battle, the Eagles and Cobras noticed AFFS DropShips coming over the horizon on the last leg of a 'Mech drop run.



The DropShips carried the Davion Heavy Guards RCT and the Davion Light Guards RCT. Because of the Interdiction, they were approaching Sarna with no idea about the situation on the planet and no clue where to drop. Urgent messages from the mercenaries, however, told the Davion Guards how serious things were for the Cobras and Eagles. Bypassing the normal precautions that go into planning a drop, the 'Mechs of the two RCTs left their DropShips the very next orbit, and the DropShips carrying the conventional troops descended into the atmosphere.

The hurried drop scattered many of the 'Mechs, but most arrived together behind the McCarron regiments. With his unit nearly surrounded and in danger of being eliminated, Colonel Archibald McCarron ordered his regiments to forget about finishing off the Cobras and Eagles and to try to escape.

With the Davion troops fighting to avenge the loss of the Fifth Syrtis Fusiliers, the Armored Cavalry was locked in a desperate struggle for survival. Colonel McCarron did escape, but minus a regiment's worth of warriors and 'Mechs.

For several weeks afterwards, the AFFS chased Big Mac across Sarna until the elite mercenaries reached their DropShips and fled the planet.

## SIXTH WAVE

During the second week of August, 3029, the Armed Forces of the Federated Suns launched their Sixth Wave of invasions against Capellan worlds. Though the ComStar Interdiction had seriously hampered the relaying of commands and the proper coordination of supplies and replacement troops, the marshals of the COC had received enough positive reports from the front to believe that they could launch the next phase of Operation Rat only a week behind schedule.

One of the reasons for optimism was a series of reports from the worlds in the unconquered section of the Sarna Commonality. MIO agents, whose reports were hand-delivered to the marshals of the COC, found growing sentiment among the planetary governments of those worlds that the Capellan Confederation had little hope of holding onto the rest of the Sarna Commonality. Most of these worlds were near the Free Worlds League, and their populations hated House Marik for countless raids.

Because the AFFS was still far away, many of these governments feared that their planets would be swallowed up by the Free Worlds League. Just before the Interdiction, government officials on many of these worlds contacted representatives of the Federated Suns. While expressing their loyalty to the Capellan Confederation, they made it plain that they would prefer affiliation with the Federated Suns to conquest by the Free Worlds League if House Liao collapsed.

The marshals of the COC grew concerned that Marik defeats nearer Terra might tempt the Free Worlds League into launching a quick offensive into what was left of the Sarna Commonality as a way to save face as well as gain valuable worlds.

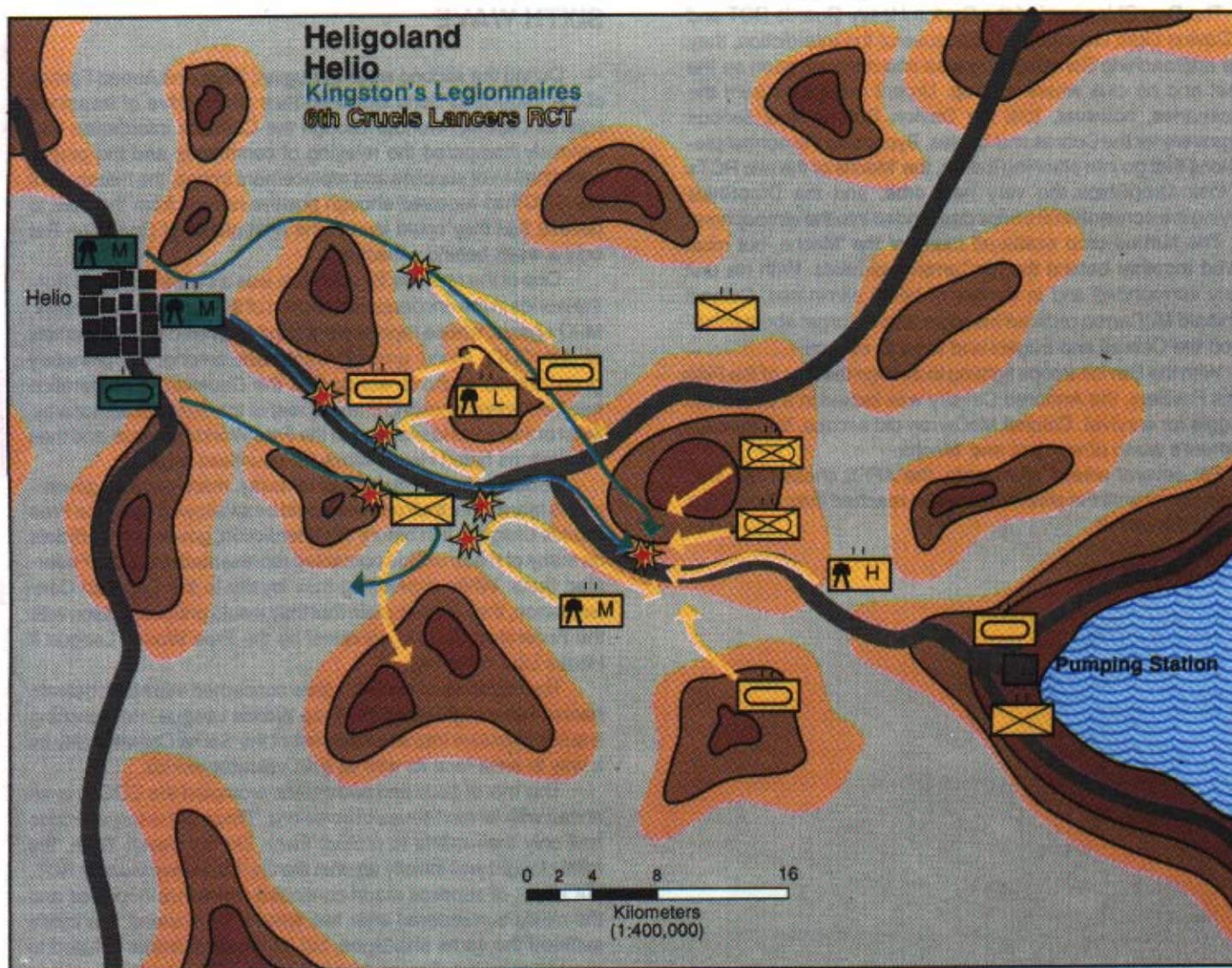
This mix of good and bad omens prompted the COC to push ahead with its next series of invasions. Three of the target worlds had only their militia to protect them. On the planet Truth, the militia fought well initially against the Davion Heavy Guards RCT, but a lack of supplies made continued resistance hopeless and the militia surrendered after two weeks. On Kaifeng, the militia suffered the same shortages, but its fanatical leader refused to surrender to the Davion Light Guards RCT, choosing suicide tactics instead. The Matsu defenders split, with some militia refusing to fight and others remaining loyal to the Chancellor. The resulting internecine battle among the militia left little for the Seventh Crucis Lancers RCT to do except bury the dead.

## HELLGOLAND

Kingston's Legionnaires, a regiment of medium 'Mechs, delayed the planet Hellgoland against the Sixth Crucis Lancers RCT. The Legionnaires decided to hold the high hills around Hella, the capital city of the planet, rather than attack the Lancers' drop zones. Seeing a strong enemy in an excellent defensive position, the Sixth Crucis Lancers looked for an easier way of capturing Hellgoland. Its reconnaissance units found that Hella's only source of water was a reservoir more than 50 kilometers away.

The Lancers seized the reservoir and cut off the flow of water to Hella. Two weeks later the planet's hot sun showed the Legionnaires that they could not outlast the AFFS. The Legionnaires charged down from the hills and into the teeth of the Lancers. Seeing the regiment cut to ribbons, Colonel Martin





## HELIGOLAND

Kingston's Legionnaires, a regiment of medium 'Mechs, defended the planet Heligoland against the Sixth Crucis Lancers RCT. The Legionnaires decided to hold the high hills around Helio, the capital city of the planet, rather than attack the Lancers' drop zones. Seeing a strong enemy in an excellent defensive position, the Sixth Crucis Lancers looked for an easier way of capturing Heligoland. Its reconnaissance units found that Helio's only source of water was a reservoir more than 50 kilometers away.

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Mathias requested an audience with Marshal Orval Gossage, commander of the Sixth Crucis Lancers. Colonel Mathias offered to evacuate the Legionnaires and militia off Heligoland under a set of conditions, most of which concerned the fair treatment of the planet's citizenry.

The greatest sticking point in the negotiations was the Legionnaires' request that they and their families be taken to the Capellan world of Minnacora. To agree to this required a considerable act of faith by Marshal Gossage because the Capellans could easily seize the JumpShips and DropShips as they appeared in the Minnacora system. Despite the potential danger, Marshal Gossage assigned four of his DropShips and two of his smaller JumpShips to ferry the Legionnaires off Heligoland. The Marshal later received warnings for risking the ships and the lives of the crews but also acknowledgement for preventing further bloodshed on the planet.



## PALOS

Gamma and Delta Regiments of the Twelfth Vegan Rangers and twelve conventional regiments attacked Palos, a world of meager resources and many people defended by the Second Confederation Reserve Cavalry and 20 veteran tank and infantry regiments. Colonel Mitch Nelson, commander of Delta Regiment and overall leader of the mission, chose to drop into the barren Docarshon Valley about 200 kilometers south of Xer, the planet's capital city and industrial center.

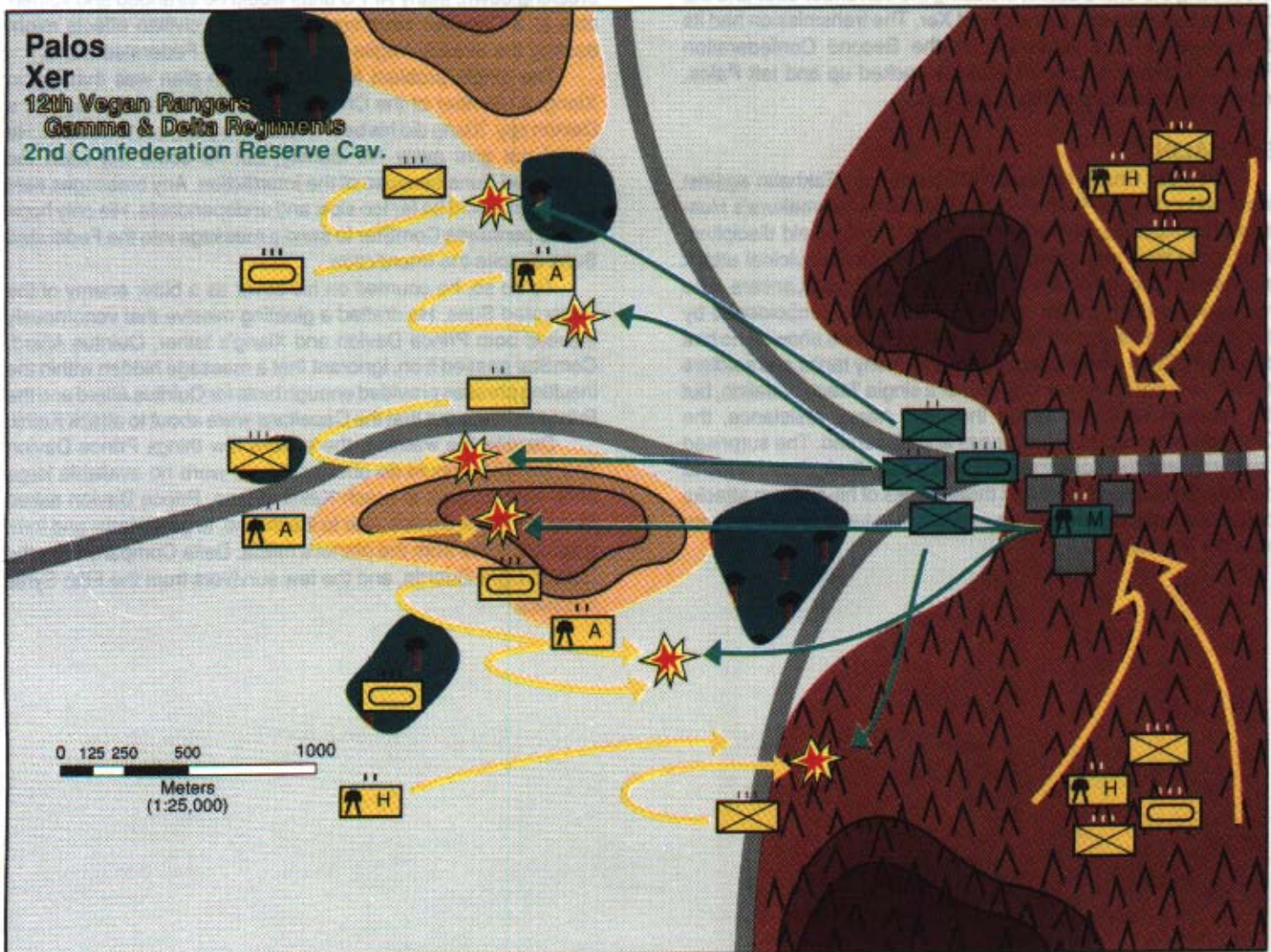
Capellan fighters penetrated the screen of Ranger fighters escorting the DropShips and severely damaged the *Leopard Class Ranger's Creed* and the *Union Class Vegan Thunder*. Both ships dropped their 'Mechs, but the *Ranger's Creed* crashed into the Palos atmosphere and tumbled end over end to the ground. There were no survivors.

The Capellan fighters withdrew to the skies over Xer, and the Ranger 'Mechs easily established drop zones near a large forest. As the Rangers began their advance, they met with vigorous complaints from the citizens of Palos. Showing no fear of the Davion military, angry farmers waived that every grain of wheat crushed would make a child go hungry during the winter. Not

wanting to capture a world of hostile people, the Rangers decided to travel along the roads and avoid crossing open fields as much as possible. The Rangers were also being considerate because they had just been reprimanded by the COC for being abusive to the people of Wei.

The first battle occurred during the night of September 9 as the 'Mechs of Gamma Regiment were bunched up at the edge of a field, waiting their turn to walk the single path created by those that went before them. Fighters of the Reserve Cavalry pounced on them, creating confusion and causing some damage. A company of light 'Mechs from the Cavalry split into two groups and advanced toward the Rangers down two roads bordering the field. With the Rangers preoccupied by the fighters, the Capellan 'Mechs got within a few hundred meters before opening fire. The Capellans fired several rounds and fled, with the fighters again providing cover. They had damaged two heavy 'Mechs without sustaining any damage themselves.

Colonel Nelson was so angry when he heard what happened to Gamma Regiment that he abandoned any attempts to mollify the farmers and ordered his 'Mechs to assume standard attack formations. The Rangers then quickly advanced to within shelling distance of Xer, where they paused to plan their next move.





The next day, two prongs, each consisting of a regiment of armor, two regiments of infantry, and a battalion of 'Mechs, split off from the rest of the Rangers, one to the northeast and the other southeast. The probes to test the enemy defenses had encountered no Capellans after an hour. Instead, the Rangers' main body came under attack. A battalion of Reserve Cavalry 'Mechs emerged from the concealment of a huge warehouse complex to join a regiment of armor and a regiment of infantry that pushed from Xer through highway tunnels under the Xertian hills.

This probing attack by the Capellans apparently came with no knowledge of the Ranger troop dispositions, for Major Aaron Derfick ordered his force to continue to advance when the Rangers gave ground. Only when the Capellans had been drawn far from their avenues of escape did Major Derfick realize that he was outnumbered by the force before him and that two other detachments were swiftly approaching from the rear. Major Derfick attempted to escape the closing trap by sending his armor regiment to meet and delay the 'Mechs descending on his rear. The heavy Ranger 'Mechs easily overran the tanks and encircled Derfick's force.

Major Derfick completed the disaster by refusing Colonel Nelson's offer to surrender. Ranger combat engineers were telecasting the entire battle, including the surrender offer and the carnage that followed, to the city of Xer. The transmission had its desired effect. The remainder of the Second Confederation Reserve Cavalry quietly and quickly packed up and left Palos, leaving the planetary militia to surrender.

## SAKHALIN

The Fifth Crucis Lancers RCT landed on Sakhalin against fanatical opposition from the First Battalion of Kamakura's Hussars. The Hussars, known for their lack of battlefield discipline, lived up to their reputation by making an almost suicidal attack against the drop zones of the surprised Fifth Crucis Lancers, who had expected only militia on the planet. Further emboldened by the lack of 'Mechs in the Fifth Crucis, the Hussars showed no hint of caution. Such a rash attack against so many tanks and soldiers would normally have been the end of a single 'Mech battalion, but the Hussars survived. When they met heavy resistance, the Capellan 'Mechs broke into lances and dispersed. The surprised Lancers were too concerned with securing their drop zones to pursue. The Lancers endured three weeks of hit-and-run attacks before they inflicted enough damage on the Hussars to force them to leave Sakhalin.

## KATHIL

Though the ComStar Interdiction against the Federated Suns presented no clear military opportunities to the battered and weary military of the Capellan Confederation, it did give Liao leaders the courage to dream the unthinkable. What they planned was an attack against Kearny-Fuchida Yare Industries, one of the few remaining JumpShip drive manufacture and repair yards in the Inner Sphere. The gradual decline in technology since the fall of the Star League had given surviving bits of technology and skill an aura of holiness. Of all the lostech skills, the ability to manufacture and repair the delicate machinery of jump drives is easily the most important. This reverence was why only militia protected the Kearny-Fuchida Yare orbiting shipyards and other factories orbiting Kathil; no one could believe that the enemy would attack such a holy site and consciously lower the capabilities of mankind.

The objective was not to strike at the shipyards themselves, but to attack and destroy the massive geothermal generating stations on the planet's surface and the microwave uplink stations that transmitted the power to the orbiting factories and docks. A successful assault, Chancellor Maximilian Liao reasoned, would halt Davion JumpShip construction and repair, forcing the AFFS to curtail its offensive to protect its remaining JumpShips from breaking down. Many AFFS units would be stranded and vulnerable to a Capellan counteroffensive. The civilian effects might destroy the already-fragile economy of the Federated Suns.

The single problem for the Capellan plan was that Justin Xiang, a member of the Chancellor's trusted inner circle, was a Davion spy. Xiang did his best to abort the plan, but to no avail. He dared not give away his identity, but he could not warn the Federated Suns because of the Interdiction. Any messages sent by courier would be far too slow and undependable. His only hope was to persuade ComStar to send a message into the Federated Suns despite the Interdiction.

To do so, he counted on his cover as a bitter enemy of the Federated Suns. He drafted a gloating missive that venomously insulted both Prince Davion and Xiang's father, Quintus Allard. ComStar passed it on, ignorant that a message hidden within the insulting phrases provided enough hints for Quintus Allard and the Prince to figure out that the Capellans were about to attack Kathil.

Despite the warning, there were few things Prince Davion and the AFFS could do about it. There were no available large units near enough to reach Kathil in time. Prince Davion asked Morgan Hasek-Davion, heir to the throne, to go to Kathil and form a fighting force from the planet's militia, Delta Company from the Davion Light Guards, and the few survivors from the Fifth Syrtis Fusiliers.



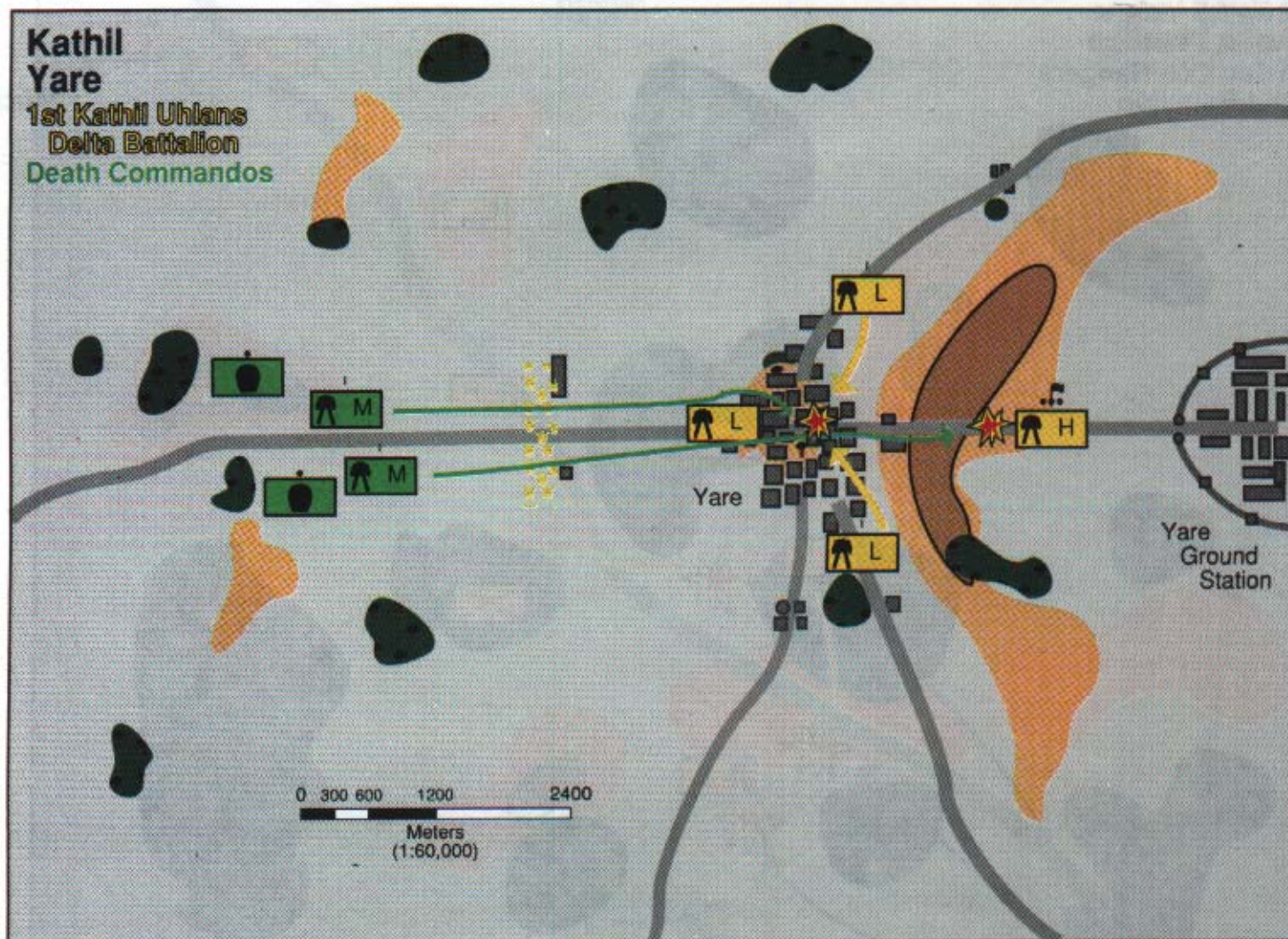
Duke Hasek-Davion arrived on Kathil in mid-August and began shaping a 'Mech regiment. Alpha Battalion, commanded by Brevet Major Alanna Damu, consisted partly of the survivors of the Fifth Syrtis Fusiliers, who called themselves "Omega Company, the Surly Survivors of Sarna." Two companies of militia MechWarriors, most in aging light 'Mechs, filled out the battalion. Brevet Major Andrew Redburn commanded Delta Battalion, consisting of his double-strength company and a company of Kathil militia warriors. The AFFS officially recognized the new regiment as the First Kathil Uhlans, but Duke Hasek-Davion nicknamed them the Lions of Davion.

## THE RAID

During the night of September 7, DropShips carrying the Liao Death Commandos and the Second Battalion of the Fourth Tau Ceti Rangers entered Kathil's atmosphere. Microwave transmitters on the planet's surface destroyed a Union Class DropShip carrying 'Mechs of the Death Commandos.

The rest of the Capellan strike force divided into two groups. The battalion of Tau Ceti Rangers headed for the Median Power Company complex of microwave dishes and geothermal links ten kilometers from the main ground station of Yare Industries, the objective of the remaining two companies of Death Commandos. Facing the Tau Ceti Rangers was Major Damu's Alpha Battalion, while Delta Battalion tried to stop the Commandos from reaching the ground station. Morgan Hasek-Davion and a handful of veteran MechWarriors waited behind a hill near the Yare ground station.

The Commandos, advancing from their DropShips, at first ran afoul of a minefield, with two 'Mechs damaged before a fearsome salvo of missiles from the DropShips exploded a path through the mines. The Commandos crossed the devastated terrain and entered a town near the Yare Industries complex. When Delta Battalion opened fire on the Commandos' reconnaissance lance, the Capellans launched all their jump-capable 'Mechs at the suspected Davion position. Most of the Uhlans were quick enough to get away.





As the Commandos continued their advance through the town, Major Redburn's forces popped out of alleys and from behind buildings to do their damage and escape. Though the Commandos were taking heavy casualties, they split their forces, leaving light and medium 'Mechs to deal with the Uhlans while the heavier 'Mechs, including a *Cataphract*, continued up a hill toward the Yare ground station.

Major Redburn committed his reserves in an effort to stop the Commandos from reaching the ground station, but the heavy Capellan 'Mechs were too powerful for the Uhlans. When the Commandos crested the hill, however, they met Duke Hasek-Davion in his *Atlas* and three members of the Fusiliers in their heavy 'Mechs. The heavy command lance blew the Death Commandos back over the hill, where the rest of Delta Battalion disposed of them.

At the Median Power Company, the Tau Ceti Rangers faced Alpha Battalion in an area of forests and open glens surrounding the complex of microwave dishes. Two Uhlans showed up first to tease the Rangers, tricking five Capellan 'Mechs into a minefield. The Rangers never regained their composure. Three times more the Uhlans attacked, each time from a different side and never staying around long enough to take serious damage.

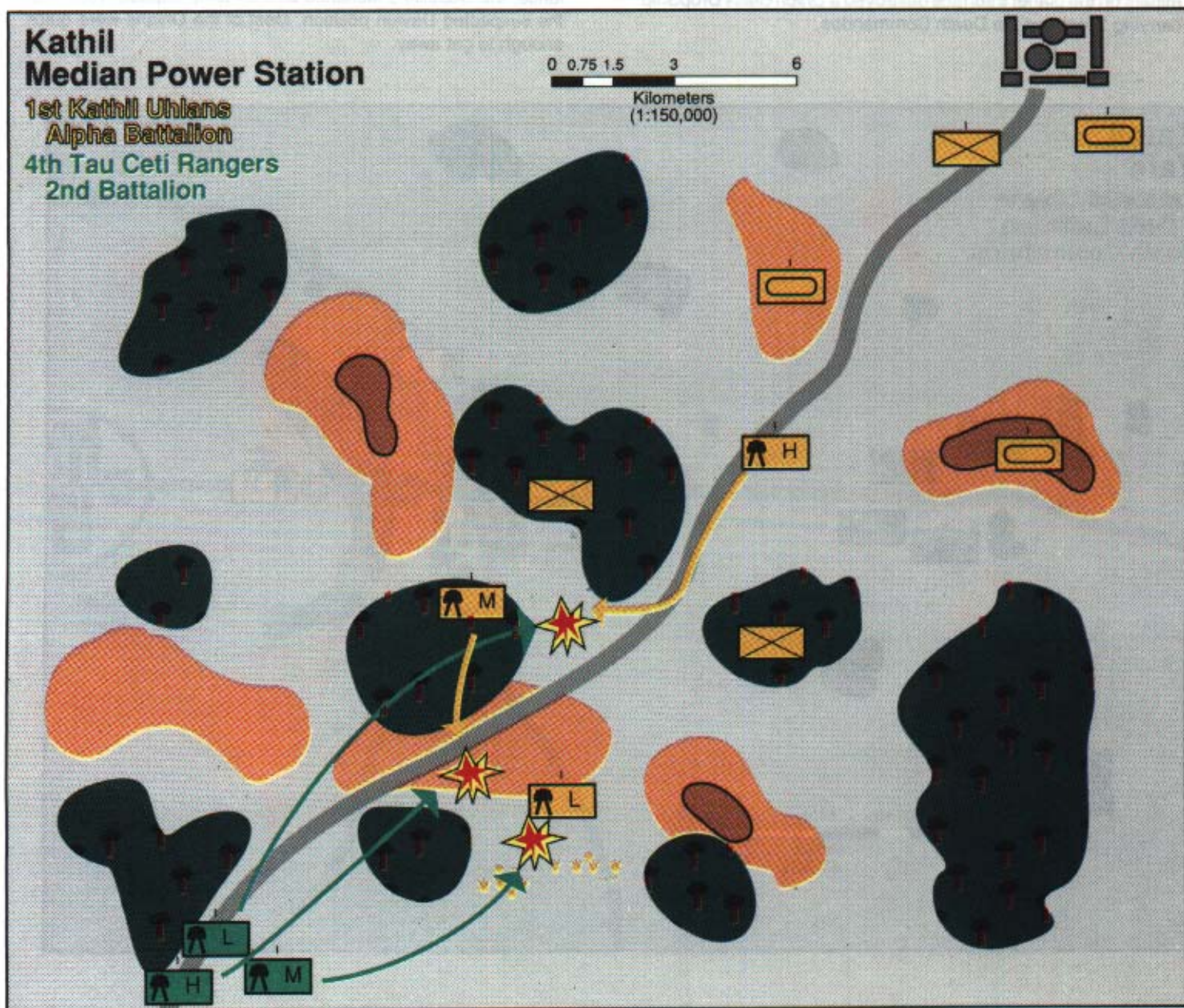
By dawn only eight Ranger 'Mechs and their warriors were left in fighting condition; the rest had been immobilized by enemy fire or mines. Seeing no hope of winning, the survivors surrendered themselves and their equipment, including two *Union Class* DropShips, asking only repatriation to the planet Tikonov.

Duke Hasek-Davion granted the Rangers' request on condition that the DropShip crews help the Davion forces get to Sian to rescue the Federated Suns spy, whom no one knew to be Justin Xiang.

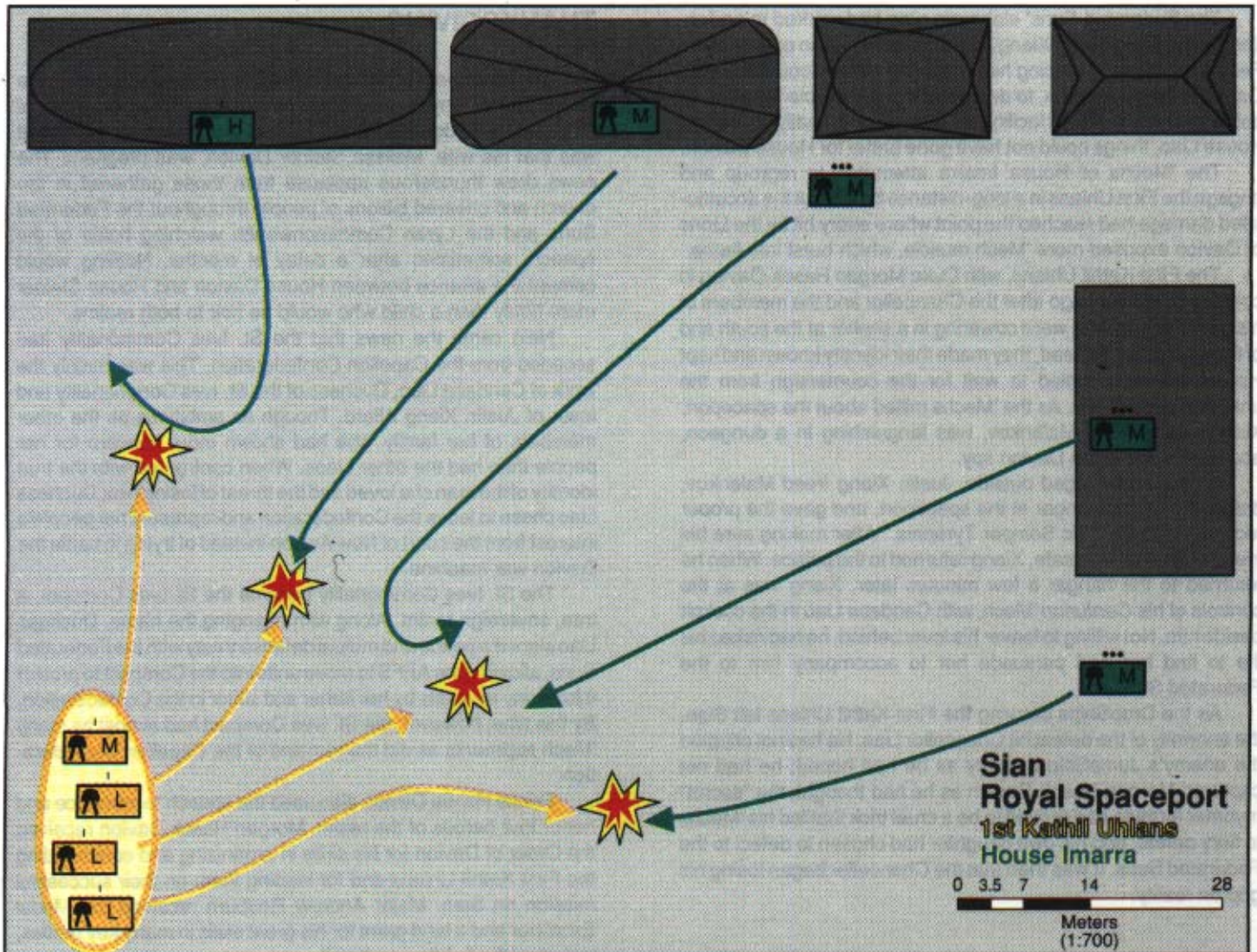
## Kathil Median Power Station

1st Kathil Uhlans  
Alpha Battalion  
4th Tau Ceti Rangers  
2nd Battalion

0 0.75 1.5 3 6  
Kilometers  
(1:150,000)







## HOMECOMING

On October 24, a DropShip of the Fourth Tau Ceti Rangers arrived at the private spaceport just outside the Chancellor's Palace. Chancellor Liao, his closest advisors, and many other high officials gathered to greet the ship. The 'Mechs and soldiers of the elite House Imarra guarded the dignitaries.

This ceremony also gave House Imarra its first chance to show off after being fitted with the new triple-strength myomer fibers made from the formula stolen from the Federated Suns in the Bethel raid. The 'Mechs performed brilliantly, with much improved strength and speed.

To the assembled VIPs, the descending DropShip represented triumph. Though the Tau Ceti Rangers had failed to destroy the power stations and transmitters on Kathil, they had messaged ahead that they had captured Duke Morgan Hasek-Davion and were bringing him to the court of Maximilian Liao.

This was a coup for Chancellor Liao and gave hope for the future of the Confederation. If he could sway the heir to the Capellan March of the Federated Suns to his point of view, the two of them might persuade the star systems in the Duke's domain to defect to the Capellan Confederation. If, on the other hand, Duke

Hasek-Davion would not cooperate, the Chancellor would try to ransom him for a ceasefire and the return of all Capellan worlds.

When the DropShip was less than a minute away and less than 200 meters above the spaceport, it fired missiles toward the House Imarra 'Mechs. The missiles exploded before reaching the ground, however, releasing large clouds of thick green smoke that shrouded the parade ground like fog. Into the mayhem of screaming, running people, many clutching their throats against the fumes, the Tau Ceti DropShip descended.

Less than 100 meters above the surface of the spaceport, the Uhlans aboard the Tau Ceti Ranger DropShip opened fire on the 'Mechs of House Imarra. With the Capellan 'Mechs scattered and disorganized in the green fog, 'Mechs of the First Kathil Uhlans began their short drop.

Though caught by surprise, the House Imarra MechWarriors moved forward confidently to meet the threat. They thought that the extra speed and power of their 'Mechs would give them a big advantage, but their confidence soon turned to horror. Within seconds of being exposed to the green smoke, the myomer in the House Imarra 'Mechs exploded into flames.



The Federated Suns' elaborate ruse had worked to perfection. From giving Justin Xiang Allard credibility as an enemy of the Federated Suns, to placing him within the highest councils of the Capellan Confederation, to designing the vulnerable myomer, to building a mock NAIS facility on Bethel, and finally to baiting House Liao, things could not have gone better for House Davion.

The 'Mechs of House Imarra attempted to regroup and engage the First Uhlans in a long-distance battle, but the accumulated damage had reached the point where every hit by the Lions of Davion exposed more 'Mech muscle, which burst into flame.

The First Kathil Uhlans, with Duke Morgan Hasek-Davion in command, did not go after the Chancellor and the members of his government, who were cowering in a shelter at the south end of the spaceport. Instead, they made their identity known and kept House Imarra occupied to wait for the countersign from the unknown master spy. As the 'Mechs milled about the spaceport, Xiang's aide, Alexi Malenkov, was languishing in a dungeon, accused of being the Davion spy.

As the battle raged outside, Justin Xiang freed Malenkov, dragged him to a hangar at the spaceport, and gave the proper recognition code, "Sic Semper Tyrannis." After making sure his friend Malenkov was safe, Xiang returned to the palace. When he returned to the hangar a few minutes later, Xiang was at the controls of his *Centurion* 'Mech, with Candace Liao in the cockpit beside him. Not willing to leave his lover behind, he had risked his life to find her and persuade her to accompany him to the Federated Suns.

As the DropShips carrying the First Kathil Uhlans left Sian, the enormity of the defeat hit Chancellor Liao. He had not crippled the enemy's JumpShip industry as he had hoped; he had not captured Morgan Hasek-Davion as he had thought; the "secret" myomer formula had proved to be a cruel trick that led his 'Mechs to fiery defeat, and his own daughter had chosen to defect to the Federated Suns. It was then that the Chancellor began losing his grip on reality.

## THANKSGIVING

On November 16, Prince Hanse Davion gave a speech in the ornate Notre Dame cathedral to commemorate the official day of thanks in the Federated Suns. His most important announcement was that his wife, Melissa Steiner Davion, was pregnant. The news drew thunderous applause from those gathered in the church and cheered billions of people throughout the Federated Suns and the Lyran Commonwealth watching holos of the speech, sometimes after a delay of months. Nothing would cement the alliance between House Davion and House Steiner more firmly than a child who would be heir to both realms.

Next came the news that the St. Ives Commonality had seceded from the Capellan Confederation. This was mainly the work of Candace Liao, Duchess of the St. Ives Commonality and lover of Justin Xiang Allard. Though as ambitious as the other members of her family, she had shown more concern for her people than had the other Liaos. When confronted with the true identity of the man she loved and the threat of losing him, Duchess Liao chose to leave the Confederation and represent her people's interest from the court of New Avalon instead of trying to battle the Davion war machine.

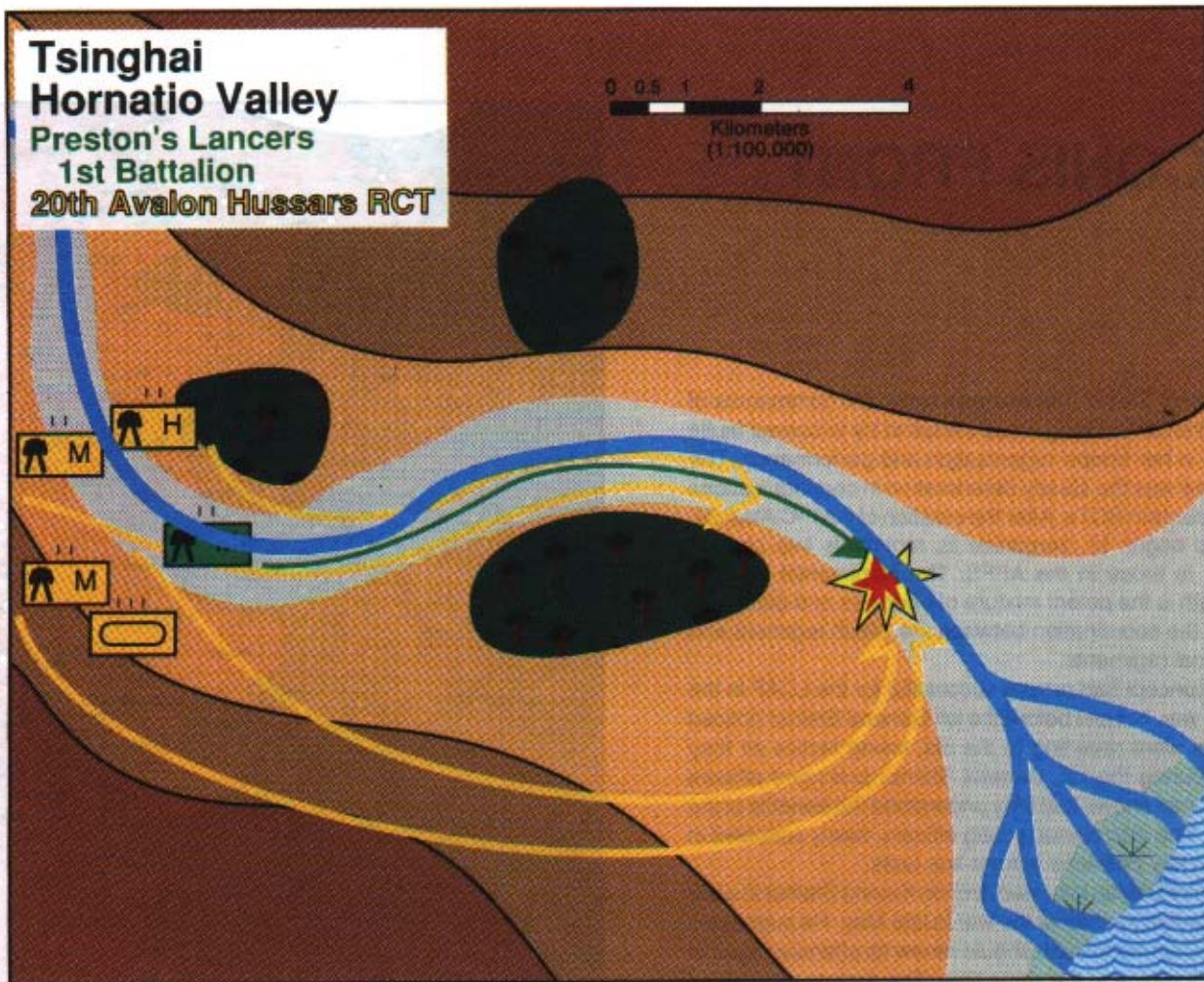
The St. Ives Commonality became the St. Ives Compact, a free, sovereign realm. Along with changing the name, Duchess Liao signed a peace and mutual defense treaty with the Federated Suns, allowing the AFFS to move units into the Compact to protect it from any reprisals by her father and sister in the Confederation. By this time, however, the St. Ives Compact had almost as many 'Mech regiments as did the remains of the Capellan Confederation.

Prince Hanse Davion also used the speech to introduce and honor four heroes of the realm. Morgan Hasek-Davion received the Order of Davion for his skills in organizing and commanding the First Kathil Uhlans and for leading them on their successful mission on Sian. Major Andrew Redburn received the Medal Excalibur and a land grant for his great skills in many key battles, including the fighting on Kathil.

Prince Davion told the assembled audience about how Alex Mallory, known as Alexi Malenkov in the Confederation, and Justin Xiang Allard had secretly represented the Federated Suns in the highest councils of the Capellan Confederation. Alex Mallory received the Diamond Sunburst. To Justin Xiang, the Prince awarded the Medal Excalibur and the Order of Davion, along with an apology for the insults and injuries that had been necessary to build his cover and give him the credibility to win Chancellor Liao's confidence.

This speech, which was distributed throughout the Federated Suns on courier JumpShips, buoyed the lagging spirits of the citizens. To hear the Prince openly talking of the end of the war was such a relief that it sparked an upswing in the economies of many worlds. Some planetary governments began to plan celebrations for the lifting of the Interdiction and the end of the war.





## SEVENTH WAVE

With the war winding down, the AFFS rushed into the Seventh Wave of Operation Rat to gain as much territory as possible before an armistice. Negotiations between worlds in the Sarna Commonality that were unprotected and fearful of the Free Worlds League yielded secret deals between them and the Federated Suns. In the last week of November, the AFFS occupied Bora, Campertown, Charndo, Elnath, Lesalles, Old Kentucky, Phact, Quemoy, Raballa, Sarmaxa, Ulan Bator, Wazan, and Yunnah. There was little resistance, and the AFFS needed few garrison troops to maintain calm.

This left the COC to concentrate on the continued fighting on Sarna and on Tsinghai, the only world in the area left with a 'Mech unit.

## TSINGHAI

Once an industrialized world, Tsinghai had fallen on hard times. The planet became a major source of minerals during the Succession Wars, but repeated Marik attacks eventually took a heavy toll on the industry and the population. Though of diminished economic value, Tsinghai's strategic location still merited the assignment of a battalion of the Fifth Confederation Reserve

Cavalry and a battalion of Preston's Lancers. The Twentieth Avalon Hussars RCT and Gamma and Delta Regiments of the Twelfth Vegan Rangers invaded the planet on December 8. The AFFS was counting on its numerical superiority to make up for its lack of time to draw up a decent battle plan.

The Vegan Rangers bracketed the First Battalion of the Fifth Confederation Reserve Cavalry in a long valley. Outflanked and outnumbered, the Capellan forces were lucky to fight their way to their DropShips and leave the planet after losing half of the battalion.

The First Battalion of Preston's Lancers thwarted the Twentieth Avalon Hussars' attempt to surround their base. Breaking through the encirclement, however, the Lancers fell under attack by the fighters of the Hussars and a hovertank regiment from the RCT. The Capellan battalion fled into a twisting river valley, with the Avalon Hussars at their heels.

After being ambushed several times, the Hussars sent a battalion of 'Mechs and an armored regiment around the serpentine river valley to wait at the river's delta. The rest of the Hussars drove the Lancers into the trap. The fight lasted for two days among the marshes and waterways of the delta, with only one company of the Lancers escaping the trap and leaving the planet.

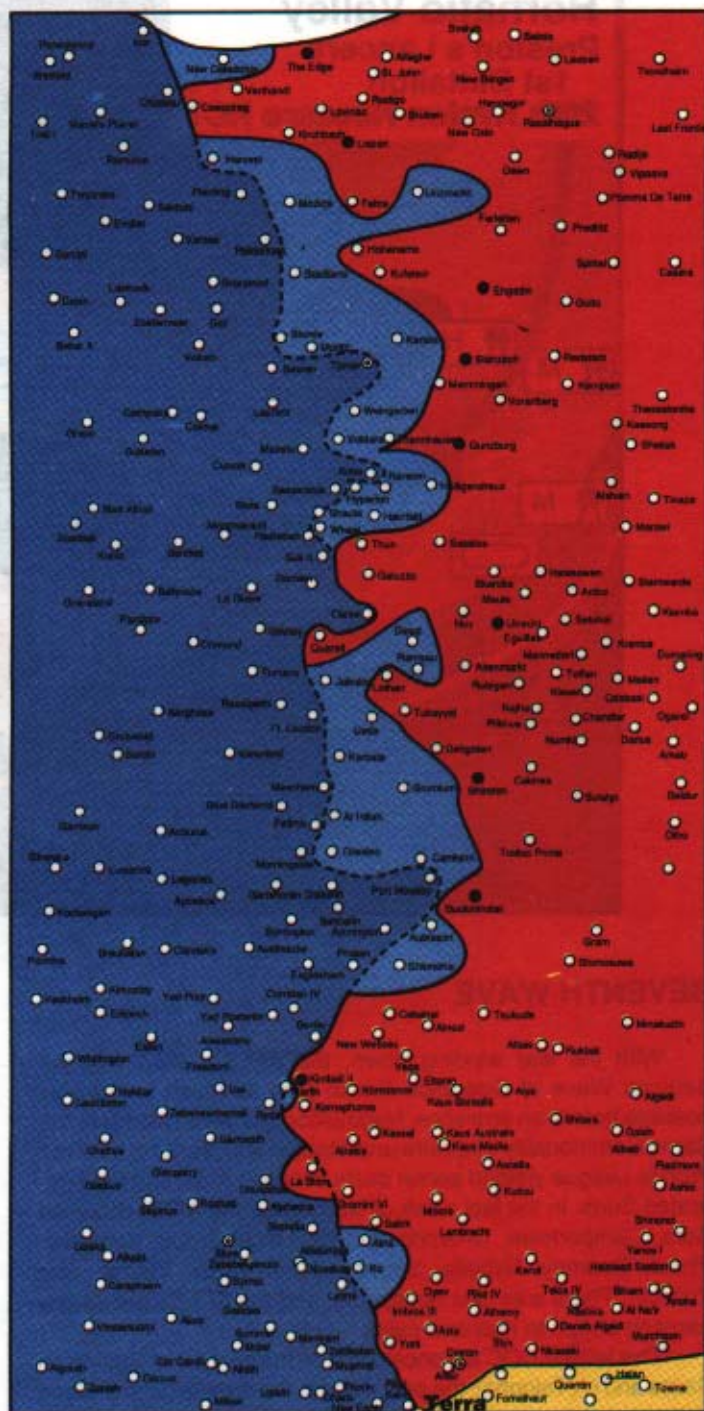


# DRACONIS FRONT

General Nondi Steiner, the Archon's sister and commander of Operation Götterdämmerung, used the lull to try to correct faults she had seen in her troops' organization and performance. The most worrisome was the steady deterioration in communications between regiments in RCTs. After the creation of the F-C Alliance, the LCAF had begun to reorganize its regiments into combat teams similar to those in the AFFS. The Regimental Combat Team's strength is the potent mixture of offensive and defensive capabilities in the coordination between the 'Mech regiment and the conventional regiments.

The RCT concept had proved successful for the LCAF in the first half of the war, but just before the lull General Steiner noticed that her troops were reverting to the old, losing tactics as they grew weary. During the lull, General Steiner promoted officers whose actions had shown that they understood the benefits of the RCT concept. She also placed young officers, newly schooled in RCT tactics, in key positions in front-line units.

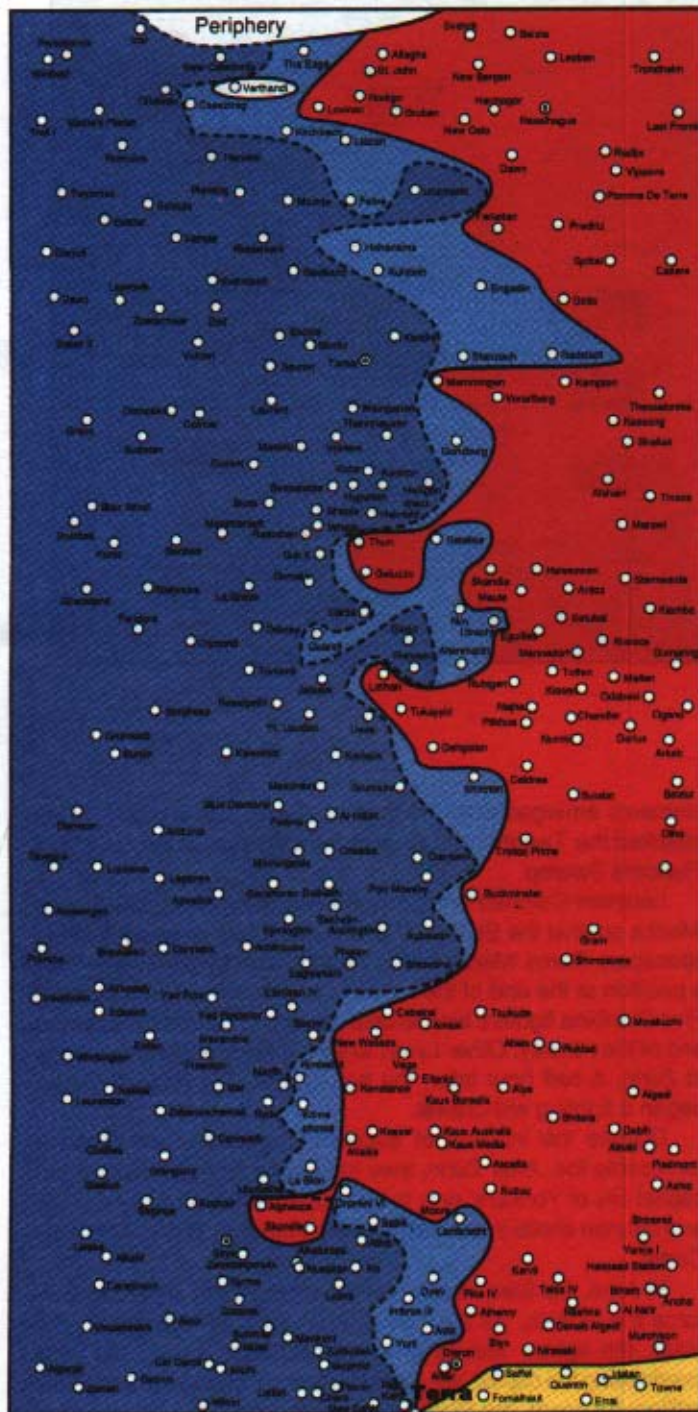
Prince Hanse Davion informed Archon Katrina Steiner in early April of his intention to resume the war in late May. He suggested that the Lyran Commonwealth should renew its offensive against the Draconis Combine at the same time. The Archon assembled the High Command of the LCAF a week later and informed the Generals of her decision to resume the attack, telling them to begin plotting strategy. Troop orders arrived for the RCT commanders by mid-May, but the Draconis Combine showed it had not been idly awaiting the next Steiner move.



## Draconis Front (January 3029)

- Territory captured by Lyran Commonwealth
- Territory captured by Draconis Combine
- Lyran Commonwealth-Draconis Combine pre-war border





## Draconis Front Map (January 3030)

Yellow Territory captured by Lyran Commonwealth after Lull

Red Territory captured by Draconis Combine after Lull

Dashed Line Lyran Commonwealth-Draconis Combine border at Lull

## LYONS

On May 13, 3029, two battalions from the Third Dieron Regulars, accompanied by a company of Internal Security Force (ISF) commandos, landed on the Federation of Skye world of Lyons. The intelligence community of the Draconis Combine was convinced that agents among the people of New Freedom, a settlement of Combine refugees, were planning to assassinate Coordinator Takashi Kurita. The Combine planned the attack on Lyons to eliminate the threat. The people of New Freedom had earned the reputation of troublemakers on their original world, Styx, where they helped Lyran forces rescue Melissa Steiner in 3027 and built a sense of family with the Kell Hounds mercenary unit. The Kell Hounds had, in fact, helped the people of Styx build the town of New Freedom on Lyons.

The Kell Hounds had left Lyons shortly before the Draconis Combine invaded. No sooner had the Third Dieron and ISF commandos landed than they started destroying New Freedom, rounding up the people for execution. A cryptic distress call reached the Kell Hounds as they were heading for the jump point to leave the Lyons system for Ryde. On May 15, the Kell Hounds returned to Lyons and found New Freedom destroyed, with no apparent survivors. The Kell Hounds took vengeance on the ISF commandos and the Third Dieron Regulars in a series of battles across Lyons in which the mercenaries tried to prevent the Kuritans from reaching their DropShips. The Third Dieron did escape Lyons, but without its commander and almost two companies of 'Mechs.

## LYRAN OFFENSIVE

Urged forward by Prince Davion and cheered by his success, Archon Steiner advised her commanders to be bolder in their departure from the ways of the old Commonwealth military. She pointed to the gains made by the LCAF in the war's early days. General Nondi Steiner began planning for a new offensive in two large areas, the Ryde Theater and along the vast frontier of the Tamar and Trelshire Theaters.

## TRELLSHIRE AND TAMAR THEATERS

The main effort of the renewed offensive was planned for the Trelshire and Tamar sections of the front. There were stalemated positions on seven worlds attacked previously, and the LCAF targeted five other Combine worlds as important to the Commonwealth's objectives.

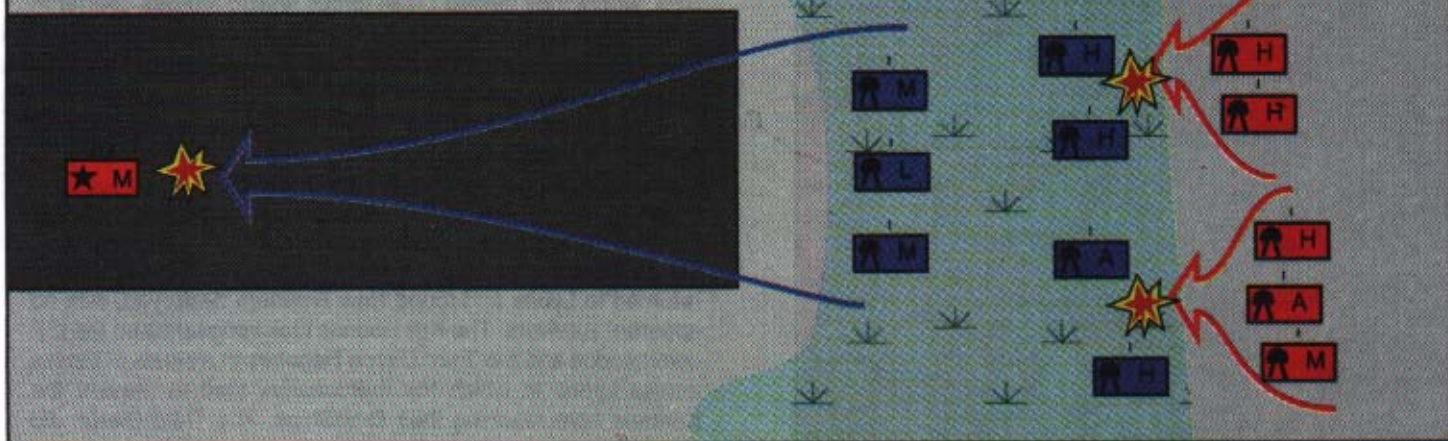
The seven contested worlds—Engadin, Gunzburg, Liezen, Shirotori, Stanzach, The Edge, and Utrecht—had seen little combat but much preparation during the lull. There had been sporadic fighting on these worlds during the calm, but the soldiers spent most of their time and energy repairing damage and fortifying their positions. The LCAF hoped to use fresh troops to outmaneuver and defeat the Combine forces.

Though this proved to be a good plan and the Commonwealth eventually seized control of all seven, poor execution and coordination by the RCTs, which continued until the war's end, greatly hampered the effort.



## Engadin Zurin Spaceport 26th Lyran Guards St. Cyr Heavy Assault Group

0 75 150 300 600  
Meters  
(1:15,000)



### ENGADIN

The lull came none too soon for the exhausted and frustrated Twenty-sixth Lyran Guards, which had been chasing the battered St. Cyr Heavy Assault Group across Engadin for a month. Expecting to face only the remnants of the Fifth Sun Zhang Academy Cadre, the Lyran Guards had begun their invasion on the wrong foot and could not seem to get on track. Poor coordination on the part of the LCAF DropShip pilots left most of the 'Mechs several dozen kilometers from their support equipment and personnel. The St. Cyr Heavy Assault Group repaid the Twenty-sixth Guards for damage inflicted on Kandis by surprising them with their presence and then capturing the equipment within hours after the Guards landed.

The Twenty-sixth chased the St. Cyr HAG to the point of exhaustion and 'Mech breakdown. Lieutenant-Colonel Woodruff Patterson notified General Nondi Steiner of his plight, asking for supplies and reinforcements. The lull took the pressure off the Lyran Guards and gave the Lyran Command time to consider whether to reinforce the Guards or evacuate them off Engadin.

In May, Lieutenant-Colonel Patterson received an order to cease pursuit of the St. Cyr and to seize Zurin Spaceport, the main Kurita aerospace base on Engadin. The supplies would be arriving soon, the message read, with reinforcements not far behind. As the Lyran Guards broke off contact, the tables turned and the St. Cyr Heavy Assault Group followed.

Leutenant-Colonel Patterson took his forces into the marshes called Flanders Swamp, which bordered the spaceport. Seeing that most of the Kurita fighters were on the ground, Leutenant-Colonel Patterson ordered an immediate attack. Just as the lead

elements emerged onto the tarmac, the St. Cyr Assault Group attacked the Twenty-sixth Guards from the rear at the far end of Flanders Swamp.

Leutenant-Colonel Patterson split his forces, sending the heavier 'Mechs against the St. Cyr HAG and the lighter ones against the spaceport. Some 'Mechs of the Twenty-sixth Lyran Guards took a position at the end of the runways to prevent a Kurita escape. Five Combine fighters tried to take off, only to be destroyed at the end of the runway. Other Lyran 'Mechs quickly ended resistance at Zurin. A half hour later, the battered St. Cyr Assault Group began a fighting withdrawal.

Despite the infusion of supplies, the Lyrans still faced a formidable foe. After Zurin, they tried three times to capture the capital city of Yonkers, only to be blasted with their own missiles and cannon shells in the hands of the Fifth Sun Zhang Academy Cadre.

In June, the Blackhearts mercenary regiment arrived to reinforce the Guards. As the Twenty-sixth sparred with the St. Cyr HAG, the lighter 'Mechs of the Blackhearts seized the cliffs overlooking the capital city. Using a constant barrage of Long Tom artillery for cover, the Blackhearts circled down the hillsides and into the green troops of the Cadre. The students fought well in their light BattleMechs, but they had never fully recovered from their defeat on Moritz. After two hours of fighting, the Cadre surrendered. When it became obvious that the Kuritan forces could not hold Yonkers, the St. Cyr Heavy Assault Group headed for its DropShips and off Engadin.



## GUNZBURG

The LCAF assigned mercenary units to capture worlds it considered of secondary importance. Such was the case with Gunzburg, where Mobile Fire and Bad Dream took on the Twenty-second Rasalhague Regulars. Gunzburg, a nightmare world of murky swamps and deep tropical rain forests, would have been of no interest to the Commonwealth were it not for two small terraforming plants left over from the Star League era.

For months, the BattleMechs of Mobile Fire had been patrolling the marshlands in an effort to engage the Twenty-second Rasalhague Regulars, but to little avail. The Kuritans used their knowledge of the terrain to slip away every time the mercenaries made contact.

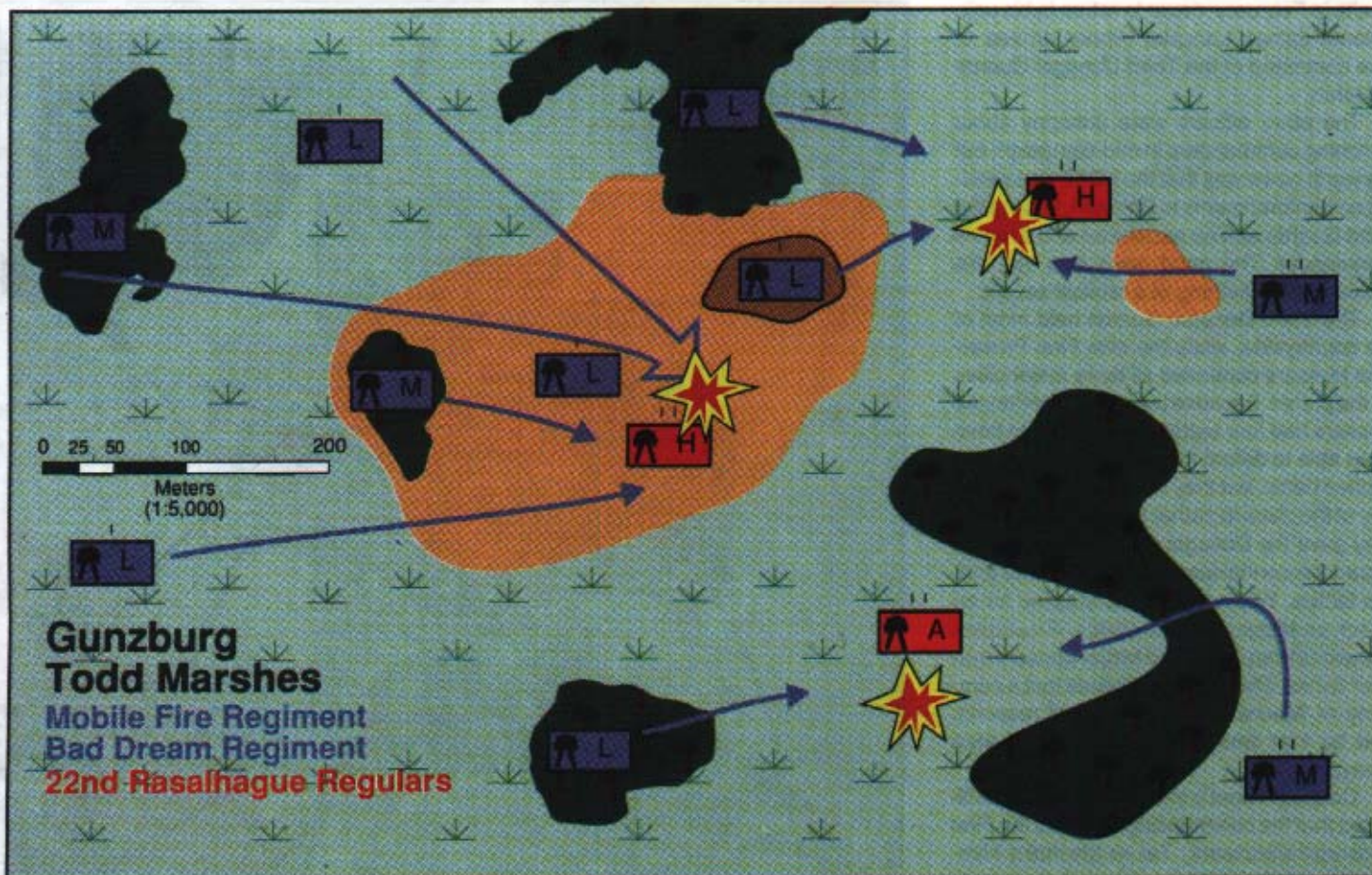
In early August, after two months of patrolling the swamps, the commanding officer of Mobile Fire, Colonel Quentin Moore, sent Bad Dream a message that half of his forces had contracted Birnheart's Fever, a crippling illness common to Gunzburg. He called for immediate assistance and gave his map coordinates.

The Twenty-second Rasalhague Regulars had been monitoring the communications, as Colonel Moore had hoped, and thought that the time was right to strike at the Steiner mercenaries. Believing that Bad Dream was more than three hours farther away than the Regulars, *Tai-sho* Tassen Sorenson ordered an attack on the position of Mobile Fire.

In the open marshes, the Regulars found a handful of 'Mechs and a deserted encampment, but no sign of troops. As they moved into the open, their sensors picked up heat from the swamp. From under the water, the BattleMechs of Mobile Fire stood to face their enemy.

With the fit and angry warriors of Mobile Fire fighting the lead Regulars at close range, Bad Dream appeared behind the Twenty-second Regulars. Caught in a double surprise and seeing his forces cut to ribbons on both sides, *Tai-sho* Sorenson ordered the regiment to surrender. Rather than surrender himself, however, he took a cyanide capsule.

Gunzburg was an embarrassing defeat for House Kurita, though the loss of the Twenty-second Rasalhague Regulars was more important than the loss of the world. The LCAF gained some insight into Star League technology with the capture of the terraforming plants, and the mercenary units got a treasure trove of equipment with the seizure of the 'Mechs and supplies of the Twenty-second Rasalhague Regulars.





## LIEZEN

Control of the planet Liezen hung in the balance for some time. The elite forces of Winfield's Brigade had their hands full with the veteran MechWarriors of the Altenmarkt Militia. Not only that, but Liezen's lush forests also proved to be excellent hiding grounds for guerrilla forces. Winfield's Brigade captured each of Liezen's three major cities in turn but could never pin down the Altenmarkt Militia. Furthermore, Winfield's Brigade did not have sufficient force to garrison the cities against the guerrillas and still pursue the offensive. The Steiner force seized the capital of Salzmin and asked for reinforcements.

In June, the Fourth Donegal Guards dropped onto Liezen. This veteran regiment provided the manpower for the LCAF to garrison all three major cities and still hunt down the Altenmarkt Militia. That was too much for the Kurita 'Mech regiment, which headed for its DropShips, leaving the guerrillas to fend for themselves.

## SHIROTORI

The efforts of the Third Donegal Guards to capture Shirotori proved to be tied closely to the political upheavals within the Lyran Commonwealth. The Donegal Guards were stalemated with the First Proserpina Hussars. Shortly before the lull, Colonel Walter Lestrade asked for reinforcements. Instead, he was summoned back to the Commonwealth in February, never to return to his unit. Colonel James Lancelot Hipper arrived to take command of the Third Donegal Guards in March.

The other officers were unhappy about switching commanders in mid-campaign, but the worst news was that the LCAF was sending no reinforcements to Shirotori, leaving the Third Guards with no assistance and a rookie commander. The good news was that this rookie was something of a tactical savant.

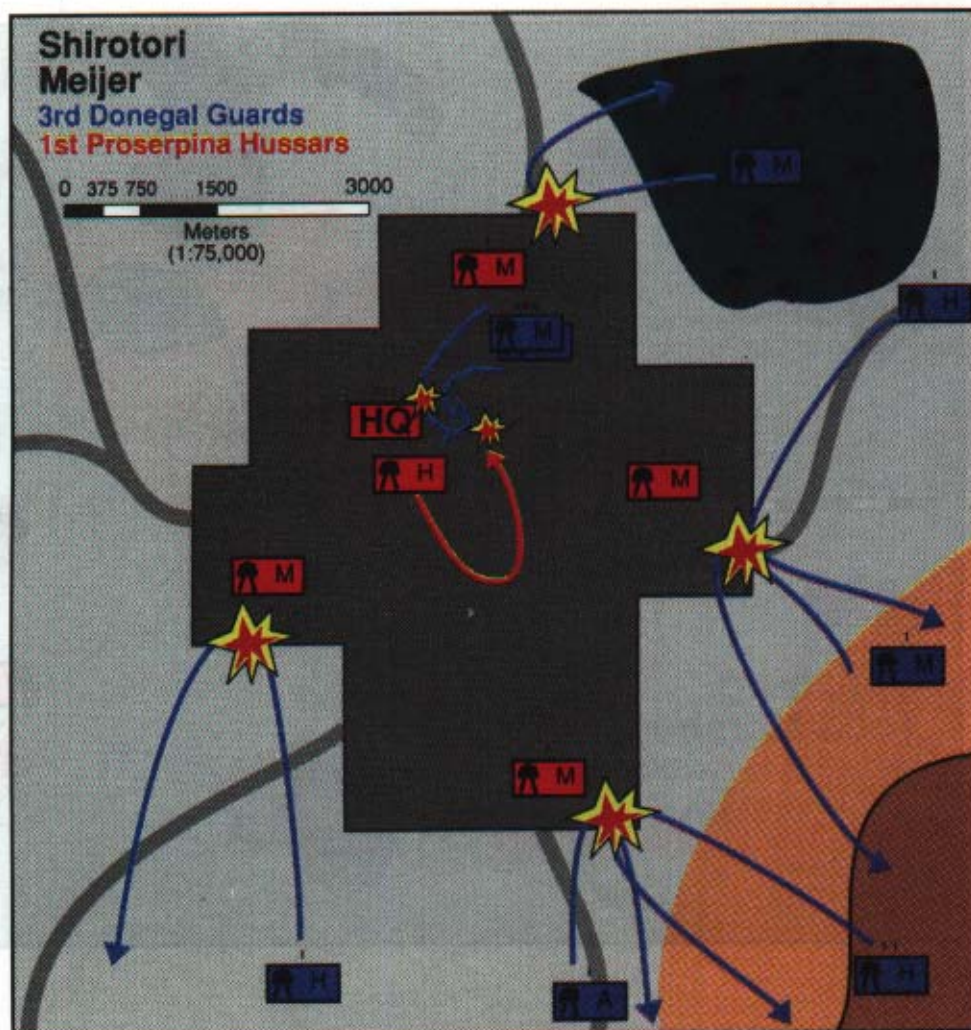
The Third Donegal Guards held most of the countryside, while the elite First Proserpina Hussars controlled all three major cities on the planet. Because the more experienced Hussars had four battalions, they might have been able to defeat the Donegal Guards in a pitched battle, but they were unwilling to yield any of the cities to gather their forces. Instead they gave the Donegal Guards fits with their superior reconnaissance and famous hit-and-run tactics. When the Lyran's massed for an attack on Massona, for instance, Proserpina battalions from Brusk and Meijer appeared on their flanks. The Donegal Guards lost a company of 'Mechs before they could respond, and by that time the Hussars had melted away.

Colonel Hipper's intelligence reports indicated that the commanding officer of the First Proserpina Hussars, *Tai-sa Mashaka Hirohito*, was directing the campaign from the city of Meijer. A captured Meijer messenger told the Lyran's that the *Tai-sa* met with his staff

every morning at 6:30 to discuss strategies and raiding parties against the LCAF. When the Lyran's got lucky enough to capture a Combine truck convoy carrying 'Mech parts for repairs, Colonel Hipper got a stunning idea to eliminate *Tai-sa Hirohito* and the Hussars' tactical genius.

Leaving two companies outside the Kurita city of Brusk, he led the rest of the Third Donegal Guards to the lowlands outside Meijer. He sent two lances of 'Mechs into the city disguised as an escort for the captured Combine heavy haulers. Once within the defensive line, the lances hid behind a parking garage only 400 meters from *Tai-sa Hirohito's* command bunker.

At midnight, two Lyran companies made a diversionary attack against Brusk to lure Combine patrols away from Meijer. At 6:30, Ranger and Crusher lances mounted an assault against the Combine command bunker as the rest of the Third Donegal Guards attacked the perimeter of the city. Kurita forces held the perimeter and destroyed the two lances within the city, but those lances accomplished their mission. The killing of *Tai-sa Hirohito* and half of his command staff left the First Proserpina Hussars crippled and in the hands of less experienced officers. Within two days, Meijer was under LCAF control. Brusk fell three days later. The remaining Hussars retreated off Shirotori a week later.



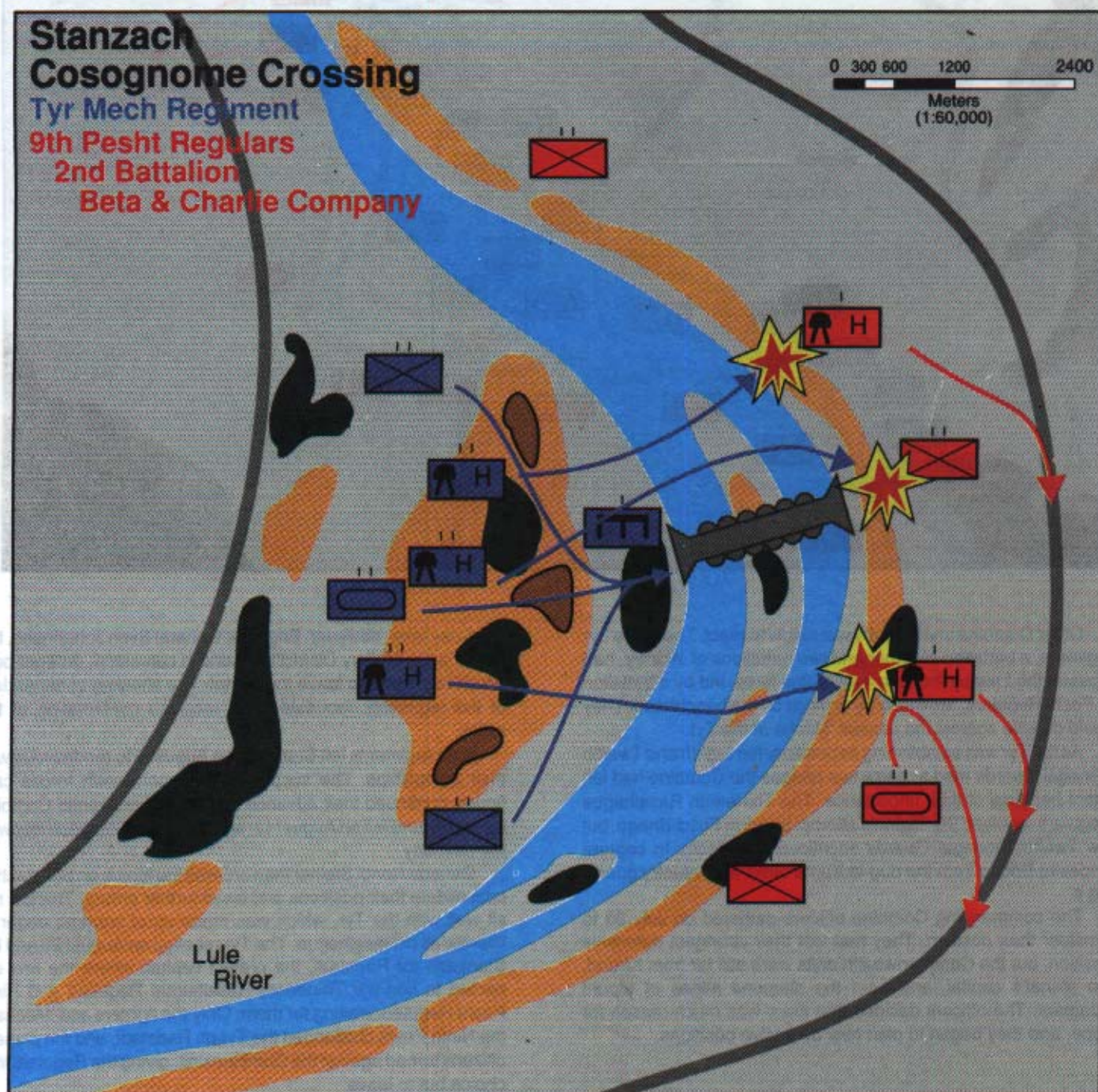


## STANZACH

The most spectacular events on the Trelshire and Tamar sections of the front began on the contested world of Stanzach. Three Commonwealth regiments, the Eighth and Twelfth Donegal Guards and the Tyr 'Mech regiment, each leading an RCT of ten regiments, had attacked Stanzach against the Thirteenth Rasalhague Regulars, the Ninth Pesht Regulars, and 20 conventional regiments.

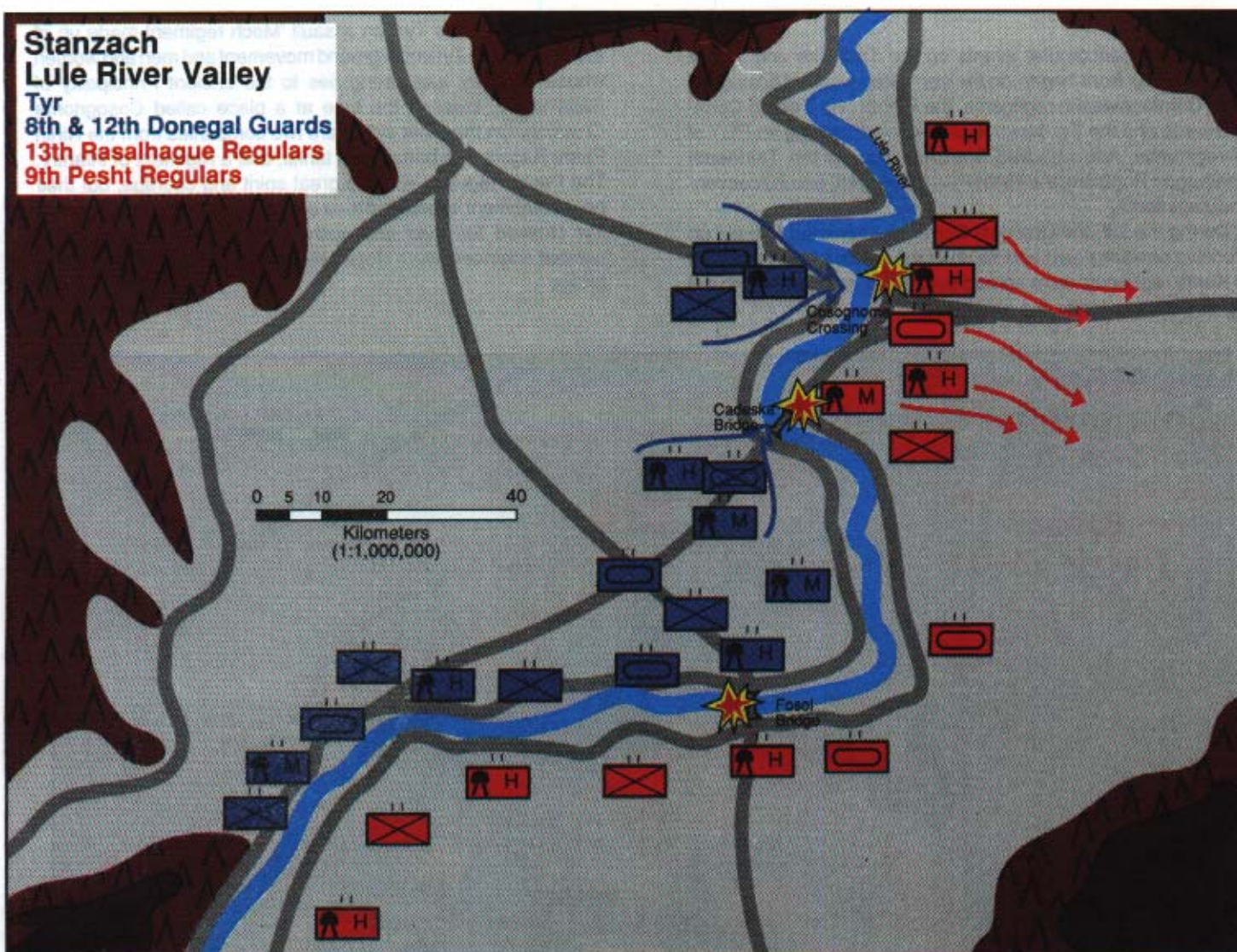
During the lull, the Draconis Combine attempted to build up defensive positions east and south of the twisting Lule River, but the Kurita regiments were spread over 200 kilometers, much too long of a front to fortify in a short time.

On June 1, the Tyr, an assault 'Mech regiment made up of members of the Tyr underground movement and men and women whose ancestry had strong ties to the ancient Principality of Rasalhague, crossed the Lule at a place called Cosognome Crossing. On the other side were two companies from the Ninth Pesht Regulars, a battalion of tanks, and a regiment of infantry. The Pesht Regulars showed great spirit and courage, but their poor equipment sabotaged their efforts. The lead company of the Tyr crossed the river and pushed the Regulars back. LCAF combat engineers were close behind, quickly erecting a pontoon bridge.





# Stanzach Lule River Valley Tyr 8th & 12th Donegal Guards 13th Rasalhague Regulars 9th Pesht Regulars



Other Combine units nearby were slow to react. The entire Tyr regiment, a battalion of armor and two battalions of infantry, had crossed the Lule by the time a Combine force, led by a battalion of Pesht Regulars, arrived to try to pinch off the beachhead. They could do little against the assault 'Mechs of the Tyr.

As the Tyr was establishing its position, the Eighth and Twelfth Donegal Guards tried to seize two bridges the Combine had left intact because of their importance. The Thirteenth Rasalhague Regulars repulsed the Eighth's attempt to storm Fosol Bridge, but the Twelfth Donegal Guards sacrificed six 'Mechs to capture Cadeska Bridge from the dug-in Kurita tanks and infantry guarding it.

The commanding Combine officers gathered on July 30 to consider their position. They had lost their strongest defensive position, but the Commonwealth units were still far from Kirund, the planet's capital, and from the diamond mines of Mount Adamant. The officers decided that there was much reason for hope, and they began to plan new defensive positions.

A day later, however, Brigadier General Sven Johannsen, the Rasalhague Military District's second in command, ordered both 'Mech regiments to leave the planet. The shocked commanders of the regiments requested and received confirmation of the order.

Both regiments left Stanzach on August 9 to rendezvous with their JumpShips. The suspicious Commonwealth forces cautiously continued their advance against the weakened Combine forces. Kirund fell on August 12, and the rest of Stanzach followed the next day.

General Nondi Steiner then ordered the forces on Stanzach to consolidate their positions and await further orders. This did not sit well with the Tyr, which was made up of warriors eager to liberate all of Rasalhague. The Tyr rebelled on August 20 and left Stanzach for Radstadt, the prefect capital, where the unit expected to find the Thirteenth Rasalhague Regulars and Ninth Pesht Regulars waiting for them. Only the fighters and 'Mechs of the Ninth Pesht challenged the Tyr on Radstadt, and the planet's citizens turned against the Combine unit, giving the Regulars little choice but to leave.



## TAMAR

As the Tyr was attacking Radstadt, the Thirteenth Rasalhague were dropping on Tamar. Angry about the order to leave Stan-zach, Brigadier General Jan Fjolek ordered his JumpShips to make the long journey to Tamar so the Thirteenth could make a daring attack that would impress the entire Draconis Combine.

Knowing that they would be outnumbered, the Regulars targeted a large industrial park outside the capital city of Tamar that accounted for a fifth of the planet's production. Though on the planet only a few weeks before the Combine attack, two regi-ments of Grave Walkers anticipated the objective and blocked the Thirteenth Rasalhague.

Then Duke Kelswa came to the battlefield and demanded that he be placed in command of his planet's defense by virtue of his position as leader of the Tamar Pact and his rights as a noble. Colonel Dennis Merwin, commander of the mercenaries, reluc-tantly agreed.

The Thirteenth Rasalhague took advantage of hesitation during the change of command and charged into the industrial park, destroying everything in its path. Duke Kelswa ordered the Grave Walkers to chase down the Combine 'Mechs, despite the risk involved in charging at an enemy that could use the buildings as cover.

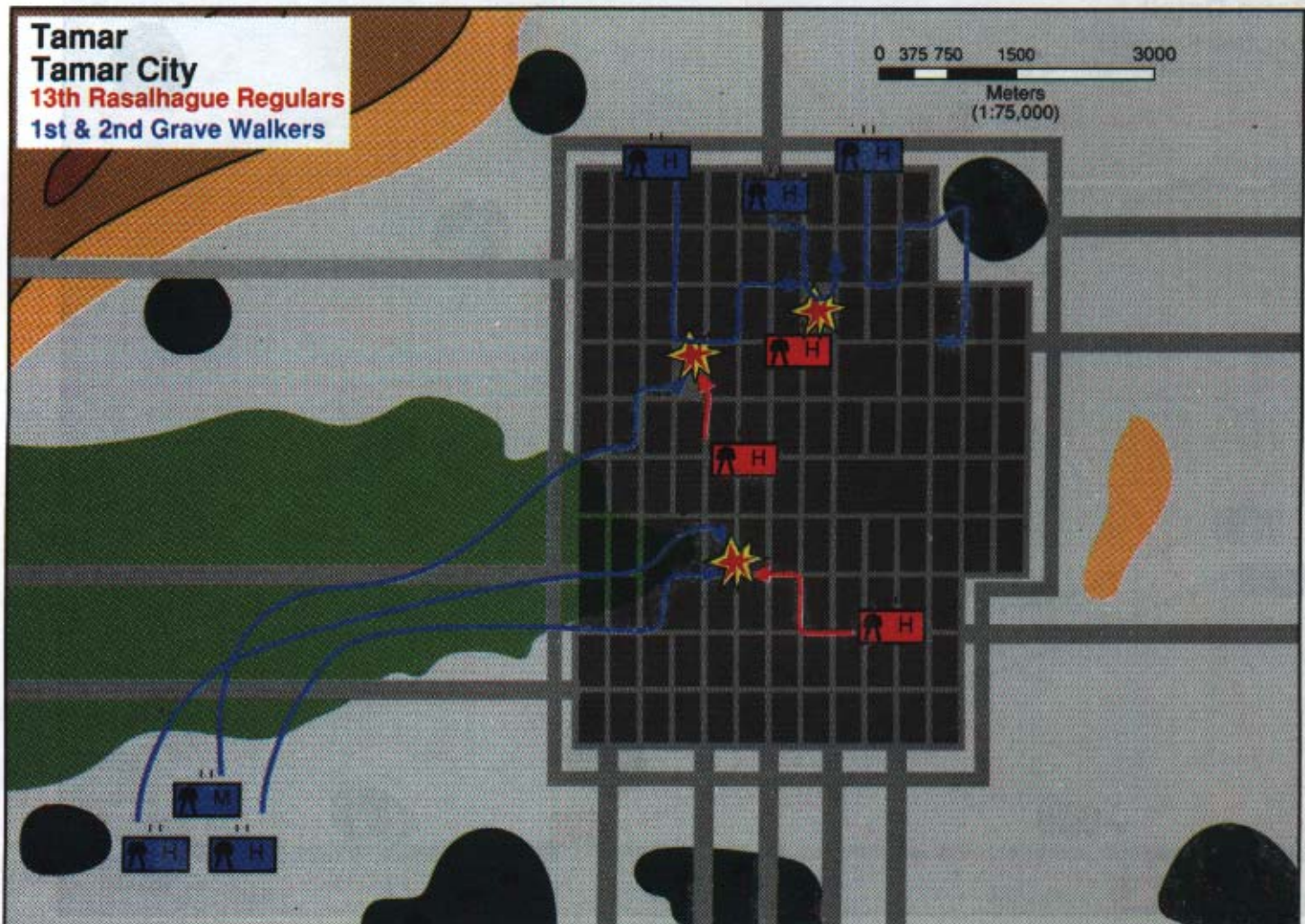
Colonel Merwin chose to commit a crime rather than to let his unit go into the inferno of the industrial park on a suicide mission. He knocked the Duke unconscious, and members of the Grave Walkers arrested the Duke's guards.

The Grave Walkers used the thick smoke streaming out of the factories to cover their advance. A thermal inversion or heavy chemicals in the smoke kept it from rising, and it trailed slowly to the west, hugging the ground.

As the First Regiment attacked from the north and feigned a retreat, the Second Regiment entered the plume of smoke and moved toward the factories. Though not a foolproof cover, the smoke and heat did obscure the 'Mechs' IR signatures and allowed them to reach the cover of the buildings undetected by the Rasalhague Regulars.

Extended by the First Grave Walkers' faked retreat, the Regulars left their flanks weak. The Second attacked and started to roll up the Regulars' position. The Grave Walkers offered the Thirteenth Rasalhague Regulars the chance to surrender, but the Kuritans continued to fight until only a few wounded warriors remained alive and gave up.

When Duke Kelswa awoke, he arrested Colonel Merwin for treason and scheduled his execution for the next morning. Shortly after dawn, Kommandant-General Mitch Felspar, Assistant Mar-grave of Tamar Theater, appeared at the palace demanding an





audience with the Duke. Upon their meeting, General Felspar made pointed criticism of the Duke's obvious lack of military skill. Though not challenging Duke Kelswa's right to press charges against Colonel Merwin, the General said this would force the LCAF to court-martial the Duke for gross incompetence, probably in a long, public trial.

Faced with such a loss of face, the Duke quietly released Colonel Merwin.

## THE EDGE

When the fighting wound down in early 3029, the Tenth Donegal Guards and their accompanying tank and infantry regiments were facing the stubborn Twenty-fifth Rasalhague Regulars several kilometers from Bono, the capital and industrial center of The Edge.

Under the command of Colonel George Donaldson, the Donegal Guards secured positions on the high ground south and east of the city, from which they daily bombarded the enemy with artillery. During this time, the Regulars laid major minefields and series of pits and trenches outside the city. Not wanting to destroy

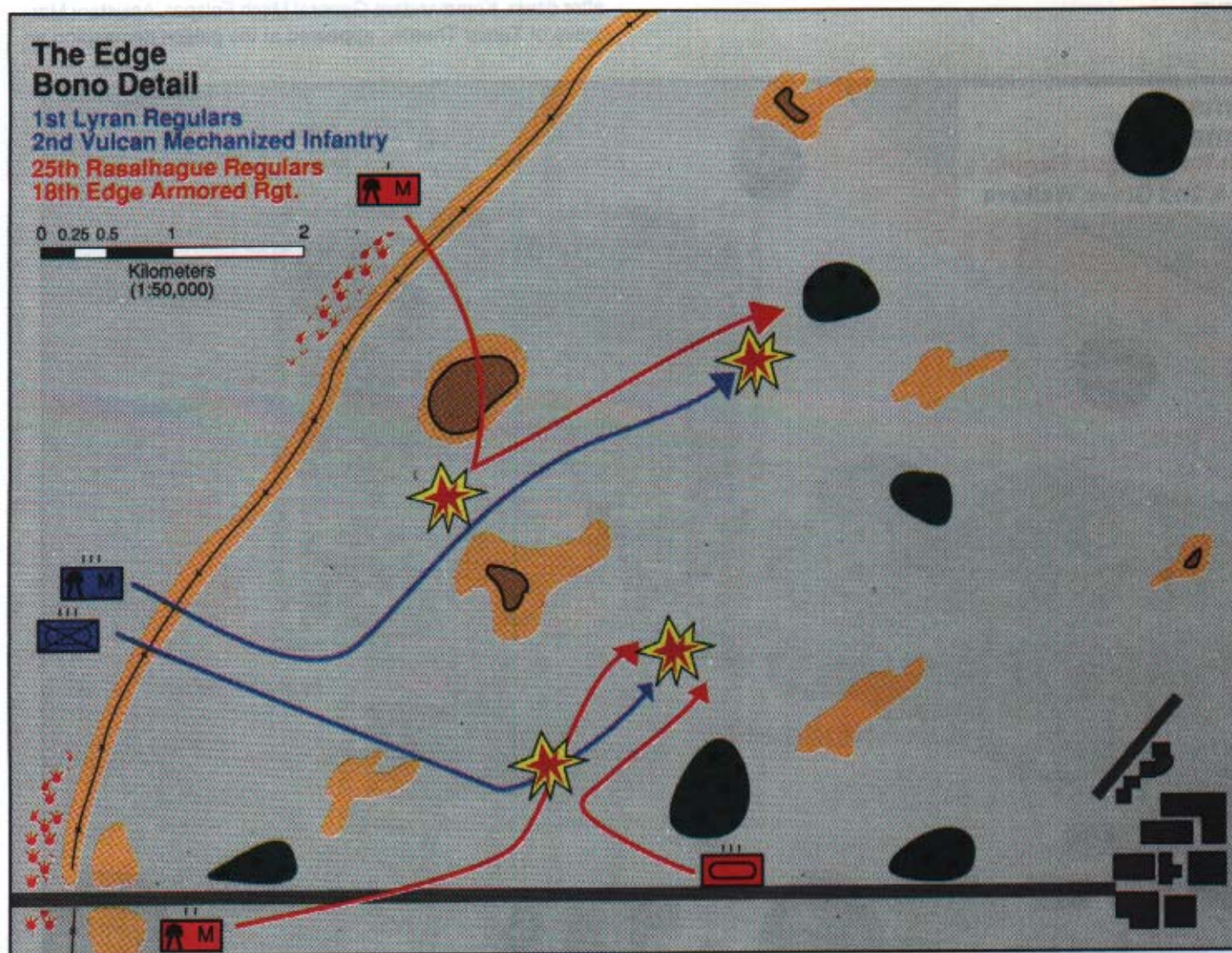
the city and considering a flanking maneuver too risky because it would mean leaving their elevated position, the Donegal Guards felt stymied.

On May 28, the First Lyrans Regulars, fresh from several months of resting and rearming, landed on The Edge northwest of Bono and began their advance. They soon met the planetary militia, which used General Uchi Tikidomo's "self-denial tactics," suicide charges and booby traps. The Lyrans Regulars lost all sense of cooperation with the conventional regiments, but the LCAF forces swept aside the militia with superior numbers.

The Regulars made a ragged and slow advance toward Bono, reaching the outskirts during the second week of July.

Enough Combine forces had turned to face the First Lyrans Regulars to give the Guards a better chance to break through the defenses and into the city. The Guards coordinated their attack with a push by the Lyrans Regulars.

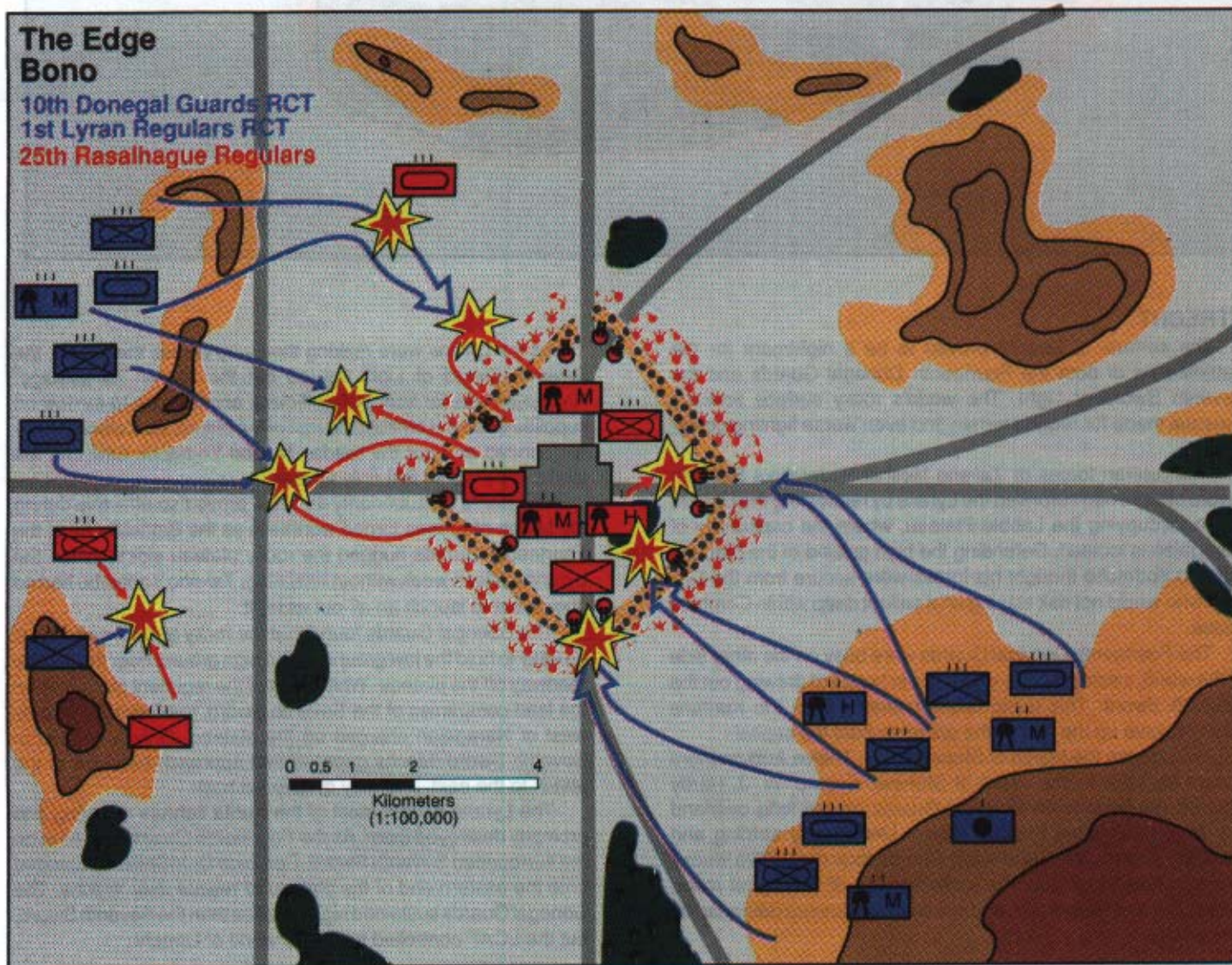
The initial stages of the attack went well. The Donegal Guards crossed the minefields with only a few losses, while the Lyrans Regulars broke through a complex of ditches and hills that had barred them from entering the city's industrial park.





Just as the coordinated attack seemed about to succeed, the First Lyran Regulars suddenly veered away from its path of advance to chase a company of Rasalhague 'Mechs. The departure of the Lyran Regulars left the Second Vulcan Mechanized Infantry Regiment unprotected. The Combine forces quickly took advantage of that vulnerability by sending a mechanized infantry regiment and a company of 'Mechs at the Second Vulcan, which sustained almost 50 percent casualties before being relieved.

The Rasalhague Regulars used this opportunity to escape the Lyran pincer and flee Bono. As the last Combine 'Mechs headed away from the city to rendezvous with their DropShips in the forest to the west, the Commonwealth forces committed another major blunder. Because of a botched recognition sign, the Regulars and Guards fired at each other in the city's center, destroying one 'Mech and killing 20 soldiers.

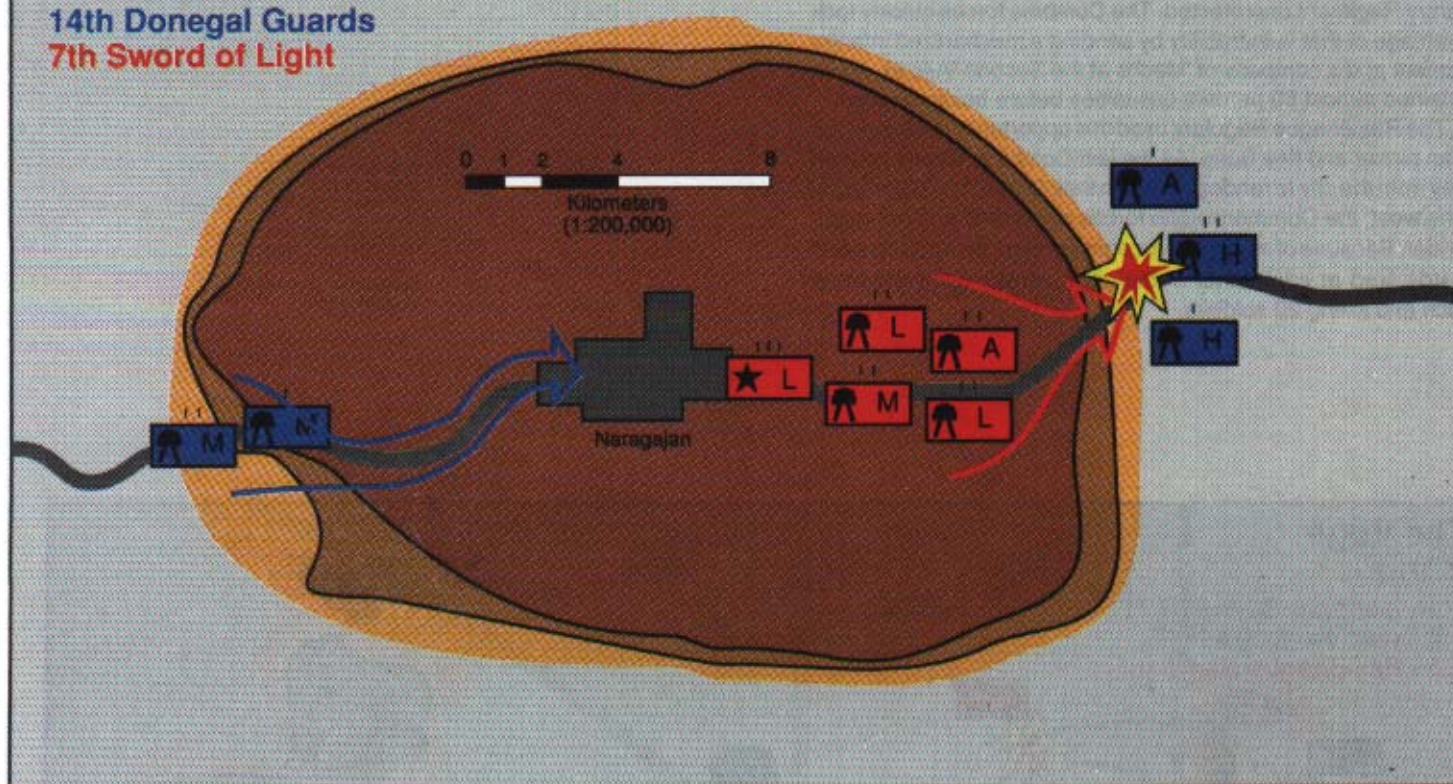




## Utrecht Naragajan

14th Donegal Guards

7th Sword of Light



### UTRECHT

The surface of Utrecht proved to be a nightmare for the BattleMechs of both the Fourteenth Donegal Guards and the Seventh Sword of Light. The world's rocky surface and dry plateaus made for rugged terrain and even worse fighting conditions.

The veteran forces of *Tai-sho* Moshu Yodetobo's Seventh Sword of Light had surprised the Lyrans by reinforcing the Utrecht militia, occupying the Labbie Plateau, where the capital city of Naragajan is located. Defending the high ground of the plateau, *Tai-sho* Yodetobo thought his forces were secure from the Lyran, who would not risk staying on a salient deep within Combine space.

The Fourteenth Donegal Guards were busy on the other side of the world, seizing the city of Bander in hopes of drawing out the Seventh Sword. This tactic failed, however, with the Kuritans willing to give up the rest of the planet to hold the capital.

Thus began the March of Stones (or, as Thelos Auburn more accurately calls it, the Crawl of Stones). Colonel W. J. Hardy ordered his Fourteenth Donegal Guards on the long overland march to the Labbie Plateau region. Under daily strafing and bombing attacks, the Fourteenth Guards took nearly five weeks to reach their objective. The rocky surface of the planet made travel slow and dangerous, and several 'Mechs were damaged by falls along the way.

As the Lyran were making their way across the planet, the Seventh Sword of Light figured out the flaw in its strategy. Naragajan was far from self-sufficient, and it began to run low on supplies when cut off from the rest of the planet. As Colonel Hardy surrounded and cut the roads, *Tai-sho* Yodetobo saw that the food supply would last only a week.

The Kurita air superiority that had proved so effective during the March of Stones turned worthless as the BattleMechs of the Fourteenth Guards hugged the rocky plateau sides. When the Lyran sat for a week without attacking, *Tai-sho* Yodetobo had no choice but to launch an all-out assault.

The Donegal Guards found that the rocky terrain made it just as easy to hold the low ground as the high ground near the narrow roadway off the plateau. While most of the regiment pinned down the lead companies of the Seventh Sword, the Donegal Guards west of Naragajan charged up the plateau. Only a handful of Seventh Sword 'Mechs guarded that approach because of the attack to the east, and they quickly fell back.

The Lyran caught most of the Kurita fighters refueling and promptly destroyed them. As the Fourteenth Guards closed in on the surrounded Seventh Sword, Combine DropShips descended onto the eastern end of the plateau to rescue their 'Mechs. The Donegal Guards sustained higher losses than the Seventh Sword, but the LCAF controlled the rocky world of Utrecht.



## NEW INVASIONS

The emphasis of the renewed Commonwealth offensive was to capture contested worlds, but the LCAF also attacked seven new targets in the Draconis Combine. Five of them, Csesztreg, Feltre, Galuzzo, Nox, and Quarell, had only militia units defending them and presented few problems for the invaders.

The LCAF also targeted Altenmarkt and Satalice, which were defended by Combine BattleMech regiments. The Commonwealth chose these worlds not for their strategic importance, but so the LCAF could pin down, and perhaps destroy, DCMS 'Mech units.

The Waco Rangers and Hansen's Roughriders, two good mercenary regiments, dropped onto Satalice in late May. Both regiments were skilled at coordinating actions with conventional regiments, and their invasion proved to be one of the most effective during the new offensive. Defending Satalice were the Ninth Rasalhague Regulars, who had left their garrison world of Hyperion in the early stages of the war. After several months of maneuvering, the Steiner mercenary units caught the Regulars in the rich Mizona Valley. In danger of being surrounded and annihilated, the Rasalhague Regulars raced for their DropShips and abandoned Satalice.

On Altenmarkt, the Fifth Rasalhague Regulars were determined to hold the small continent of Frosha, site of the planet's industrial and political centers. Even before the Commonwealth invaded, the Combine military was under siege. The Tyr, an underground political movement demanding an independent Principality of Rasalhague, launched a terrorist campaign in May. When the Twenty-third Arcturan Guards arrived in late June, they found great support among the people. The lack of popular support and the presence of a strong enemy Mech unit put the Fifth Rasalhague Regulars in a precarious position. The Combine regiment fought and maneuvered as best it could, but Coordinator Kurita finally approved a retreat off Altenmarkt in late December.

**RYDE THEATER**

As the LCAF was pushing deep into Combine territory along the Trelshire and Tamar sections of the front during the first half of the Fourth War, the Commonwealth made barely any headway into the Dieron Military District and had even lost one world to House Kurita.

Theodore Kurita, the Coordinator's son and commander of the Legions of Vega, was largely responsible for the Commonwealth's frustrations. His political and military skills had taken him from the commander of three regiments of misfits to virtual czar of the entire Dieron Military District.

Supporters of Duke Lestrade, leader of the Federation of Skye, were causing further problems for Commonwealth forces in the area. Lyran soldiers who secretly belonged to the Duke's separatist movement committed bureaucratic sabotage on a daily basis. General Jack Sphire, Margrave of the Ryde Theater, labored in a blizzard of political wrangling and only rarely got a chance to concentrate on strategic matters.

When the lull slowed fighting everywhere, only three worlds were contested in Ryde Theater. The Fourth Skye Rangers regiment was split between two, facing the Third Dieron Regulars on Kimball II and the Seventeenth Benjamin Regulars on Kornephoros. The Skye Rangers used the lull well and were prepared with rested forces and a new battle plan when fighting resumed in mid-May.

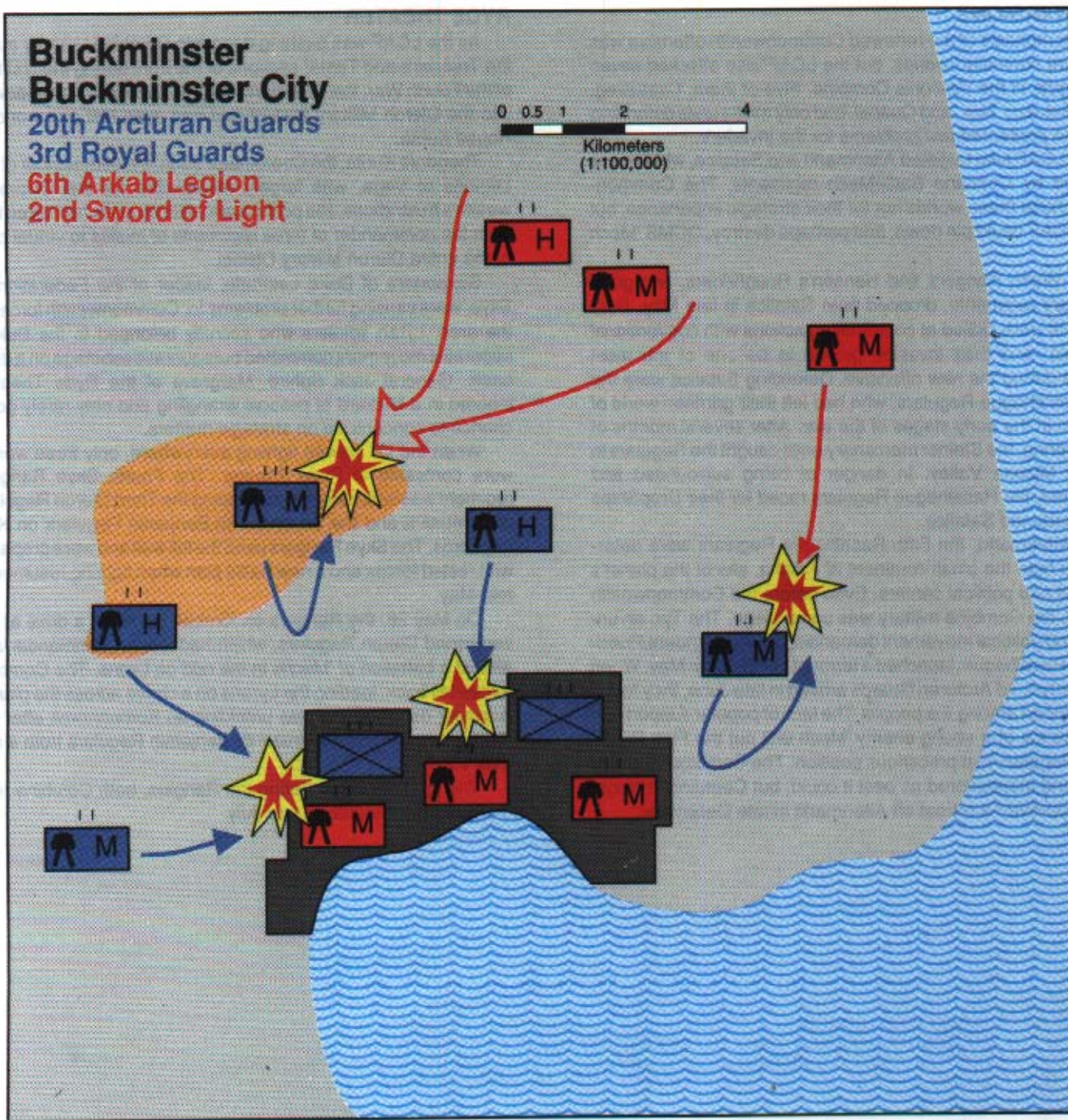
On May 28, the Rangers on Kimball launched a drive at the weakened Dieron Regulars, which had lost its commander and almost a battalion of 'Mechs in the raid on Lyons. The Combine forces fell back, leading the Lyrans on a chase across the planet. A similar deadly game was unfolding on Kornephoros after the Rangers forced the Seventeenth Benjamin Regulars from a rich river valley.

Though still outnumbering the Rangers, both Combine regiments left their worlds in late July.



# **Buckminster** **Buckminster City** 20th Arcturan Guards 3rd Royal Guards 6th Arkab Legion 2nd Sword of Light

0 0.5 1 2 4  
 Kilometers  
 (1:100,000)



## **BUCKMINSTER**

The battle for Buckminster was one of the longest and hardest fought of the Fourth Succession War, and certainly of the Steiner-Kurita front. When the lull came, the LCAF's Twentieth Arcturan Guards and Third Royal Guards had the Second Sword of Light bottled up in Buckminster City and cut off from the fortified positions of the Sixth Arkab Legion in the north. Thus they sat for four months, the Combine forces holding strong defensive positions and the Lyran forces under Leutnant-General Roman Steiner content to make probing and scouting attacks while waiting for Kurita supplies to run out.

Though that strategy showed some signs of eventual success, General Steiner got an order in May to take more aggressive action. He pulled the Twentieth Arcturan Guards back from the north to aid in the siege of Buckminster City. Leaving only a handful of conventional units behind to deal with the Sixth Arkab Legion, General Steiner hoped that the reinforcements would allow him to break through the defenses of the Second Sword of Light.



The Sword of Light used the lull to fortify Buckminster City even more, laying minefields, creating traps, and making hiding places for its 'Mechs. When General Steiner's assault began on June 1, the BattleMechs of the Third Royal Guards stumbled into a hive of bees. The narrow streets reduced the effectiveness of the heavy BattleMechs. Infantry opened fire from the windows, then retreated before the 'Mechs could respond. After two hours, the Guards had lost a battalion of 'Mechs and had advanced only a few blocks into the city's suburbs.

Sho-sho Stanislaus Rozurski of the Sixth Arkab Legion took advantage of the situation by launching a breakout. The small Steiner screening force did not have a chance. The Sixth Arkab was soon attacking the Twentieth Arcturan Guards from behind. Unprepared for such an assault, General Steiner pulled several units from his front lines in the city back to defend his rear. Then the Sword of Light attacked, routing the Royal Guards still in the city.

For three days the Lyran held the high ground over Buckminster City, but they no longer had any hope of capturing the city. Finally DropShips arrived to take the remaining LCAF forces off Buckminster.

## OPERATION HOLDUR

Just as the Fourth Skye Rangers were making best use of the lull, General Sphire was planning an offensive to break the deadlock in Ryde Theater. Called Operation Holdur for the Scandinavian god of winter, it was designed to seize worlds by using all available troops, even planetary militia. Though the plan was risky, General Sphire thought swift and aggressive attacks by his 'Mech regiments would leave the enemy too little time to counterattack.

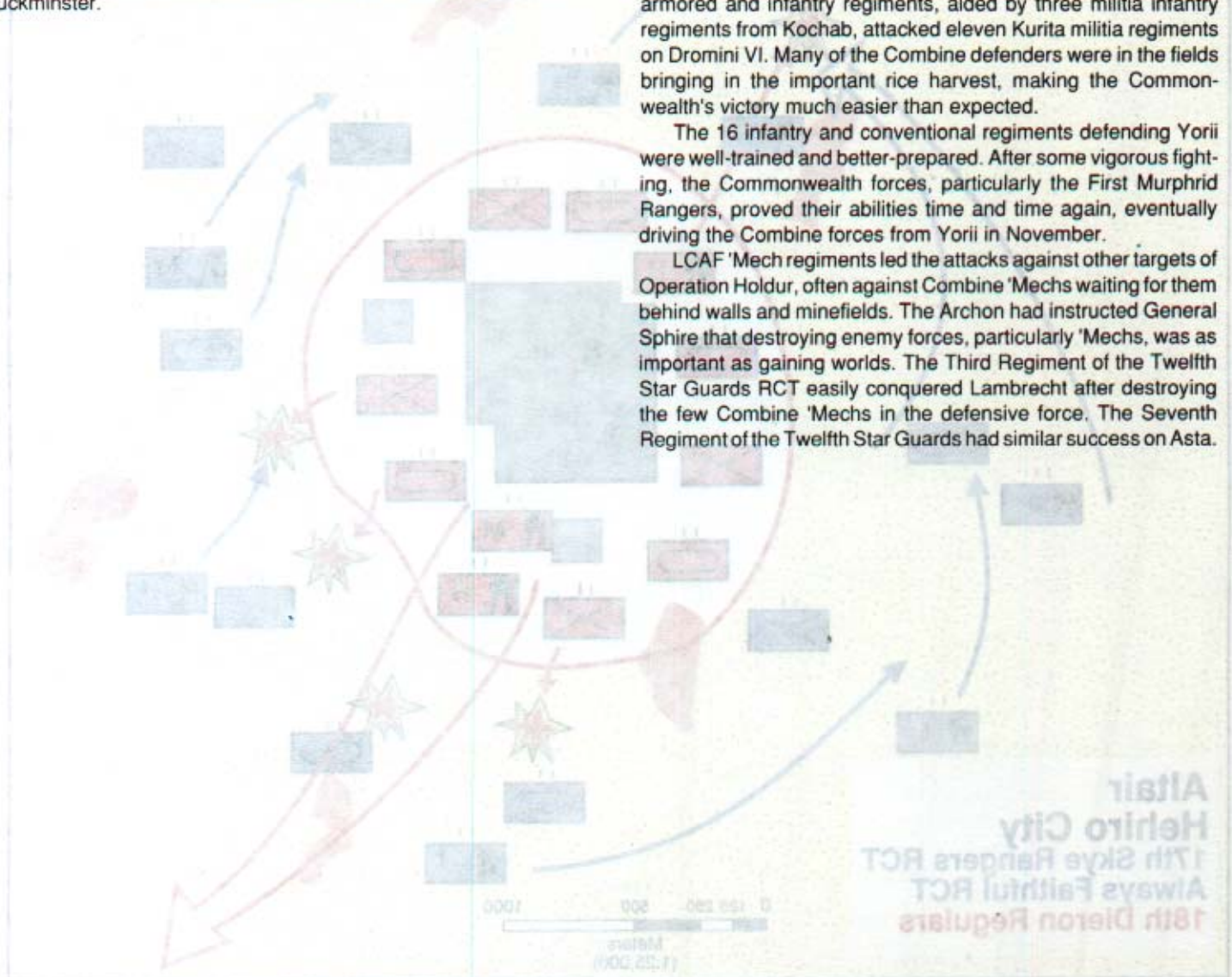
Archon Katrina Steiner approved the plan, even committing several 'Mech regiments that had been held in reserve. The Archon's proviso that these reserves be used at the Terran end of the front so they could be shifted to blunt attacks from the Free Worlds League forced General Sphire to change the nature of his offensive by allocating so many forces to worlds nearest Terra.

Operation Holdur began on June 1, 3029, with the departure of almost 100 regiments from the Federation of Skye for eight worlds controlled by the Draconis Combine.

Lyran invasion forces consisting of all conventional regiments seized the worlds of Dromini VI and Yorri. Ten Commonwealth armored and infantry regiments, aided by three militia infantry regiments from Kochab, attacked eleven Kurita militia regiments on Dromini VI. Many of the Combine defenders were in the fields bringing in the important rice harvest, making the Commonwealth's victory much easier than expected.

The 16 infantry and conventional regiments defending Yorri were well-trained and better-prepared. After some vigorous fighting, the Commonwealth forces, particularly the First Murphridd Rangers, proved their abilities time and time again, eventually driving the Combine forces from Yorri in November.

LCAF 'Mech regiments led the attacks against other targets of Operation Holdur, often against Combine 'Mechs waiting for them behind walls and minefields. The Archon had instructed General Sphire that destroying enemy forces, particularly 'Mechs, was as important as gaining worlds. The Third Regiment of the Twelfth Star Guards RCT easily conquered Lambrecht after destroying the few Combine 'Mechs in the defensive force. The Seventh Regiment of the Twelfth Star Guards had similar success on Asta.





## ALTAIR

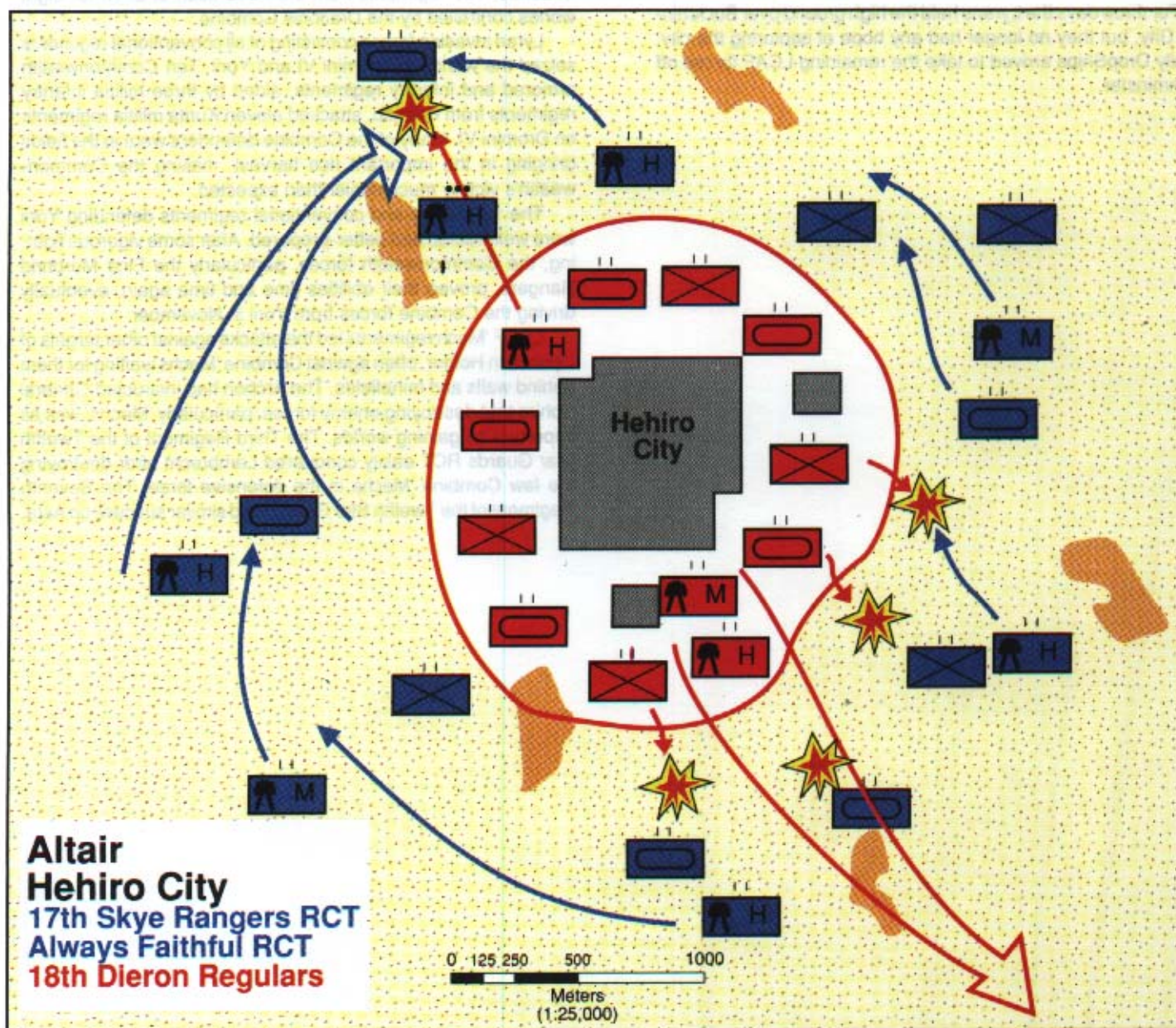
Altair is a dry world, with the only water in rivers deep under ground and a few small lakes. The little surface vegetation follows the paths of the rivers far beneath the reaches of the piercing sun. A planet as parched as Altair usually has no more than a few thousand inhabitants, but two billion people cluster around Altair's meager water and vegetation because of the planet's immense mineral and metal resources. This wealth prompted the Draconis Combine to station the elite Eighteenth Dieron Regulars and many support units on Altair.

General Sphire saw Altair as the prize of Operation Holdur, and he committed the mercenary Always Faithful regiment, the elite Seventeenth Skye Rangers, and their RCTs to capture it. This was a controversial assignment because the Skye Rangers were the house troops of Duke Lestrade. He had ensured that his

troops were declared part of the reserves and therefore safe from the fighting. Archon Katrina Steiner overruled Duke Lestrade's vigorous protestations, and the warriors of the Skye Rangers were pleased to get their chance in the war after almost a year of waiting.

The Lyrans regiments dropped onto Altair during the night of June 2, intending first to secure Smart Alice Springs and Basin Flats, two small communities near minor lakes on the way to Hehiro City and the Dieron Regulars.

The two 'Mech regiments captured the towns with little difficulty, and soon Commonwealth DropShips were unloading soldiers, vehicles, and supplies. The Dieron fighters and a few persistent snipers harassed the Lyrans but caused only minor damage. The ease of the opening stages of the campaign lifted the spirits of the Commonwealth troopers, who began making bets on when they would take Altair.





The advance through the incredibly arid landscape on the way to Hehiro City dried up their confidence, however. Despite outfitting tanker trucks to carry coolant and despite airdrops of water, the Commonwealth troops grew more concerned about the unbearable heat than about the Dieron Regulars. Blowing sand made the trip a nightmare for the technicians and engineers because it got into the workings of all the vehicles.

The Dieron Regulars had adapted to Altair's harsh conditions by using special coolant, sun shields, and special air jets to keep their vehicles free of sand. Using *Locusts*, *Catapults* and the Ost family of 'Mechs, all machines that could crouch behind tall dunes, lances of Combine 'Mechs waited for Commonwealth forces to pass and then rose up to strike at vulnerable targets, such as trucks carrying supplies.

As the two RCTs neared Hehiro City, the Dieron Regulars tried to prevent encirclement, but still hold the small town of Danford, which had warehouses of precious metals and minerals as well as valuable records. The Combine forces failed on both accounts, as they eventually lost Danford and fell back on Hehiro City.

The Skye Rangers and Always Faithful reached the city's outskirts in late September. Here, the fighting favored the LCAF, and the Commonwealth forces settled in for a long siege. The Steiner units set up camps and oases to supply their forces. Combat engineers built an airfield and converted two large hovercraft into sand blowers to keep the dunes at bay.

On November 8, the Dieron Regulars attempted to catch the invaders unaware. Striking north, the Second Battalion of the Regulars tried to force itself through a village at a seam in the perimeter between the Skye Rangers and the Always Faithful. The Second Battalion might have slipped into the rear of the Commonwealth position if it were not for a lance of Always Faithful 'Mechs that confronted the Combine force. The four 'Mechs from the Always Faithful delayed the Dierons and alerted the other Commonwealth forces before being destroyed by the Combine battalion.

The resulting fight drew so much attention that the two remaining battalions of the Dieron Regulars broke through the ring of Lyran forces, overran two tank companies, and headed into the desert. The LCAF finished destroying the Second Battalion and set out after the other two.

For the next two months, the Skye Rangers and the Always Faithful tracked the remaining Dieron Regulars. The Lyran forces marveled as the Combine warriors trekked across the deserts seemingly unbothered by the heat, sand, or lack of water. Only the Commonwealth AeroSpace Fighters allowed them to keep in contact. Small Combine units often turned and attacked the pursuing Commonwealth troopers, dealing out damage and havoc while suffering little in return.

The LCAF finally saw the folly in the campaign for Altair. The Commonwealth regiments grew weaker in an effort for which they were ill-suited. They also had little chance of destroying the Eighteenth Dieron Regulars, one of their initial objectives. To preserve its forces, the Lyran Command withdrew the Seventeenth Skye Rangers and Always Faithful.

The initial failure of the elite Seventeenth Skye Rangers embarrassed Duke Lestrade. He had paid the way for news reporters to travel with the regiment so he could impress everyone with the good news about his private army. When the news came back filled with glowing reports about the skills of the enemy, the Duke could not conceal his anger. He did not have long to seethe before falling pray to an assassin's poison.

## DYEV

The Seventeenth Donegal Guards set out to destroy the Twenty-second Dieron Regulars on Dyev. The Dieron Regulars, a seasoned unit with good leadership, held two mountain passes that controlled the water supply to the prosperous Epsi River Basin. Colonel Tommy Gaherty, commander of the Donegal Guards, used every tactic and trick he could think of, but he could not budge the Kuritans from the passes.

The campaign became a waiting game, with both sides requesting reinforcements but neither getting a commitment. Finally, in November, help arrived for the Donegal Guards. The famous Gray Death Legion dropped in the mountainous area behind the Dieron Regulars. Though the Combine position was defensible from both sides, the Regulars had to thin their ranks to meet the new threat. The Kurita commander knew his troops could hold out for a long time but would eventually succumb, and so he ordered them to break out from the passes. The Regulars burst past the surprised Donegal RCT to race into the valley and rendezvous with their DropShips and leave Dyev.



## LA BLON

Operation Holdur caught several Combine units off guard, including the Fourth Proserpina Hussars on La Blon. Angry about losing a Lyran world, the LCAF assigned the First Royal Guards and two companies of Barrett's Fusiliers to recapture La Blon and destroy the Fourth Proserpina Hussars. The Hussars were in the midst of moving their headquarters from Fort Minotaur to Fort Taurus.

The First Royal Guards dropped two kilometers from Fort Minotaur and moved to attack, only to find it guarded by a single battalion of BattleMechs. Within 28 hours of landing, Lyran forces captured Fort Minotaur.

Two companies of Barrett's Fusiliers dropped on Fort Taurus while the Fourth Proserpina Hussars were still nearly 70 kilometers away. The Fusiliers easily overwhelmed the fort's small garrison force.

With both forts under LCAF control, the Fourth Proserpina Hussars took to the countryside, raiding small villages for food and other supplies. The First Royal Guards mounted several

recon operations that became known as the The Cat and Mouse Sweeps. The Fourth Hussars were getting little cooperation from the Lyran citizens and tried to lure the First Royal Guards from Fort Minotaur and sneak back in.

When The Cat and Mouse Sweeps failed to trap the Hussars, the Lyran commanders decided to try a different tack. The First Guards sent a message to the Fusiliers that the main Guard force was moving in pursuit of the Combine forces. Acting on the intercepted communications, the Hussars decided the time was right. The Kurita forces made a bold frontal assault on Fort Minotaur and the entire force of the First Royal Guards, who had lured them in with false transmissions. Not realizing their mistake at first, the Combine 'Mechs charged ahead, taking fearsome casualties fighting what they believed to be a small force. After four hours, the remaining Fourth Proserpina Hussars retreated from Fort Minotaur, directly into an ambush by Barrett's Fusiliers.

The few surviving lances outraced the Lyran forces and wasted little time in reaching their DropShips and departing from La Blon.





## SABIK

The Twenty-fourth Lyran Guards RCT attacked the icy world of Sabik in the middle of a blizzard. The harsh storm forced the Guards to bypass their target drop zones near a frozen lake and the town of Zoa, believed to be the main enemy position. Their secondary drop zones left them exposed to ambushes by the Sabik militia, which charged out of ice caves to inflict damage and disappear.

Despite the harassment, the RCT advanced steadily on Zoa, which was defended by Kingston Caballeros. The Caballeros met the superior force bravely and wiped out Alpha Company of the Guards' First Battalion before losses became too severe. The Caballeros were lucky to escape off Sabik before the full weight of the Twenty-fourth Guards could be brought to bear.

## CONCLUSION

The course of events of 3029 convinced the Archon that the war could not go on much longer. Though new offensives had gained the Commonwealth more worlds and damaged the Combine's ability to fight, casualties were four times higher than expected. There were several reasons for this alarming rise in deaths and injuries. One was that the Draconis Combine was ready with major defensive preparations and was no longer underrating the LCAF. Another was that Commonwealth units were still fatigued from the first half of the war, even though they had had months to rest and repair.

Perhaps the most important reason for the higher casualty rate was the failure of the Commonwealth regiments to adhere to the concepts of regimental combat teams. Teamwork among Commonwealth regiments disappeared in favor of the old tactics that made the LCAF the ponderous military it had been before the alliance with the Federated Suns.

The internal politics of the Lyran Commonwealth also made it clear to the Archon that the war had to end soon. Her enemies were growing stronger, profiting on the war weariness in the soldiers and civilians alike, while the Archon's position was eroding as the fighting sapped her realm's economy. Duke Lestrade had considered her position so weak that he had attempted to have her assassinated. So weak was Archon Steiner's position that she could not confront and punish the Duke. She prayed for peace so her realm could rest and rebuild and so her warriors could return to their loved ones.

Thus the new offensive and Operation Holdur would have been successful had they helped in ending the war, but General Sphire and the LCAF failed to take into account the skills and growing power of *Tai-sa* Theodore Kurita. He had turned the disdained Legions of Vega into a formidable fighting force that had stopped Commonwealth troops in their tracks. With his father busy trying to destroy Wolf's Dragoons, Colonel Theodore Kurita used his name and influence to extend his authority until he was de facto warlord of the Dieron Military District. In this position, he strengthened his units further and began making plans of his own.

## OPERATION CONTAGION

In early August, Lord Theodore Kurita summoned the commanders of 'Mech regiments in the Dieron Military District to his headquarters on the planet Moore. *Tai-sa* Kurita hoped to gain personal support and backing for his ambitious plan to turn back the Lyran Commonwealth.

He was not the warlord of the district and had many differences with his father, Coordinator Takashi Kurita, and so *Tai-sa* Kurita had no independent power base. Though his father had given him the worst 'Mech regiment in the DCMS, *Tai-sa* Kurita gradually asserted himself as the authority on the entire Commonwealth front. He had gained control almost entirely by a show of force, cunning, and consummate skill as a strategist. He was the officer most responsible for the Combine's better preparedness for the new Commonwealth offensive.

By intently analyzing the Commonwealth offensive, *Tai-sa* Kurita realized in August that the enemy's impressive efforts lacked depth and in some places were paper thin. He saw that the LCAF had committed most of its force to the front lines, leaving its rear lightly defended.

Nowhere were Lyran forces thinner than behind the front between the Dieron Military District and the Ryde Theater. In June, Operation Holdur broke the long deadlock in that area and won the initiative for the Commonwealth but at the cost of further stretching Lyran forces.

*Tai-sa* Kurita thought that conditions were right for a massive counterattack. He outlined his plan to the regiment commanders, surprising many by disdaining a broad-front attack. Instead, he proposed "to launch an offensive that will most resemble a fatal disease. First will come the infection, and then the sudden spread of the disease, overcoming the shocked victim."

Named Operation Contagion, the plan was to bypass front-line worlds and seize a thinly guarded world in the Commonwealth's interior to use as the base for the offensive. *Tai-sa* Kurita decided that Dromini VI, a Combine world that had fallen to the Commonwealth, would best serve as the springboard for the offensive. The Combine commanders were counting on the support of the civilians on Dromini to help them seize the planet as quietly as possible so that its fall would go unnoticed by the Commonwealth.

*Tai-sa* Kurita had an important and unexpected supporter for his plan. Duke Aldo Lestrade had sent representatives to *Tai-sa* Kurita seeking help in declaring the Federation of Skye independent of the Lyran Commonwealth. The Duke's couriers hinted that he would be willing to lose a few worlds if *Tai-sa* Kurita could support his separatist movement or give him an incident he could use to justify leaving the Commonwealth.

This unexpected support won the *Tai-sa* many new backers among the Combine officers.

On August 5, a day after *Tai-sa* Kurita received nearly unanimous support from the other commanders, ISF commando squads slipped past Commonwealth security and onto Dromini VI. Within a week, the commandos had organized resistance guerrillas and overpowered the small Lyran garrison. The guerrillas assumed the place of the soldiers, wearing Commonwealth uniforms and using their codes so that even the crew of a visiting Lyran trading vessel did not notice anything wrong.



In the next few days, Dromini became host to the *Genyosha*, the Seventh Benjamin Regulars, the Third Dieron Regulars, the Second and Fourteenth Legions of Vega, and dozens of conventional regiments. On September 7, the regiments completed preparations and the storage of supplies on Dromini, ready to begin the offensive. The Fourteenth Legion of Vega left Dromini for the Commonwealth world of Skondia, the *Genyosha* left for Nusakan, and a battalion of the Third Dieron, with considerable conventional support, left for Alphecca.

## EARLY SUCCESSES

The Combine offensive was designed to exploit Lyrans weakness, and at first it worked. The light 'Mechs of the Fourteenth Legion of Vega landed on Skondia to face five regiments of militia infantry and two militia 'Mech battalions made up mostly of *Chameleon* Training BattleMechs with weapon refits. The Mech-Warriors manning the *Chameleons* were either retirees or youngsters with no combat experience.

The Fourteenth Legion of Vega dropped on an outpost called Fort Eagle, which was defended by two regiments of Skondia infantry. Though no match for BattleMechs, these units fought bravely and were nearly wiped out to the last man. The Legion's troops hopped from city to city, destroying resistance and demolishing much of the countryside in the process. After five weeks of such destruction, the LCAF's acting commander on the world, Colonel Mitch Freeman (Retired) ordered his ill-armed and inexperienced BattleMechs into action near the town of Robes.

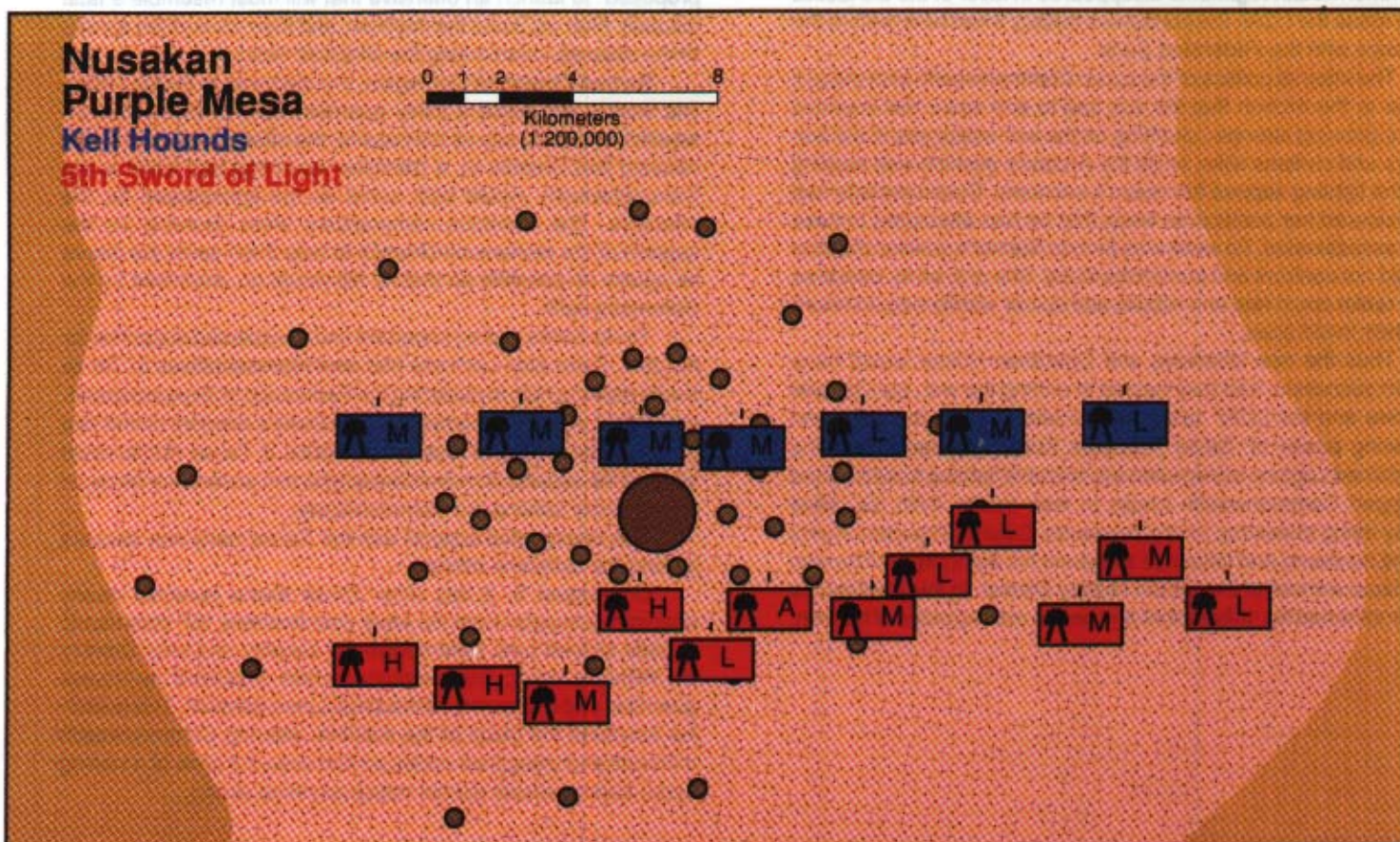
Hopelessly outnumbered and outgunned, the First and Second Battalions of the Skondia 'Mech Militia charged the Fourteenth Legion of Vega. Perhaps due to the shock of the Kuritans, Colonel Freeman's forces heavily damaged two companies before the Vegans organized. In a matter of minutes, there was not a standing BattleMech where the Militia had once fought.

The Draconis Combine experienced similar success on Alphecca, where a battalion of the Third Dieron Regulars went up against a motley garrison force of militia infantry, reservists, and two armor regiments, the First and Second Alphecca Guards. The Guards made the mistake of facing the Dieron Regulars in a direct engagement. First they fortified positions outside Galantte Rainbow, the capital. Rather than falling back after inflicting damage, however, the Guards tried to hold Galantte Rainbow. It proved to be a suicidal gesture.

## NUSAKAN

The planet Nusakan was the appointed final meeting place to settle the long feud between the Kell Hounds mercenary unit and the *Genyosha*, an elite Kurita unit formed with the destruction of the Kell Hounds in its charter. Even as the *Genyosha* was heading for this meeting, however, the showdown almost went awry.

*Tai-sho* Palmier Conti, commander of the Fifth Sword of Light regiment, knew that the Kell Hounds were on Nusakan waiting for the *Genyosha* and that destroying this mercenary unit would bring fame and honor to any who could achieve it. Stung by the Fifth Sword's lack of distinction on Northwind, he jumped his regiment to Nusakan ahead of the *Genyosha*.





The Fifth Sword of Light met the Kell Hounds in a desert valley 40 kilometers from its drop. There on the bright red sand with its purple spires of rock sticking up, *Tai-sho* Conti ordered his 'Mechs forward. Though the elite four-battalion Fifth Sword outnumbered the Kell Hounds, the mercenaries fought as if possessed.

Some mercenary 'Mechs fell and many took heavy damage, but they were destroying the elite Fifth Sword of Light. One after another, the Kurita 'Mechs fell or exploded. The massive chunks of spent metal littered the glowing red sand. Finally, when only a handful of Combine 'Mechs remained, Kell Hounds Major Scott Bradley called a halt, saying he had a personal score to settle with *Tai-sho* Conti. There the two squared off, in a bowl of hard sand in the shadow of a huge purple mesa. Both were so heavily damaged that their armor was dripping off, and still they fought, *Tai-sho* Conti in his *Banshee* and Major Bradley in his *Cyclops*. Major Bradley finally prevailed, with *Tai-sho* Conti ejecting at the last moment.

Then it was time to settle the bigger personal score as the *Genyosha* arrived on the scene. No words were needed for all to know this was to be one-on-one combat between the two units' commanders, *Tai-sa* Yorinaga Kurita and Colonel Morgan Kell. To the amazement of the assembled MechWarriors watching, the battle was totally one-sided. *Tai-sa* Kurita's *Warhammer* dealt out hit after hit, and still Colonel Kell's *Archer* did not respond.

Punishing the *Archer* more and more, the *Warhammer* blasted its right arm off. The *Archer* fell to its knees. The *Warhammer* let loose with every weapon it had, and the *Archer* rose to its feet and bowed. The *Warhammer*, overcome by heat, could not return the gesture. Humiliated, *Tai-sa* Kurita performed seppuku in front of the remaining officers and men of the three units. Many of the best battle-hardened warriors of the *Genyosha* pledged their services to the Kell Hounds, and the remaining Combine forces left Nusakan.

## DROMINI VI

Five days after the Kurita offensive began, JumpShips appeared in the Dromini system at a nonstandard entry point. DropShips detached from the ships and began a high speed run toward the planet. This astonished and angered *Tai-sa* Kurita, who realized that he must have been betrayed to the Lyran Commonwealth. From the number of enemy ships headed for the planet, *Tai-sa* Kurita knew that there could be no more than a single regiment of 'Mechs and several conventional regiments, no match for the massed strength of Combine forces surrounding Kanashimi, the planet's largest city. As the DropShips burned from the jump point to Dromini VI, *Tai-sa* Kurita strengthened the Combine defensive position.

The approaching Tenth Lyran Guards, however, had no intention of fighting through the defenders, instead dropping directly on the city. Catching the Combine 'Mechs completely off guard, the Commonwealth forces searched out and destroyed the Kuritans' supplies.

After the Lyran Guards enjoyed a ten-minute destruction spree, the 'Mechs of the Legions of Vega and the Benjamin Regulars arrived to surround them. Instead of offering to surrender or trying to escape, the Tenth Lyran Guards fought with a suicidal fury to cause as much damage as possible.

Finally the Lyran Guards began to run out of ammunition, and damage had made many weapons useless. Duke Frederick Steiner, commander of the Guards, stepped forward and offered himself as a hostage if *Tai-sa* Kurita allowed the Commonwealth survivors to leave Dromini VI, and the *Tai-sa* agreed.

After the remaining Lyran Guards were safely on their way, Loki agents crippled six Combine JumpShips. The agents had traveled to Dromini masquerading as crewmembers of the Commonwealth JumpShip that carried the Tenth Lyran Guards. That ship left them behind in silvery life bubbles that they slowly maneuvered to the six Combine JumpShips. Fourteen Commonwealth agents armed with demolition packs damaged the JumpShips and stopped the Combine offensive.

The loss of the ships not only made Operation Contagion impossible, but it also put *Tai-sa* Kurita and the remaining Combine forces in danger of being captured.

On October 2, the First Royal Guards and Barrett's Fusiliers dropped on Dromini. Still outnumbered, the Lyran forces harassed the Combine units until more help could arrive. *Tai-sa* Kurita showed his skill and leadership by keeping his regiments relatively undamaged until they could leave Dromini.

Combine JumpShips arrived in the third week of October to rescue the stranded troops. Realizing that there was little time, the First Royal Guards of the LCAF launched an attack against the Seventeenth Benjamin Regulars. Casualties were heavy on both sides, but the Combine forces lost the most, the equivalent of a battalion. Barrett's Fusiliers charged at the Fourteenth Legion of Vega, but *Tai-sa* Kurita turned them back.

The Combine forces then escaped to their DropShips, and *Tai-sa* Kurita again eluded the Commonwealth's grasp, as he had on Marfik.



# FREE WORLDS LEAGUE FRONT

Captain-General Janos Marik breathed a sigh of relief when the lull came. He had done his best to stay aloof from the Fourth Succession War. Then Coordinator Takashi Kurita prodded him into taking offensive action against the Lyrans Commonwealth. No sooner was that underway than the Duchy of Andurien, an unruly member of the Free Worlds League that refused to participate in the offensive against House Steiner, declared war on the Capellan Confederation.

Instead of remaining distant from the fighting, the Free Worlds League was suddenly involved in a two-front war. Thus it was that Captain-General Marik wanted and needed the lull as much as any of the other House leaders. He first mediated the dispute between the Duchy of Andurien and Chancellor Maximilian Liao. Liao units withdrew from planets within the Free Worlds League, and Andurien regiments gave back Palladaine and withdrew from other Capellan worlds they had invaded. Captain-General Marik also used the lull to rest units that had taken part in Operation Dagger, the Free Worlds League's offensive against the Lyrans Commonwealth.

Many in the Commonwealth believed that House Marik would make a big push when it learned about the resumption of Operation Götterdämmerung. The LCAF made plans to use its scant military resources along the long border with the Free Worlds League in such a way that units could retreat from world to world, inflicting as much damage on the enemy as possible with the least risk to themselves.

This elastic defense was never needed. As the lull ended and the fighting in the Inner Sphere resumed, the Free Worlds League seemed again content to remain aloof. Lyrans operatives in the Free Worlds League reported that divisive debate among League members prevented Captain-General Marik from taking action.

In fact, Captain-General Marik was enjoying comparative unity within his realm. One of his priorities was to open negotiations with the new Tikonov Free Republic, which he eventually hoped to absorb into his Marik Commonwealth. With Captain-General Marik taking advantage of the lull to make tentative overtures to Colonel Pavel Ridzik, he got more unexpected help, the ComStar Interdiction of the Federated Suns. The Captain-General had long known that his realm was infested with MIO agents, and he blamed them for making his reign a cacophony of quarrels and suspicions among the provinces. For years his own SAFE, the civilian intelligence-gathering agency, had tried to find and arrest all the Davion agents in his realm, but there were so many, so well entrenched in League society, that the Captain-General had grown to consider them as one of the unavoidable evils in his life.

The Interdiction meant that the MIO would not be able to fund its agents or receive their information. Within days of the Interdiction, Captain-General Marik thought he could see the change, the growing sense of trust and cooperation in his realm. Feeling suddenly free of Prince Davion's ghost looking over his shoulder, Janos Marik began to reconsider his reluctance to resume Operation Dagger.

Even as representatives of the Free Worlds League were gaining the ear of Lord Ridzik, Archon Katrina Steiner was sending communiques to Ridzik and General Ardan Sortek, the trusted advisor of Prince Davion and Ridzik's unofficial handler. Her messages outlined her concerns about the Free Worlds League and suggested several ways that the Tikonov Free Republic could prevent Captain-General Marik from taking advantage of the situation. Heading her list of suggestions was that Supreme Lord Ridzik attack the lightly defended Free Worlds near Terra. Besides diverting the League's attention from the Commonwealth, Archon Steiner argued, the Tikonov Free Republic could gain at least one world and possibly more. Prince Davion also sent messages to Lord Ridzik and General Sortek making similar arguments.

Unhappy with the bureaucratic chores of running a government, Lord Ridzik was receptive to the idea of an offensive against the Free Worlds League. He was eager to delegate nonmilitary duties to his staff, but the messages demanding action hurt his massive ego. An offensive would also destroy the attractive treaty offer that agents of Captain-General Marik had been dangling in front of Lord Ridzik's face.

Lord Ridzik also worried that the soldiers in his realm's military, the TFRA, were still a bit shocked by the flurry of events that turned them from loyal Capellan regiments into members of a brand new army. Despite his bloody purge of the regiments, Lord Ridzik was still not sure of the loyalty of every warrior.

Lord Ridzik's lust for combat finally tipped the scales in favor of an offensive, and he and General Sortek began planning in April.

## REPUBLICAN OFFENSIVE

Lord Ridzik had only five 'Mech regiments and 44 conventional regiments at his disposal. Three of the 'Mech regiments had been formed with Capellan battalions and had been weakened by his purges. The other two 'Mech regiments were newly formed from survivors and cadets. He could not expect these to stand up against enemy 'Mech regiments. The First Republican consisted of a battalion of the First Ariana Fusiliers that had escaped from Algol and the First and Second Battalions of Lothar's Fusiliers. The Second Republican Regiment was the remnants of Stapleton's Iron Hand, the Second Battalion of Trimaldi's Secutors, and the Third Battalion of Kerr's Intruders. Making up the Third Republican were the Second Battalion of the Fourth Confederation Reserve Cavalry and the First and Second Battalions of Justine's Grenadiers.

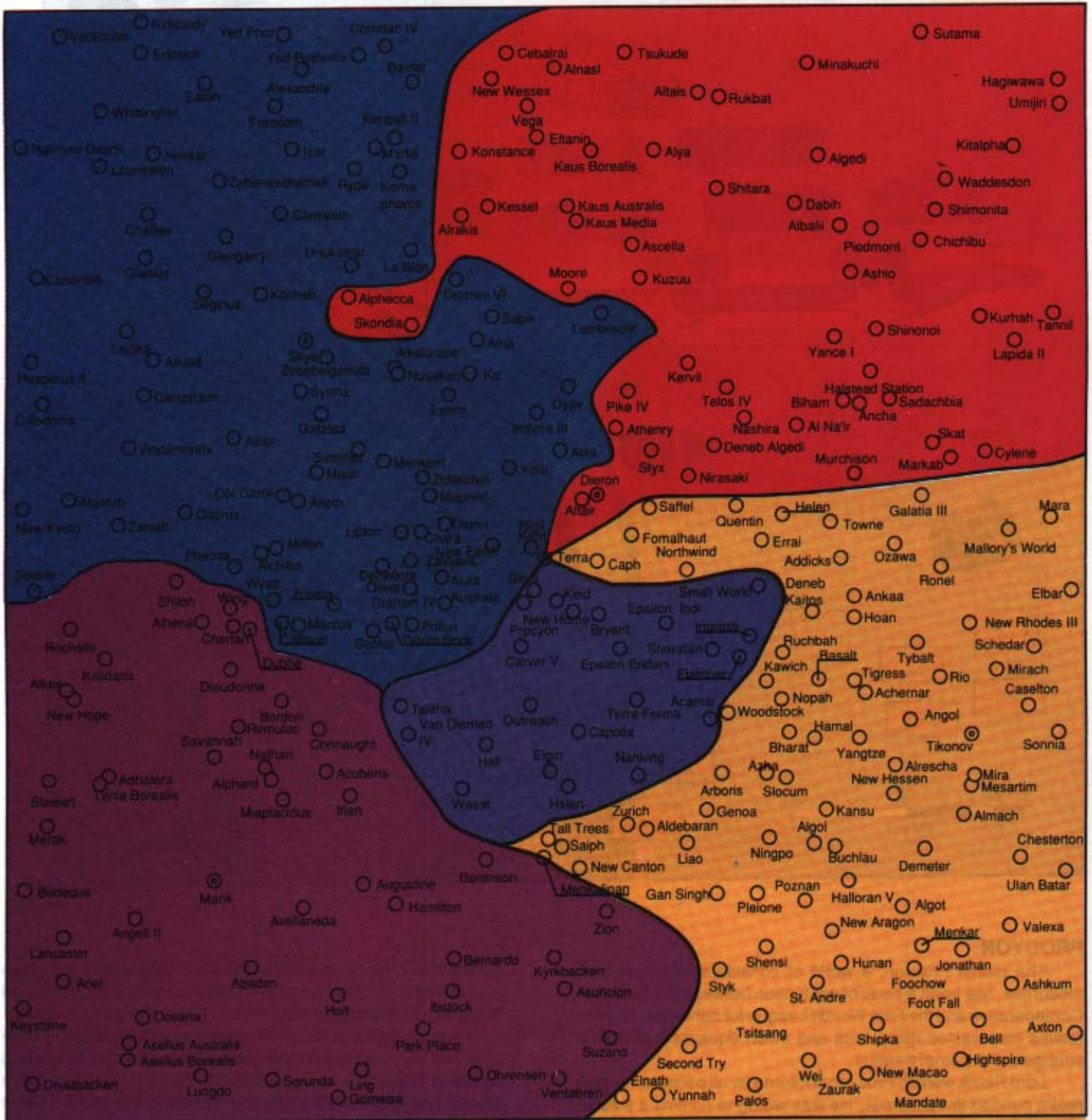
With this collection of battered forces, none of which had trained together, Lord Ridzik and General Sortek set out to capture four Marik worlds. The Fourth Republican Regiment, one armor regiment, and two infantry regiments attacked Talitha and quickly routed the planetary militia.



# FREE WORLDS LEAGUE FRONT

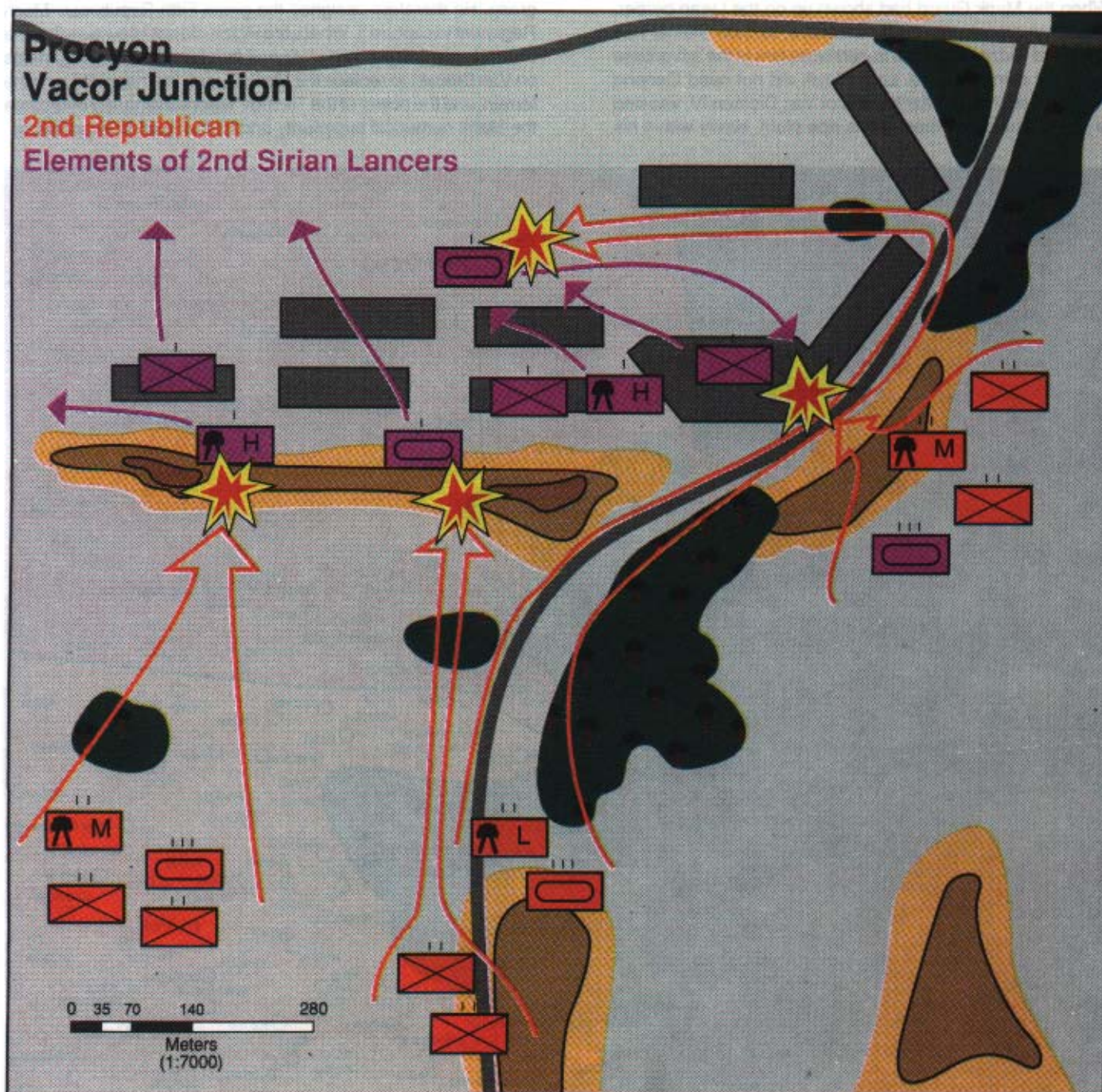
When the Marik Guard had shown up on the Lyran border, presumably in preparation for an offensive, Archon Steiner had informed Lord Ridzik of the fact to persuade him of the advantage in making his own offensive. Lord Ridzik did not need General Sortek to tell him that the Marik world of Van Diemen IV, vacated by the Marik Guard, lay there like a ripe plum, easily within his

grasp. He therefore assigned the green Fifth Republican 'Mech Regiment to capture it. What Lord Ridzik did not know was that the Free Worlds League had stationed four front-line tank regiments on Van Diemen to replace the Marik Guard. Neither side knew the terrain, and the power of the Tikonov 'Mechs eventually overcame the Marik numerical superiority and higher level of experience.



**Fourth Succession War Main Theater of Operations (January 3030)**





## PROCYON

The planet Procyon, a world of considerable history and resources, has been a bone of contention between the Capellan Confederation and the Free Worlds League for centuries. The two realms had wasted many lives and much equipment with little change in the planet's status.

Lord Ridzik wanted Procyon once and for all because his new realm needed its resources. He was willing to commit a sizable chunk of his military to win the prize. Not only did Procyon have substantial resources, industry, and manpower, Lord Ridzik hoped for even more. His cordial relationship with the Federated Suns

put the idea in his head that matched the NAIS and its advances in recovering lost Star League technology with the abandoned Brigadier Corporation 'Mech factory at Cleveburg on Procyon.

Two regiments of mountain guerrillas with Capellan sympathies had been fighting in the foothills just outside the planet's capital of Calgary for a year. Despite the best efforts of Marik infantry and the heavy 'Mechs and fighters of the Second Sirian Lancers, the mountaineers survived and made their living by destroying convoys of trucks going between the city and the gemstone mines in the mountains.



# FREE WORLDS LEAGUE FRONT

Hoping the guerrillas' loyalties would convert from Liao to Tikonov, Lord Ridzik committed the First and Second Republican Regiments and twelve conventional regiments to Procyon. The fighters of the Sirian Lancers did their best to harass the drop, but some of the Tikonov forces had arrived with the *Omaha Beach*, a *Vengeance* Class fighter carrier. The 40 fighters from this huge ship, added to the fighters accompanying the two 'Mech regiments, gained control of the drop zones east and west of the Lancers.

Once the skies had been secured, Tikonov DropShips unloaded 20 small assault craft, each carrying a land vehicle and a platoon of soldiers. The ships headed for three bridges considered of vital economic importance to the planet and to the TFRA's efforts to seize Calgary. Lord Ridzik had ordered the ships and their troops to secure Bayson, Charles, and Vacor Bridges over the winding Charles River. Bayson and Vacor were the closest to the TFRA's drop zones. Charles Bridge was the closest to Calgary and to the Second Sirian Lancers, and so most of the assault ships were assigned to seize and hold this bridge.

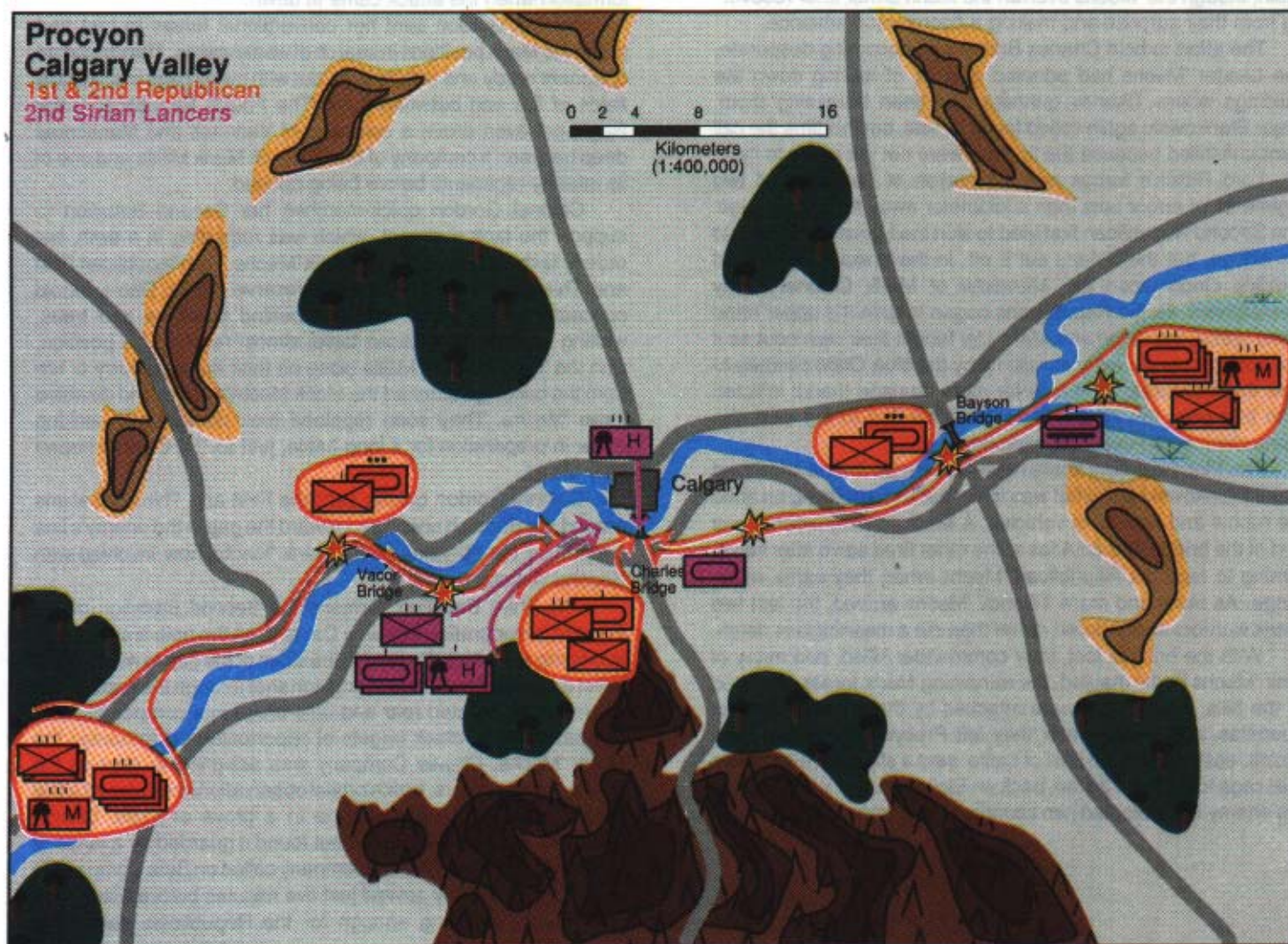
The effort to take the bridges was difficult, but Bayson and Vacor fell according to schedule. The effort to take the Charles Bridge took more time. A company of Sirian Lancers, guessing at the enemy's intention, had sealed off both ends of the bridge.

Though the Tikonov soldiers had several heavy tanks and some Inferno rounds for their missile launchers, they could not stand up to the 'Mechs.

Major Sandra Stankowski, commander of the Tikonov forces assigned to take the bridge, ordered air strikes. A flock of Tikonov fighters arrived promptly and showed considerable skill in scattering the Lancer 'Mechs without damaging the bridge. Major Stankowski's forces claimed the bridge soon afterward and prepared for a long siege.

Lord Ridzik wasted as little time as possible in moving his troops. Even before the Second Republican 'Mech regiment had completely assembled, he was already on the move with his command company. He and his company were the first to encounter 'Mechs of the Sirian Lancers. The fight between his company and the company of Sirian Lancers was brief and costly for the Marik forces.

Approaching Calgary from the east, the First Republican 'Mech regiment and its infantry and armor regiments were bogged down in an uncharted marshland. Colonel Carla Nisora found the going maddeningly slow. Adding to the misery was a battalion of Marik hovercraft that went zipping in and out of the trees of the bog, shooting at her 'Mechs and disappearing before any return fire could find them.





As the Republican forces advanced, the Lancer 'Mechs had returned to Charles Bridge. The fighters had given the Republican assault force enough time to prepare some fortified positions and occupy buildings near the bridge. This gave them a chance to hold their ground, but they still could not stand up against 'Mechs for long.

Lord Ridzik's forces, meanwhile, relieved the assault force holding Vacor Bridge. Pushing onwards, the Second Republican soon met two companies of Sirian Lancers and many support forces. Using the cover provided by a cluster of buildings, the Marik 'Mechs hoped to stall the Tikonov forces long enough for the forces around Calgary to organize a coherent defense. Lord Ridzik would have none of that. He sent his fastest armor and 'Mechs onto a concrete highway that ran directly in front of the enemy's position and then curled around behind the buildings. So swiftly did the Republican forces travel that the Sirian Lancers hit only a few as they passed barely 200 meters away. The Tikonov forces then pounced on the Lancers' rear, inflicting heavy damage and forcing them to retreat.

The First Republican Regiment, meanwhile, finally waded out of the bog to relieve the forces at Bayson Bridge. Proceeding west to link up with the Second, however, the First ran into a Marik tank regiment. This slowed the First Republican's advance once again, though the 'Mechs overran the Marik armor after recovering from their surprise and making a coordinated advance.

The effort to hold Charles Bridge was becoming desperate. The Lancer 'Mechs had adopted a tactic of tearing down the buildings where Tikonov gunners had been harassing them. Major Stankowski again called for air strikes, but this time the call went unfulfilled because the fighters were not yet ready to fly.

Lord Ridzik's forces met a battalion of Lancers and two regiments of armor less than a kilometer away from the bridge. The Second Republican first tried to skirt the Lancers and race to the bridge, but the Sirians cut it off. In the ensuing fight, Lord Ridzik's *Orion* faced the *Marauder* of Marik Colonel Jenny Twofeathers. As the Republicans began to gain the upper hand in the battle, the *Orion* and *Marauder* fought their own bout as if in a boxing ring. An early missile hit by the blue *Orion* seemed to slow the *Marauder*, for it took far more damage than it inflicted from that point on. As the Marik battalion fled to the east, the *Marauder* toppled over and exploded.

The First Regiment finally reached Charles Bridge and found Major Stankowski and what was left of her force hanging on amid the rubble and wrecks of vehicles. A Marik *BattleMaster* at one end of the bridge and an *Atlas* at the other fired salvo after salvo, turning to face the Republican 'Mechs when they came within range. As more and more Tikonov 'Mechs arrived, the last two Marik warriors surrendered rather than die a meaningless death.

With the bridges lost, their commander killed, and many of their 'Mechs badly mauled, the remaining Marik forces retreated to the hills. There, they were attacked by the two regiments of guerrillas, and a week later they left Procyon altogether. Lord Ridzik, ecstatic with the thrill of battle, sent a short but expressive message to General Sortek back on Elgin. It read: "We have met the enemy and defeated him soundly. A fine time was had by all."

## WASAT

Lord Ridzik targeted Wasat because it had once been part of the Tikonov Commonality. With most people in the Free Worlds League expecting the announcement of a treaty with the Tikonov Free Republic, the defending Fifteenth Marik Militia could not have been more surprised when TFRA DropShips unloaded 'Mechs north and east of the Militia's base at Gasston Heights during the night of June 22. The Marik state of complacency made the Militia slow to react to the appearance of the unidentified DropShips.

Attacking was the Third Republican 'Mech Regiment, led by Colonel Nancy Justine Gordon, commander of the former Justine's Grenadiers. A friend and former aide to Lord Ridzik, Colonel Gordon was a capable officer who had quickly assimilated a battalion of the Fourth Confederation Reserve Cavalry into her unit and given the regiment an identity as the Third Republican. With the Third were four armor and three infantry regiments, all of which were experienced and had survived Lord Ridzik's loyalty purges relatively intact.

The stunned Fifteenth Marik Militia, a heavy 'Mech regiment, attempted to set a defensive line at the mouth of the gentle valley that faced the Republicans' most likely path of advance. Poor coordination left the Militia and supporting regiments in a ragged formation when the attack came at dawn.

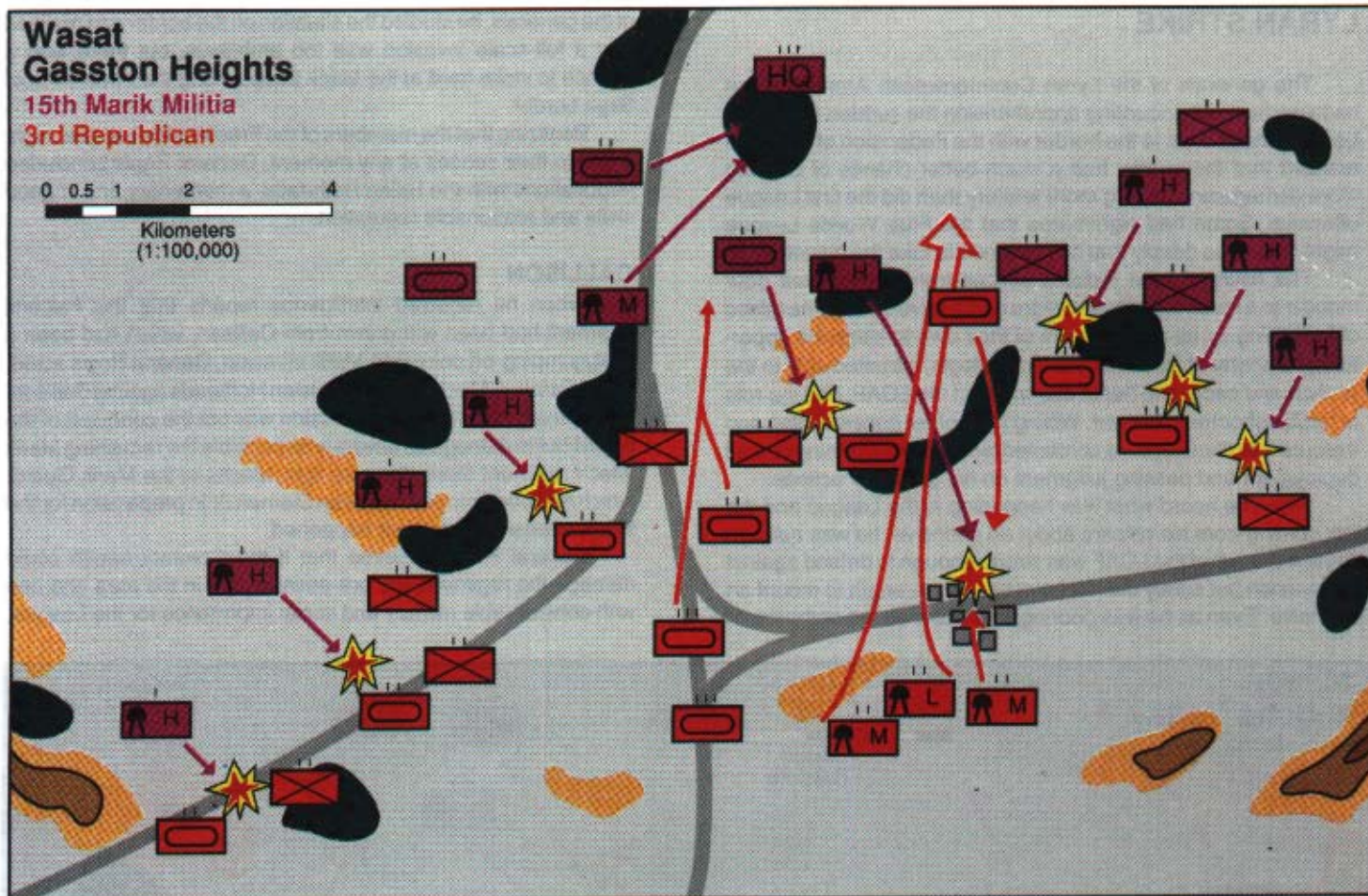
Colonel Gordon sent her conventional forces to test and probe the Marik positions in search of weaknesses. They found an opponent ready and able to fight, but with many gaps in the Marik fields of fire and between units. The Fourth Republican Tank Regiment even drove a company of Vedettes and Manticores deep between a company of the Fifteenth Marik Militia and one of its infantry regiments before being spotted.

Colonel Gordon quick-marched her Second Battalion to support the tank regiment, which was retreating in a swift, but orderly fashion from pursuing Marik 'Mechs. The Republican First and Third Battalions remained in reserve. Major Otto Leopold concealed the Second Battalion behind buildings and trees, waiting until the Republican tanks almost reached his position, with the 'Mechs of the Militia close on their heels. A flurry of fire from the buildings stunned the Marik MechWarriors and disabled three 'Mechs. They soon regained their composure, seeking cover in preparation for a long battle, just as the Colonel hoped they would.

Colonel Gordon quickly sent the First and Third Battalions around the skirmish scene and toward the gap in the enemy's line created by the absence of the Marik 'Mechs now involved with Second Battalion.

The Third Battalion, formerly the Second Battalion of the Fourth Confederation Reserve Cavalry, hit the hole first and split into companies that attacked to the sides of the gap to widen it and inflict damage. The Second Battalion shot through the gap into the enemy's unprotected rear and also broke into companies, with two assigned to attack targets of opportunity and to harass the Marik 'Mechs. Charlie Company was assigned to capture the enemy headquarters, which orbital observations had placed a few kilometers behind the main line in a grove of trees. Charlie Company discovered the HQ, but found it guarded by a lance of determined 'Mechs. Charlie Company called on Beta Company to help. Beta Company arrived just five minutes before Marik reinforcements, just long enough for the Republican warriors to





outmaneuver the defending Marik lance and seize the mobile headquarters and Colonel Jake Hawkins, commander of Marik forces on Wasat.

Marik resistance on Wasat collapsed as the word of Colonel Hawkins' capture spread. Most of the Marik forces were allowed to leave the planet. Officers caught in the mobile headquarters were ransomed for a modest amount of money.

## CONCLUSION

Janos Marik was stunned by the Tikonov invasion. Everything his diplomats had told him led him to expect a treaty with the Tikonov Free Republic any day. Lord Ridzik, eagerly preparing for the war, had failed to inform his own diplomatic corps that he was no longer interested in a treaty with House Marik. The diplomats continued negotiations completely oblivious right up to the day of the offensive.

The political support Captain-General Marik had won to renew the offensive against the Commonwealth evaporated into shouts of outrage at Lord Ridzik's invasion. Representatives of all of the provinces agreed that the fiasco was all the Captain-General's fault. When Lord Marik dared to make an appearance in the nest of angry politicians, he was roundly booed, and some brave soul even threw an overripe kincha fruit at him.

Seized with self-doubt, Captain-General Marik did nothing for several weeks, spreading paralysis throughout his military. Units had been moved and tactics had been plotted, but the

sudden silence from Atrous quickly brought the preparations to a halt. When the news of the invasion by the TFRA reached the commanders, the officers were also gripped with indecision like their leader. None was quite certain whether they should remain concentrated on their Commonwealth targets or should begin preparing to face the new threat.

As for Lord Ridzik, his glory was extremely short-lived. After his success on Procyon, he returned to his capital of Elgin to bask in his public's admiration and to take care of governmental matters. The second night after his return and after he met with General Sortek, Lord Ridzik was informed that a lovely woman wished to celebrate his victories with him in private. From the name given by the woman, Lord Ridzik believed she was Elizabeth Liao, who was the wife of the Chancellor and with whom Pavel Ridzik had had an affair. Believing that she had escaped her husband and the Confederation, he bounded up to his rooms and into the arms of an assassin. The assassin was the same woman who had failed in her first attempt to kill him with the bomb in the restaurant six months earlier. Lord Pavel Ridzik, leader of the newborn Tikonov Free Republic, died a horrible and lingering death by poisoning.

Control of the Republic passed to General Ardan Sortek, who temporarily resigned his commission with the AFFS and his Federated Suns citizenship to run the realm until elections could be held.



## LYRAN STRIKE

The generals of the Lyrans Commonwealth Armed Forces had watched with mounting apprehension the sudden shifting of League 'Mech units to the border with the Federation of Skye. All realized that the enemy had a much better chance of causing more damage and seizing more territory than did the first League offensive. Some had nightmares that the Free Worlds League might invade so deeply that it threatened to take the planet Skye.

The news of Lord Ridzik's actions transformed their dour mood into a much happier and more aggressive one. Some talked of launching an all-out offensive of their own to seize the opportunity. General of the Armies Edward Regis, a trusted aide to the Archon and second to her in command of the LCAF, had the role of troubleshooter in the war. Willing to let other generals plan and execute the offensives, he contented himself with planning overall deployment and passing judgment on his generals' actions.

When he heard what was happening in the League and the talk coming from his officers about an offensive, he was quick to caution them that the LCAF was strong enough to defend against an invasion but surely did not have enough strength to mount an offensive. Even as he was pouring cold water on the enthusiasm

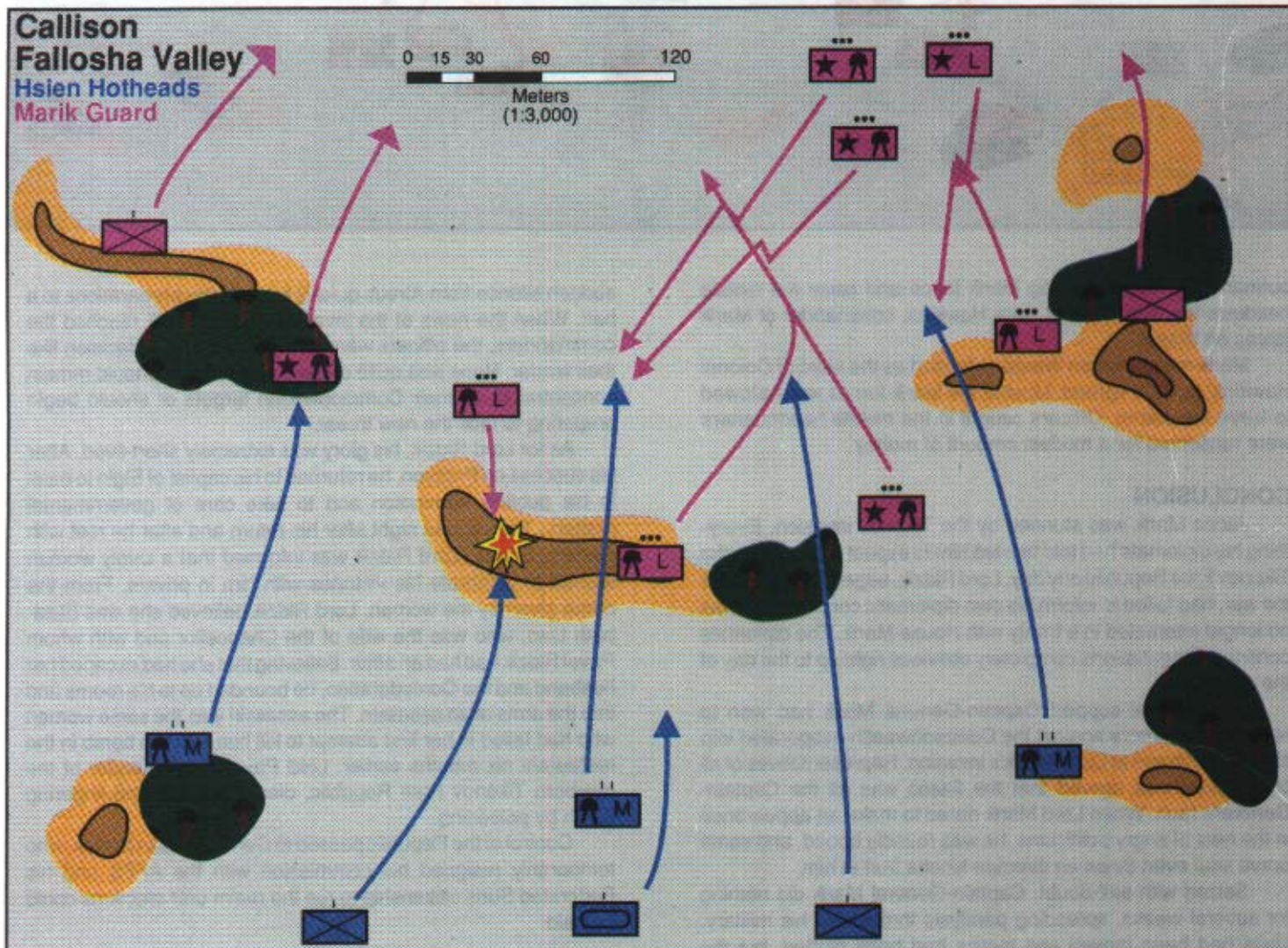
of the generals, he studied the situation on the border and realized that a full-scale invasion was too ambitious, but there was a chance to strike hard at the Marik troops along the Federation of Skye border.

Realizing that the members of the Free Worlds League might come to their senses at any moment, General Regis concluded negotiations with the Hsien Hotheads, a mercenary unit of good skills and reasonable reputation.

## CALLISON

When he received intelligence reports that the Falcons regiment had been withdrawn from Callison, which had been a likely jumping-off point for a Marik invasion, General Regis acted. In his *Catapult* 'Mech, he led the Hsien Hotheads against Callison. The primary objective of the mission was not the conquest of the planet but to damage as severely as possible the remaining Marik 'Mech regiment there, the elite light 'Mechs of the Marik Guard, which had been moved from Van Diemen IV in preparation for the Marik offensive that never happened.

General Regis believed that if the Commonwealth could damage the regiment, the pre-eminent unit in the area and one with considerable military and social importance for the League,





the defeat might cause ripples throughout the realm. Though the Hsien Hotheads were not really in the same class as the Marik Guard, General Regis was counting on surprise, the lure that the mercenaries might display the regimental insignia of the Marik Guard on their killboard, and the triple danger pay the Hsien Hotheads would receive.

After appearing at a dangerous, nonstandard entry point and carefully navigating an asteroid belt, the DropShips commenced their runs. Almost immediately, General Regis knew that his intelligence reports had been correct about the Marik Guard's presence on Callison. Three Marik Guard fighters rose to meet the dropping 'Mechs of the Hotheads. Even as his 'Mech was being expelled by the drop mechanism of the garishly painted *Flaming Skull*, the command ship of the mercenary regiment, General Regis wondered why just three Marik fighters were attacking and where the others were.

Confusion reigned on Callison. The Marik Guard was indeed on the planet but was in the midst of preparations to leave Callison to ship back to Talitha and face the military of the Tikonov Free Republic. Half of the regiment had already secured themselves in their DropShips, while the other half waited in line on the tarmac of the Fallosa Spaceport like patient travelers. Furthermore, a series of errors and a switchover of communications responsibility because of the departure had left the men and women operating the planet's tracking stations believing that the ships approaching were for the Marik Guard.

When the air raid siren finally sounded, the Marik 'Mechs on the tarmac gathered into a single force of about a battalion strong. What makes the Marik Guard unusual is that LAMs make up almost three-quarters of the regiment. These Land-Air 'Mechs incorporate characteristics of both 'Mechs and AeroSpace Fighters, producing a fighting machine that is inferior to either of its parents but still capable of befuddling an unprepared opponent. Most of the Marik 'Mechs headed east toward the projected Steiner drop zones. Colonel Takei Bryce-Marik hoped to delay the Lyrans long enough for the rest of the regiment to unload and enter the fray.

Sending half of his force into the air, he led the rest into a narrowing of the valley leading to the spaceport. He ordered his 'Mechs to find cover and wait. The LAMs that had taken to the sky attempted to down as many of the plummeting 'Mechs as they could. The fighters of the Hotheads guarded the 'Mechs, however, forcing the weaker LAMs to retreat after damaging only one 'Mech.

Once on the ground, General Regis arranged his troops into a more open formation than is usually used for advancing on an enemy. 'Mechs with many missile tubes or with advanced targeting computers were scattered throughout the formation. Both tactics were designed to counter what General Regis expected to be almost constant aerial attacks by the Marik Guard.

Indeed, the Hotheads' every step seemed marked by the appearance and quick disappearance of Marik LAMs, often leaving behind fresh damage on the Hotheads. The Hotheads' antiaircraft fire and fighters took a toll, but enough LAMs got through to take down one, and then two Hsien 'Mechs.

Despite the LAMs, the Hotheads reached the Marik 'Mechs relatively intact. The fight would have been mismatched if it were not for the swarm of LAMs. The lighter Guard 'Mechs attempted to damage the Hsien 'Mechs and escape, but they were too few and too weak to flee quickly enough. Many thin-armored LAMs that fought on the ground were put out of action in the first few seconds of the fight.

Pushing on toward the spaceport, the Hsien 'Mechs increased speed. They were after the piles of supplies that were stacked upon the tarmac, including scarce LAM spare parts. The Marik Guard and the gunners on the DropShips tried to stop the mercenaries, but the field was too cluttered with the stacks of priceless supplies for them to dare use their strength.

An uneasy quiet settled over the spaceport as each side considered the other amid the crates and containers. Finally, General Regis broadcast a proposal to end the fighting: the Marik Guard would leave Callison, the Hsien Hotheads would keep the spare parts, and the Lyran Commonwealth would get the planet. The Marik Guard, still partially onboard the DropShips and with little hope of retrieving the 'Mechs and LAMs that were scattered in the Hotheads' drive for the spaceport, had little choice. Colonel Bryce-Marik agreed, hurriedly rounded up his stragglers, and left Callison.

## CONCLUSION

The victory on Callison had importance for the Lyran Commonwealth far beyond gaining a planet or damaging an elite enemy regiment. It also helped House Steiner carry out a major ruse. As the Hsien Hotheads were attacking Callison, LCAF forces on the Marik border began acting as if they were about to embark on an offensive. Communication traffic between regiments skyrocketed, and JumpShips appeared in star systems as if ready to ferry troops to the front.

The invasion by the Tikonov Free Republic made the Marik generals edgy. News of the Marik Guard's defeat by the Lyran Commonwealth made them very worried. The apparent preparations for an offensive started a panic.

For Captain-General Marik, this was like a slap in the face. In his eyes, the sudden attack of the Tikonov Free Republic and then the Commonwealth attack on Callison were obvious signs of a joint offensive meant to snip off a corner of the Free Worlds League, not only capturing many worlds but surrounding six or seven precious 'Mech regiments.

The planets he could not save, but the regiments he could. On July 28, he issued orders to all troops earthward of a line between the planets Callison and Wasat to evacuate immediately. He also pulled Marik regiments off Launam, Milton, Phecda, Timbiqui, and Wyatt. Judging from history, Captain-General Marik reasoned that three worlds, newly captured from the Lyran Commonwealth, would surely be targets of a Steiner offensive. In his fear, he gave up 14 worlds that he might have saved. He did not know that the Commonwealth had no intention of launching an offensive, that the communication chatter was just a bluff. When news reached him of Pavel Ridzik's death, it was as if fate were laughing at him, because Janos Marik realized that if he had held his ground, it was likely that the Tikonov Free Republic might have agreed to a quick peace that cost the League only two or three worlds.



# UNSOLVED MYSTERIES

Because of the nature of war, combatants are often ignorant of the activities of their enemies and even their allies. Many details become common knowledge only long after the fighting has ceased. Rarely though, do major occurrences simply remain unexplained in history. These are notable exceptions: the circumstances surrounding Adolf Hitler's death at the end of World War II in ancient Terran history, the death of Mikhail Marik in the 24th Century, the death of William Davion in the 26th Century, the death of Simon Cameron in the 28th Century, the whereabouts of General Aleksandr Kerensky, the identity of Snow Fire, and the origin of Wolf's Dragoons.

For two such mysteries to occur within six weeks of each other is extraordinary. Yet that is exactly what happened near the end of the Fourth Succession War. First the Death Commandos attacked New Avalon. This would have been extraordinary enough on its own, but the Death Commandos had actually attacked Kathil three days earlier. Who were these imposters, and how did they reach New Avalon undetected? With this incident still fresh in the consciousness of the Federated Suns, the other half of the F-C Alliance got its own mystery. Duke Aldo Lestrade was poisoned in his stronghold, Castle Lestrade. There was no shortage of people who had reason to kill him, but the Duke was one of the best-protected people in the Inner Sphere. Though these mysteries cannot be unraveled with the information at hand, perhaps a presentation of the available evidence will shed enough light that future historians will be able to discern the truth.

## NEW AVALON RAID

At 2:23 in the morning of September 10, an *Overlord* Class DropShip entered a standard orbit for landing on New Avalon. PortMaster Control routinely queried the ship about its identity and purpose. The ship both squawked and verbally identified itself as the *FSS Camelot*, returning from the front with a hold full of Capellan Mech parts taken from the battlefield for routine analysis by the Techs at the NAIS. The *Camelot* was not on any list of scheduled arrivals, but unannounced arrivals had become common with the Interdiction. PortMaster Control logged the ship and cleared it for entry.

At 2:54, the DropShip had just finished its last orbit of New Avalon and began its slow-down burn to enter the atmosphere. PortMaster Control requested the ship's manifest so the NAIS workers could prepare the proper equipment. The ship's captain curtly refused the request. A bit taken aback, Captain Jerome Kilters, the officer on duty at PortMaster Control, gave the ship its final vectors and the communications frequency for NAIS Spaceport Control. At 3:06, Captain Kilters woke his superior, Major Candace Villers, who told him to forget about the unusual behavior.

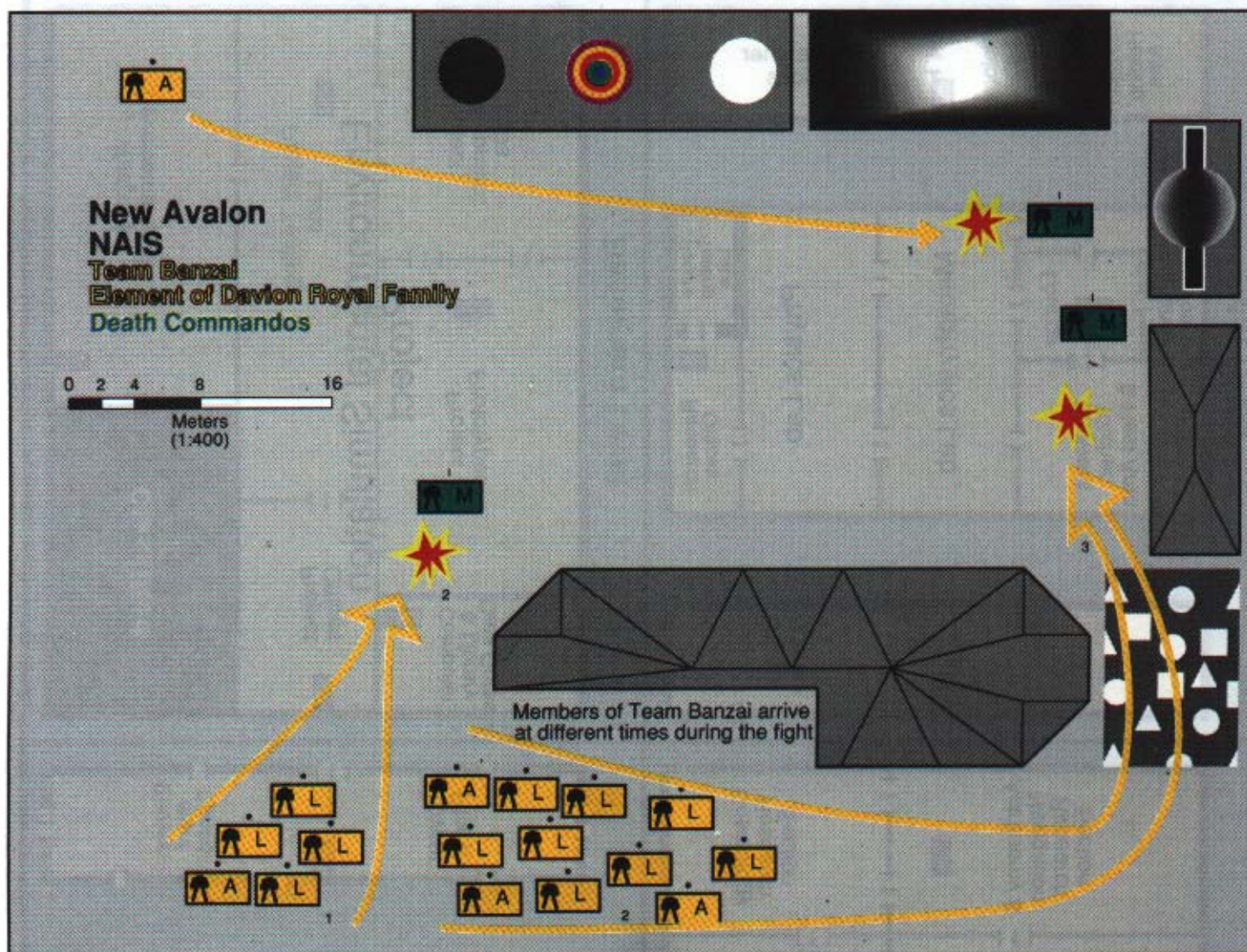
At 3:30, the DropShip hovered over the large open grounds that separated the civilian and military sections of the NAIS. The doors slid open and Death Commando 'Mechs came crashing down. Elite Death Commando infantry landed on the roofs of the NAIS laboratories. In moments, they blew holes in the ceiling to gain entry.

Prince Hanse Davion had seen the DropShip's descent and grew suspicious. He became alarmed when he saw that the ship was not landing at the academy's spaceport, but inside the academy. When he learned the supposed identity of the ship, he knew something was wrong because he knew the ship he saw was not the *Camelot*. Not hesitating, he left his rooms to head deep under the palace where his *BattleMaster* was kept.

Falling back on his long-dormant MechWarrior instincts, Hanse Davion waded into the fray. He caught a *Panther* unaware and laced its rear section with his PPC, causing it to explode. Soon a *Marauder* and a *Griffin* attacked the Prince's *BattleMaster*. He destroyed them both in short order.

The *Marauder's* dying call for help drew more and more Commando 'Mechs into the fight. Prince Hanse's *BattleMaster* destroyed a *Locust* and a *Stinger* before the walking wounded of Team Banzai, who had been sent to New Avalon to rest, arrived to rescue him from the dozens of Commandos. Though not yet at full strength and arriving on the scene singly or in pairs, the 'Mechs of Team Banzai eventually outnumbered the Commandos and turned the tide.





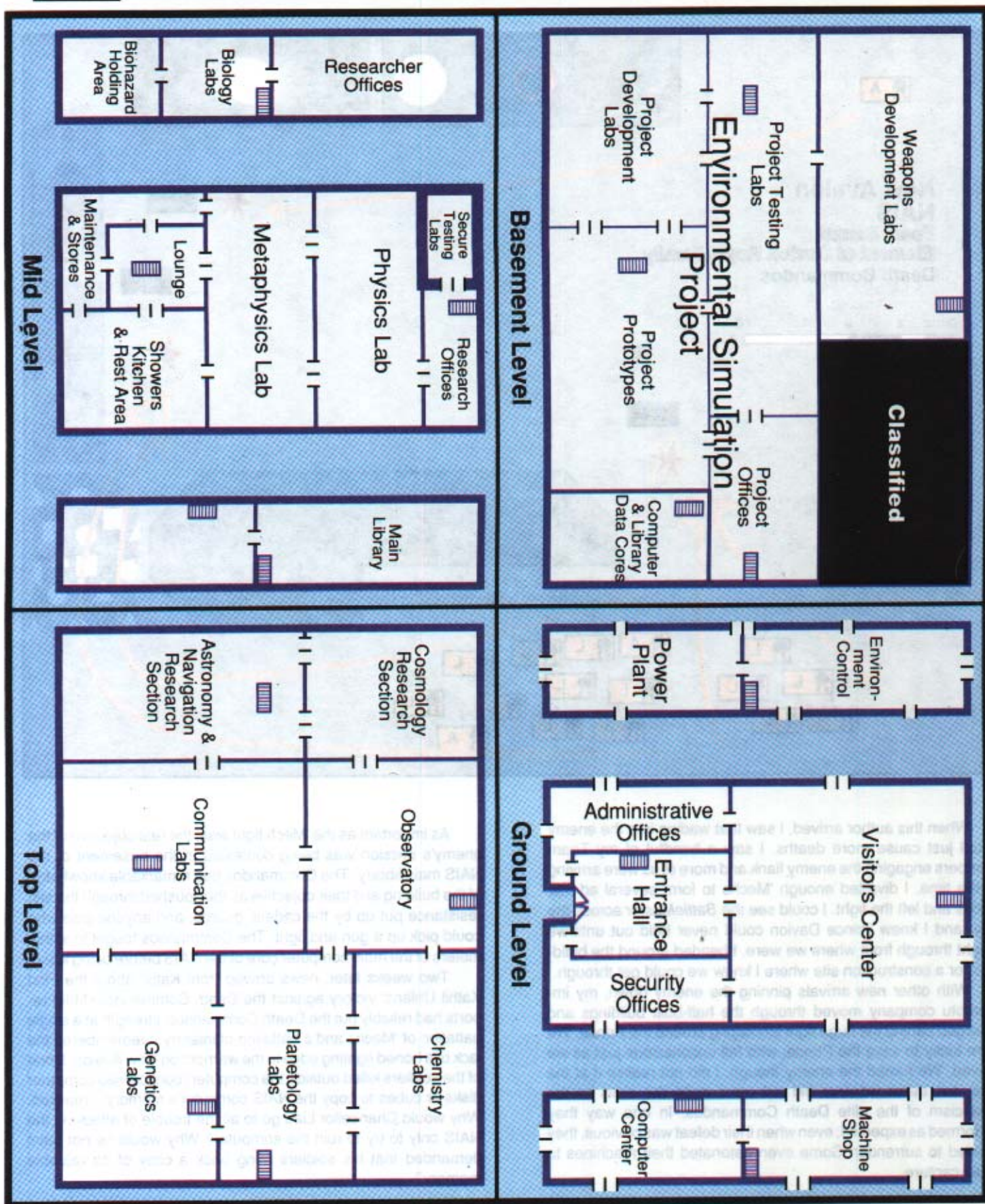
When this author arrived, I saw that wading into the enemy would just cause more deaths. I saw a handful of my Team members engaging the enemy flank and more of us were arriving all the time. I diverted enough 'Mechs to form several ad hoc lances and left the fight. I could see the *BattleMaster* across the way, and I knew Prince Davion could never hold out until we fought through from where we were. I headed around the buildings for a construction site where I knew we could get through.

With other new arrivals pinning the enemy down, my impromptu company moved through the half-built buildings and emerged behind the huge fight still raging around the Prince. We were lucky to save the Prince, who fell unconscious just as we arrived. We turned the enemy though. I did not realize it at the time, but these warriors did not have quite the skills or the fanaticism of the elite Death Commandos. In one way they performed as expected; even when their defeat was obvious, they refused to surrender. Some even detonated their machines to avoid capture.

As important as the 'Mech fight was, the real objective of the enemy's mission was being contested in the basement of the NAIS main library. The Commandos had remarkable knowledge of the building and their objective as they pushed through the stiff resistance put up by the cadets, guards, and anyone else who could pick up a gun and fight. The Commandos fought to within meters of the main computer core of the NAIS before being killed.

Two weeks later, news arrived from Kathil about the First Kathil Uhlans' victory against the Death Commandos. MIO reports had reliably put the Death Commandos' strength at a single battalion of 'Mechs and a battalion of infantry. I remembered the lack of a honed fighting edge in the warriors on New Avalon. None of the soldiers killed outside the computer room carried computer disks or cubes to copy the NAIS computer's memory. I realized. Why would Chancellor Liao go to all the trouble of attacking the NAIS only to try to ruin the computer? Why would he not have demanded that his soldiers bring back a copy of its valuable memory?





NAIS General Floor Plan



A month later, when the 'Mechs of the Death Commandos destroyed on Kathil arrived at the NAIS, a more startling fact was discovered: the 'Mechs of both battalions of Death Commandos were identical, right down to the serial numbers on their parts. This made no sense at all. It did not seem likely that Chancellor Liao would want to hide the fact that he had two battalions of Death Commandos; he was the type to have bragged about it. That meant someone other than the Capellan Confederation had assembled a battalion to look just like the Death Commandos.

After the war ended, the Confederation claimed the bodies of the warriors who had attacked Kathil. The Confederation disavowed any knowledge of the sham Commandos who had attacked New Avalon.

The raid has been the topic of hot debate throughout the Federated Suns. Most people blame the Draconis Combine, which was the party most likely to have had the means and the opportunity to launch such a daring raid. No one could explain why House Kurita would do it or why the Coordinator would go to the trouble of making it look like the Confederation did it.

Many believe the Capellan Confederation was, indeed, responsible for the raid. Who else would be able to make a replica of the Death Commandos, they ask. These people also argue convincingly that any attempt to analyze Chancellor Liao's actions was doomed to failure because of his accelerating loss of touch with reality.

Other factions point at Aldo Lestrade, Janos Marik, or even various Periphery pirates. Plausible explanations for motives can be offered, but it stretches the imagination to see how any of these could have duplicated the Death Commandos and arrived at New Avalon without arousing suspicion. These candidates at least had the 'Mechs to use if they had done the operation with the help of Chancellor Liao.

Some people even blame ComStar for the raid. In some ways this is the most obvious explanation, and in other ways it is the most absurd. The rise of the NAIS as the place of higher learning in the Inner Sphere may have made ComStar fearful of losing its power. ComStar's technological superiority was its strongest weapon over the governments of the Inner Sphere, and NAIS advances could match ComStar, though not in the near future. This technology might even be sufficient for ComStar to copy the Death Commandos exactly. The fatal flaw in this argument is that ComStar has no 'Mechs.

Thus the raid remains a mystery.

## DEATH OF ALDO LESTRADE

During the night of October 23, Duke Aldo Lestrade, leader of the Federation of Skye, was found dead in the library of Castle Lestrade on the planet Summer. The Duke had been dead for several hours, and his followers could not find the assassin despite sealing off the entire planet for two weeks.

The autopsy revealed that the cause of death was a very slow poison that had been introduced into his body in a glass of brandy. The assassination became the subject of numerous official and private investigations. The list of those who might have reason to see him dead was quite long, ranging from the myriad women he abused over the years to the Archon of the Commonwealth.

Not surprisingly, many blamed the Archon and her Loki assassins. They believed that she had grown fearful of the Duke's power and his threat to declare the Federation of Skye independent. They pointed to Duke Frederick Steiner's death against the Combine forces on Dromini VI as evidence that she had embarked on a campaign to eliminate all of her political enemies.

Evidence uncovered from Duke Lestrade's personal computer was sent to the offices of the Commonwealth Press under mysterious circumstances, revealing the Duke's negotiations with the Draconis Combine. This traitorous action raised the possibility that agents of House Kurita or Duke Lestrade's own separatist movement might have been responsible for his death. The Combine would have had reason to kill him if the Kuritans believed that he was responsible for what had happened on Dromini VI. The members of his separatist movement might have been outraged if they found out that he had been dealing with the Draconis Combine and perhaps selling them out. Aside from his many political opponents, countless others held personal grudges against the Duke, including women and their families who suffered from the Duke's reportedly abusive personal habits.

There has been a curiously persistent rumor that a bastard son killed Duke Lestrade. According to the story, the young man, showing considerable computer ability, sneaked past Castle Lestrade's security systems and spent days hiding inside the fortress, learning all he could from the computer files and from spying on the Duke. The story concludes with the young son confronting his father, who had just swallowed a glassful of the poisoned brandy. While this fanciful story might explain how and why the Duke died, it would raise a major question if true: why has the son not stepped forward to claim the right to rule the Federation of Skye?

A week after the assassination, the Archon appointed Duchess Margaret Aten, the Duchess of Summer, as leader of the Federation of Skye by right of title succession because there was no one of age or of sufficient blood relation to the late Duke to assume control. The separatists challenged this, saying that Grafina Rebecca Lestrade, a 16-year-old second cousin of the Duke, was the rightful heir. Most people in the Federation of Skye preferred the older and wiser Duchess Aten as their leader even if she was an ardent supporter of the Steiner family.



## END OF THE WAR

Just as the lull had brought a sudden hush to the Inner Sphere eleven months earlier, fighting grew quiet near the end of 3029. Perhaps the most surprising military development during December and January was the silence from the troops of the Draconis Combine. Coordinator Takashi Kurita, perhaps realizing how damaging his obsession with Wolf's Dragoons had been, ordered in late November that the DCMS assume a defensive posture and cease all but the most promising attacks.

When the Lyran Commonwealth learned of the Combine's sudden disinterest in offensive actions, it adopted a similar stance. Only several deep raids conducted by units skilled in such tactics were allowed to continue. One unit, the Gray Death Legion, led by the remarkable Colonel Grayson Death Carlyle, embarked on a major raid on the Combine world of Gram. The Legion then used Gram as a base to raid other worlds deep in the Draconis Combine before it returned to Lyran space.

The Free Worlds League was too shocked and confused to do anything militarily. Even its heavy raiding and its attempt to seize the planet Poulso near the Periphery were repulsed.

The military of the Capellan Confederation was easily the worst off of any in the Inner Sphere. Not only did House Liao lack sufficient troops to defend what was left of its realm, but a fourth of its 'Mech regiments were put out of action because they had to have the vulnerable triple-strength myomer muscle bundles removed and replaced with standard myomer. Of more than 150 Capellan regular and mercenary battalions at the beginning of the Fourth Succession War, 65 had been destroyed and only 41 remained under the control of House Liao in various states of readiness. Of the others, 15 had joined the St. Ives Compact, 11 had surrendered, 11 had defected to the Federated Suns, and 9 had joined the Tikonov Free Republic.

The Federated Suns military machine had made a shambles of the Capellan Confederation. It had achieved its goals and more, and it was exhausted. The ComStar Interdiction had created problems for the AFFS, and the economic and social hardships put pressure on Prince Davion to bring the war to an end.

For a different reason in each realm, the Inner Sphere was ready for peace.

## PEACE PACT

On December 7, 3029, ComStar lifted its Interdiction of the Federated Suns. The people of the Federated Suns welcomed the news, but the terms of the agreement ending the Interdiction worried many leaders. The Federated Suns agreed to allow ComStar to post troops, including 'Mechs, at its stations. Though the limit on troops varied with the classification of the ComStar station, a ComStar military presence on each and every planet in the realm was extremely disturbing to many military and political leaders. Commentators criticized Prince Davion severely for agreeing to ComStar's demands, but he had little choice. His ministers were warning him that the realm's economy and the people's spirit were beginning to crumble, particularly in the regions near the Periphery. Many JumpShips allocated to civilian duty were showing wear and tear from constant use, and the loss of a single JumpShip in some areas would mean that the planets would be isolated from each other. A surge in pirate activity combined with economic and social crises to place areas of the Federated Suns along the Periphery border in danger of collapse.

Reviewing his realm's military situation, Prince Davion saw that his regiments had seized almost half of the Confederation and most of its industrial strength. On the other front, the AFFS had lost 15 star systems. Prince Davion realized that he had little more to hope for from one front and much to fear from the other. A day after the Interdiction was lifted, Prince Davion sent a message to Archon Steiner expressing his desire to bring the war to an end. She heartily agreed, and the two began discussions on how to achieve peace on their terms.

On January 10, the two leaders announced that they were ceasing offensive actions. Their joint communique said: "The time has come for the anger and misunderstandings that caused this war to be set aside so we can construct a true and lasting peace from the ruins."

They called on ComStar to mediate peace talks between realms, which ComStar was more than happy to do. The First Circuit had recently undergone a shakeup with the death of Primus Julian Tiepolo and the rise of the much younger and much more active Primus Myndo Waterly. She had been the force behind the Interdiction and the negotiations that had won ComStar the right to station troops in the Federated Suns.

Negotiations among the five Inner Sphere realms began immediately, with the ComStar stations at the five capital worlds busy sending and receiving vital communications. ComStar showed its negotiating skill when the Draconis Combine, the Capellan Confederation, and the Free Worlds League each attempted to scuttle the peace talks with various claims and charges. The threat of a communication interdiction was the ComStar negotiators' greatest weapon, one that was used frequently to break through sticky problems raised by one of the realms.



After five weeks of negotiations, a draft peace treaty stopped the war. The draft laid out the basic framework for the peace. Other issues, such as who would control worlds still being contested or how prisoners of war would be exchanged, were to be given to special ComStar Commissions, which would act as mediators between the realms involved. The treaty also lightly admonished the Federated Suns and the Lyran Commonwealth for having started the war, but it did so in such a way as to acknowledge that there was good reason for them to do so.

## A VOTE FOR PEACE

—Speech by Archon Katrina Steiner to an assembly of veterans of the Fourth Succession War just before she signed the ComStar Peace Pact of 3030.

Long, long ago, when war was done with blackpowder and the point of a saber, a great man, a Chief Joseph of the American Nez Perce Indians, rose from a muddy, bloody field where the people of his tribe had endured days of artillery bombardment from American soldiers. He rose and spoke to his people and to the soldiers, telling them that the dead needed to be buried, the wounded tended to, and the lost ones found. He ended his speech by uttering six simple words: "I will fight no more forever."

"I will fight no more forever." Godly words, words that I am sure are the unspoken motto of everyone gathered here today.

For 18 months, we have striven to slit each others' throats. BattleMechs have advanced against BattleMechs across countless fields under hundreds of suns, leaving behind twisted wreckage smeared with the blood of vanquished and victor alike, gory sculptures that our children will one day see and wonder at the foolishness of their parents. Such waste, such loss of life! And consider the countless other battlefields where more archaic war, war fought with bolts, bullets, bayonets and finally fists and feet, have claimed thousands and thousands more. The horror!

"I will fight no more forever." Some might sneer at the words, especially when mouthed by one whose realm joined the Federated Suns to strike the first blows of the war so many months ago. Skeptics might snicker and think that since my realm was one of the "winners," my outrage is somehow staged. But I ask you, my people, who better than I to realize just how little we have really won? Our realm is larger, yes, but when we think of those we will never see again it is also infinitely smaller. Throughout the rest of my life, I must look into your eyes and wonder, "Whom did you lose? How many loved ones did I order into the battlefield never to return and fill your arms?" Believe me, my friends, all the worlds in the universe are not worth the pain I see in any one of your eyes!

Then why did we fight? We fought because the Inner Sphere had become stagnant. Like a pool of forgotten water, our realms had become rank places where petty jealousies, false pride, and avarice, like eggs of Proserpina

On February 19, the leaders of four of the Successor States signed the ComStar Peace Pact of 3030. The Capellan Confederation, with Chancellor Maximilian Liao incapable of running the government and decisions being made by Lady Romano Liao, refused to sign the treaty and implicitly accept the new political alignment.

Despite the Confederation's refusal, the signatories regarded the Peace Pact as the official end of the Fourth Succession War.

Blood Leeches, hatched increasingly dangerous policies that would have eventually resulted in total Armageddon.

And when one man came along to stir the waters and heeded my wish to bring back peaceful talk among the realms, he was vilified, called a would-be conqueror, and attacked. He was the one who courageously took the laurel of peace I held out in 3022, a laurel that was extended to all. He was the one who gladly offered to lower the barriers that had existed between our realms, an offer I was quick to accept. And he was the one who, despite the perils it created, fell in love with and won the heart of my beloved daughter, which I consider proof of the beauty of Prince Hanse Davion's soul. Is it little wonder that our alliance grew so fruitful so quickly?

When what we had done was seen to work, when our traders traveled unhindered throughout the farthest reaches of the Federated Suns spreading our products and their resources came streaming back to us, the other realms grew fearful and hateful. They joined together in an alliance of hate. They were the ones that laid the foundation of anger upon which this war was built, not us.

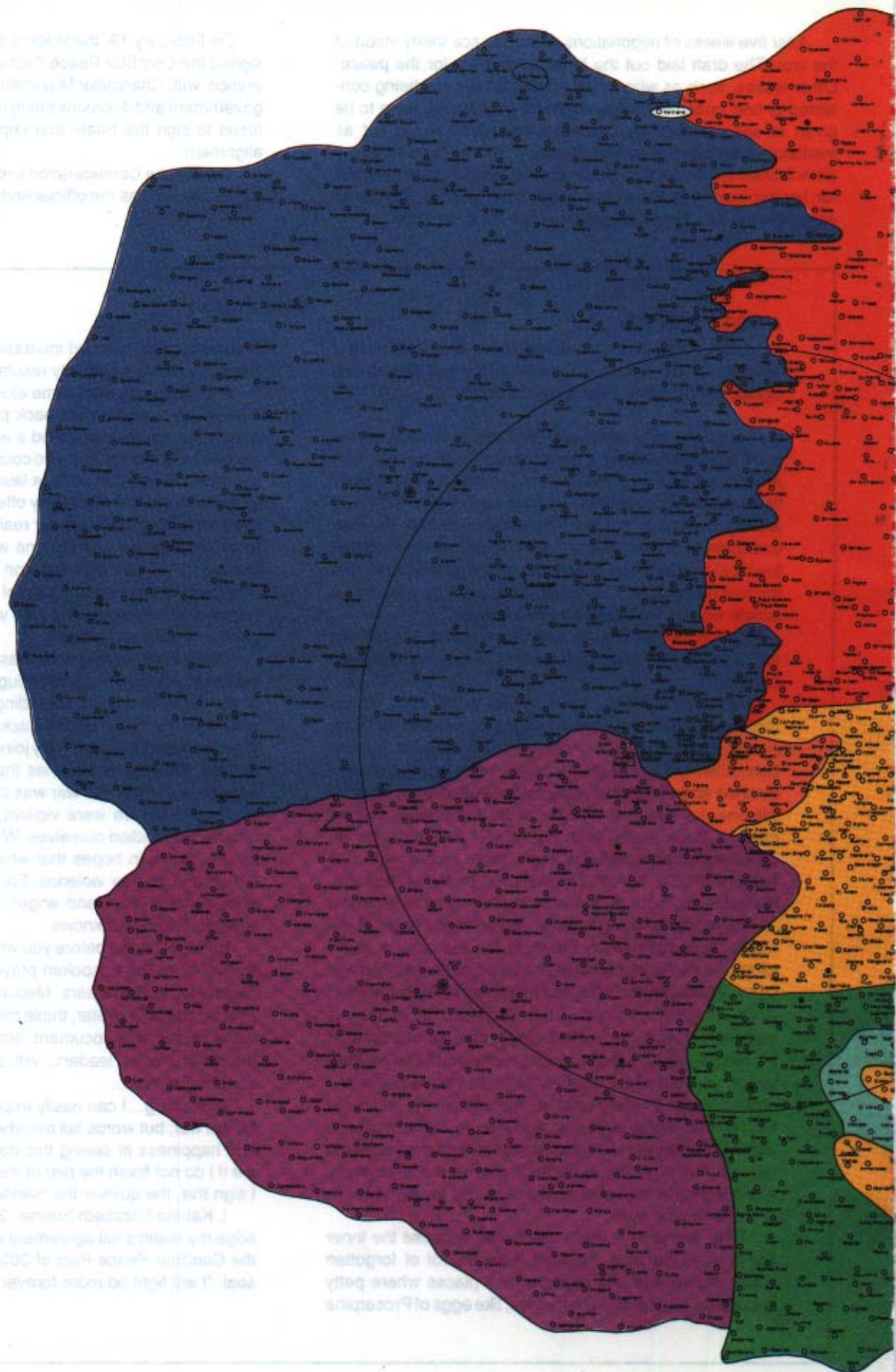
Thankfully, we were vigilant. We did not ignore the omens; we readied ourselves. We struck first, that is true, but we struck in hopes that what we did would prevent further and greater violence. For 18 months, we paid the price of their fears and anger. Whether we have succeeded, God alone knows.

But now I stand before you with a document that is the answer to all the unspoken prayers that floated from the battlefields to God's ears. Mediated and drawn up by the First Circuit of ComStar, those most respected servants of the old ways, this document, once signed by myself and the other House leaders, will officially end the Fourth Succession War...

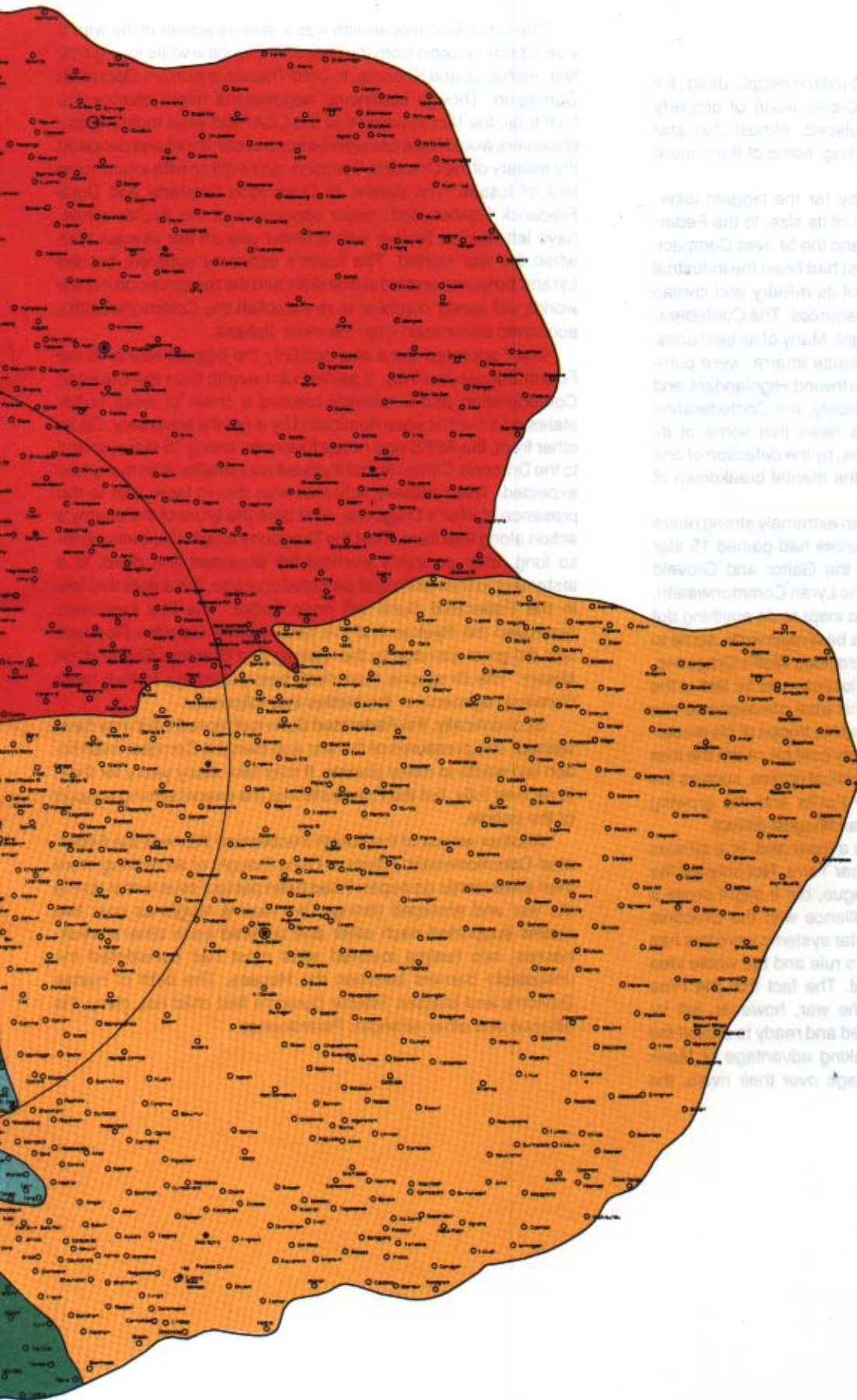
Interesting...I can easily express to you my revulsion for the war, but words fail me when I try to express my joy and happiness at seeing this document...Please forgive me if I do not finish the rest of the speech, but the quicker I sign this, the quicker the madness will be over.

I, Katrina Elizabeth Steiner, 29th Archon, do acknowledge my realm's full agreement with the terms outlined in the ComStar Peace Pact of 3030 with my signature and seal. "I will fight no more forever." Let it be so.









## CONCLUSION

The Fourth Succession War was the last of the wars between the two major powers, the United States and the Soviet Union. The war was fought between 1975 and 1985, and it was the most devastating war in the history of the world. The war was fought between the two major powers, the United States and the Soviet Union, and it was the most devastating war in the history of the world.

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## CONCLUSION

The Fourth Succession War left 100 million people dead, six times that number injured, 80 trillion C-bills worth of property destroyed, and 50 million people displaced. Almost 200 star systems changed hands during the fighting, some of them more than once.

The Capellan Confederation was by far the biggest loser, losing 107 star systems, more than half of its size, to the Federated Suns, the Tikonov Free Republic, and the St. Ives Compact. More importantly, some of the worlds lost had been the industrial heart of the Confederation, with most of its military and civilian factories, as well as important natural resources. The Confederation also lost two-thirds of its military might. Many of its best units, such as the Death Commandos and House Imarra, were pummeled by the AFFS. Others, like the Northwind Highlanders and the St. Ives Armored Cavalry, left. Politically, the Confederation was devastated and paralyzed by the news that some of its highest officials had turned out to be spies, by the defection of one of the Chancellor's daughters, and by the mental breakdown of the Chancellor himself.

The Draconis Combine, though still an extremely strong realm at war's end, was a loser as well. Its forces had gained 15 star systems from the Federated Suns in the Galtor and Groveld regions, but they lost an amazing 53 to the Lyran Commonwealth, whose military had been considered too inept to do anything but defend itself. The DCMS lost some of its best regiments, some to the resurgent LCAF and others to the ferocious Wolf's Dragoons. Much of the blame for these surprising losses must be laid at the feet of the Coordinator himself. It was his utter obsession to see Wolf's Dragoons destroyed that deprived his troops of his leadership on both fronts. His blindness not only cost his realm the loss of worlds and prestige, it also caused political ripples, such as the growing reputation of Lord Theodore Kurita and the growing strength of the Tyr movement in the Rasalhague district.

The Free Worlds League was both a loser and, in a curious way, a winner. It lost 13 star systems near Terra. Not only will the loss have a financial effect on the League, but it might prove a physical barricade for its supposed alliance with the Draconis Combine. The manner in which those star systems were lost has increased discontent with Janos Marik's rule and the whole idea of the Free Worlds League in general. The fact that the Free Worlds League participated little in the war, however, left its military and economy virtually untouched and ready to exploit the future. Already League traders are taking advantage of Marik's economic strength to gain an advantage over their rivals, the Lyrans.

The Lyran Commonwealth was a definite winner in the war. It won 53 star systems from the Draconis Combine while losing only two, Alphecca and Skondia, to Lord Theodore Kurita's Operation Contagion. Though continuing negotiations might change the final total, the fact remains that the LCAF did what most military observers would have considered impossible: it met and defeated the military of the Draconis Combine, and it did so with a surprising lack of losses. The deaths of Duke Aldo Lestrade and Duke Frederick Steiner, both major opponents of the Archon's rule, have left Katrina Steiner with a firmer grip on her domain than when the war started. The realm's economy suffered, but the Lyran's business and industrial skills and the resources on its new worlds will surely combine to re-establish the Commonwealth's economic domination over the Inner Sphere.

The Federated Suns was certainly the biggest winner in the Fourth Succession War. It gained vast wealth from the Capellan Confederation and effectively created a chain of weak buffer states on a frontier once dominated by a hostile adversary. On its other front, the AFFS was not as fortunate, losing 15 star systems to the Draconis Combine, but that loss was smaller than many had expected. This relatively light loss was due in large part to the presence of Wolf's Dragoons, who bore the brunt of the enemy's action along that front. That the Dragoons fought like demons for so long, after so many warriors fell wounded and dead, is a testament to their skills and personal courage. It is a debt that few in the Federated Suns will soon forget. The five regiments destroyed the Ryuken and the Seventeenth Galedon Regulars and did great damage to the Twenty-first Galedon Regulars on Misery. The Dragoons then dealt heavy damage to four more Galedon regiments in the battles that followed.

Economically, the Federated Suns lost more than it may have wished. The pressures of the war and then the ComStar Interdiction laid waste to many planets. It may take many years for them to recover fully, but the Prince still has the overwhelming support of the people.

Another winner of the Fourth Succession War was the Federated-Commonwealth Alliance. Once thought of as nothing more than a few words on paper, it had been put to a severe test during the war and emerged strong. Two realms fought as one; two realms supported each other and covered each other's weaknesses; two realms lowered what most had considered the unscalable barriers between the Houses. The birth of Hanse Davion's and Melissa Steiner Davion's first child has given the alliance one other strength: Permanence.



## POSTSCRIPT

It should be noted that the 'Mech weights shown on the maps often disagree with the weight given in standard unit breakdown charts. This is because as the war took its toll on 'Mechs, replacements were seldom in the same weight class, let alone same type. This changed a unit's strength and weight, with units most often becoming lighter as more and more of the plentiful light 'Mechs replaced heavier machines.

I also have noticed that people have tended to misunderstand my perhaps overly simple phrases. When I said that a regiment was destroyed, I was saying that the regiment had suffered so many losses, be it to their soldiers or equipment, that it ceased to exist as a cohesive fighting force. Seldom during the war did an entire regiment die to the last warrior. Some of the most devastating losses were suffered by the Fifth Syrtis Fusiliers RCT, whose various regiments lost all of their fighting capacity, but 30 percent of its soldiers were later rescued by the Federated Suns. While I often could have included the exact figures as to the percentage of men and equipment lost, I felt that they would have been a distraction to the average reader, whom I wanted to read about the battles with an eye to their historical, and not statistical, importance.

## ACKNOWLEDGEMENTS

The author is grateful to the following people and departments, who graciously helped in the writing of this book:

Team Banzai, whose members gave all without hesitation

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 Marshal Ivan Tevanol, Commander of Military Intelligence, AFFS  
 Aaron Sandoval, Minister of the Draconis March and Duke of Robinson  
 Field Marshal Yvonne Davion, the Prince's Champion  
 Marshal Tobias Green, Commander of Mercenary Relations  
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 Edward Regis, General-of-the-Armies and Duke of the Realm

Thelos Auburn, official court historian for the Lyran Commonwealth and good friend  
 Colonel Jaime Wolf, commander of Wolf's Dragoons

The Department of Military Intelligence, Armed Forces of the Federated Suns: Official Situation Reports, August 3028-June 3030, Government Press, New Avalon.  
 -Regimental Battle Summaries, August 3028-June 3030, Government Press, New Avalon  
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 -Regimental Combat Reports, August 3028-June 3030, Government House Press (Military Division), Tharkad  
 -Visual and Audio Battle Records, August 3028-June 3030, Government House Press (Military Division), Tharkad



# UNIT ORGANIZATIONS

The following table shows the organizations of selected regiments as of August 20, 3028, in BattleForce notation.

Players should use these tables as a guide when re-creating battles in this atlas. Please note that a 'Mech regiment's 50 to 75 points of variation chits are not listed. Players should purchase these chits at the start of any combat as normal.

Unless noted otherwise, all units are 'Mech units. The letter/number combination in the first column refers to the specific type of BattleForce unit used to represent the lance. The letters after the unit type designate its experience level, and the number following is its cost.

## LEGEND

### Units

|       |               |
|-------|---------------|
| L1-L4 | Light 'Mech   |
| M1-M6 | Medium 'Mech  |
| H1-H5 | Heavy 'Mech   |
| A1-A3 | Assault 'Mech |

### V = Vehicle

|    |                |
|----|----------------|
| V1 | Truck          |
| V2 | Armored Truck  |
| V3 | Heavy Tracked  |
| V4 | Heavy Tracked  |
| V5 | Medium Tracked |
| V6 | Hover          |
| V7 | Light Tracked  |
| V8 | Wheeled Scout  |

### I = Infantry

|    |           |
|----|-----------|
| I1 | Regular   |
| I2 | Heavy     |
| I3 | Motorized |
| I4 | Jump      |

### \* = Air Unit

|         |        |
|---------|--------|
| *L1-*L2 | Light  |
| *M1-*M2 | Medium |
| *H1-*H2 | Heavy  |

### Ar = Artillery

|     |                 |
|-----|-----------------|
| Ar1 | Light Artillery |
| Ar2 | Heavy Artillery |

### Experience Level

|    |         |
|----|---------|
| GR | Green   |
| RG | Regular |
| VT | Veteran |
| EL | Elite   |

## BATTLETECH CONVERSIONS

Players who want to re-create a battle from the Fourth Succession War using BattleTech scale can convert the BattleForce units into their individual 'Mechs and vehicles. All standard BattleForce units are listed below. The total tonnage and any special restrictions are listed for each unit. There are four 'Mechs or vehicles in a lance. An AeroSpace lance has two fighters.

For example, a Type 1 Light 'Mech Lance has 'Mechs with total tonnage between 95 and 120 tons. Additionally, 50 percent of them must be armed with LRMs, and all must be Jump Capable.

To help players set up a battle quickly, this chart lists a typical lance of each type for each House. Because BattleForce counters are abstractions of all 'Mechs in a class, the specific House units listed for each type will not translate back to their BattleForce counter values using the BattleTech/BattleForce conversion system.

### BATTLEMECHS

#### Light 'Mechs (0-130 tons)

| Type 1  | (95-120 tons, 50% LRMs, and all Jump Capable) |           |           |          |
|---------|---|-----------|-----------|----------|
| Davion  | Valkyrie                                      | Valkyrie  | Valkyrie  | Valkyrie |
| Kurita  | Whitworth                                     | Javelin   | Javelin   | Stinger  |
| Liao    | Trebuchet                                     | Javelin   | Stinger   | Wasp     |
| Mark    | Whitworth                                     | Whitworth | Stinger   | Stinger  |
| Steiner | Whitworth                                     | Whitworth | Stinger   | Wasp     |
| Type 2  | (0-90 tons and all Jump Capable)              |           |           |          |
| Davion  | Wasp  | Wasp      | Stinger   | Valkyrie |
| Kurita  | Wasp  | Stinger   | Wasp      | Spider   |
| Liao    | Wasp  | Stinger   | Wasp      | Stinger  |
| Mark    | Stinger                                       | Wasp      | Spider    | Stinger  |
| Steiner | Wasp  | Javelin   | Wasp      | Stinger  |
| Type 3  | (95-130 tons and all Jump Capable)            |           |           |          |
| Davion  | Assassin                                      | Spider    | Wasp      | Stinger  |
| Kurita  | Panther                                       | Panther   | Jenner    | Wasp     |
| Liao    | Clint   | Clint     | Wasp      | Stinger  |
| Mark    | Javelin                                       | Javelin   | Hermes II | Wasp     |
| Steiner | Cicada  | Cicada    | Stinger   | Wasp     |
| Type 4  | (95-110 tons)                                 |           |           |          |
| Davion  | Locust  | Locust    | Locust    | Ostscout |
| Kurita  | Panther                                       | Locust    | Locust    | Panther  |
| Liao    | Locust  | Locust    | Jenner    | Wasp     |
| Mark    | Hermes II                                     | Locust    | Locust    | Locust   |
| Steiner | Locust  | Spider    | Commando  | Commando |

#### Medium 'Mechs (135 tons-200 tons)

| Type 1  | (185 - 200 tons 50% LRM, and all Jump Capable) |              |              |              |
|---------|--|--------------|--------------|--------------|
| Davion  | Whitworth                                      | Whitworth    | Dervish      | Dervish      |
| Kurita  | Trebuchet                                      | Trebuchet    | Trebuchet    | Trebuchet    |
| Liao    | Catapult                                       | Dervish      | Whitworth    | Whitworth    |
| Mark    | Catapult                                       | Whitworth    | Whitworth    | Whitworth    |
| Steiner | Whitworth                                      | Whitworth    | Trebuchet    | Catapult     |
| Type 2  | (165-180 tons)                                 |              |              |              |
| Davion  | Enforcer                                       | Enforcer     | Assassin     | Assassin     |
| Kurita  | Hunchback                                      | Hunchback    | Rifleman     | Stinger      |
| Liao    | Vindicator                                     | Clint        | Phoenix Hawk | Blackjack    |
| Mark    | Hermes II                                      | Hermes II    | Rifleman     | Hermes II    |
| Steiner | Assassin                                       | Phoenix Hawk | Centurion    | Phoenix Hawk |
| Type 3  | (165-180 tons and Jump Capable)                |              |              |              |
| Davion  | Phoenix Hawk                                   | Phoenix Hawk | Hatchetman   | Hatchetman   |
| Kurita  | Griffin  | Wolverine    | Panther      | Panther      |
| Liao    | Vindicator                                     | Vindicator   | Vindicator   | Vindicator   |
| Mark    | Hermes II                                      | Hermes II    | Phoenix Hawk | Phoenix Hawk |
| Steiner | Phoenix Hawk                                   | Hatchetman   | Wolverine    | Spider       |
| Type 4  | (150-160 tons and Jump Capable)                |              |              |              |
| Davion  | Phoenix Hawk                                   | Hatchetman   | Ostscout     | Ostscout     |
| Kurita  | Wolverine                                      | Jenner       | Jenner       | Jenner       |
| Liao    | Clint  | Vindicator   | Vindicator   | Spider       |
| Mark    | Hermes II                                      | Hermes II    | Hermes II    | Hermes II    |
| Steiner | Phoenix Hawk                                   | Shadow Hawk  | Javelin      | Javelin      |



## Type 5 (135-145 tons and Jump Capable)

|         |           |           |           |         |
|---------|-----------|-----------|-----------|---------|
| Davion  | Hatchman  | Assassin  | Assassin  | Stinger |
| Kurita  | Griffin   | Panther   | Panther   | Wasp    |
| Liao    | Scorpion  | Clint     | Jenner    | Wasp    |
| Marik   | Hermes II | Hermes II | Hermes II | Stinger |
| Steiner | Wolverine | Javelin   | Javelin   | Javelin |

## Type 6 (185-200 tons)

|         |           |             |              |              |
|---------|-----------|-------------|--------------|--------------|
| Davion  | Trebuchet | Whitworth   | Dervish      | Shadow Hawk  |
| Kurita  | Scorpion  | Hunchback   | Phoenix Hawk | Whitworth    |
| Liao    | Griffin   | Whitworth   | Blackjack    | Vindicator   |
| Marik   | Hermes II | Shadow Hawk | Phoenix Hawk | Phoenix Hawk |
| Steiner | Hunchback | Hatchman    | Whitworth    | Shadow Hawk  |

## Heavy Mechs (205-280 tons)

### Type 1 (205-260 tons, 50% LRMs)

|         |          |          |           |             |
|---------|----------|----------|-----------|-------------|
| Davion  | Crusader | Crusader | Archer    | Dervish     |
| Kurita  | Crusader | Dragon   | Catapult  | Thunderbolt |
| Liao    | Archer   | Rifleman | Ostol     | Archer      |
| Marik   | Crusader | Crusader | Rifleman  | Archer      |
| Steiner | Crusader | Catapult | Quickdraw | Archer      |

### Type 2 (235-250 tons)

|         |             |             |             |           |
|---------|-------------|-------------|-------------|-----------|
| Davion  | Ostroc      | Rifleman    | Crusader    | JagerMech |
| Kurita  | Dragon      | Grasshopper | JagerMech   | Griffin   |
| Liao    | Crusader    | Grasshopper | Scorpion    | Rifleman  |
| Marik   | Thunderbolt | Thunderbolt | Rifleman    | Ostroc    |
| Steiner | Thunderbolt | Archer      | Shadow Hawk | Quickdraw |

### Type 3 (205-230 tons and all Jump Capable)

|         |             |             |              |              |
|---------|-------------|-------------|--------------|--------------|
| Davion  | Griffin     | Wolverine   | Quickdraw    | Quickdraw    |
| Kurita  | Grasshopper | Grasshopper | Griffin      | Panther      |
| Liao    | Quickdraw   | Quickdraw   | Shadow Hawk  | Shadow Hawk  |
| Marik   | Wolverine   | Wolverine   | Grasshopper  | Hermes II    |
| Steiner | Grasshopper | Grasshopper | Phoenix Hawk | Phoenix Hawk |

### Type 4 (255-280 tons)

|         |             |           |             |             |
|---------|-------------|-----------|-------------|-------------|
| Davion  | JagerMech   | Wolverine | Thunderbolt | Archer      |
| Kurita  | Dragon      | Warhammer | Rifleman    | Grasshopper |
| Liao    | Catapult    | JagerMech | Warhammer   | Rifleman    |
| Marik   | Thunderbolt | Rifleman  | Warhammer   | Warhammer   |
| Steiner | Catapult    | Ostol     | Rifleman    | Marauder    |

### Type 5 (235-250 tons)

|         |             |           |          |              |
|---------|-------------|-----------|----------|--------------|
| Davion  | Quickdraw   | JagerMech | Griffin  | Dervish      |
| Kurita  | Thunderbolt | Catapult  | Ostroc   | Dragon       |
| Liao    | Shadow Hawk | JagerMech | Crusader | Scorpion     |
| Marik   | Shadow Hawk | Griffin   | Griffin  | BattleMaster |
| Steiner | JagerMech   | Quickdraw | Crusader | Ostol        |

## Assault (285-400 tons)

### Type 1 (305-320 tons)

|         |         |         |          |          |
|---------|---------|---------|----------|----------|
| Davion  | Awesome | Victor  | Orion    | Orion    |
| Kurita  | Victor  | Charger | Orion    | Marauder |
| Liao    | Charger | Goliath | Marauder | Goliath  |
| Marik   | Stalker | Stalker | Marauder | Marauder |
| Steiner | Victor  | Victor  | Zeus     | Zeus     |

### Type 2 (325-350 tons)

|         |              |              |          |            |
|---------|--------------|--------------|----------|------------|
| Davion  | Cyclops      | Victor       | Awesome  | Atlas      |
| Kurita  | BattleMaster | Atlas        | Charger  | Stalker    |
| Liao    | BattleMaster | Atlas        | Stalker  | Goliath    |
| Marik   | BattleMaster | BattleMaster | Marauder | Cyclops    |
| Steiner | Banshee(S)   | Zeus         | Marauder | Banshee(S) |

### Type 3 (285-300 tons)

|         |           |           |          |           |
|---------|-----------|-----------|----------|-----------|
| Davion  | Marauder  | Awesome   | Orion    | Warhammer |
| Kurita  | Marauder  | Orion     | Marauder | Marauder  |
| Liao    | Orion     | Marauder  | Awesome  | Warhammer |
| Marik   | Warhammer | Warhammer | Stalker  | Marauder  |
| Steiner | Warhammer | Orion     | Orion    | Awesome   |

## AEROSPACE FIGHTERS

### Light Fighters

#### Type 1 (0-50 tons)

|         |          |          |
|---------|----------|----------|
| Davion  | Sabre    | Sabre    |
| Kurita  | Sabre    | Sabre    |
| Liao    | Thrush   | Thrush   |
| Marik   | Cheetah  | Cheetah  |
| Steiner | Seydlitz | Seydlitz |

#### Type 2 (55-70 tons)

|         |             |             |
|---------|-------------|-------------|
| Davion  | Sparrowhawk | Sparrowhawk |
| Kurita  | Sholagar    | Sholagar    |
| Liao    | Centurion   | Centurion   |
| Marik   | Centurion   | Centurion   |
| Steiner | Centurion   | Centurion   |

### Medium Fighters

#### Type 1 (75-110 tons)

|         |           |           |
|---------|-----------|-----------|
| Davion  | Corsair   | Corsair   |
| Kurita  | Lightning | Lightning |
| Liao    | Transit   | Transit   |
| Marik   | Lightning | Lightning |
| Steiner | Lightning | Lightning |

#### Type 2 (75-130)

|         |           |           |
|---------|-----------|-----------|
| Davion  | Helicat   | Helicat   |
| Kurita  | Shilone   | Shilone   |
| Liao    | Helicat   | Helicat   |
| Marik   | Stringray | Stringray |
| Steiner | Lucifer   | Lucifer   |

### Heavy Fighters

#### Type 1 (135-160)

|         |              |              |
|---------|--------------|--------------|
| Davion  | Eagle        | Eagle        |
| Kurita  | Slayer       | Slayer       |
| Liao    | Transgressor | Transgressor |
| Marik   | Eagle        | Eagle        |
| Steiner | Eagle        | Eagle        |

#### Type 2 (165-200)

|         |             |             |
|---------|-------------|-------------|
| Davion  | Stuka       | Stuka       |
| Kurita  | Thunderbird | Thunderbird |
| Liao    | Thunderbird | Thunderbird |
| Marik   | Riever      | Riever      |
| Steiner | Chippewa    | Chippewa    |

## ARTILLERY

### Type 1

All Long Tom

### Type 2

All Sniper

## Vehicles

### Type 1

(unarmed and unarmored vehicles only)

### Type 2

(unarmed and unarmored vehicles only)

### Type 3 (Tracked vehicles, 300-400 tons)

|     |            |             |            |             |
|-----|------------|-------------|------------|-------------|
| All | Demolisher | Von Luckner | Demolisher | Von Luckner |
|-----|------------|-------------|------------|-------------|

### Type 4 (Tracked vehicles, 205-300 tons)

|     |        |        |           |      |
|-----|--------|--------|-----------|------|
| All | Rommel | Rommel | Manticore | Pike |
|-----|--------|--------|-----------|------|

### Type 5 (Tracked vehicles, 155-200 tons)

|     |         |        |         |        |
|-----|---------|--------|---------|--------|
| All | Vedette | Goblin | Vedette | Goblin |
|-----|---------|--------|---------|--------|

### Type 6 (Hover vehicles, 80-200 tons)

|     |        |        |         |         |
|-----|--------|--------|---------|---------|
| All | Condor | Falcon | J Edgar | J Edgar |
|-----|--------|--------|---------|---------|

### Type 7 (Tracked vehicles, 80-150 tons)

|     |         |          |         |          |
|-----|---------|----------|---------|----------|
| All | Galleon | Scorpion | Galleon | Scorpion |
|-----|---------|----------|---------|----------|

### Type 8 (Wheeled scout vehicles, 80-100 tons)

|     |           |           |         |         |
|-----|-----------|-----------|---------|---------|
| All | Pack Flat | Pack Flat | Skulker | Skulker |
|-----|-----------|-----------|---------|---------|

## INFANTRY

### Type 1

(Rifle or MG Foot Platoon)

### Type 2

(Laser or SRM Foot Platoon)

### Type 3

(Rifle or MG Motorized Platoon)

### Type 4

(Rifle or MG Jump Platoon)





## TYPICAL MOTORIZED INFANTRY REGIMENT

### ALL HOUSES

Experience Level: Regular

#### Regimental BattleGroup

V4 VT 13  
V7 RG 4  
I3 RG 4  
I3 RG 4  
I3 RG 4

Total Cost: 29

#### Support Battalion Headquarters

V6 VT 8

#### Recon Company

V7 VT 4  
V8 RG 2  
V8 VT 2

#### Artillery Battery

I3 RG 4  
I3 RG 4  
Ar1 RG 16

#### Transport Company

V2 VT 1  
V2 RG 1  
V2 RG 1

Total Cost: 43

#### 1st Battalion Headquarters (Mechanized Infantry)

V8 RG 2

#### Alpha Company

I3 RG 4  
I3 VT 4  
I3 RG 4

#### Bravo Company

I3 RG 4  
I3 GR 4  
I3 RG 4

#### Charlie Company

I3 GR 4  
I3 RG 4  
I3 VT 4

Total Cost: 38

#### 2nd Battalion Headquarters (Foot Infantry)

V8 RG 2

#### Alpha Company

I1 GR 3  
I1 RG 3  
I1 RG 3

#### Bravo Company

I1 GR 3  
I1 GR 3  
I1 RG 3

#### Charlie Company

I2 VT 6  
I2 RG 6  
I2 GR 6

Total Cost: 38

#### 3rd Battalion Headquarters (Light Armor)

V7 RG 4

#### Alpha Company

V6 RG 8  
V6 RG 8  
V6 RG 8

#### Bravo Company

V7 GR 4  
V7 GR 4  
V7 GR 4

#### Charlie Company

V7 VT 4  
V7 VT 4  
V7 RG 4

Total Cost: 52

#### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 29         |
| Support Battalion | 43         |
| 1st Battalion     | 38         |
| 2nd Battalion     | 38         |
| 3rd Battalion     | 52         |
| SUBTOTAL          | 200        |
| Experience        | 32         |
| <b>TOTAL</b>      | <b>232</b> |

Reduce Experience Level of each Platoon by one factor if Regiment is Green.

Increase Experience Level of each Platoon by one factor if Regiment is Veteran.

There are no Elite Infantry Regiments.

Foot Infantry Regiments follow that same organizational structure except that all battalions are Foot Infantry.

## TYPICAL ARMORED REGIMENT

### ALL HOUSES

Experience Level: Regular

#### Regimental BattleGroup

V4 RG 13  
V7 VT 4  
I3 VT 4  
I3 RG 4  
I3 RG 4

Total Cost: 29

#### Support Battalion Headquarters

V6 RG 8

#### Recon Company

V6 RG 8  
V8 RG 2  
V8 RG 2

#### Artillery Battery

I3 GR 4  
I3 RG 4  
Ar1 GR 16

#### Transport Company

V2 GR 1  
V2 RG 1  
V2 VT 1

Total Cost: 47

#### 1st Battalion Headquarters (Heavy Armor)

V3 RG 16

#### Alpha Company

V3 RG 16  
V3 GR 16  
V3 RG 16

#### Bravo Company

V4 GR 13  
V4 VT 13  
V4 VT 13

#### Charlie Company

V5 VT 9  
V5 VT 9  
V5 RG 9

Total Cost: 130

#### 2nd Battalion Headquarters (Medium Armor)

V5 VT 9

#### Alpha Company

V5 GR 9  
V5 VT 9  
V5 GR 9

#### Bravo Company

V5 GR 9  
V5 GR 9  
V5 GR 9

#### Charlie Company

V7 GR 4  
V7 RG 4  
V7 VT 4

Total Cost: 75

#### 3rd Battalion Headquarters (Medium Armor)

V5 RG 9

#### Alpha Company

V5 RG 9  
V5 VT 9  
V5 VT 9

#### Bravo Company

V5 RG 9  
V5 GR 9  
V5 GR 9

#### Charlie Company

V7 GR 4  
V7 VT 4  
V7 VT 4

Total Cost: 75

#### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 29         |
| Support Battalion | 47         |
| 1st Battalion     | 130        |
| 2nd Battalion     | 75         |
| 3rd Battalion     | 75         |
| SUBTOTAL          | 356        |
| Experience        | 42         |
| <b>TOTAL</b>      | <b>398</b> |

Reduce Experience Level of each Platoon by one factor if the Regiment is Green.

Increase Experience Level of each Platoon by one factor if the Regiment is Veteran.

There are no Elite Armored Regiments.



## 20TH AVALON HUSSARS

Commander: Marshal Vivian Chou  
Experience Level: Veteran  
Homeworld: New Aragon

### Regimental BattleGroup

M2 EL 17  
M3 VT 14  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
Ar1 EL 16  
Ar1 EL 16  
Ar2 VT 30

Total Cost: 97

### Support Battalion Headquarters

L4 EL 5

### Security Company

I3 EL 4  
I3 VT 4  
I3 RG 4

### Recon Company

V6 VT 8  
V8 VT 2  
V8 VT 2

### Air Squadron

\*M2 VT 15  
\*M2 VT 15  
\*M2 VT 15

Total Cost: 74

### 1st Battalion Headquarters

H5 EL 20

### Alpha Company

H1 VT 21  
H1 VT 21  
H1 EL 21

### Bravo Company

H4 VT 23  
H5 EL 20  
H5 RG 20

### Charlie Company

H1 VT 21  
H3 VT 16  
H4 VT 23

Total Cost: 206

### 2nd Battalion Headquarters

M1 VT 18

### Alpha Company

M6 VT 16  
M4 VT 10  
M6 VT 16

### Bravo Company

M5 RG 8  
M4 EL 10  
M6 VT 16

### Charlie Company

L1 RG 8  
L3 VT 6  
L4 EL 5

Total Cost: 113

### 3rd Battalion Headquarters

H4 EL 23

### Alpha Company

H1 RG 21  
H1 VT 21  
H3 VT 16

### Bravo Company

M1 VT 18  
M3 RG 14  
M4 VT 10

### Charlie Company

M1 VT 18  
M4 EL 10  
M6 RG 16

Total Cost: 167

### Regimental Total

RBG 97  
Support Battalion 74  
1st Battalion 206  
2nd Battalion 113  
3rd Battalion 167  
SUBTOTAL 657  
Experience 246  
TOTAL 903

## BLACK COBRAS (2ND CRATER-COBRAS)

Commander: Colonel Richard Westrick  
Experience Level: Regular  
Homeworld: Deneb Kaitos in 3025, Nopah in 3028

### Regimental BattleGroup

A3 VT 20  
I4 GR 3  
V2 RG 1  
V2 RG 1  
V2 GR 1  
V6 RG 8  
Ar1 RG 16  
Ar2 GR 30  
Ar2 RG 30

Total Cost: 110

### Support Battalion Headquarters

V2 VT 1

### Recon Company

V6 VT 8  
V7 GR 4  
V7 GR 4

### Tank Company

V3 RG 16  
V4 GR 13  
V4 GR 13

### Security Company

I4 VT 3  
I4 RG 3  
I4 RG 3

Total Cost: 68

### 1st Battalion Headquarters

H2 VT 18

### Alpha Company

M2 RG 17  
M2 VT 17  
M3 RG 14

### Bravo Company

H2 RG 18  
H4 GR 23  
H4 VT 23

### Charlie Company

A1 RG 23  
A2 RG 25  
A3 RG 20

Total Cost: 198

### 2nd Battalion Headquarters

H1 RG 21

### Alpha Company

H1 GR 21  
H3 RG 16  
H3 VT 16

### Bravo Company

M1 RG 18  
M4 RG 10  
M5 VT 8

### Charlie Company

M3 RG 14  
M4 GR 10  
M5 GR 8

Total Cost: 142

### 3rd Battalion Headquarters

A1 VT 23

### Alpha Company

A1 RG 23  
A1 VT 23  
A3 GR 20

### Bravo Company

A2 RG 25  
A3 VT 20  
A3 RG 20

### Charlie Company

A1 RG 23  
A2 RG 25  
A3 RG 20

Total Cost: 222

### Regimental Total

RBG 110  
Support Battalion 68  
1st Battalion 198  
2nd Battalion 142  
3rd Battalion 222  
SUBTOTAL 740  
Experience 36  
TOTAL 776





## 5TH CRUCIS LANCERS

Commander: Marshal Mathew Agerstand  
Experience Level: Veteran  
Homeworld: Kathil in 3025, Mira in 3028

### Regimental BattleGroup

|    |    |    |
|----|----|----|
| I2 | VT | 6  |
| I2 | EL | 6  |
| I4 | RG | 3  |
| V1 | GR | 1  |
| V1 | GR | 1  |
| V2 | RG | 1  |
| V2 | RG | 1  |
| V3 | EL | 16 |
| V6 | RG | 8  |

Total Cost: 43

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V6 | VT | 8 |
| V8 | EL | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I3 | VT | 4 |
| I3 | RG | 4 |
| I3 | VT | 4 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L2 | VT | 8  |
| *H2 | VT | 24 |
| *H2 | RG | 24 |

Total Cost: 94

### 1st Battalion Headquarters

|    |    |   |
|----|----|---|
| V5 | EL | 9 |
|----|----|---|

### Alpha Company

|    |    |    |
|----|----|----|
| V3 | EL | 16 |
| V4 | RG | 13 |
| V4 | RG | 13 |

### Bravo Company

|    |    |   |
|----|----|---|
| V5 | RG | 9 |
| V5 | EL | 9 |
| V5 | VT | 9 |

### Charlie Company

|    |    |    |
|----|----|----|
| V3 | EL | 16 |
| V4 | VT | 13 |
| V4 | VT | 13 |

Total Cost: 120

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
|----|----|---|

### Alpha Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V6 | VT | 8 |
| V6 | VT | 8 |

### Bravo Company

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
| V7 | EL | 4 |
| V7 | EL | 4 |

### Charlie Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V7 | VT | 4 |
| V7 | EL | 4 |

Total Cost: 60

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| V4 | VT | 13 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| V3 | RG | 16 |
| V3 | VT | 16 |
| V3 | RG | 16 |

### Bravo Company

|    |    |    |
|----|----|----|
| V4 | EL | 13 |
| V4 | RG | 13 |
| V4 | EL | 13 |

### Charlie Company

|    |    |   |
|----|----|---|
| V5 | VT | 9 |
| V5 | VT | 9 |
| V5 | VT | 9 |

Total Cost: 127

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 43  |
| Support Battalion | 94  |
| 1st Battalion     | 120 |
| 2nd Battalion     | 60  |
| 3rd Battalion     | 127 |
| SUBTOTAL          | 444 |
| Experience        | 226 |
| TOTAL             | 670 |

## 1ST FEDERATED-COMMONWEALTH

Commander: Marshal James Dassert Sandoval  
Experience Level: Green  
Homeworld: New Avalon

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H1  | RG | 21 |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V2  | GR | 1  |
| V2  | GR | 1  |
| V7  | GR | 4  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 62

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
|----|----|---|

### Recon Company

|    |    |      |
|----|----|------|
| V7 | GR | TV 4 |
| V8 | GR | TV 2 |
| V8 | RG | TV 2 |

### Security Company

|    |    |      |
|----|----|------|
| I4 | RG | TV 3 |
| I4 | GR | TV 3 |
| I4 | GR | TV 3 |

### Tank Company

|    |    |    |
|----|----|----|
| V4 | RG | 13 |
| V4 | GR | 13 |
| V5 | GR | 9  |

Total Cost: 60

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | RG | 18 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | GR | 17 |
| M3 | GR | 14 |
| M4 | GR | 10 |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L3 | GR | 6 |
| L3 | GR | 6 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M2 | GR | 17 |
| M5 | GR | 8  |

Total Cost: 122

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | RG | 8 |
|----|----|---|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | GR | 17 |
| M3 | GR | 14 |
| M3 | GR | 14 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M5 | GR | 8  |
| M6 | GR | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| L1 | GR | 8  |
| L1 | GR | 8  |
| L3 | GR | 16 |

Total Cost: 115

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M4 | GR | 10 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M4 | GR | 10 |
| M4 | GR | 10 |
| M5 | GR | 8  |

### Bravo Company

|    |    |    |
|----|----|----|
| M3 | GR | 14 |
| M3 | GR | 14 |
| M3 | GR | 14 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L3 | GR | 6 |
| L3 | GR | 6 |

Total Cost: 100

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 62  |
| Support Battalion | 60  |
| 1st Battalion     | 122 |
| 2nd Battalion     | 115 |
| 3rd Battalion     | 100 |
| SUBTOTAL          | 459 |
| Experience        | -76 |
| TOTAL             | 383 |



## 1ST KATHIL UHLANS

Commander: Duke Morgan Hasek-Davion  
Experience Level: Regular  
Homeworld: Kathil

### Regimental BattleGroup

|    |    |    |
|----|----|----|
| H2 | EL | 18 |
| I2 | GR | 6  |
| I2 | GR | 6  |
| I4 | GR | 3  |
| V1 | GR | 1  |
| V1 | GR | 1  |
| V2 | GR | 1  |
| V2 | GR | 1  |
| V6 | GR | 8  |

Total Cost: 45

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V6 | GR | 8 |
| V8 | GR | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I3 | RG | 4 |
| I3 | GR | 4 |
| I3 | GR | 4 |

Total Cost: 38

### Alpha Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L3 | RG | 6 |
| L4 | RG | 5 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M5 | VT | 8  |
| M6 | RG | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H2 | RG | 18 |
| H3 | GR | 16 |

Total Cost: 130

### Delta Battalion Headquarters

|    |    |    |
|----|----|----|
| M4 | RG | 10 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L2 | RG | 5 |
| L2 | GR | 5 |

### Delta Company

|    |    |    |
|----|----|----|
| L1 | RG | 8  |
| L2 | VT | 5  |
| L3 | RG | 6  |
| L3 | VT | 6  |
| M1 | VT | 18 |
| M3 | VT | 14 |

Total Cost: 85

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 45  |
| Support Battalion | 38  |
| Alpha Battalion   | 130 |
| Delta Battalion   | 85  |
| SUBTOTAL          | 298 |
| Experience        | 3   |
| TOTAL             | 301 |

## RAMAN DMM

Commander: Major General Conroy Baden-Powell  
Experience Level: Green  
Homeworld: Raman

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M2  | GR | 17 |
| I1  | RG | 3  |
| I3  | GR | 4  |
| I4  | GR | 3  |
| V2  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V6  | GR | 8  |
| Ar1 | RG | 16 |

Total Cost: 54

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V2 | RG | 1 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V7 | GR | 4 |
| V7 | GR | 4 |

### Tank Company

|    |    |   |
|----|----|---|
| V5 | GR | 9 |
| V5 | GR | 9 |
| V5 | GR | 9 |

### Security Company

|    |    |   |
|----|----|---|
| I4 | RG | 3 |
| I4 | GR | 3 |
| I4 | GR | 3 |

Total Cost: 53

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | RG | 16 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L2 | GR | 5 |
| L3 | RG | 6 |
| L4 | RG | 5 |

### Bravo Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L4 | GR | 5 |
| L4 | RG | 5 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L1 | RG | 8 |
| L1 | RG | 8 |

Total Cost: 71

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | GR | 5 |
| L4 | GR | 5 |

### Bravo Company

|    |    |   |
|----|----|---|
| L3 | GR | 6 |
| L4 | RG | 5 |
| L4 | RG | 5 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L3 | VT | 6 |
| L3 | GR | 6 |

Total Cost: 71

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L2 | GR | 5 |
| L3 | GR | 6 |

### Bravo Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L3 | GR | 6 |
| L3 | GR | 6 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L1 | GR | 8 |
| L2 | VT | 5 |

Total Cost: 74

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 54  |
| Support Battalion | 53  |
| 1st Battalion     | 71  |
| 2nd Battalion     | 71  |
| 3rd Battalion     | 74  |
| SUBTOTAL          | 323 |
| Experience        | -44 |
| TOTAL             | 279 |





## 2ND ROBINSON RANGERS

Commander: Colonel Eric Vehrson  
Experience Level: Regular  
Homeworld: Breed

### Regimental BattleGroup

|    |    |    |
|----|----|----|
| H2 | VT | 18 |
| I2 | GR | 6  |
| I2 | VT | 6  |
| I4 | VT | 3  |
| V1 | GR | 1  |
| V1 | GR | 1  |
| V2 | RG | 1  |
| V2 | RG | 1  |
| V6 | VT | 8  |

Total Cost: 45

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | GR | 8 |
| V8 | GR | 2 |
| V8 | RG | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I1 | RG | 3 |
| I3 | VT | 4 |
| I3 | GR | 4 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | RG | 6  |
| *M1 | VT | 10 |
| *M2 | RG | 15 |

Total Cost: 62

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M4 | RG | 10 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H4 | RG | 23 |
| H5 | RG | 20 |
| H5 | GR | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M4 | GR | 10 |
| M4 | VT | 10 |

### Charlie Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L3 | GR | 6 |
| L3 | GR | 6 |

Total Cost: 127

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H2 | GR | 18 |
| H2 | RG | 18 |
| H4 | RG | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M1 | GR | 18 |
| M4 | GR | 10 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | VT | 5 |
| L3 | RG | 6 |

Total Cost: 142

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | RG | 18 |
| H5 | RG | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| M3 | GR | 14 |
| M5 | RG | 8  |
| M6 | RG | 16 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L1 | RG | 8 |
| L3 | RG | 6 |

Total Cost: 140

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 45         |
| Support Battalion | 62         |
| 1st Battalion     | 127        |
| 2nd Battalion     | 142        |
| 3rd Battalion     | 140        |
| SUBTOTAL          | 516        |
| Experience        | 20         |
| <b>TOTAL</b>      | <b>536</b> |

## 5TH SYRTIS FUSILIERS

Commander: Marshal Tamara Hasek  
Experience Level: Regular  
Homeworld: Kittery

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H3  | RG | 16 |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | VT | 1  |
| V2  | RG | 1  |
| V7  | RG | 4  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |
| Ar2 | GR | 30 |

Total Cost: 86

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| L2 | VT | 5 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V7 | RG | 4 |
| V8 | GR | 2 |
| V8 | GR | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I4 | RG | 3 |
| I4 | GR | 3 |
| I4 | RG | 3 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | GR | 6  |
| *M2 | RG | 15 |
| *H1 | GR | 14 |

Total Cost: 57

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | VT | 18 |
| H5 | GR | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| H2 | VT | 18 |
| H3 | RG | 16 |
| H4 | RG | 23 |

### Charlie Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H3 | GR | 16 |
| H5 | GR | 20 |

Total Cost: 191

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M3 | GR | 14 |
| H4 | RG | 23 |
| H5 | GR | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| H1 | VT | 21 |
| H2 | GR | 18 |

### Charlie Company

|    |    |    |
|----|----|----|
| M5 | GR | 8  |
| H3 | VT | 16 |
| H5 | RG | 20 |

Total Cost: 175

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | VT | 16 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M2 | RG | 17 |
| M4 | GR | 10 |

### Bravo Company

|    |    |    |
|----|----|----|
| H5 | GR | 20 |
| H3 | VT | 16 |
| M5 | RG | 8  |

### Charlie Company

|    |    |    |
|----|----|----|
| H4 | RG | 23 |
| H5 | VT | 20 |
| M4 | GR | 10 |

Total Cost: 157

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 86         |
| Support Battalion | 57         |
| 1st Battalion     | 191        |
| 2nd Battalion     | 175        |
| 3rd Battalion     | 157        |
| SUBTOTAL          | 666        |
| Experience        | 19         |
| <b>TOTAL</b>      | <b>685</b> |



## GAMMA REGIMENT, 12TH VEGAN RANGERS

Commander: Colonel Timothy Riley  
Experience Level: Veteran  
Homeworld: Edwards in 3025, New Aragon in 3028

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| A3  | VT | 20 |
| I4  | GR | 3  |
| V2  | VT | 1  |
| V2  | VT | 1  |
| V2  | VT | 1  |
| V6  | VT | 8  |
| Ar1 | RG | 16 |
| Ar2 | GR | 30 |
| Ar2 | RG | 30 |

Total Cost: 110

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| L2 | EL | 5 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V7 | VT | 4 |
| V7 | EL | 4 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | VT | 6  |
| *L2 | EL | 8  |
| *M1 | EL | 10 |

### Security Company

|    |    |   |
|----|----|---|
| I4 | EL | 3 |
| I4 | VT | 3 |
| I4 | RG | 3 |

Total Cost: 54

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| H5 | EL | 20 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | VT | 8 |
| L2 | VT | 5 |
| L3 | VT | 6 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H3 | RG | 16 |
| H4 | RG | 23 |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H3 | EL | 16 |
| H5 | RG | 20 |

Total Cost: 156

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| A3 | EL | 20 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H4 | VT | 23 |
| H4 | VT | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| A1 | RG | 23 |
| A3 | VT | 20 |
| A3 | VT | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A2 | RG | 25 |
| A2 | VT | 25 |

Total Cost: 220

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| A2 | EL | 25 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| A1 | RG | 23 |
| A2 | EL | 25 |
| A3 | VT | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A1 | VT | 23 |
| A1 | VT | 23 |

### Charlie Company

|    |    |    |
|----|----|----|
| H2 | VT | 18 |
| H2 | VT | 18 |
| H5 | EL | 20 |

Total Cost: 218

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 110 |
| Support Battalion | 54  |
| 1st Battalion     | 156 |
| 2nd Battalion     | 220 |
| 3rd Battalion     | 218 |
| SUBTOTAL          | 758 |
| Experience        | 226 |
| TOTAL             | 984 |

## DELTA REGIMENT, 12TH VEGAN RANGERS

Commander: Colonel Mitch Nelson  
Experience Level: Regular  
Homeworld: Edwards in 3025, New Aragon in 3028

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| A3  | VT | 20 |
| V1  | GR | 1  |
| V2  | VT | 1  |
| V2  | RG | 1  |
| V2  | VT | 1  |
| V6  | RG | 8  |
| Ar1 | RG | 16 |
| Ar2 | GR | 30 |
| Ar2 | RG | 30 |

Total Cost: 108

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| L2 | VT | 5 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
| V7 | RG | 4 |
| V8 | RG | 2 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | RG | 6  |
| *M2 | RG | 15 |
| *H1 | RG | 14 |

### Security Company

|    |    |   |
|----|----|---|
| I2 | RG | 6 |
| I3 | RG | 4 |
| I3 | RG | 4 |

Total Cost: 64

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| H4 | RG | 23 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M3 | RG | 14 |
| M6 | RG | 16 |

### Bravo Company

|    |    |    |
|----|----|----|
| H4 | GR | 23 |
| H4 | GR | 23 |
| H5 | RG | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H1 | GR | 21 |
| H4 | RG | 23 |

Total Cost: 201

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M3 | VT | 14 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M2 | VT | 17 |
| M2 | RG | 17 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H3 | RG | 16 |
| H4 | VT | 23 |

### Charlie Company

|    |    |    |
|----|----|----|
| H4 | VT | 23 |
| H4 | RG | 23 |
| H4 | RG | 23 |

Total Cost: 195

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| A2 | VT | 25 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A1 | RG | 23 |
| A1 | RG | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| A2 | GR | 25 |
| A3 | RG | 20 |
| A3 | RG | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | GR | 21 |
| H1 | RG | 21 |
| H3 | RG | 16 |

Total Cost: 217

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 108 |
| Support Battalion | 64  |
| 1st Battalion     | 201 |
| 2nd Battalion     | 195 |
| 3rd Battalion     | 217 |
| SUBTOTAL          | 785 |
| Experience        | 44  |
| TOTAL             | 829 |





## ALTENMARKT MILITIA

Commander: Tai-sho Aldus Bergen  
Experience Level: Veteran  
Homeworld: Outpost

### Regimental BattleGroup

H4 EL 23  
I2 VT 6  
I2 VT 6  
I4 RG 3  
V1 GR 1  
V1 GR 1  
V6 EL 8  
Ar1 RG 16  
Ar2 RG 30

Total Cost: 94

### Support Battalion Headquarters

V6 EL 8

### Recon Company

V6 VT 8  
V7 RG 4  
V8 EL 2

### Security Company

I2 VT 6  
I2 VT 6  
I3 RG 4

### Air Squadron

\*L1 RG 6  
\*L2 RG 8  
\*M1 RG 10

Total Cost: 62

### 1st Battalion Headquarters

M1 RG 18

### 1st Company

L1 EL 8  
L3 EL 6  
L4 VT 5

### 2nd Company

M5 RG 8  
M6 VT 16  
M6 VT 16

### 3rd Company

M2 VT 17  
M5 EL 8  
M6 VT 16

Total Cost: 118

### 2nd Battalion Headquarters

M1 EL 18

### 1st Company

M2 RG 17  
M3 VT 14  
M5 EL 8

### 2nd Company

M1 VT 18  
M1 VT 18  
M1 VT 18

### 3rd Company

H1 VT 21  
H2 RG 18  
H5 RG 20

Total Cost: 170

### 3rd Battalion Headquarters

H3 EL 16

### 1st Company

M5 RG 8  
M6 RG 16  
M6 EL 16

### 2nd Company

M1 VT 18  
M2 EL 17  
M3 VT 14

### 3rd Company

L1 VT 8  
L1 VT 8  
L2 RG 5

Total Cost: 126

### Regimental Total

RBG 94  
Support Battalion 62  
1st Battalion 118  
2nd Battalion 170  
3rd Battalion 126  
SUBTOTAL 570  
Experience 211  
TOTAL 781

## 9TH BENJAMIN REGULARS

Commander: Tai-sho Denice Eastmoreland  
Experience Level: Veteran  
Homeworld: Proserpina

### Regimental BattleGroup

H3 EL 16  
I1 RG 3  
I3 GR 4  
I4 GR 3  
V2 RG 1  
V2 VT 1  
V2 RG 1  
V6 RG 8  
Ar1 RG 16

Total Cost: 53

### Support Battalion Headquarters

V2 EL 1

### Recon Company

V6 EL 8  
V7 VT 4  
V7 VT 4

### Air Squadron

\*M2 VT 15  
\*H1 EL 14  
\*H1 VT 14

### Security Company

I4 VT 3  
I4 VT 3  
I4 VT 3

Total Cost: 69

### 1st Battalion Headquarters

M6 EL 16

### 1st Company

M1 VT 18  
M1 RG 18  
M5 EL 8

### 2nd Company

L3 VT 6  
L3 RG 6  
L4 VT 5

### 3rd Company

L1 RG 8  
L3 VT 6  
L4 VT 5

Total Cost: 95

### 2nd Battalion Headquarters

M6 EL 16

### 1st Company

M1 EL 18  
M2 RG 17  
M4 VT 10

### 2nd Company

L3 VT 6  
L4 VT 5  
L4 RG 5

### 3rd Company

M2 VT 17  
M2 VT 17  
M4 EL 10

Total Cost: 121

### 3rd Battalion Headquarters

M4 EL 10

### 1st Company

M3 VT 14  
M3 VT 14  
M6 RG 16

### 2nd Company

M3 EL 14  
M3 RG 14  
M5 RG 8

### 3rd Company

M2 RG 17  
M5 VT 8  
M6 VT 16

Total Cost: 131

### Regimental Total

RBG 53  
Support Battalion 69  
1st Battalion 95  
2nd Battalion 121  
3rd Battalion 131  
SUBTOTAL 469  
Experience 216  
TOTAL 685



## 11TH BENJAMIN REGULARS

Commander: Tai-sho Innocent IV  
Experience Level: Regular  
Homeworld: Tripoli

### Regimental BattleGroup

H4 RG 23  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V6 GR 8  
Ar1 GR 16  
Ar1 VT 16  
Ar2 RG 30

Total Cost: 97

### Support Battalion Headquarters

V7 RG 4

### Recon Company

V6 RG 8  
V8 GR 2  
V8 RG 2

### Security Company

I3 RG 4  
I3 GR 4  
I3 RG 4

### Armor Company

V3 RG 16  
V4 VT 13  
V4 RG 13

Total Cost: 70

### 1st Battalion Headquarters

M6 RG 16

### 1st Company

L1 RG 8  
L4 RG 5  
L4 GR 5

### 2nd Company

M1 RG 18  
M2 RG 17  
M3 RG 14

### 3rd Company

M4 RG 10  
M4 GR 10  
M5 RG 8

Total Cost: 111

### 2nd Battalion Headquarters

M3 VT 14

### 1st Company

L1 GR 8  
L1 VT 8  
L2 GR 5

### 2nd Company

M4 RG 10  
M4 RG 10  
M5 VT 8

### 3rd Company

M2 RG 17  
M3 GR 14  
M6 VT 16

Total Cost: 110

### 3rd Battalion Headquarters

H2 VT 18

### 1st Company

H1 GR 21  
H2 GR 18  
H3 GR 16

### 2nd Company

L1 RG 8  
L1 GR 8  
L1 RG 8

### 3rd Company

M3 VT 14  
M4 RG 10  
M6 VT 16

Total Cost: 137

### Regimental Total

RBG 97  
Support Battalion 70  
1st Battalion 111  
2nd Battalion 110  
3rd Battalion 137  
SUBTOTAL 525  
Experience 15  
TOTAL 540

## 17TH BENJAMIN REGULARS

Commander: Tai-sho Hirushi Shotugama  
Experience Level: Veteran  
Homeworld: Benjamin

### Regimental BattleGroup

A1 VT 23  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V6 VT 8  
Ar1 RG 16  
Ar1 VT 16  
Ar2 VT 30

Total Cost: 97

### Support Battalion Headquarters

V6 VT 8

### Recon Company

V7 VT 4  
V7 VT 4  
V8 VT 2

### Tank Company

V5 VT 9  
V5 EL 9  
V6 VT 8

### Air Squadron

\*L1 RG 16  
\*M1 EL 10  
\*H2 VT 24

Total Cost: 84

### 1st Battalion Headquarters

H5 EL 20

### 1st Company

H3 RG 16  
H4 VT 23  
H5 VT 20

### 2nd Company

M3 VT 14  
M3 RG 14  
M5 RG 8

### 3rd Company

H1 RG 21  
H2 EL 18  
H4 RG 23

Total Cost: 177

### 2nd Battalion Headquarters

H1 EL 21

### 1st Company

H1 VT 21  
H4 VT 23  
H4 VT 23

### 2nd Company

H1 VT 21  
H2 RG 18  
H5 EL 20

### 3rd Company

L1 EL 8  
L3 VT 6  
L4 EL 5

Total Cost: 166

### 3rd Battalion Headquarters

H1 EL 21

### 1st Company

A1 VT 23  
A2 VT 25  
A2 VT 25

### 2nd Company

H3 RG 16  
H4 RG 23  
H4 RG 23

### 3rd Company

M1 VT 18  
M3 RG 14  
M4 VT 10

Total Cost: 198

### Regimental Total

RBG 97  
Support Battalion 84  
1st Battalion 177  
2nd Battalion 166  
3rd Battalion 198  
SUBTOTAL 722  
Experience 206  
TOTAL 928





## 3RD DIERON REGULARS

Commander: Sho-sho Sen Ti Ch'uan  
Experience Level: Regular  
Homeworld: Kessel

### Regimental BattleGroup

|    |    |    |
|----|----|----|
| M6 | VT | 16 |
| I2 | RG | 6  |
| I2 | RG | 6  |
| I4 | RG | 3  |
| V1 | GR | 1  |
| V1 | GR | 1  |
| V2 | RG | 1  |
| V2 | RG | 1  |
| V6 | RG | 8  |

Total Cost: 43

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V5 | VT | 9 |
| V6 | RG | 8 |
| V7 | RG | 4 |

### Security Company

|    |    |   |
|----|----|---|
| I2 | RG | 6 |
| I3 | VT | 4 |
| I3 | GR | 4 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L2 | RG | 8  |
| *L2 | RG | 8  |
| *H2 | GR | 24 |

Total Cost: 83

### 1st Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | VT | 8 |
|----|----|---|

### 1st Company

|    |    |   |
|----|----|---|
| L3 | RG | 6 |
| L3 | RG | 6 |
| L4 | VT | 5 |

### 2nd Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M4 | RG | 10 |
| M5 | RG | 8  |

### 3rd Company

|    |    |    |
|----|----|----|
| M3 | GR | 14 |
| M3 | VT | 14 |
| M5 | RG | 8  |

Total Cost: 97

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| H3 | RG | 16 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| M3 | RG | 14 |
| M4 | RG | 10 |
| M5 | RG | 8  |

### 2nd Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M3 | GR | 14 |
| M6 | RG | 16 |

### 3rd Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | VT | 5 |
| L4 | RG | 5 |

Total Cost: 113

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | RG | 16 |
|----|----|----|

### 1st Company

|    |    |   |
|----|----|---|
| L3 | GR | 6 |
| L3 | GR | 6 |
| L4 | RG | 5 |

### 2nd Company

|    |    |    |
|----|----|----|
| M2 | GR | 17 |
| M3 | GR | 14 |
| M3 | RG | 14 |

### 3rd Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M3 | GR | 14 |
| M4 | VT | 10 |

Total Cost: 119

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 43         |
| Support Battalion | 83         |
| 1st Battalion     | 97         |
| 2nd Battalion     | 113        |
| 3rd Battalion     | 119        |
| SUBTOTAL          | 455        |
| Experience        | 28         |
| <b>TOTAL</b>      | <b>483</b> |

## GENYOSHA

Commander: Tai-sho Yorinaga Kurita  
Experience Level: Elite  
Homeworld: Nashira

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H5  | EL | 20 |
| I2  | EL | 6  |
| I2  | EL | 6  |
| I4  | EL | 3  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V6  | VT | 8  |
| Ar1 | RG | 16 |
| Ar2 | RG | 30 |

Total Cost: 91

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | EL | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | EL | 8 |
| V7 | VT | 4 |
| V8 | EL | 2 |

### 1st Air Squadron

|     |    |    |
|-----|----|----|
| *M2 | VT | 15 |
| *H1 | VT | 14 |
| *H2 | VT | 24 |

### 2nd Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | EL | 6  |
| *L2 | VT | 8  |
| *M1 | EL | 10 |

Total Cost: 99

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | EL | 17 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| M3 | VT | 14 |
| M6 | EL | 16 |
| M6 | RG | 16 |

### 2nd Company

|    |    |    |
|----|----|----|
| H3 | VT | 16 |
| H4 | EL | 23 |
| H5 | VT | 20 |

### 3rd Company

|    |    |   |
|----|----|---|
| L1 | EL | 8 |
| L1 | VT | 8 |
| L2 | VT | 5 |

Total Cost: 143

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
| M2 | VT | 17 |
| M4 | VT | 10 |

### 2nd Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M5 | VT | 8  |
| M5 | EL | 8  |

### 3rd Company

|    |    |   |
|----|----|---|
| L1 | VT | 8 |
| L3 | EL | 6 |
| L4 | EL | 5 |

Total Cost: 116

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| H1 | EL | 21 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| H3 | EL | 16 |
| H4 | VT | 23 |
| H5 | EL | 20 |

### 2nd Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M5 | EL | 8  |
| M6 | EL | 16 |

### 3rd Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L2 | RG | 5 |
| L4 | EL | 5 |

Total Cost: 136

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 91         |
| Support Battalion | 99         |
| 1st Battalion     | 143        |
| 2nd Battalion     | 116        |
| 3rd Battalion     | 136        |
| SUBTOTAL          | 585        |
| Experience        | 326        |
| <b>TOTAL</b>      | <b>911</b> |



## 9TH PESHT REGULARS

Commander: Tai-sho Fyodor Markt  
Experience Level: Green  
Homeworld: Schwartz

### Regimental BattleGroup

H3 VT 16  
I1 GR 3  
I1 RG 3  
I3 GR 4  
V1 GR 1  
V1 GR 1  
V7 RG 4  
Ar1 RG 16  
Ar2 RG 30

Total Cost: 78

### Support Battalion Headquarters

V7 RG 4

### Recon Company

V6 GR 8  
V7 GR 4  
V8 GR 2

### Tank Company

V3 RG 16  
V3 GR 16  
V4 RG 13

### Air Squadron

\*L1 GR 6  
\*L1 GR 6  
\*L2 GR 8

Total Cost: 83

### 1st Battalion Headquarters

H4 RG 23

### 1st Company

H1 RG 21  
H3 GR 16  
H4 GR 23

### 2nd Company

H2 GR 18  
H4 RG 23  
H5 GR 20

### 3rd Company

M1 RG 18  
M2 GR 17  
M6 GR 16

Total Cost: 195

### 2nd Battalion Headquarters

A3 RG 20

### 1st Company

H1 GR 21  
H2 RG 18  
H4 RG 23

### 2nd Company

H2 RG 18  
H3 GR 16  
H4 RG 23

### 3rd Company

H1 GR 21  
H1 GR 21  
H3 GR 16

Total Cost: 197

### 3rd Battalion Headquarters

H3 RG 16

### 1st Company

M1 RG 18  
M4 RG 10  
M4 GR 10

### 2nd Company

M1 RG 18  
M1 GR 18  
M2 RG 17

### 3rd Company

H4 GR 23  
H4 RG 23  
H4 RG 23

Total Cost: 176

### Regimental Total

RBG 78  
Support Battalion 83  
1st Battalion 195  
2nd Battalion 197  
3rd Battalion 176  
SUBTOTAL 729  
Experience -43  
TOTAL 686

## 9TH RASALHAGUE REGULARS

Commander: Tai-sho Jonathan Pershing  
Experience Level: Veteran  
Homeworld: Hyperion

### Regimental BattleGroup

A3 EL 20  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V2 VT 1  
V7 VT 4  
Ar1 GR 16  
Ar1 RG 16  
Ar2 RG 30

Total Cost: 90

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V6 RG 8  
V7 VT 4  
V8 RG 2

### Tank Company

V3 VT 16  
V3 VT 16  
V4 VT 13

### Security Company

I2 RG 6  
I3 VT 4  
I3 RG 4

Total Cost: 77

### 1st Battalion Headquarters

H5 EL 20

### 1st Company

H2 VT 18  
H4 RG 23  
H4 RG 23

### 2nd Company

H1 RG 21  
H2 VT 18  
H2 RG 18

### 3rd Company

M1 VT 18  
M4 EL 10  
M6 RG 16

Total Cost: 185

### 2nd Battalion Headquarters

A3 EL 20

### 1st Company

H2 EL 18  
H4 EL 23  
H5 VT 20

### 2nd Company

H2 VT 18  
H3 RG 16  
H5 RG 20

### 3rd Company

M1 VT 18  
M2 EL 17  
M5 VT 8

Total Cost: 178

### 3rd Battalion Headquarters

A1 EL 23

### 1st Company

L1 VT 8  
L1 VT 8  
L3 VT 6

### 2nd Company

H4 VT 23  
H4 VT 23  
H5 RG 20

### 3rd Company

H2 RG 18  
H4 VT 23  
H4 VT 23

Total Cost: 175

### Regimental Total

RBG 90  
Support Battalion 77  
1st Battalion 185  
2nd Battalion 178  
3rd Battalion 175  
SUBTOTAL 705  
Experience 186  
TOTAL 891



## 13TH RASALHAGUE REGULARS

Commander: Sho-sho Jan Fjolek  
Experience Level: Green  
Homeworld: Thessalonika

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| A3  | RG | 20 |
| V1  | GR | 1  |
| V2  | GR | 1  |
| V2  | VT | 1  |
| V2  | GR | 1  |
| V2  | GR | 1  |
| V7  | GR | 4  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 61

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V7 | RG | 4 |
| V7 | GR | 4 |
| V8 | GR | 2 |

### Tank Company

|    |    |    |
|----|----|----|
| V4 | GR | 13 |
| V5 | RG | 9  |
| V6 | RG | 8  |

### Security Company

|    |    |   |
|----|----|---|
| I2 | GR | 6 |
| I2 | GR | 6 |
| I2 | RG | 6 |

Total Cost: 63

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| H5 | RG | 20 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M4 | GR | 10 |
| M5 | GR | 8  |

### 2nd Company

|    |    |    |
|----|----|----|
| H3 | GR | 16 |
| H3 | GR | 16 |
| H4 | GR | 23 |

### 3rd Company

|    |    |    |
|----|----|----|
| H1 | GR | 21 |
| H3 | GR | 16 |
| H5 | RG | 20 |

Total Cost: 167

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| A3 | RG | 20 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| H2 | GR | 18 |
| H4 | RG | 23 |
| H5 | RG | 20 |

### 2nd Company

|    |    |    |
|----|----|----|
| H2 | GR | 18 |
| H3 | GR | 16 |
| H5 | RG | 20 |

### 3rd Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | RG | 18 |
| H4 | VT | 23 |

Total Cost: 197

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M1 | RG | 18 |
| M4 | RG | 10 |

### 2nd Company

|    |    |    |
|----|----|----|
| H4 | GR | 23 |
| H4 | GR | 23 |
| H5 | GR | 20 |

### 3rd Company

|    |    |    |
|----|----|----|
| H2 | GR | 18 |
| H4 | RG | 23 |
| H4 | RG | 23 |

Total Cost: 197

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 61         |
| Support Battalion | 63         |
| 1st Battalion     | 167        |
| 2nd Battalion     | 197        |
| 3rd Battalion     | 197        |
| SUBTOTAL          | 685        |
| Experience        | -40        |
| <b>TOTAL</b>      | <b>645</b> |

## 25TH RASALHAGUE REGULARS

Commander: Tai-sho Uchi Tikidomo  
Experience Level: Green  
Homeworld: Damian

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M5  | RG | 8  |
| I2  | GR | 6  |
| I2  | GR | 6  |
| I4  | GR | 3  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V6  | GR | 8  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 65

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | GR | 8 |
| V6 | GR | 8 |
| V8 | RG | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I3 | RG | 4 |
| I3 | GR | 4 |
| I3 | GR | 4 |

### Tank Company

|    |    |   |
|----|----|---|
| V5 | GR | 9 |
| V5 | RG | 9 |
| V6 | GR | 8 |

Total Cost: 64

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | RG | 16 |
|----|----|----|

### 1st Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L3 | GR | 6 |
| L3 | GR | 6 |

### 2nd Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M2 | GR | 17 |
| M3 | GR | 14 |

### 3rd Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M4 | RG | 10 |
| M6 | GR | 16 |

Total Cost: 125

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | RG | 8 |
|----|----|---|

### 1st Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M4 | RG | 10 |
| M6 | GR | 16 |

### 2nd Company

|    |    |    |
|----|----|----|
| M3 | GR | 14 |
| M4 | GR | 10 |
| M6 | GR | 16 |

### 3rd Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | VT | 5 |
| L3 | RG | 6 |

Total Cost: 110

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| H1 | GR | 21 |
| H1 | RG | 21 |
| H3 | RG | 16 |

### 2nd Company

|    |    |    |
|----|----|----|
| H4 | RG | 23 |
| H4 | GR | 23 |
| H5 | GR | 20 |

### 3rd Company

|    |    |    |
|----|----|----|
| M2 | GR | 17 |
| M4 | RG | 10 |
| M5 | RG | 8  |

Total Cost: 180

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 65         |
| Support Battalion | 64         |
| 1st Battalion     | 125        |
| 2nd Battalion     | 110        |
| 3rd Battalion     | 180        |
| SUBTOTAL          | 544        |
| Experience        | -42        |
| <b>TOTAL</b>      | <b>502</b> |



## ST. CYR HEAVY ASSAULT GROUP

Commander: Tai-sa Galahad deChevereau  
Experience Level: Veteran  
Homeworld: Kandis

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| A2  | EL | 25 |
| I3  | RG | 4  |
| I3  | RG | 4  |
| I4  | VT | 3  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V6  | VT | 8  |
| Ar1 | RG | 16 |
| Ar2 | RG | 30 |

Total Cost: 92

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | EL | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V7 | VT | 4 |
| V8 | EL | 2 |

### Tank Company

|    |    |    |
|----|----|----|
| V3 | VT | 16 |
| V3 | EL | 16 |
| V4 | RG | 13 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | EL | 6  |
| *L2 | RG | 8  |
| *M1 | RG | 10 |

Total Cost: 91

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| H1 | EL | 21 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H2 | VT | 18 |
| H5 | VT | 20 |

### 2nd Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H2 | VT | 18 |
| H5 | EL | 20 |

### 3rd Company

|    |    |   |
|----|----|---|
| L2 | EL | 5 |
| L2 | VT | 5 |
| L4 | RG | 5 |

Total Cost: 151

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| A1 | EL | 23 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| H4 | VT | 23 |
| H5 | RG | 20 |
| H5 | VT | 20 |

### 2nd Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H4 | VT | 23 |
| H5 | RG | 20 |

### 3rd Company

|    |    |    |
|----|----|----|
| M1 | RG | 18 |
| M1 | RG | 18 |
| M3 | RG | 14 |

Total Cost: 197

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| A1 | EL | 23 |
|----|----|----|

### 1st Company

|    |    |    |
|----|----|----|
| A1 | RG | 23 |
| A2 | VT | 25 |
| A3 | RG | 20 |

### 2nd Company

|    |    |    |
|----|----|----|
| M2 | EL | 17 |
| M2 | VT | 17 |
| M2 | VT | 17 |

### 3rd Company

|    |    |    |
|----|----|----|
| H2 | VT | 18 |
| H3 | VT | 16 |
| H5 | EL | 20 |

Total Cost: 196

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 92         |
| Support Battalion | 91         |
| 1st Battalion     | 151        |
| 2nd Battalion     | 197        |
| 3rd Battalion     | 196        |
| SUBTOTAL          | 727        |
| Experience        | 206        |
| <b>TOTAL</b>      | <b>933</b> |

## 5TH SUN ZHANG ACADEMY CADRE

Commander: Tai-sa Ishtar von Nielsburg  
Experience Level: Green  
Homeworld: Moritz

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M3  | RG | 14 |
| I2  | RG | 6  |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V6  | GR | 8  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |
| Ar2 | GR | 30 |

Total Cost: 93

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V5 | RG | 9 |
| V6 | GR | 8 |
| V7 | RG | 4 |

### Security Company

|    |    |   |
|----|----|---|
| I2 | RG | 6 |
| I3 | GR | 4 |
| I3 | RG | 4 |

### Tank Company

|    |    |    |
|----|----|----|
| V4 | GR | 13 |
| V7 | GR | 4  |
| V7 | GR | 4  |

Total Cost: 64

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
|----|----|----|

### 1st Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L3 | GR | 6 |
| L4 | GR | 5 |

### 2nd Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L2 | RG | 5 |
| L3 | RG | 6 |

### 3rd Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M2 | RG | 17 |
| M3 | RG | 14 |

Total Cost: 104

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | RG | 18 |
|----|----|----|

### 1st Company

|    |    |   |
|----|----|---|
| L2 | GR | 5 |
| L2 | GR | 5 |
| L4 | RG | 5 |

### 2nd Company

|    |    |   |
|----|----|---|
| L4 | RG | 5 |
| L4 | RG | 5 |
| L4 | GR | 5 |

### 3rd Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | VT | 5 |
| L4 | GR | 5 |

Total Cost: 66

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | RG | 16 |
|----|----|----|

### 1st Company

|    |    |   |
|----|----|---|
| L2 | GR | 5 |
| L4 | RG | 5 |
| L4 | GR | 5 |

### 2nd Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L4 | GR | 5 |
| L4 | GR | 5 |

### 3rd Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L4 | GR | 5 |
| L4 | RG | 5 |

Total Cost: 61

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 93         |
| Support Battalion | 64         |
| 1st Battalion     | 104        |
| 2nd Battalion     | 66         |
| 3rd Battalion     | 61         |
| SUBTOTAL          | 388        |
| Experience        | -34        |
| <b>TOTAL</b>      | <b>354</b> |





## 1ST ARIANA FUSILIERS

(3rd Battalion becomes 3rd Battalion of 1st Republican in TFRA)

Commander: Colonel Cynthia Drix  
Experience Level: Veteran  
Homeworld: Algol

### Regimental BattleGroup

M3 VT 14  
M4 EL 10  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
Ar1 VT 16  
Ar1 VT 16  
Ar1 RG 16

Total Cost: 76

### Support Battalion Headquarters

V8 EL 2

### Recon Company

V7 VT 4  
V8 VT 2  
V8 VT 2

### 1st Air Squadron

\*L2 RG 8  
\*L2 RG 8  
\*M1 RG 10

### 2nd Air Squadron

\*L1 RG 6  
\*M1 EL 10  
\*M2 VT 15

Total Cost: 67

### 1st Battalion Headquarters

M6 EL 16

### Alpha Company

M2 VT 17  
M2 RG 17  
M4 EL 10

### Bravo Company

L3 VT 6  
L3 VT 6  
L4 VT 5

### Charlie Company

L3 VT 6  
L4 EL 5  
L4 EL 5

Total Cost: 93

### 2nd Battalion Headquarters

M1 EL 18

### Alpha Company

M2 VT 17  
M3 VT 14  
M5 EL 8

### Bravo Company

M2 RG 17  
M3 VT 14  
M4 RG 10

### Charlie Company

L3 EL 6  
L3 RG 6  
L3 EL 6

Total Cost: 116

### 3rd Battalion Headquarters

H3 VT 16

### Alpha Company

M1 RG 18  
M1 RG 18  
M5 VT 8

### Bravo Company

H2 RG 18  
H3 RG 16  
H5 VT 20

### Charlie Company

H3 VT 16  
H4 RG 23  
H4 RG 23

Total Cost: 176

### Regimental Total

RBG 76  
Support Battalion 67  
1st Battalion 93  
2nd Battalion 116  
3rd Battalion 176  
SUBTOTAL 528  
Experience 201  
TOTAL 729

## 2ND CONFEDERATION RESERVE CAVALRY

Commander: Colonel Margaret Fonn  
Experience Level: Regular  
Homeworld: Palos

### Regimental BattleGroup

H4 VT 23  
V1 GR 1  
V2 GR 1  
V2 VT 1  
V2 RG 1  
V2 GR 1  
V6 GR 8  
Ar1 RG 16  
Ar2 RG 30

Total Cost: 82

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V6 RG 8  
V6 RG 8  
V7 VT 4

### Air Squadron

\*L1 RG 6  
\*L2 GR 8  
\*H1 RG 14

### Security Company

I1 RG 3  
I4 VT 3  
I4 RG 3

Total Cost: 61

### 1st Battalion Headquarters

M3 VT 14

### Alpha Company

M1 RG 18  
M4 RG 10  
M6 GR 16

### Bravo Company

M4 VT 10  
M4 GR 10  
M4 GR 10

### Charlie Company

H3 VT 16  
H4 GR 23  
H5 RG 20

Total Cost: 147

### 2nd Battalion Headquarters

M1 VT 18

### Alpha Company

H1 GR 21  
H4 GR 23  
H5 GR 20

### Bravo Company

L3 RG 6  
L4 GR 5  
L4 GR 5

### Charlie Company

M2 VT 17  
M2 GR 17  
M3 RG 14

Total Cost: 146

### 3rd Battalion Headquarters

M1 VT 18

### Alpha Company

M1 VT 18  
M3 GR 14  
M6 RG 16

### Bravo Company

L2 RG 5  
L3 VT 6  
L4 GR 5

### Charlie Company

L1 VT 8  
L2 GR 5  
L2 GR 5

Total Cost: 100

### Regimental Total

RBG 82  
Support Battalion 61  
1st Battalion 147  
2nd Battalion 146  
3rd Battalion 100  
SUBTOTAL 536  
Experience 32  
TOTAL 568



## 4TH CONFEDERATION RESERVE CAVALRY

(2nd Battalion becomes 3rd Battalion of 3rd Republican in TFRA)

Commander: Colonel Thomas Eoff

Experience Level: Green

Homeworld: 1st Battalion New Canton, 2nd Battalion Elgin, 3rd

Battalion Styk

### Regimental BattleGroup

M2 GR 17  
M3 RG 14  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
Ar1 RG 16  
Ar1 RG 16  
Ar1 RG 20

Total Cost: 87

### Support Battalion Headquarters

V8 VT 2

### Infantry Company

I3 VT 4  
I3 GR 4  
I3 RG 4

### Recon Company

V6 GR 8  
V7 RG 4  
V8 RG 2

### Air Squadron

\*M1 RG 10  
\*M2 VT 15  
\*M2 GR 15

Total Cost: 68

### 1st Battalion Headquarters

M4 VT 10

### Alpha Company

L1 GR 8  
L2 RG 5  
L3 VT 6

### Bravo Company

M2 GR 17  
M3 RG 14  
M6 RG 16

### Charlie Company

M1 GR 18  
M2 RG 17  
M5 RG 8

Total Cost: 119

### 2nd Battalion Headquarters

M2 RG 17

### Alpha Company

M2 GR 17  
M3 RG 14  
M2 GR 17

### Bravo Company

M2 RG 17  
M3 GR 14  
M6 GR 16

### Charlie Company

M1 GR 18  
M3 RG 14  
M5 GR 8

Total Cost: 152

### 3rd Battalion Headquarters

M1 RG 18

### Alpha Company

M1 GR 18  
M3 GR 14  
M4 RG 10

### Bravo Company

L1 GR 8  
L3 RG 6  
L4 RG 5

### Charlie Company

L2 GR 5  
L3 GR 6  
L3 GR 6

Total Cost: 96

### Regimental Total

RBG 87  
Support Battalion 68  
1st Battalion 119  
2nd Battalion 152  
3rd Battalion 96  
SUBTOTAL 522  
Experience -17  
TOTAL 505

## DEATH COMMANDOS

Commander: Chancellor Maximilian Liao

Experience Level: Elite

Homeworld: Sian

### Regimental BattleGroup

M1 EL 18  
I3 VT 4  
I3 GR 4  
I4 RG 3  
I4 RG 3  
V1 EL 1  
V1 RG 1  
V1 GR 1  
V6 VT 8

Total Cost: 39

### 1st Battalion Headquarters

M1 EL 18

### Alpha Company

L2 RG 5  
M2 VT 17  
H5 EL 20

### Bravo Company

L1 RG 8  
M3 EL 14  
H3 VT 16

### Charlie Company

L2 EL 5  
M1 VT 18  
H3 EL 16

Total Cost: 137

### 2nd Battalion Headquarters

I4 EL 3

### Alpha Company

I4 VT 3  
I4 RG 3  
I4 EL 3

### Bravo Company

I2 VT 6  
I2 EL 6  
I2 VT 6

### Charlie Company

I2 VT 6  
I2 VT 6  
I2 EL 6

Total Cost: 48

### Regimental Total

RBG 39  
1st Battalion 137  
2nd Battalion 48  
SUBTOTAL 224





## HOUSE IMARRA

Commander: House Master Gordi Imarra  
Experience Level: Veteran  
Homeworld: Sian

### Regimental BattleGroup

|    |    |    |
|----|----|----|
| M3 | EL | 14 |
| H5 | RG | 20 |
| V1 | GR | 1  |
| V1 | GR | 1  |
| V2 | RG | 1  |
| V2 | RG | 1  |
| V4 | RG | 13 |
| V4 | EL | 13 |
| V4 | VT | 13 |

Total Cost: 77

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| H4 | EL | 23 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | VT | 18 |
| H4 | RG | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M5 | VT | 8  |
| M5 | VT | 8  |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H2 | RG | 18 |
| H4 | RG | 23 |

Total Cost: 180

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| H2 | EL | 18 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
| M3 | RG | 14 |
| M5 | RG | 8  |

### Bravo Company

|    |    |    |
|----|----|----|
| H4 | VT | 23 |
| H3 | RG | 16 |
| H5 | RG | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
| M2 | RG | 17 |
| M5 | VT | 8  |

Total Cost: 160

### 3rd Battalion Headquarters

|    |    |   |
|----|----|---|
| I2 | EL | 6 |
|----|----|---|

### 1st Assault Company

|    |    |   |
|----|----|---|
| I2 | EL | 6 |
| I2 | VT | 6 |
| I2 | RG | 6 |

### 2nd Assault Company

|    |    |   |
|----|----|---|
| I2 | EL | 6 |
| I2 | VT | 6 |
| I2 | VT | 6 |

### Jump Company

|    |    |   |
|----|----|---|
| I4 | VT | 3 |
| I4 | RG | 3 |
| I4 | RG | 3 |

Total Cost: 51

### 4th Battalion Headquarters

|    |    |   |
|----|----|---|
| I2 | EL | 6 |
|----|----|---|

### 1st Assault Company

|    |    |   |
|----|----|---|
| I2 | VT | 6 |
| I2 | VT | 6 |
| I2 | VT | 6 |

### 2nd Assault Company

|    |    |   |
|----|----|---|
| I3 | VT | 4 |
| I3 | RG | 4 |
| I3 | VT | 4 |

### Jump Company

|    |    |   |
|----|----|---|
| I4 | EL | 3 |
| I4 | RG | 3 |
| I4 | VT | 3 |

Total Cost: 45

### Regimental Total

|               |            |
|---------------|------------|
| RBG           | 77         |
| 1st Battalion | 180        |
| 2nd Battalion | 160        |
| 3rd Battalion | 51         |
| 4th Battalion | 45         |
| SUBTOTAL      | 513        |
| Experience    | 191        |
| <b>TOTAL</b>  | <b>704</b> |

## JUSTINE'S GRENADIERS

(1st and 2nd Battalions become basis of 3rd Republican in TFRA)

Commander: Colonel Nancy Justine Gordon

Experience Level: Veteran

Homeworld: 1st Battalion Elgin, 2nd Battalion Sirius, 3rd Battalion Saiph

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M5  | VT | 8  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V8  | VT | 2  |
| Ar1 | RG | 16 |
| Ar1 | VT | 16 |
| Ar2 | RG | 30 |

Total Cost: 76

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | EL | 4 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V8 | RG | 2 |
| V8 | VT | 2 |
| V8 | VT | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I4 | VT | 3 |
| I4 | VT | 3 |
| I4 | VT | 3 |

### Armor Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V6 | VT | 8 |
| V6 | VT | 8 |

Total Cost: 43

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | EL | 16 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L2 | VT | 5 |
| L3 | RG | 6 |
| L4 | RG | 5 |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L1 | VT | 8 |
| L2 | RG | 5 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M4 | EL | 10 |
| M6 | RG | 16 |

Total Cost: 97

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | EL | 8 |
|----|----|---|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M4 | EL | 10 |
| M6 | EL | 16 |

### Bravo Company

|    |    |    |
|----|----|----|
| M3 | RG | 14 |
| M4 | VT | 10 |
| M6 | RG | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M2 | VT | 17 |
| M5 | EL | 8  |

Total Cost: 134

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| A1 | EL | 23 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A2 | VT | 25 |
| A3 | VT | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| A2 | VT | 25 |
| A2 | RG | 25 |
| A3 | VT | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| A2 | RG | 25 |
| A2 | VT | 25 |
| A3 | VT | 20 |

Total Cost: 231

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 76         |
| Support Battalion | 43         |
| 1st Battalion     | 97         |
| 2nd Battalion     | 134        |
| 3rd Battalion     | 231        |
| SUBTOTAL          | 581        |
| Experience        | 196        |
| <b>TOTAL</b>      | <b>777</b> |



## KAMAKURA'S HUSSARS

Commander: Colonel Nathaniel Hopkins  
Experience Level: 1st Battalion Regular, 2nd Battalion Green  
Homeworld: 1st Battalion Sakhalin, 2nd Battalion Ward

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M5  | RG | 8  |
| I1  | GR | 3  |
| I3  | RG | 4  |
| I3  | VT | 4  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V6  | GR | 8  |
| Ar1 | RG | 16 |

Total Cost: 46

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V7 | VT | 4 |
| V8 | VT | 2 |

### Tank Company

|    |    |    |
|----|----|----|
| V3 | VT | 16 |
| V4 | RG | 13 |
| V5 | VT | 9  |

### Infantry Company

|    |    |   |
|----|----|---|
| I3 | RG | 4 |
| I3 | RG | 4 |
| I3 | RG | 4 |

Total Cost: 72

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | RG | 18 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M3 | RG | 14 |
| M3 | GR | 14 |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | RG | 5 |
| L3 | RG | 6 |

### Charlie Company

|    |    |   |
|----|----|---|
| L3 | VT | 6 |
| L3 | VT | 6 |
| L4 | GR | 5 |

Total Cost: 100

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | RG | 16 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | GR | 8 |
| L4 | GR | 5 |
| L4 | GR | 5 |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L1 | VT | 8 |
| L2 | GR | 5 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L2 | GR | 5 |
| L3 | GR | 6 |

Total Cost: 74

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 46  |
| Support Battalion | 72  |
| 1st Battalion     | 100 |
| 2nd Battalion     | 74  |
| SUBTOTAL          | 292 |
| Experience        | 19  |
| TOTAL             | 311 |

## KINGSTON'S LEGIONNAIRES

Commander: Colonel Martha Mathias  
Experience Level: Regular  
Homeworld: Heligoland

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M5  | RG | 8  |
| I3  | GR | 4  |
| V1  | VT | 1  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V6  | VT | 8  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 56

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
|----|----|---|

### 1st Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V7 | VT | 4 |
| V8 | RG | 2 |

### 2nd Recon Company

|    |    |   |
|----|----|---|
| V6 | GR | 8 |
| V6 | RG | 8 |
| V8 | GR | 2 |

### Infantry Company

|    |    |   |
|----|----|---|
| I3 | RG | 4 |
| I3 | GR | 4 |
| I3 | RG | 4 |

Total Cost: 52

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M3 | RG | 14 |
| M4 | VT | 10 |
| M5 | GR | 8  |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M6 | RG | 16 |
| M6 | RG | 16 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L4 | GR | 5 |
| L4 | GR | 5 |

Total Cost: 110

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | VT | 8 |
|----|----|---|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M2 | RG | 17 |
| M5 | RG | 8  |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | VT | 8 |
| L2 | RG | 5 |
| L2 | GR | 5 |

### Charlie Company

|    |    |    |
|----|----|----|
| M3 | RG | 14 |
| M5 | RG | 8  |
| M6 | GR | 16 |

Total Cost: 106

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 56  |
| Support Battalion | 52  |
| 1st Battalion     | 110 |
| 2nd Battalion     | 106 |
| SUBTOTAL          | 324 |
| Experience        | 14  |
| TOTAL             | 338 |





## LOTHAR'S FUSILIERS

(1st and 2nd Battalions become basis of 1st Republican in TFRA)

Commander: Colonel Carla Nisora

Experience Level: Regular

Homeworld: 1st Battalion Epsilon Eridani, 2nd Battalion Sirius, 3rd Battalion Tybalt

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M3  | VT | 14 |
| I4  | GR | 3  |
| V1  | GR | 1  |
| V2  | GR | 1  |
| V2  | VT | 1  |
| V2  | VT | 1  |
| V7  | VT | 4  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 57

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | RG | 4 |
|----|----|---|

### 1st Recon Company 2nd Recon Company Security Company

|    |    |   |    |    |    |    |    |   |
|----|----|---|----|----|----|----|----|---|
| V6 | RG | 8 | V3 | RG | 16 | I2 | RG | 6 |
| V7 | GR | 4 | V3 | GR | 16 | I3 | RG | 4 |
| V8 | GR | 2 | V4 | RG | 13 | I3 | RG | 4 |

Total Cost: 77

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
|----|----|----|

### Alpha Company Bravo Company Charlie Company

|    |    |   |    |    |   |    |    |    |
|----|----|---|----|----|---|----|----|----|
| L1 | GR | 8 | L1 | GR | 8 | M2 | RG | 17 |
| L3 | RG | 6 | L4 | RG | 5 | M2 | GR | 17 |
| L4 | RG | 5 | L4 | VT | 5 | M3 | RG | 14 |

Total Cost: 102

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| L2 | VT | 5 |
|----|----|---|

### Alpha Company Bravo Company Charlie Company

|    |    |   |    |    |   |    |    |   |
|----|----|---|----|----|---|----|----|---|
| L1 | RG | 8 | L1 | RG | 8 | L1 | GR | 8 |
| L1 | RG | 8 | L1 | RG | 8 | L1 | VT | 8 |
| L2 | RG | 5 | L2 | GR | 5 | L2 | GR | 5 |

Total Cost: 68

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
|----|----|----|

### Alpha Company Bravo Company Charlie Company

|    |    |   |    |    |    |    |    |    |
|----|----|---|----|----|----|----|----|----|
| L1 | GR | 8 | M2 | RG | 17 | H1 | VT | 21 |
| L1 | RG | 8 | M2 | GR | 17 | H2 | VT | 18 |
| L2 | VT | 5 | M3 | GR | 14 | H5 | RG | 20 |

Total Cost: 138

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 57         |
| Support Battalion | 77         |
| 1st Battalion     | 102        |
| 2nd Battalion     | 68         |
| 3rd Battalion     | 138        |
| SUBTOTAL          | 442        |
| Experience        | 25         |
| <b>TOTAL</b>      | <b>467</b> |

## 3RD MCCARRON'S ARMORED CAVALRY

Commander: Colonel Linda Chandrasekar

Experience Level: Regular

Homeworld: Menke

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H3  | RG | 16 |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | VT | 1  |
| V2  | RG | 1  |
| V2  | GR | 1  |
| V6  | VT | 8  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 61

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
|----|----|---|

### 1st Recon Company 2nd Recon Company Security Company

|    |    |   |    |    |   |    |    |   |
|----|----|---|----|----|---|----|----|---|
| V6 | VT | 8 | V7 | RG | 4 | I4 | RG | 3 |
| V6 | RG | 8 | V8 | RG | 2 | I4 | GR | 3 |
| V7 | VT | 4 | V8 | RG | 2 | I4 | RG | 3 |

Total Cost: 41

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
|----|----|----|

### Alpha Company Bravo Company Charlie Company

|    |    |    |    |    |   |    |    |    |
|----|----|----|----|----|---|----|----|----|
| M1 | RG | 18 | L2 | GR | 5 | M1 | VT | 18 |
| M2 | VT | 17 | L4 | RG | 5 | M4 | VT | 10 |
| M4 | RG | 10 | L4 | GR | 5 | M5 | RG | 8  |

Total Cost: 113

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | VT | 8 |
|----|----|---|

### Alpha Company Bravo Company Charlie Company

|    |    |    |    |    |   |    |    |    |
|----|----|----|----|----|---|----|----|----|
| M3 | RG | 14 | L1 | GR | 8 | H2 | RG | 18 |
| M4 | RG | 10 | L1 | RG | 8 | H4 | VT | 23 |
| M6 | GR | 16 | L3 | VT | 6 | H5 | RG | 20 |

Total Cost: 131

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | VT | 16 |
|----|----|----|

### Alpha Company Bravo Company Charlie Company

|    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|---|
| M2 | VT | 17 | M2 | VT | 17 | L1 | RG | 8 |
| M3 | GR | 14 | M3 | VT | 14 | L2 | VT | 5 |
| M5 | VT | 8  | M4 | RG | 10 | L4 | RG | 5 |

Total Cost: 114

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 61         |
| Support Battalion | 41         |
| 1st Battalion     | 113        |
| 2nd Battalion     | 131        |
| 3rd Battalion     | 114        |
| SUBTOTAL          | 460        |
| Experience        | 74         |
| <b>TOTAL</b>      | <b>534</b> |



## 4TH MCCARRON'S ARMORED CAVALRY

Commander: Colonel Leo Hickney  
Experience Level: Veteran  
Homeworld: Menke

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H4  | VT | 23 |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V2  | GR | 1  |
| V7  | VT | 4  |
| Ar1 | RG | 16 |
| Ar2 | RG | 30 |

Total Cost: 78

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | EL | 4 |
|----|----|---|

### 1st Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V6 | VT | 8 |
| V8 | VT | 2 |

### 2nd Recon Company

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
| V7 | VT | 4 |
| V8 | VT | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I3 | RG | 4 |
| I3 | VT | 4 |
| I3 | RG | 4 |

Total Cost: 44

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | EL | 16 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M4 | RG | 10 |
| M5 | RG | 8  |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L1 | RG | 8 |
| L2 | VT | 5 |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H3 | RG | 16 |
| H5 | EL | 20 |

Total Cost: 129

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | EL | 8 |
|----|----|---|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | EL | 17 |
| M4 | EL | 10 |
| M6 | VT | 16 |

### Bravo Company

|    |    |   |
|----|----|---|
| L2 | VT | 5 |
| L3 | RG | 6 |
| L4 | RG | 5 |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H2 | EL | 18 |
| H4 | VT | 23 |

Total Cost: 129

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H1 | VT | 21 |
| H1 | VT | 21 |

### Bravo Company

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
| M5 | VT | 8  |
| M6 | RG | 16 |

### Charlie Company

|    |    |   |
|----|----|---|
| L2 | RG | 5 |
| L3 | VT | 6 |
| L3 | VT | 6 |

Total Cost: 132

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 78  |
| Support Battalion | 44  |
| 1st Battalion     | 129 |
| 2nd Battalion     | 129 |
| 3rd Battalion     | 132 |
| SUBTOTAL          | 512 |
| Experience        | 186 |
| TOTAL             | 698 |

## 5TH MCCARRON'S ARMORED CAVALRY

Commander: Colonel Robert Heptig  
Experience Level: Veteran  
Homeworld: Menke

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H2  | EL | 18 |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | EL | 1  |
| V2  | EL | 1  |
| V7  | EL | 4  |
| Ar1 | GR | 16 |
| Ar2 | RG | 30 |
| Ar2 | RG | 30 |

Total Cost: 102

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
|----|----|---|

### 1st Recon Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V7 | RG | 4 |
| V8 | RG | 2 |

### 2nd Recon Company

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
| V8 | RG | 2 |
| V8 | VT | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I3 | VT | 4 |
| I3 | VT | 4 |
| I3 | VT | 4 |

Total Cost: 38

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M1 | RG | 18 |
| M5 | VT | 8  |
| M6 | VT | 16 |

### Bravo Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L4 | VT | 5 |
| L4 | EL | 5 |

### Charlie Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M2 | RG | 17 |
| M3 | VT | 14 |

Total Cost: 125

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| A2 | EL | 25 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H1 | VT | 21 |
| H2 | VT | 18 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H1 | VT | 21 |
| H2 | RG | 18 |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H1 | EL | 21 |
| H2 | RG | 18 |

Total Cost: 205

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| H3 | EL | 16 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H1 | RG | 21 |
| H2 | EL | 18 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | VT | 18 |
| H3 | RG | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
| M3 | EL | 14 |
| M5 | VT | 8  |

Total Cost: 171

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 102 |
| Support Battalion | 38  |
| 1st Battalion     | 125 |
| 2nd Battalion     | 205 |
| 3rd Battalion     | 171 |
| SUBTOTAL          | 641 |
| Experience        | 211 |
| TOTAL             | 852 |



## PRESTON'S LANCERS

Commander: Colonel Carrie Preston  
Experience Level: Veteran  
Homeworld: 1st Bn. Tsinghai, 2nd Bn. Ambergrist, 3rd Bn. Cavalor

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M4  | EL | 10 |
| I4  | GR | 3  |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | VT | 1  |
| V2  | VT | 1  |
| V7  | RG | 4  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |

Total Cost: 53

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | EL | 4 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | EL | 8 |
| V7 | RG | 4 |
| V8 | VT | 2 |

### Tank Company

|    |    |   |
|----|----|---|
| V5 | EL | 9 |
| V5 | VT | 9 |
| V5 | RG | 9 |

### Security Company

|    |    |   |
|----|----|---|
| I2 | VT | 6 |
| I3 | EL | 4 |
| I3 | VT | 4 |

Total Cost: 59

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | EL | 17 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L3 | EL | 6 |
| L3 | VT | 6 |
| L4 | VT | 5 |

### Bravo Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M2 | RG | 17 |
| M3 | VT | 14 |

### Charlie Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M2 | EL | 17 |
| M3 | VT | 14 |

Total Cost: 130

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | EL | 8 |
|----|----|---|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L3 | VT | 6 |
| L3 | VT | 6 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M1 | VT | 18 |
| M5 | VT | 8  |

### Charlie Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | VT | 18 |
| H4 | VT | 23 |

Total Cost: 134

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | EL | 16 |
|----|----|----|

### Alpha Company

|    |    |   |
|----|----|---|
| L1 | VT | 8 |
| L2 | RG | 5 |
| L4 | VT | 5 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M2 | RG | 17 |
| M3 | RG | 14 |

### Charlie Company

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
| M5 | VT | 8  |
| M5 | VT | 8  |

Total Cost: 109

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 53         |
| Support Battalion | 59         |
| 1st Battalion     | 130        |
| 2nd Battalion     | 134        |
| 3rd Battalion     | 109        |
| SUBTOTAL          | 485        |
| Experience        | 221        |
| <b>TOTAL</b>      | <b>706</b> |

## SUNG'S CUIRASSIERS

Commander: Colonel Kevin Sung  
Experience Level: Regular  
Homeworld: Wei

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H3  | VT | 16 |
| V1  | GR | 1  |
| V2  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V7  | GR | 4  |
| Ar1 | GR | 16 |
| Ar2 | RG | 30 |
| Ar2 | RG | 30 |

Total Cost: 100

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V7 | RG | 4 |
| V8 | GR | 2 |

### Air Squadron

|     |    |    |
|-----|----|----|
| *M1 | VT | 10 |
| *M1 | GR | 10 |
| *M2 | RG | 15 |

### Security Company

|    |    |   |
|----|----|---|
| I3 | RG | 4 |
| I3 | RG | 4 |
| I3 | VT | 4 |

Total Cost: 65

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
| M4 | RG | 10 |
| M6 | RG | 16 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | GR | 18 |
| H2 | RG | 18 |

### Charlie Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M2 | VT | 17 |
| M3 | RG | 14 |

Total Cost: 158

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| H4 | VT | 23 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | GR | 21 |
| H4 | RG | 23 |
| H4 | RG | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H1 | RG | 21 |
| H5 | RG | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | GR | 18 |
| M2 | RG | 17 |
| M5 | RG | 8  |

Total Cost: 195

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| H5 | VT | 20 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| A2 | GR | 25 |
| A2 | VT | 25 |

### Bravo Company

|    |    |    |
|----|----|----|
| M3 | RG | 14 |
| M3 | GR | 14 |
| M3 | GR | 14 |

### Charlie Company

|    |    |    |
|----|----|----|
| M4 | RG | 10 |
| M5 | RG | 8  |
| M5 | RG | 8  |

Total Cost: 156

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 100        |
| Support Battalion | 65         |
| 1st Battalion     | 158        |
| 2nd Battalion     | 195        |
| 3rd Battalion     | 156        |
| SUBTOTAL          | 674        |
| Experience        | 31         |
| <b>TOTAL</b>      | <b>705</b> |



## TRIMALDI'S SECUTORS

(2nd Battalion becomes 2nd Battalion of 2nd Republican in TFRA)

Commander: Colonel Harrison Trimaldi

Experience Level: Regular

Homeworld: 1st Battalion Zurich, 2nd Battalion Bharat, 3rd Battalion

New Canton

### Regimental BattleGroup

M6 VT 16  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V6 GR 8  
Ar1 GR 16  
Ar1 RG 16  
Ar1 VT 16

Total Cost: 76

### Support Battalion Headquarters

V6 RG 8

### Recon Company

V8 RG 2  
V8 GR 2  
V8 GR 2

### Security Company

I2 RG 6  
I2 RG 6  
I3 RG 4

### Armor Company

V3 RG 16  
V4 RG 13  
V4 GR 13

Total Cost: 72

### 1st Battalion Headquarters

M2 VT 17

### Alpha Company

M1 VT 18  
M4 RG 10  
M5 GR 8

### Bravo Company

M1 VT 18  
M3 RG 14  
M5 GR 8

### Charlie Company

L3 RG 6  
L4 GR 5  
L4 RG 5

Total Cost: 109

### 2nd Battalion Headquarters

M5 VT 8

### Alpha Company

L1 RG 8  
L3 RG 6  
L4 RG 5

### Bravo Company

L2 VT 5  
L2 RG 5  
L4 GR 5

### Charlie Company

L1 VT 8  
L2 RG 5  
L2 RG 5

Total Cost: 60

### 3rd Battalion Headquarters

M6 VT 16

### Alpha Company

M2 RG 17  
M3 GR 14  
M3 VT 14

### Bravo Company

M1 GR 18  
M5 RG 8  
M5 RG 8

### Charlie Company

M2 VT 17  
M3 RG 14  
M4 RG 10

Total Cost: 136

### Regimental Total

RBG 76  
Support Battalion 72  
1st Battalion 109  
2nd Battalion 60  
3rd Battalion 136  
SUBTOTAL 453  
Experience 29  
TOTAL 482

## 15TH MARIK MILITIA

Commander: Colonel Jake Hawkins

Experience Level: Regular

Homeworld: Wasat

### Regimental BattleGroup

A2 VT 25  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V2 RG 1  
V7 RG 4  
Ar1 RG 16  
Ar1 RG 16  
Ar2 GR 30

Total Cost: 95

### Support Battalion Headquarters

L2 VT 5

### 1st Recon Company

V7 GR 4  
V7 VT 4  
V8 RG 2

### 2nd Recon Company

L1 RG 8  
L3 RG 6  
L4 RG 5

### Security Company

I2 VT 6  
I3 VT 4  
I3 RG 4

Total Cost: 48

### 1st Battalion Headquarters

A3 VT 20

### Alpha Company

H3 RG 16  
H5 RG 20  
H5 RG 20

### Bravo Company

H1 RG 21  
H3 GR 16  
H4 GR 23

### Charlie Company

H3 GR 16  
H4 VT 23  
H4 GR 23

Total Cost: 198

### 2nd Battalion Headquarters

A3 VT 20

### Alpha Company

H1 RG 21  
H1 RG 21  
H1 GR 21

### Bravo Company

H3 RG 16  
H3 RG 16  
H3 RG 16

### Charlie Company

M2 RG 17  
M3 GR 14  
M4 RG 10

Total Cost: 172

### 3rd Battalion Headquarters

H3 VT 16

### Alpha Company

H1 RG 21  
H1 VT 21  
H3 VT 16

### Bravo Company

H2 RG 18  
H4 GR 23  
H5 GR 20

### Charlie Company

H1 VT 21  
H3 RG 16  
H5 GR 20

Total Cost: 192

### Regimental Total

RBG 95  
Support Battalion 48  
1st Battalion 198  
2nd Battalion 172  
3rd Battalion 192  
SUBTOTAL 705  
Experience 36  
TOTAL 741





## 2ND SIRIAN LANCERS

Commander: Colonel Jenny Twofeathers  
Experience Level: Regular  
Homeworld: Procyon

### Regimental BattleGroup

A3 VT 20  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V2 RG 1  
V7 RG 4  
Ar1 RG 16  
Ar1 RG 16  
Ar2 GR 30

Total Cost: 90

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V7 RG 4  
V7 RG 4  
V8 RG 2

### Air Squadron

\*L1 GR 6  
\*M2 RG 15  
\*H1 RG 14

### Security Company

I2 RG 6  
I3 RG 4  
I3 GR 4

Total Cost: 63

### 1st Battalion Headquarters

A1 VT 23

### Alpha Company

H2 GR 18  
H2 RG 18  
H2 VT 18

### Bravo Company

H1 GR 21  
H2 RG 18  
H2 VT 18

### Charlie Company

M1 VT 18  
M2 VT 17  
M4 RG 10

Total Cost: 179

### 2nd Battalion Headquarters

A3 VT 20

### Alpha Company

A1 GR 23  
A1 RG 23  
A3 RG 20

### Bravo Company

M1 RG 18  
M1 GR 18  
M3 VT 14

### Charlie Company

H2 RG 18  
H3 VT 16  
H5 VT 20

Total Cost: 190

### 3rd Battalion Headquarters

H1 VT 21

### Alpha Company

L1 GR 8  
L2 GR 5  
L4 RG 5

### Bravo Company

H1 VT 21  
H2 RG 18  
H5 GR 20

### Charlie Company

H2 RG 18  
H3 GR 16  
H5 RG 20

Total Cost: 152

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 90         |
| Support Battalion | 63         |
| 1st Battalion     | 179        |
| 2nd Battalion     | 190        |
| 3rd Battalion     | 152        |
| SUBTOTAL          | 674        |
| Experience        | 41         |
| <b>TOTAL</b>      | <b>715</b> |

## BLACKHEARTS

Commander: Colonel Sandra Johnson  
Experience Level: Regular  
Homeworld: Anywhere in 3025, Ridderkerk in 3028

### Regimental BattleGroup

M4 VT 10  
I1 RG 3  
I3 RG 4  
I4 RG 3  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V7 RG 4

Total Cost: 28

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V6 GR 8  
V7 RG 4  
V8 VT 2

### 1st Tank Company

V3 RG 16  
V3 RG 16  
V4 RG 13

### 2nd Tank Company

V5 VT 9  
V5 VT 9  
V6 RG 8

Total Cost: 89

### 1st Battalion Headquarters

M5 VT 8

### Alpha Company

L2 RG 5  
L4 RG 5  
L4 RG 5

### Bravo Company

L1 RG 8  
L2 GR 5  
L3 GR 6

### Charlie Company

M4 GR 10  
M4 VT 10  
M5 GR 8

Total Cost: 70

### 2nd Battalion Headquarters

L4 VT 5

### Alpha Company

M1 RG 18  
M1 RG 18  
M1 GR 18

### Bravo Company

L2 RG 5  
L2 RG 5  
L3 RG 6

### Charlie Company

L2 RG 5  
L2 GR 5  
L3 RG 6

Total Cost: 91

### 3rd Battalion Headquarters

M4 VT 10

### Alpha Company

M2 RG 17  
M2 VT 17  
M3 VT 14

### Bravo Company

M2 RG 17  
M5 GR 8  
M6 GR 16

### Charlie Company

L1 VT 8  
L2 RG 5  
L2 GR 5

Total Cost: 117

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 28         |
| Support Battalion | 89         |
| 1st Battalion     | 70         |
| 2nd Battalion     | 91         |
| 3rd Battalion     | 117        |
| SUBTOTAL          | 395        |
| Experience        | 36         |
| <b>TOTAL</b>      | <b>431</b> |



## 8TH DONEGAL GUARDS

Commander: Colonel Frederick von Schleswig  
Experience Level: Veteran  
Homeworld: Severn

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| A2  | EL | 25 |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V8  | RG | 2  |
| Ar1 | VT | 16 |
| Ar1 | RG | 16 |
| Ar2 | VT | 30 |

Total Cost: 93

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | EL | 4 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
| V8 | RG | 2 |
| V8 | VT | 2 |

### Security Company

|    |    |   |
|----|----|---|
| I4 | VT | 3 |
| I4 | VT | 3 |
| I4 | RG | 3 |

### Lightning Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L1 | VT | 8 |
| L2 | VT | 5 |

Total Cost: 46

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| A3 | EL | 20 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H3 | EL | 16 |
| H5 | EL | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
| M5 | VT | 8  |
| M6 | VT | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| M4 | VT | 10 |
| M5 | EL | 8  |
| M6 | EL | 16 |

Total Cost: 145

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| A2 | EL | 25 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A3 | VT | 20 |
| A3 | RG | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H2 | VT | 18 |
| H3 | VT | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H2 | VT | 18 |
| H5 | RG | 20 |

Total Cost: 199

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | EL | 16 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | VT | 17 |
| M2 | VT | 17 |
| M4 | RG | 10 |

### Bravo Company

|    |    |    |
|----|----|----|
| M1 | VT | 18 |
| M4 | VT | 10 |
| M6 | EL | 16 |

### Charlie Company

|    |    |   |
|----|----|---|
| L3 | VT | 6 |
| L3 | VT | 6 |
| L3 | EL | 6 |

Total Cost: 122

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 93  |
| Support Battalion | 46  |
| 1st Battalion     | 145 |
| 2nd Battalion     | 199 |
| 3rd Battalion     | 122 |
| SUBTOTAL          | 605 |
| Experience        | 226 |
| TOTAL             | 831 |

## 10TH DONEGAL GUARDS

Commander: Colonel George Donaldson  
Experience Level: Regular  
Homeworld: Main Street in 3025, Chateau in 3028

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H4  | RG | 23 |
| I3  | GR | 4  |
| I3  | GR | 4  |
| I4  | GR | 3  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V6  | RG | 8  |
| Ar1 | RG | 16 |
| Ar2 | RG | 30 |

Total Cost: 90

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | VT | 8 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | GR | 8 |
| V7 | RG | 4 |
| V7 | RG | 4 |

### Tank Company

|    |    |    |
|----|----|----|
| V3 | RG | 16 |
| V4 | RG | 13 |
| V5 | RG | 9  |

### Air Squadron

|     |    |    |
|-----|----|----|
| *L1 | GR | 6  |
| *M1 | RG | 10 |
| *H2 | GR | 24 |

Total Cost: 102

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M6 | VT | 16 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M4 | GR | 10 |
| M5 | GR | 8  |

### Bravo Company

|    |    |    |
|----|----|----|
| M2 | GR | 17 |
| M2 | RG | 17 |
| M3 | GR | 14 |

### Charlie Company

|    |    |   |
|----|----|---|
| L1 | RG | 8 |
| L3 | VT | 6 |
| L4 | GR | 5 |

Total Cost: 118

### 2nd Battalion Headquarters

|    |    |   |
|----|----|---|
| M5 | VT | 8 |
|----|----|---|

### Alpha Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| M4 | VT | 10 |
| M6 | VT | 16 |

### Bravo Company

|    |    |   |
|----|----|---|
| L2 | GR | 5 |
| L3 | RG | 6 |
| L4 | GR | 5 |

### Charlie Company

|    |    |    |
|----|----|----|
| M1 | RG | 18 |
| M2 | RG | 17 |
| M5 | VT | 8  |

Total Cost: 110

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | RG | 21 |
| H1 | RG | 21 |
| H3 | RG | 16 |

### Bravo Company

|    |    |    |
|----|----|----|
| M4 | RG | 10 |
| M5 | RG | 8  |
| M6 | GR | 16 |

### Charlie Company

|    |    |    |
|----|----|----|
| H2 | GR | 18 |
| H4 | RG | 23 |
| H4 | RG | 23 |

Total Cost: 179

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 90  |
| Support Battalion | 102 |
| 1st Battalion     | 118 |
| 2nd Battalion     | 110 |
| 3rd Battalion     | 179 |
| SUBTOTAL          | 599 |
| Experience        | 6   |
| TOTAL             | 605 |



## 12TH DONEGAL GUARDS

Commander: Colonel Steven Zaks  
Experience Level: Green  
Homeworld: Barcelona in 3025, Tamar in 3028

### Regimental BattleGroup

H5 RG 20  
V1 GR 1  
V2 RG 1  
V2 GR 1  
V2 RG 1  
V2 GR 1  
V7 GR 4  
Ar1 RG 16  
Ar1 RG 16

Total Cost: 61

### Support Battalion Headquarters

L2 VT 5

### Recon Company

V7 RG 4  
V8 RG 2  
V8 GR 2

### Security Company

I4 GR 3  
I4 GR 3  
I4 GR 3

### Lightning Company

L1 GR 8  
L1 GR 8  
L2 GR 5

Total Cost: 43

### 1st Battalion Headquarters

M6 VT 16

### Alpha Company

M2 GR 17  
M5 RG 8  
M6 GR 16

### Bravo Company

L1 GR 8  
L2 GR 5  
L2 GR 5

### Charlie Company

H2 GR 18  
H3 RG 16  
H5 RG 20

Total Cost: 129

### 2nd Battalion Headquarters

M1 RG 18

### Alpha Company

H1 GR 21  
H2 RG 18  
H5 RG 20

### Bravo Company

M1 GR 18  
M1 RG 18  
M3 RG 14

### Charlie Company

L2 GR 5  
L3 GR 6  
L4 GR 5

Total Cost: 143

### 3rd Battalion Headquarters

H1 RG 21

### Alpha Company

M1 RG 18  
M2 RG 17  
M2 GR 17

### Bravo Company

H2 RG 18  
H4 RG 23  
H5 GR 20

### Charlie Company

H4 GR 23  
H5 GR 20  
H5 RG 20

Total Cost: 197

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 61         |
| Support Battalion | 43         |
| 1st Battalion     | 129        |
| 2nd Battalion     | 143        |
| 3rd Battalion     | 197        |
| SUBTOTAL          | 573        |
| Experience        | -36        |
| <b>TOTAL</b>      | <b>537</b> |

## 1ST GRAVE WALKERS

Commander: Colonel Dennis Merwin  
Experience Level: Regular  
Homeworld: Bone-Norman

### Regimental BattleGroup

A3 VT 20  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V2 RG 1  
V7 RG 4  
Ar1 GR 16  
Ar2 RG 30  
Ar2 RG 30

Total Cost: 104

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V6 RG 8  
V7 RG 4  
V8 RG 2

### Air Squadron

\*M1 GR 10  
\*M1 RG 10  
\*M2 RG 15

### Tank Company

V6 RG 8  
V6 RG 8  
V7 GR 4

Total Cost: 73

### 1st Battalion Headquarters

H1 VT 21

### Alpha Company

H2 GR 18  
H2 RG 18  
H3 VT 16

### Bravo Company

H1 GR 21  
H2 RG 18  
H2 VT 18

### Charlie Company

M1 VT 18  
M2 VT 17  
M4 RG 10

Total Cost: 175

### 2nd Battalion Headquarters

H5 VT 20

### Alpha Company

H1 GR 21  
H2 RG 18  
H4 RG 23

### Bravo Company

H1 GR 21  
H1 RG 21  
H2 VT 18

### Charlie Company

M2 RG 17  
M4 VT 10  
M5 VT 8

Total Cost: 177

### 3rd Battalion Headquarters

A1 VT 23

### Alpha Company

H2 GR 18  
H2 GR 18  
H5 RG 20

### Bravo Company

L1 VT 8  
L2 RG 5  
L4 GR 5

### Charlie Company

H2 RG 18  
H3 RG 16  
H5 RG 20

Total Cost: 151

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 104        |
| Support Battalion | 73         |
| 1st Battalion     | 175        |
| 2nd Battalion     | 177        |
| 3rd Battalion     | 151        |
| SUBTOTAL          | 680        |
| Experience        | 41         |
| <b>TOTAL</b>      | <b>721</b> |



## 2ND GRAVE WALKERS

Commander: Colonel John Mackafey  
Experience Level: Regular  
Homeworld: Bone-Norman in 3025, Apollo in 3028

### Regimental BattleGroup

A2 RG 25  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V2 RG 1  
V8 VT 2  
Ar1 GR 16  
Ar1 RG 16  
Ar2 RG 30

Total Cost: 93

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V8 GR 2  
V8 VT 2  
V8 RG 2

### Air Squadron

\*M2 RG 15  
\*H1 RG 14  
\*H1 RG 14

### Tank Company

V6 VT 8  
V7 VT 4  
V7 RG 4

Total Cost: 69

### 1st Battalion Headquarters

H4 VT 23

### Alpha Company

H3 RG 16  
H5 VT 20  
H5 RG 20

### Bravo Company

M2 RG 17  
M3 GR 14  
M5 GR 8

### Charlie Company

H3 GR 16  
H4 VT 23  
H4 GR 23

Total Cost: 180

### 2nd Battalion Headquarters

H5 VT 20

### Alpha Company

H1 RG 21  
H1 RG 21  
H1 GR 21

### Bravo Company

H3 RG 16  
H3 RG 16  
H3 RG 16

### Charlie Company

M2 RG 17  
M3 GR 14  
M4 RG 10

Total Cost: 172

### 3rd Battalion Headquarters

M4 VT 10

### Alpha Company

H1 RG 21  
H1 VT 21  
H3 VT 16

### Bravo Company

L2 RG 5  
L3 GR 6  
L4 GR 5

### Charlie Company

M1 VT 18  
M3 RG 14  
M6 GR 16

Total Cost: 132

### Regimental Total

RBG 93  
Support Battalion 69  
1st Battalion 180  
2nd Battalion 172  
3rd Battalion 132  
SUBTOTAL 646  
Experience 41  
TOTAL 687

## HANSEN'S ROUGHRIDERS

Commander: Colonel Gerhardt Hansen  
Experience Level: Veteran  
Homeworld: Suk II

### Regimental BattleGroup

A3 EL 20  
V1 GR 1  
V1 GR 1  
V2 RG 1  
V2 RG 1  
V4 VT 13  
V8 VT 2  
Ar1 RG 16  
Ar2 EL 30

Total Cost: 85

### Support Battalion Headquarters

V7 VT 4

### Recon Company

V6 RG 8  
V7 VT 4  
V8 EL 2

### Security Company

I2 EL 6  
I3 VT 4  
I4 VT 3

### Air Squadron

\*M1 EL 10  
\*H1 RG 14  
\*H2 EL 24

Total Cost: 79

### 1st Battalion Headquarters

H1 EL 21

### Alpha Company

H2 VT 18  
H3 VT 16  
H4 VT 23

### Bravo Company

M1 RG 18  
M1 VT 18  
H2 VT 18

### Charlie Company

M2 VT 17  
M3 VT 14  
H4 VT 23

Total Cost: 186

### 2nd Battalion Headquarters

A1 EL 23

### Alpha Company

H4 RG 23  
H5 VT 20  
A3 RG 20

### Bravo Company

M2 VT 17  
M3 VT 14  
H5 VT 20

### Charlie Company

M5 EL 8  
M6 VT 16  
H2 VT 18

Total Cost: 179

### 3rd Battalion Headquarters

H1 VT 21

### Alpha Company

M6 VT 16  
M6 RG 16  
H2 VT 18

### Bravo Company

L2 RG 5  
L3 VT 6  
M1 VT 18

### Charlie Company

L1 VT 8  
L1 VT 8  
M2 VT 17

Total Cost: 133

### Regimental Total

RBG 85  
Support Battalion 79  
1st Battalion 186  
2nd Battalion 179  
3rd Battalion 133  
SUBTOTAL 662  
Experience 226  
TOTAL 888





## KELL HOUNDS

Commander: Colonel Morgan F. Kell  
Experience Level: Veteran  
Homeworld: Lyons

### Regimental BattleGroup

H1 EL 21  
V1 VT 1  
V2 EL 1

Total Cost: 23

### Infantry Battalion

#### 1st Company

I2 RG 6  
I2 VT 6  
I2 EL 6

#### 2nd Company

I3 VT 4  
I3 VT 4  
I3 GR 4

#### 3rd Company

I4 GR 3  
I4 RG 3  
I4 RG 3

Total Cost: 39

### 1st Battalion Headquarters

H2 EL 18

#### 1st Company

L3 VT 6  
L4 VT 5  
H2 VT 18

#### 2nd Company

L4 VT 5  
H1 EL 21  
H4 VT 23

#### 3rd Company

L3 VT 6  
H3 VT 16

Total Cost: 117

### 2nd Battalion Headquarters

H4 VT 23

#### 1st Company

M1 VT 18  
H2 VT 18  
H4 VT 23

#### 2nd Company

L4 VT 5  
M2 VT 17  
H5 RG 20

#### 3rd Company

L3 VT 6  
M3 VT 14  
H1 VT 21

Total Cost: 165

### 3rd Battalion

#### 1st Company

L3 RG 6  
M2 RG 17  
A1 VT 23

Total Cost: 46

### AeroFighter Battalion

#### 1st Company

\*M2 EL 15  
\*M2 EL 15  
\*H1 VT 14

#### 2nd Company

\*H2 VT 24  
\*H2 VT 24  
\*H2 VT 24

#### 3rd Company

\*M1 RG 10  
\*H1 RG 14  
\*H2 EL 24

Total Cost: 164

### Regimental Total

RBG 23  
Infantry Battalion 39  
1st Battalion 117  
2nd Battalion 165  
3rd Battalion 46  
AeroSpace Battalion 164  
SUBTOTAL 554  
Experience 201  
TOTAL 755

## 26TH LYRAN GUARDS

Commander: Leutnant-Colonel Woodruff Patterson  
Experience Level: Veteran  
Homeworld: Tamar

### Regimental BattleGroup

A3 VT 20  
I3 EL 4  
I3 VT 4  
I4 VT 3  
V1 GR 1  
V6 VT 8  
Ar1 GR 16  
Ar1 RG 16  
Ar2 RG 30

Total Cost: 102

### Support Battalion Headquarters

V7 EL 4

### Recon Company

V6 VT 8  
V7 VT 4  
V7 VT 4

### Tank Company

V3 RG 16  
V4 VT 13  
V5 VT 9

### Jump Company

I4 VT 3  
I4 VT 3  
I4 RG 3

Total Cost: 67

### 1st Battalion Headquarters

H1 EL 21

### Alpha Company

L2 RG 5  
L2 VT 5  
L2 EL 5

### Bravo Company

H1 RG 21  
H2 VT 18  
H2 EL 18

### Charlie Company

H1 EL 21  
H2 EL 18  
H4 VT 23

Total Cost: 155

### 2nd Battalion Headquarters

H5 EL 20

### Alpha Company

A1 RG 23  
A1 VT 23  
A3 VT 20

### Bravo Company

H1 VT 21  
H1 RG 21  
H2 EL 18

### Charlie Company

M2 VT 17  
M4 EL 10  
M5 EL 8

Total Cost: 181

### 3rd Battalion Headquarters

A1 EL 23

### Alpha Company

A1 RG 23  
A1 EL 23  
A3 VT 20

### Bravo Company

M1 RG 18  
M2 VT 17  
M6 RG 16

### Charlie Company

H2 VT 18  
H3 RG 16  
H5 VT 20

Total Cost: 194

### Regimental Total

RBG 102  
Support Battalion 67  
1st Battalion 155  
2nd Battalion 181  
3rd Battalion 194  
SUBTOTAL 699  
Experience 236  
TOTAL 935



## TYR

Commander: Colonel Sven Knutson  
Experience Level: Regular  
Homeworld: C.M.O. 26

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| A2  | VT | 25 |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V2  | RG | 1  |
| V2  | RG | 1  |
| V8  | RG | 2  |
| Ar1 | GR | 16 |
| Ar1 | RG | 16 |
| Ar2 | RG | 30 |

Total Cost: 93

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V7 | VT | 4 |
|----|----|---|

### Recon Company

|    |    |   |
|----|----|---|
| V6 | RG | 8 |
| V7 | RG | 4 |
| V7 | VT | 4 |

### Security Company

|    |    |   |
|----|----|---|
| I4 | GR | 3 |
| I4 | RG | 3 |
| I4 | VT | 3 |

### Assault Company

|    |    |   |
|----|----|---|
| I2 | VT | 6 |
| I2 | VT | 6 |
| I2 | VT | 6 |

Total Cost: 47

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| A3 | VT | 20 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | GR | 21 |
| H3 | RG | 16 |
| H4 | GR | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| H2 | RG | 18 |
| H2 | RG | 18 |
| H4 | RG | 23 |

### Charlie Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A1 | RG | 23 |
| A2 | RG | 25 |

Total Cost: 210

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H3 | VT | 16 |
| H3 | RG | 16 |
| H5 | RG | 20 |

### Bravo Company

|    |    |    |
|----|----|----|
| H4 | GR | 23 |
| H5 | GR | 20 |
| A1 | VT | 23 |

### Charlie Company

|    |    |    |
|----|----|----|
| A1 | VT | 23 |
| A2 | GR | 25 |
| A3 | VT | 20 |

Total Cost: 204

### 3rd Battalion Headquarters

|    |    |    |
|----|----|----|
| A2 | VT | 25 |
|----|----|----|

### Alpha Company

|    |    |    |
|----|----|----|
| H1 | GR | 21 |
| H3 | GR | 16 |
| H4 | GR | 23 |

### Bravo Company

|    |    |    |
|----|----|----|
| H1 | VT | 21 |
| H3 | RG | 16 |
| H5 | GR | 20 |

### Charlie Company

|    |    |    |
|----|----|----|
| A2 | RG | 25 |
| A3 | VT | 20 |
| A3 | GR | 20 |

Total Cost: 207

### Regimental Total

|                   |            |
|-------------------|------------|
| RBG               | 93         |
| Support Battalion | 47         |
| 1st Battalion     | 210        |
| 2nd Battalion     | 204        |
| 3rd Battalion     | 207        |
| SUBTOTAL          | 761        |
| Experience        | 57         |
| <b>TOTAL</b>      | <b>818</b> |

## WACO RANGERS

Commander: Colonel Wayne Waco  
Experience Level: Veteran  
Homeworld: Bessarabia

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| H4  | VT | 23 |
| *H2 | VT | 24 |
| V1  | GR | 1  |
| V1  | VT | 1  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V1  | GR | 1  |
| V1  | RG | 1  |
| V2  | RG | 1  |

Total Cost: 54

### Noble's Assault Battalion

#### Command Company

|     |    |    |
|-----|----|----|
| L4  | RG | 5  |
| A1  | VT | 23 |
| *L2 | VT | 8  |
| *M2 | GR | 15 |
| *H2 | RG | 24 |

#### Assault Company

|    |    |    |
|----|----|----|
| L2 | RG | 5  |
| A2 | VT | 25 |
| A3 | RG | 20 |

#### Support Company

|    |    |    |
|----|----|----|
| M2 | RG | 17 |
| H2 | VT | 18 |
| H2 | VT | 18 |

Total Cost: 178

### Kelly's Support Battalion

#### Command Company

|    |    |    |
|----|----|----|
| L3 | RG | 6  |
| M2 | RG | 17 |
| M6 | VT | 16 |

#### Warren's Company

|    |    |    |
|----|----|----|
| L3 | RG | 6  |
| M1 | RG | 18 |
| M3 | RG | 14 |

#### Preston's Company

|    |    |    |
|----|----|----|
| L3 | RG | 6  |
| M1 | RG | 18 |
| M5 | RG | 8  |

Total Cost: 109

### Keller's Reserve Battalion

#### Command Company

|     |    |    |
|-----|----|----|
| L3  | RG | 6  |
| M2  | RG | 17 |
| H5  | VT | 20 |
| *M2 | RG | 15 |

#### SpecOps Company

|    |    |    |
|----|----|----|
| L3 | RG | 6  |
| M4 | RG | 10 |
| H3 | RG | 16 |

#### Reserve Company

|    |    |    |
|----|----|----|
| L1 | RG | 8  |
| M4 | GR | 10 |
| M6 | RG | 16 |

Total Cost: 124

### Regimental Total

|               |            |
|---------------|------------|
| RBG           | 54         |
| 1st Battalion | 178        |
| 2nd Battalion | 109        |
| 3rd Battalion | 124        |
| SUBTOTAL      | 465        |
| Experience    | 38         |
| <b>TOTAL</b>  | <b>503</b> |





## WINFIELD'S BRIGADE

Commander: Lieutenant-Colonel Davis Winfield  
Experience Level: Elite  
Homeworld: Winfield

### Regimental BattleGroup

|     |    |    |
|-----|----|----|
| M3  | VT | 14 |
| I3  | EL | 4  |
| V1  | VT | 1  |
| V1  | EL | 1  |
| V1  | GR | 1  |
| V6  | EL | 8  |
| Ar1 | RG | 16 |
| Ar1 | RG | 16 |
| Ar2 | GR | 30 |

Total Cost: 91

### Support Battalion Headquarters

|    |    |   |
|----|----|---|
| V6 | EL | 8 |
|----|----|---|

### 1st Recon Company 2nd Recon Company Infantry Company

|    |    |   |    |    |   |    |    |   |
|----|----|---|----|----|---|----|----|---|
| V6 | EL | 8 | V6 | EL | 8 | I3 | EL | 4 |
| V7 | VT | 4 | V6 | VT | 8 | I3 | EL | 4 |
| V8 | EL | 2 | V8 | EL | 2 | I3 | EL | 4 |

Total Cost: 52

### 1st Battalion Headquarters

|    |    |    |
|----|----|----|
| M4 | EL | 10 |
|----|----|----|

### Alpha Company Bravo Company Charlie Company

|    |    |    |    |    |    |    |    |   |
|----|----|----|----|----|----|----|----|---|
| M2 | VT | 17 | M2 | EL | 17 | L1 | RG | 8 |
| M3 | VT | 14 | M3 | VT | 14 | L2 | EL | 5 |
| M5 | VT | 8  | M6 | VT | 16 | L2 | VT | 5 |

Total Cost: 114

### 2nd Battalion Headquarters

|    |    |    |
|----|----|----|
| M1 | EL | 18 |
|----|----|----|

### Alpha Company Bravo Company Charlie Company

|    |    |    |    |    |   |    |    |    |
|----|----|----|----|----|---|----|----|----|
| M1 | EL | 18 | L1 | VT | 8 | M3 | EL | 14 |
| M4 | VT | 10 | L1 | RG | 8 | M3 | VT | 14 |
| M4 | EL | 10 | L2 | EL | 5 | M5 | VT | 8  |

Total Cost: 113

### Regimental Total

|                   |     |
|-------------------|-----|
| RBG               | 91  |
| Support Battalion | 52  |
| 1st Battalion     | 114 |
| 2nd Battalion     | 113 |
| SUBTOTAL          | 370 |
| Experience        | 256 |
| TOTAL             | 626 |



PLEASE NOTE: DUE TO CONSTRAINTS OF SPACE, THIS INDEX IS NOT COMPLETE. IT INCLUDES CHARACTERS AND MAJOR INCIDENTS, LOCALITIES WHERE BATTLES OCCUR, MILITARY UNITS AND INSTALLATIONS, SECRET SERVICES, AND POLITICAL MOVEMENTS.

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