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THE FOURTH SUCCESSION WAR

MILITARY ATLAS VOLUME 1

AUGUST 3028 - JANUARY 3029



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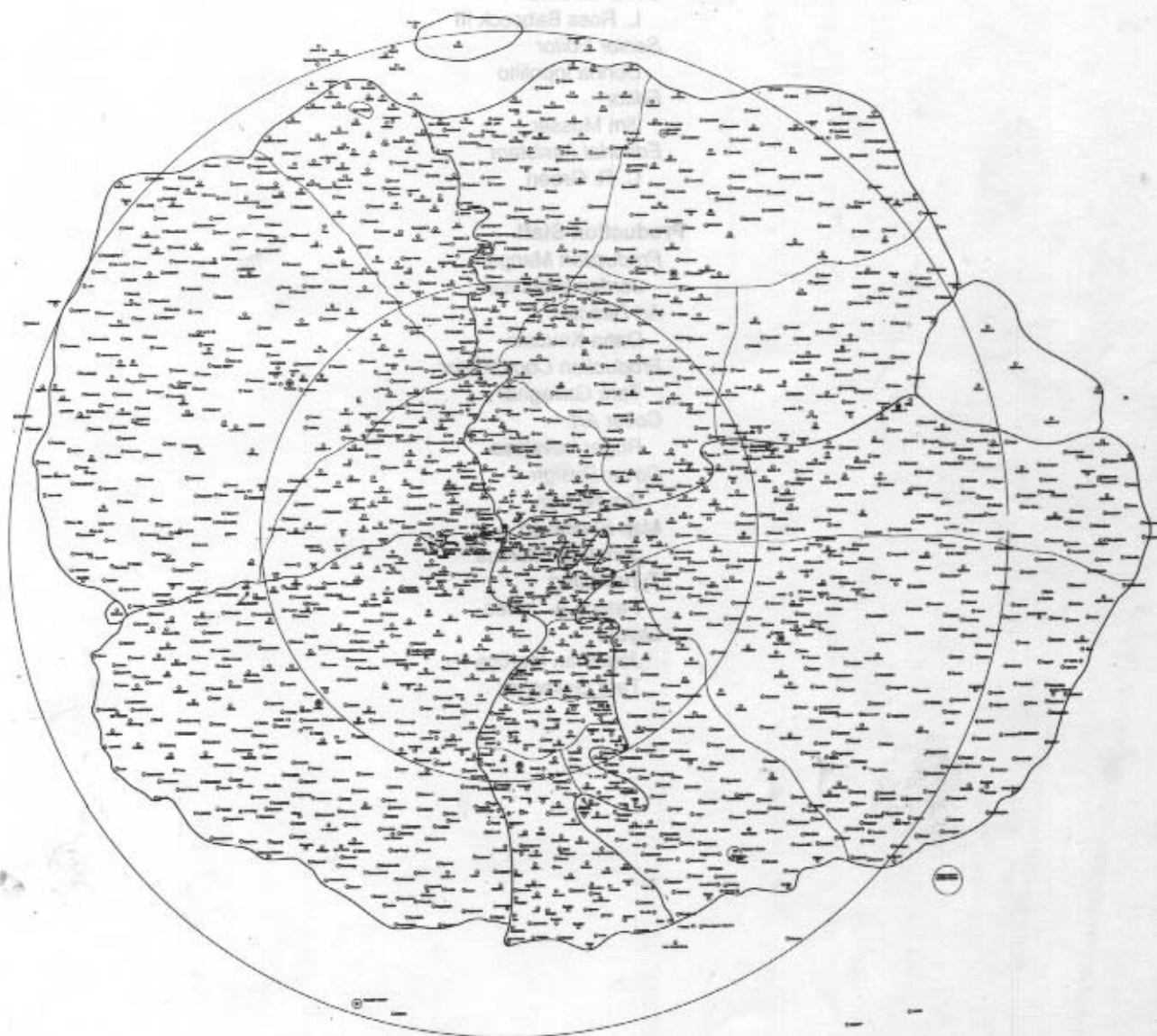
BATTLEMECH

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Published by
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P.O. Box 6000

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K

Forest



Swamp



Hills (Lev. 1)



Hills (Lev. 2)



Hills (Lev. 3)



Forested Hills



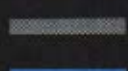
Ravine (Lev. 1)



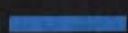
Ravine (Lev. 2)



Ravine (Lev. 3)



Roads



Rivers

Y

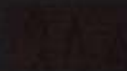
Sea



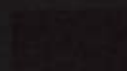
Desert



Mountains (Lev. 1)



Mountains (Lev. 2)



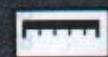
Mountains (Lev. 3)



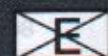
Infantry



Jump Infantry



Hover Infantry



Combat Engineer



Headquarters



Mobile Headquarters



Mobile Hospital



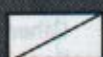
Armor



Mechanized Infantry



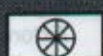
Hover Armor



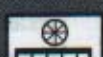
Cavalry



Artillery



Transport



Hover Transport



Light 'Mech



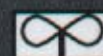
Medium 'Mech



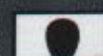
Heavy 'Mech



Assault Mech



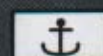
VTOL



Dropship



Aerospace Fighter



Naval Unit

| Company

|| Battalion

||| Regiment

┐ Command Unit

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

DAVION



STEINER



MARIK



LIAO



KURITA

PROLOGUE

A cynical philosopher once said that written history was like a warning sign placed after a hazard—insulting, as well as useless. Though I do not have such a dour view, I do believe that historians are duty-bound to be as accurate and unbiased as possible. Chroniclers of the past must be even more meticulous in some ways than scientists. A machine based on faulty principles fails immediately, but a society's false image perpetuates itself and can cause problems for generations.

This is why I was horrified at Prince Hanse Davion's request that I write the official account of the Fourth Succession War. With the lull in the fighting barely three weeks old, I was expected "to give meaning to the lives of all the recent dead." Then the Archon of the Lyran Commonwealth promised her cooperation in my efforts. Though the large offensives had ended, some worlds were still contested and there were reports the cease fire might collapse.

Prince Davion gave me no time to think about whether I was ready for the task. I soon found my rooms stacked to the ceilings with battlefield reports and holotapes of the fighting. I had access to all but the most sensitive information, and Prince Davion honored me with many wine-tinged evenings during which I was free to ask him any questions. He even lent me a wonderful assistant, Norma Aliota, a former student of the great historian, Thelos Auburn, to help me wade through the material.

Because this is the first account of the Fourth Succession War, later chroniclers will probably find many errors. Many sources of information, particularly from Houses Kurita, Liao, and Marik, were closed to me, and many others were lost in the fighting, leaving me to draw upon observations and to make educated guesses when data disappeared.

In certain respects, publishing this book quickly was almost as important as historical accuracy. Already, holovids and books purporting to be true accounts of men and women in the war are finding large audiences. All are short on facts and long on the sickening romantic patriotism that makes war seem noble and desirable. If nothing else, this book might stop this mythmaking, which blurs the horrors of war and makes saints of those who fought and died. If those lost lives are to have any meaning, the facts of the Fourth Succession War must be told.

Dr. B. Banzai
New Avalon Institute of Science
March 12, 3029

THE GRAND ALLIANCE

The announcement of the alliance confirmed what many people had already guessed. The recent meeting on Tamar, the sudden relaxing of trade restrictions between the realm, and the exchange of information and even military forces later in the year convinced many that something momentous was in the works. The people of both realms applauded the Federated Commonwealth Alliance. Polls indicated that 70 percent of the people

ORIGINS AND PREPARATIONS

STAGNATION

The Inner Sphere of 3020 was essentially the same as the Inner Sphere of 2787, when the First Succession War began. Borders had changed, the level of technology had plummeted, and millions of lives had been lost, but there were still five realms, each convinced of its own superiority. Ever since the collapse of the Star League, Humanity had been on a long, painfully slow decline that seemed unstoppable.

Still a young man in 3020, Prince Davion felt that change was possible, that something could be done to arrest the slide. Looking about, he found nothing that he and his realm could do alone. His grand schemes all depended on something that had always been rare among Humans, cooperation. "I felt the odds of winning the cooperation of another realm were about as good as living to see General Kerensky return," he told me.

In 3020, fortune took a favorable turn. Archon Katrina Steiner, also discontented with the status quo in the Inner Sphere, issued her Peace Proposal to all the Successor States. While the other realms scoffed at the plea for a cease fire, Prince Davion was intrigued. Perhaps here was his chance "to take history by the throat."

In reply, the Prince told the Archon that her concept of peace was unlikely. Instead, he suggested that an alliance between the Lyrans Commonwealth and the Federated Suns might bring peace for their children, if not for themselves.

The Archon was more than willing to listen to what the young Prince had to say. Secret communiques began to flow back and forth between Tharkad and New Avalon, the capital worlds of the two realms. High-ranking officials were soon making the trip to confer in person and to begin drafting the terms of the alliance.

In the spring of 3022, the Prince of the Federated Suns and the Archon of the Lyrans Commonwealth journeyed to Terra. There, in the presence of ComStar officials, the two negotiated the last issues of the treaty. On a warm May day, the two signed the Federated Suns-Lyrans Commonwealth Alliance, setting in motion a series of events that led to the Fourth Succession War.

THE GRAND ALLIANCE

The announcement of the alliance confirmed what many people had already guessed. The summit meeting on Terra, the sudden relaxing of trade restrictions between the realms, and the exchange of information and even military forces later in the year convinced many that something momentous was in the works.

The people of both realms applauded the Federated-Commonwealth Alliance. Polls indicated that 70 percent of the people

in the Commonwealth and 75 percent in the Federated Suns thought that the alliance would bring nothing but good. There was very little opposition to the alliance, which surprised even the most optimistic government officials.

During the first five years of the alliance, the new ties fostered economic booms in both realms. The trading of information was proving equally profitable, causing a flurry of major scientific research projects. Militarily, the alliance was responsible for the success of several minor campaigns and for the reduction in raids from the two realms' common neighbor and enemy, the Draconis Combine.

Privately, there was powerful opposition to the alliance. In the Federated Suns, Duke Michael Hasek-Davion, leader of the Capellan March and brother-in-law of Prince Hanse, firmly opposed the alliance on the grounds that it would divert attention away from what he considered the Federated Suns' real enemy, the Capellan Confederation. In the Commonwealth, three major forces in the government stood in opposition: Alessandro Steiner, the former Archon who had been ousted by Archon Katrina; Frederick Steiner, the ambitious commander of a Mech regiment; and Aldo Lestrade, the Duke of Summer and leader of a strongly anti-Archon region of the Commonwealth.

The alliance gave these powerful men a red cape to wave before the fanatically patriotic and the mentally weak in both realms. Soon after the alliance was announced, all four began courting organizations such as the Brotherhood of Cincinnatus in the Commonwealth and the Veterans of Foreign Campaigns in the Federated Suns. Both groups were extremely conservative and amazingly short-sighted in their politics. Despite the early success of the alliance, the four opponents gained support by saying that the treaty posed a threat to their realm's sovereignty.

In the Commonwealth, Lestrade complained that the alliance and the Archon were purposely ignoring his Federation of Skye. In fact, the Federation of Skye and his companies were making tremendous profits from the trade between the two Houses. Frederick Steiner encouraged animosities in the soldiers of the Commonwealth, further straining relations between the armed forces of the two realms. Alessandro Steiner continued to weave his quiet influence over the worried nobles and officers who visited him on Furillo, where he lived out his forced retirement.

In the Federated Suns, opposition was quieter, but no less virulent. Duke Michael Hasek-Davion, lord of the Capellan March, feared that the alliance was a sign that Prince Hanse was going to concentrate on the Draconis Combine, leaving him to face the Capellan Confederation alone. A Capellan spy high in the Duke's government was aggravating relations between Duke Michael and Prince Hanse while he passed information to his master, Chancellor Maximilian Liao.

All attempts failed to find the spy. Faced with a major leak he could not fix, Prince Hanse realized that he could turn it to his advantage. In 3025, he began sending false information about troop strengths to the Capellan March government. The Prince hoped this would give House Liao a distorted picture of the AFFS that he could exploit later.

Because the spy was so highly placed, Prince Hanse dared not tell anyone, not even Duke Michael, that the information was false. The Prince knew that this could widen the gulf between his brother-in-law and himself, but he hoped that sometime in the future the two could meet so he could explain everything to Duke Michael. The chance never arose.

TOP SECRET (FOR YOUR EYES ONLY)

From: Quintus Allard

Ministry of Intelligence, Investigations, and Operations

To: Dr. B. Banzai

New Avalon Institute of Science

Professor:

I apologize, Doctor Banzai, for having to demand that you delete any reference to Duke Michael Hasek-Davion's treachery from your book on the Fourth Succession War. That knowledge is classified and, after consulting His Highness, we both agree that it should remain so for the time being. Still, since your security clearance is sufficiently high, I will answer the questions you sent me about the Duke of New Syrtis and his crucial, though unfortunate, involvement in the war.

You know as well as I that the Duke coveted Princehood. He fought a short, deadly assassin's war trying to prevent Hanse Davion from assuming control of the Federated Suns when Ian Davion was so tragically killed on Mallory's World. Thwarted, the Duke seemed content to rule the Capellan March. His marriage to the Prince's sister put the Duke in line for the throne. I'm sure he dearly wanted to hear that the Prince would meet with some sort of accident, and I'm certain that he tried on more than one occasion to provide the accident.

While it is true that Duke Michael had already been approached by agents of Chancellor Liao before 3022, it is likely that the F-C Alliance, with its implied likelihood of a marriage between the Davions and Steinners, pushed Duke Michael over the edge. Fearful that his time was running out, he made a deal with the Capellan devils and began passing information about the AFFS to the Confederation. He also stepped up the hate campaign against the Prince in the Capellan March.

True to his nature, Duke Hasek-Davion could not even play the role of traitor honestly. The information he passed to the Capellans correctly detailed what he knew about the troops loyal to Prince Hanse, but he gave Maximilian Liao numbers that made his own units seem under strength.

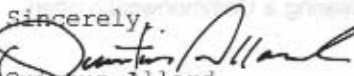
Duke Michael did not realize that Prince Hanse had long suspected his treachery and was taking advantage of it. We fed him flawed information about our troop conditions and movements that we knew would give the strategists in the Capellan Confederation a false picture of our strengths and weaknesses. When Operation Rat sprang shut, Liao forces were so poorly positioned because of Duke Michael's misinformation that they could not properly respond to our invasion. Ironically, Duke Michael was doing the Federated Suns a great service by being a traitor.

But why should we hide Duke Michael's treachery? At the moment, the Capellan March is in considerable upheaval due to the success of our invasion. Duke Michael's loyalists accused Prince Hanse of being responsible for the Duke's disappearance. It was only through the intervention of Duke Michael's son, Morgan Hasek-Davion, that order was restored on key worlds in the Capellan March. To come out now accusing Duke Michael of being a traitor who fled to Maximilian Liao, only to be executed by him, would undoubtedly do more harm than good in that sector of the realm regardless of the proof offered.

Though we might be able to handle the political fallout from the revelation, Prince Hanse and I are worried about how Morgan would take it. Morgan is vital to the Prince's plans. Publishing the "truth" would be too great a risk to assuage your journalistic integrity.

Again, my apologies.

Sincerely,


Quintus Allard



ORIGINS AND PREPARATIONS

MILITARY MATTERS

Exchanging military intelligence about the Draconis Combine was the first step in an ambitious plan to strengthen Lyran and Federated Suns forces. Despite considerable grumbling within both military establishments during the first few years, victories during the war demonstrated that both LCAF and AFFS had benefited from the alliance.

In 3023, the first group of cadets from the Commonwealth entered the famous New Avalon Institute of Science in the Federated Suns. The rigorous regimen conditions cadets and teaches them more than purely military skills. High-level exchanges helped familiarize officers with one another and with procedures in the other military. Their observations and suggestions laid the foundations for more ambitious plans.

The next step in military relations occurred in 3024 on the Commonwealth world of New Earth. Three battalions of Commonwealth troops, one each of infantry, armor, and 'Mechs from the Tenth Lyran Guards, squared off against three similar battalions of Federated Suns forces in a series of maneuvers called the Alliance Games to compare their fighting styles.

The forces from the Federated Suns consistently outfought and outmaneuvered the Commonwealth units. While most LCAF officers had expected this and were grateful for the Davion advice and encouragement, many could not help but be embarrassed by their poor performance. As subsequent Alliance Games laid bare more flaws, Lyran embarrassment grew.

The weakest part of the LCAF has always been its officers, many of whom are more concerned about their appearance than their fighting ability. This is one of the reasons the Commonwealth has always fared poorly in combat. Only the realm's economic strength and the common sense of its enlisted soldiers have prevented disaster.

Confronted with their obvious shortcomings, Commonwealth officers reacted in one of two ways. Some were suspicious of reform, fearing that "Davion changes" were aimed at stripping them of their power and prestige. Other officers went overboard in changing their ways.

Opponents of the alliance had a field day with the tension between the two officer corps. Troops loyal to Duke Frederick Steiner and Aldo Lestrade of the Federation of Skye balked at participating in the Alliance Games. Agents of the two spread rumors throughout the Commonwealth that the alliance would mean eventual Davion control over the LCAF.

Opposing the rising tide of bad feeling were the Archon and General Edward Regis, General-of-the-Armies. Both were eager to pattern the LCAF along the lines of the more efficient Davion military, but they also were sensitive to political tensions within the LCAF. The Archon was deliberate in changing the military, gradually replacing older officers with younger ones who would be more open to changes.

The poor performance of Commonwealth troops worried many in the Federated Suns. Some feared that the LCAF could not be trusted to do its part in a combined offensive. Other military planners thought that the AFFS might have to devote so much of its resources to upgrading Commonwealth forces that its own units would be neglected. Duke Michael Hasek-Davion further charged that the alliance would divert even more supplies and soldiers from the Capellan March.

OPERATIONS GALAHAD AND THOR

Despite the friction, Prince Hanse saw enough promise in the LCAF to step up his plans. In 3026, ten AFFS 'Mech regiments and 100 infantry and armored regiments took part in extensive wargames in the Draconis and Capellan Marches of the Federated Suns.

Code-named "Operation Galahad," the stated purpose of the exercises was "to increase our vigilance by rehearsing defensive troop movements so that if one of our enemies dares attack us, we can make a devastating retaliation." The maneuvers were expensive, disruptive, and controversial.

Operation Galahad surprised the Draconis Combine and Capellan Confederation. Though publicly dismissing the maneuvers as empty posturing by Prince Hanse, House Kurita and Liao put their militaries on alert for an invasion. For the next three months, Draconis and Capellan forces nervously awaited the Davion attack. While the AFFS did use the maneuvers as cover for a few minor raids, Operation Galahad ended in November 3026 without the expected offensive.

In August of 3027, Operation Galahad was revived. This time nearly 30 'Mech regiments and more than 200 infantry and armored regiments, almost one-third of entire AFFS, participated in wargames on 20 worlds near the Capellan and Draconis borders. Commercial JumpShips and DropShips were commandeered to carry troops from the interior of the Federated Suns to the border regions.

In the Lyran Commonwealth, a similar exercise was being held. In "Operation Thor," more than 30 'Mech regiments and 100 infantry and armored regiments held maneuvers on 15 worlds bordering the Draconis Combine and the Free Worlds League.

LCAF officers viewed Operation Thor as their chance to prove that they could mount a massive and complex troop movement as well as the AFFS could. Though snafus abounded and a thick bureaucracy hampered interservice cooperation, the Archon proclaimed Operation Thor a success. One of the high points for the LCAF occurred on Thorin, where the Second Royal Guards 'Mech regiment defeated the Third Ceti Hussars, a Davion 'Mech regiment.

The two exercises were very important for another reason. Both were conducted without the aid of ComStar. Courier JumpShips carried orders from the two High Commands to the units. Observers noted, with some amusement, that the courier system had a great deal in common with the ancient Pony Express of the American Old West. Slow though it was, the system of radio relays from JumpShip to JumpShip was a success, and the name Pony Express stuck. Prince Davion used it in Operation Galahad to shield his intentions from the almost omniscient ComStar.

The Kurita, Liao, and Marik reactions to Operation Thor and the second Operation Galahad were unexpectedly mild. While the rhetoric from Luthien and Sian was filled with denunciations of provocation, neither the Draconis Combine nor the Capellan Confederation put its troops on such high alert as it had in 3026. Only the Free Worlds League, fearing a Commonwealth offensive, went on a war footing.

OPERATION RAT

Only the closest advisers of Prince Davion and Archon Steiner knew that Operations Galahad and Thor were part of a large plan called Operation Rat. So ambitious was the plan that its success or failure could change the face of the Inner Sphere.

Operation Rat had its origins in the Capellan efforts to take the Davion worlds of Redfield and Stein's Folly in late 3025 and early 3026. In reviewing the Capellan method of attack, Prince Davion realized how much the Confederation had depended on the information from its spy on Duke Michael's staff. It was then, as the Prince put it, "I got the glimmer of an idea in my mind that, if successful, would forever rid me of two major thorns in my side: Maximilian Liao and his damn spy."

The plan required complete surprise and misdirection. First, Prince Davion had to conceal his scheduled marriage to Melissa Steiner, the daughter of the Archon. The marriage would later generate shock that would obscure the more ominous portions of Operation Rat. Though rumors about the engagement were inevitable, the Prince and Quintus Allard, the chief of the Ministry of Intelligence, Investigations, and Operations, were careful to discredit them with their own rumors, spread by the MIO's agents, that linked the Prince romantically with everyone from Candace Liao to Constance Kurita.

Next on the operation's agenda was to continue efforts to paralyze the Free Worlds League with internal dissension. House Davion has legendary ability to plant operatives into the convoluted government system of the Free Worlds. It is common knowledge that Anton Marik's 3014 revolt against his brother, the Captain-General, was encouraged, if not started, by agents of the Federated Suns' MIO. At many times during the League's history, some of its highest officials secretly worked for House Davion.

MIO agents continued to sow unrest after Anton Marik's failed coup. Prince Hanse wanted them to step up their efforts to prevent the Free Worlds League from fully contributing its economic strength to the Concord of Kapetyn (the alliance of the Draconis Combine, the Capellan Confederation, and the Free Worlds League created in response to the C-F Alliance). He also wanted to prevent the Free Worlds from taking advantage of the coming Lyran-Draconis war by attacking thinly defended areas of the Commonwealth.

Central to this campaign of chaos was Prince Hanse's plan to make the 154 semiautonomous provinces within the Free Worlds League become even more nationalistic and resentful of the Marik family. Though the Free Worlds military could field 80 'Mech regiments, almost 30 of the regiments belonged to the armies of the provinces. If a provincial government felt threatened or disapproved of the way the Mariks were ruling, it could recall its forces. This, more than anything else, had prevented House Marik from embarking on a major offensive. Prince Hanse Davion saw this crippling flaw in the military of the Free Worlds League as an opportunity.

Operation Galahad was vital to Prince Hanse's plans because it was far more than a series of wargames; it was, in his words, "an elaborate shell game in which I secretly massed troops on the Capellan border by parading them up and down in front of hundreds of holocams."

All units participating in the first Operation Galahad returned to their home worlds afterward except for two Regimental Combat Teams, which were permanently reassigned to the Capellan March. Perhaps relieved that the maneuvers had ended without a full offensive, the Draconis Combine and Capellan Confederation underestimated the importance of this significant AFFS shift. Captured notes from the highest Capellan analyst mentioned the restationing of the Davion troops, concluding that it was of "minor concern."

Operation Galahad 3027 covered a more ambitious repositioning of forces. This time four 'Mech regiments and two more RCTs were reassigned near the Capellan border. Furthermore, 22 commercial JumpShips and 30 commercial DropShips that had been commandeered for the exercises were not returned to their companies after Operation Galahad ended. The AFFS retained control of the ships even though the owners complained that the Davion government was not paying nearly enough rent.

In the Commonwealth, Operation Thor also provided a screen for extensive troop reassignments. Units stationed in the interior of the Lyran Commonwealth and along the Periphery were, amidst the confusion of the exercises, moved to planets much closer to the Draconis border. Here too, commercial ships were "politely seized," as one ship owner described it.

During the final months of 3027, the Federated Suns and Lyran Commonwealth continued to reposition their forces. Prince Davion moved more troops to within striking distance of the Capellan border, while Archon Katrina placed most of her forces along the Kurita border.

Both the Draconis Combine and the Capellan Confederation reacted to this buildup, but the confusion created by Operations Galahad and Thor caused both to underestimate the forces arrayed against them. Even when spies did relay correct force figures, Combine and Confederation intelligence experts still underestimated the number of troops the C-F Alliance could transport into combat because of confusion about the number of JumpShips and DropShips in AFFS and LCAF service.

Certainly, if the Kuritas and Liaos had more time to gather and interpret data about the troop buildup, they would have eventually discovered how extensive it was. In October of 3027, however, Coordinator Takashi Kurita, Chancellor Maximilian Liao, and Captain-General Janos Marik received invitations to attend the wedding of Hanse Davion, First Prince of the Federated Suns, and Melissa Steiner, the Archon Designate of the Lyran Commonwealth. Any concern they had about troop movements was set aside as they focused on the implications of the marriage. Operation Rat was proceeding on schedule.

CAPELLAN FRONT

OPERATIONS GALAHAD AND THOR, 3028

In June of 3028, the governments of the Federated Suns and the Lyran Commonwealth announced the details of the scheduled Galahad and Thor maneuvers "so that our peaceful exercises do not provoke any unnecessary concerns among our neighbors," according to Prince Hanse. The information, delivered by couriers to the leaders of the other realms, was quite explicit, listing affected units, their destinations, and the schedule for returning to their base worlds.

The Draconis Combine, the Capellan Confederation, and the Free Worlds League were grateful for the information, feeling the schedule would tip them off if the Fox were up to something. They then watched closely as Operations Galahad and Thor began.

Giving such detailed information to often-hostile neighbors shocked many in the Commonwealth and Federated Suns. Some leaders feared that the realms' security had been compromised, that one of the other Houses would use the information about the exercises as a map for an invasion. A few critics even called the Archon and the Prince either fools or traitors. As it turned out, they were neither.

One of the most remarkable things about the third Operation Galahad was the unprecedented gathering of all eight Crucis Lancer Regimental Combat Teams, more than 80 regiments, on the world of Mira. This massing of troops so near the Capellan Confederation prompted Chancellor Liao to beef up the troops in the Tikonov Commonality with local reserves. Nothing more was done in that part of the Confederation because Operation Galahad was also massing troops on Kittery and Ziliang, threatening Sian.

The Lyran Commonwealth's second Operation Thor was much larger than the first, with more than 40 'Mech regiments participating. This exercise was also broader, involving the entire Combine border. In reaction to the expanded exercises, the Draconis Combine placed its border with the Commonwealth on a slightly higher state of alert, but nothing else. In fact, some Combine troops were removed from the region because of activity along the border with the Federated Suns.

The five elite regiments of Wolf's Dragoons had left the Draconis Combine for the Federated Suns after a bitter fight. Many officers in the Galedon Military District wanted to punish the mercenaries for defying the Dragon. While Coordinator Takashi Kurita appreciated their eagerness to fight, the departure of the Dragoons' five 'Mech regiments left the Federated Suns border weak, too vulnerable to give rein to rash actions or personal vendettas.

The Coordinator feared first that Prince Hanse would exploit the situation by launching an offensive against the Combine. When he saw that the itinerary of Operation Galahad focused on the Capellan border, Takashi Kurita was relieved because it gave him at least six months of peace to reinforce the Galedon Military District. In fact, he believed his entire realm would be undisturbed for months. He had no fear of the Lyran Commonwealth because both its government and its military were run by Steiners. The Kuritans knew that Steiners had neither the capabilities nor the courage to launch an offensive, let alone one against the Draconis Combine.

One of the reasons the Combine and Confederation took only minor precautions against the massive maneuvers was because the LCAF and the AFFS meticulously followed their schedules. Another reason Coordinator Takashi and Chancellor Liao were not too concerned with Operations Galahad and Thor was because the wedding between Melissa Steiner and Prince Davion was fast approaching. Everyone agreed that no one, not even the Fox, would try something during his own wedding.

Everything about Operation Rat had progressed perfectly. Besides making him a happy man, his wedding had created more than enough consternation in the Inner Sphere to cause his adversaries to lower their guards in confusion, allowing Operations Galahad and Thor to position troops for the next step. On August 20, 3028, Prince Hanse Davion stood before the leaders of the other Houses and other mighty personages gathered on Terra for his wedding and toasted his bride, smugly saying the fateful words: "I give you the Capellan Confederation."

As the powerful and ambitious lost all decorum and began shouting and stampeding about, Prince Hanse Davion watched jubilantly, knowing that there was nothing any of them could do to stop Operation Rat from snapping shut on Maximilian Liao. JumpShips carrying Davion troops were already appearing in nine Capellan star systems.

FIRST WAVE

Military authorities had characterized the Capellan Confederation as the weakest and easiest to conquer of the five Successor States. While the Confederation was the smallest realm and had the fewest BattleMech regiments, there were still important reasons not to invade.

One of the most obvious was that the Confederation's compactness made it easy to move reinforcements from quiet sectors to wherever they were needed. Local militia units, while poorly equipped, could not be ignored. Because of the likelihood that many Capellan partisans would be willing to die in the name of Liao, Davion intelligence experts estimated that it would take months or years to subdue each Capellan world. Prince Hanse felt the prize was worth the risk and expense.

The first wave of Operation Rat attacked nine Capellan worlds simultaneously. The first set of invasions had two main objectives in addition to its territorial aims, crippling the Capellan command structure and destroying its most powerful units. The target worlds were chosen to separate Senior Colonel Pavel Ridzik, the commanding officer of the Capellan military, from Chancellor Liao. The Prince and his advisers felt that Colonel Ridzik would coordinate the war from his home world, Tikonov,

OPERATION RATO

Davion Unit	Homeworld	3028	1st Wave	2nd Wave	3rd Wave	4th Wave/ Ambush
Davion Guards						
1st Guards RCT (Elite)	New Avalon	New Aragon	Shensi	Tsitsang		Kawich
2nd Guards RCT (Veteran)	Fomalhaut	Fomalhaut				
3rd Guards RCT (Veteran)	New Avalon	Demeter	Algol	Ningpo	Slocum	Azha
4th Guards RCT (Elite)	Deshler	Nopah	Aldebaran			Basalt
5th Guards RCT (Veteran)	Lee	Lee				
Assault Guards RCT (Veteran)	Frazer	Kittery				
Heavy Guards RCT (Elite)	New Avalon	New Aragon	Styk			New Aragon
Light Guards RCT (Veteran)	Groveld III	New Aragon	St. Andre	Hunan		Algol
Aragon Borderers						
1st (Veteran)	New Aragon	New Aragon		Hunan		New Aragon
Argyle Lancers						
1st (Regular)	Broken Wheel	Skeptana				
Avalon Hussars						
11th RCT (Regular)	Kesai IV	Kesai IV				
17th RCT (Regular)	Cassias	Cassias				
20th RCT (Veteran)	New Aragon	New Aragon	Styk			Second Try
22nd RCT (Veteran)	Quentin	Quentin				
33rd RCT (Veteran)	Nopah	Nopah	Liao	Genoa	Arboris	Woodstock
39th RCT (Regular)	Aucara	Lee				
41st RCT (Regular)	David	David				
42nd RCT (Green)	Fallon II	Fallon II				
Capellan Dragoons						
1st (Regular)	Wernke	Kittery				
Ceti Hussars						
1st RCT (Veteran)	Glenmora	Nopah				New Aragon
2nd RCT (Veteran)	Verde	Edwards				
3rd RCT (Regular)	Immenstadt	Manapire				
Chisholm's Raiders						
1st RCT (Veteran)	Royal	Deshler				
2nd RCT (Veteran)	Kathil	Shoreham				
Crucis Lancers						
1st RCT (Veteran)	Tancredi IV	Mira		Tikonov	Achernar	Bharat
2nd RCT (Regular)	Mira	Mira		Tikonov	Tigress	
3rd RCT (Elite)	Caph	Mira		Tikonov	Tigress	Kawich
4th RCT (Veteran)	Klathandu IV	Mira		Tikonov	Tybalt	Basalt
5th RCT (Veteran)	Kathil	Mira		Tikonov	Jonathan	Foot Fall
6th RCT (Veteran)	Moravian	Mira		Tikonov	Jonathan	Foot Fall
7th RCT (Elite)	Weekapaug	Mira		Tikonov	Menker	Fochoh
8th RCT (Regular)	New Rhodes III	Mira		Tikonov		
Deneb Light Cavalry						
4th RCT (Veteran)	Harrow's Sun	Nopah	Aldebaran	Zurich	Saiph	Tall Trees
5th RCT (Regular)	Northwind	Northwind				
8th RCT (Regular)	Algol	Algol				
10th RCT (Green)	Rowe	Rowe				
12th RCT (Regular)	Galatia III	Galatia III				
15th RCT (Regular)	Verlo	Kittery				
Federated Suns Armored Cavalry						
1st RCT (Elite)	Ziliang	Ziliang				
Kestrel Grenadiers						
1st (Elite)	Kestrel	Edwards				
Kittery Borderers						
1st (Regular)	Kittery	Kittery				
New Ivaarsen Chasseurs						
1st (Elite)	New Ivaarsen	Demeter	New Hessen	Alescha	Yangtze	Hamal
2nd (Regular)	New Valencia	Demeter	New Hessen			Halloran V
Robinson Rangers						
1st (Veteran)	Robinson	Edwards				
2nd (Regular)	Breed	Breed				
Syrtis Fusiliers						
5th RCT (Regular)	Kittery	Kittery				
6th RCT (Elite)	New Syrtis	Weatogue				
8th RCT (Regular)	Avigait	Avigait				



CAPELLAN FRONT

OPERATION RATO

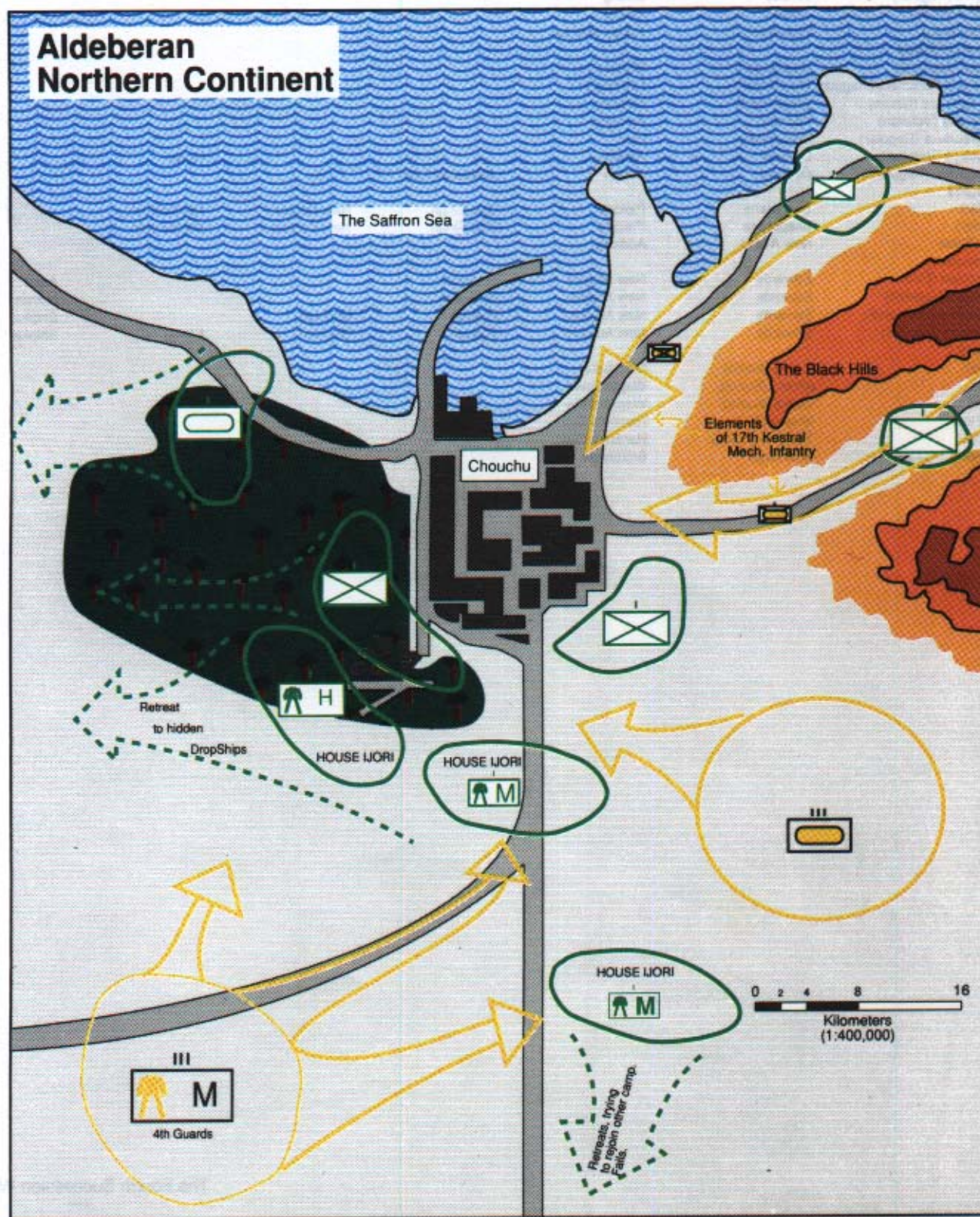
Devion Unit	Homeworld	3028	1st Wave	2nd Wave	3rd Wave Ambush	4th Wave/Devion
Capellan March Militia						
Alcyone CMM (Regular)	Alcyone	Alcyone				
Kathil CMM (Green)	Kathil	Kathil				
New Syrtis CMM (Green)	New Syrtis	New Syrtis				
Ridgebrook CMM (Green)	Ridgebrook	Ridgebrook				
Sirdar CMM (Regular)	Sirdar	Sirdar				
Valexa CMM (Regular)	Valexa	Valexa				
Warren CMM (Green)	Warren	Warren				
Crucis March Militia						
Anjin Muerto CMM (Green)	Anjin Muerto	Anjin Muerto				
Islamabad CMM (Green)	Islamabad	Pierce				
Kestrel CMM (Regular)	Kestrel	Kestrel				
Mariette CMM (Regular)	Mariette	Mariette				
New Avalon CMM (Regular)	New Avalon	New Avalon				
Remagen CMM (Green)	Remagen	Remagen				
Tsamma CMM (Green)	Tsamma	Tsamma				
Draconis March Militia						
Addicks DMM (Regular)	Addicks	Addicks				
Bremond DMM (Regular)	Bremond	Bremond				
Bryceland DMM (Regular)	Bryceland	Bryceland				
Clovis DMM (Green)	Cartago	Mallory's World				
Dahar DMM (Regular)	Tishomingo	Tishomingo				
Kilbourne DMM (Green)	Kilbourne	Kilbourne				
Mayetta DMM (Green)	Mayetta	Mayetta				
Milligan DMM (Green)	Milligan	Milligan				
Raman DMM (Green)	Raman	Raman				
Robinson DMM (Green)	Robinson	Robinson				
NAIS Training Cadre						
1st (Green)	Exeter	Exeter				
2nd (Green)	Beten Kaitos	Beten Kaitos				
3rd (Green)	Tarkio	Tarkio				
Training Battalions						
1st Albion Cadre (Green)	Morven	Morven				
2nd Albion Cadre (Green)	Enchi	Enchi				
1st Bell (Green)	Bell	Bell				
1st Brockton (Green)	Brockton	Brockton				
1st Conroe (Green)	Conroe	Conroe				
1st Kittery (Green)	Kittery	Kittery				
Blue Star Irregulars						
1894th Light Horse (Veteran)	Ozawa	Nopah	Liao	Genoa	Arboris	
Avatars of Painful Death (Regular)	Ozawa	Nopah	Liao	Genoa	Arboris	
21st Rim Worlds (Green)	Ozawa	Nopah	Liao	Genoa	Arboris	
Crater-Cobras						
789th Striker (Veteran)	Deneb Kaitos	Nopah				Nopah
Westrick's Black Cobras (Regular)	Deneb Kaitos	Nopah				Nopah
The Dioscuri						
1st (Regular)	Vackisujfalu	Vackisujfalu				
2nd (Regular)	Vackisujfalu	Vackisujfalu				
Dismal Disinherited						
O'Hare's Plague of Locusts (Regular)	Boondock	Moravian				
Ushida's Crypt Kickers (Regular)	Boondock	Moravian				
Kelly's Hostile LAMs (Green)	Boondock	Moravian				
Eridani Light Horse						
21st Striker (Veteran)	Colchester	Demeter	Algol			Kawich
71st Light Horse (Veteran)	Colchester	Demeter	Algol			Kawich
151st Light Horse (Elite)	Colchester	Demeter	Algol			Kawich
The Fighting Urakhai						
8th Striker (Veteran)	Pierce	Ziliang				
Candelli's Bar Hounds (Regular)	Pierce	Ziliang				
Jackson's Sluggers (Regular)	Pierce	Ziliang				

OPERATION RAT

Daivon Unit	Homeworld	3028	1st Wave	2nd Wave	3rd Wave Ambush	4th Wave/
Greenburg's Godzillas (Veteran)	Sterlington	Sterlington				
Grim Determination (Regular)	Muskegon	Lee				
Harlock's Warriors (Regular)	Victoria	Lee				
Illician Lancers						
4th Rangers (Regular)	Jonzac	Ziliang				
9th Rangers (Green)	Jonzac	Ziliang				
21st Rangers (Regular)	Jonzac	Ziliang				
59th Strike (Veteran)	Jonzac	Ziliang				
Kell Hounds (Veteran)	Robinson	House Steiner				
Lexington Combat Group						
32nd Recon (Veteran)	Wappingers	Monhegan				
Golda's Golden Hammers (Regular)	Wappingers	Monhegan				
Timothy's Gazelles (Green)	Wappingers	Monhegan				
Lindon's Company (Veteran)	Kennard	Kennard				
Markson's Marauders (Regular)	New Avalon	Lee				
Miller's Marauders (Veteran)	Layover	Addicks			Ronel	
Redfield Renegades (Regular)	Demeter	Nopah	Aldebaran/Liao			
Screaming Eagles						
1st (Regular)	Skepptana	Pleione	Gan Singh	New Canton	Menkalinan	
2nd (Regular)	Skepptana	Pleione	Gan Singh	New Canton	Menkalinan	
Team Banzai (Elite)	New Avalon	Addicks				
12th Vegan Rangers:						
Alpha Regiment (Elite)	Edwards	New Aragon	St. Andre			Algot
Beta Regiment (Veteran)	Edwards	New Aragon	St. Andre			Nopah
Gamma Regiment (Veteran)	Edwards	New Aragon	Poznan	Buchlau		Shipka
Delta Regiment (Regular)	Edwards	New Aragon	Poznan	Buchlau	Kansu	Shipka
Wolf's Dragoons						
Alpha (Elite)	Capra (Kurita)	Glenmora				
Beta (Elite)	Misery (Kurita)	Wapakoneta				
Delta (Elite)	Capra (Kurita)	Wapakoneta				
Gamma (Elite)	Misery (Kurita)	Harrow's Sun				
Epsilon (Elite)	Thestria (Kurita)	Harrow's Sun				
Wylie's Coyotes (Regular)	Bromhead	Bromhead				

while the Chancellor would return to Sarna. If Operation Rat could physically separate the two, military planners hoped, the stresses of the war might divide Capellan loyalties. The first wave would also pit AFFS troops against three of the Capellans' feared House 'Mech regiments: House Ijori, House LuSann, and House Fujita. With surprise on their side, AFFS Marshals hoped to destroy all three elite 'Mech regiments, significantly reducing Maximilian Liao's ability to defend his realm and clearing the way for the rest of Operation Rat.

Orders were being passed by the Pony Express system on courier vessels to avoid revealing anything to ComStar. Though effective at concealing plans, the system could not hope to keep up with the fast battlefield action. This meant that commanders at the scene would have to develop strategy. Invasion plans, some of them mapped out months in advance, were not carved in stone. The Prince expected his Marshals to improvise whenever necessary.



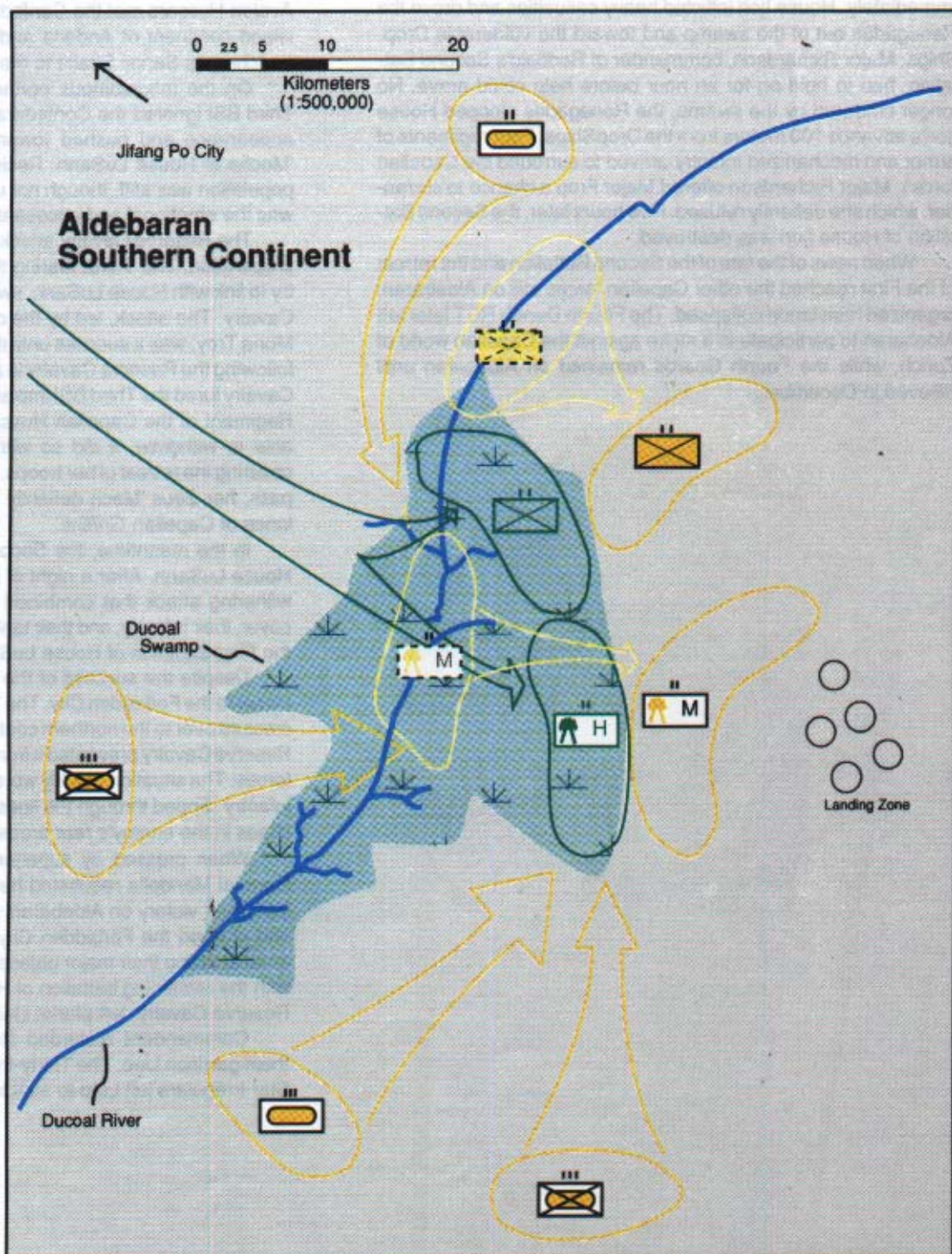
ALDEBARAN

The Fourth Deneb Light Cavalry RCT, the Fourth Guards RCT, and Redfield's Renegades approached Aldebaran knowing that they would be facing the extremely skilled House Ijori 'Mech regiment and 16 regiments of armor and infantry. The original plan was for both RCTs to land on the planet's northern continent and grind the enemy down. Upon receiving intelligence reports that House Ijori had split its regiment between the planet's two continents, Marshal Eugene Drivers, commander of the Fourth Guards RCT and leader of the invasion, decided to split his troops, sending the Fourth Deneb RCT to the southern continent.

Despite stiff resistance from Liao AeroSpace fighters, which met the two fleets of DropShips just as they were entering orbit, the drops were successful. The only major drop casualty occurred when a Liao *Thrush*, spewing smoke from where a Davion *Stuka* had riddled it, crashed into a dropping Deneb *Leopard* DropShip.

The Fourth Guards 'Mech regiment, the First Bellevue Armored Regiment, and two battalions of the Seventeenth Kestrel Mechanized Infantry chose daring drop zones near the First Battalion of House Ijori, stationed near the important Aldebaran city of Chouchu. Despite outnumbering the Capellan 'Mechs three to one, the Davion 'Mechs gained little ground during the initial fighting. The First Bellevue Regiment, which dropped to the east of the 'Mechs, was driving its new Patton tanks over the vulnerable infantry defenders and into Chouchu. When the 'Mechs of House Ijori heard that the city had fallen, they withdrew to the west and left Aldebaran aboard DropShips that had been hidden in a thick forest. Davion losses were light.

The Fourth Deneb RCT, meantime, had a tougher time hunting down the Second Battalion of House Ijori. The Second Battalion commander, Major Thomasina Frou, was distressed about the First Battalion's retreat off Aldebaran. Her battalion of 'Mechs, accompanied by its elite infantry, led the Fourth Deneb on a grand tour of the planet's southern continent, executing numerous ambushes that took many lives. Despite the trouble House Ijori created, Marshal Vernon Fredricks, commander of the Fourth Deneb, declared the continent secure in early September.



Redfield's Renegades, the mercenary regiment supporting the Fourth Deneb, was ordered off Aldebaran soon afterwards. Intercepting the orders, Major Frou decided to attack. The night before the Renegades were to leave, the 'Mechs of House Ijori slipped through a swamp between the Second Battalion of the Renegades and First Battalion of the Corydon Regulars, a mechanized infantry unit, in an effort to destroy the three DropShips that were waiting to load the Renegades.

With House Ijori 'Mechs "rising out of the muck like holomonsters," as one Renegade warrior put it, the scattered Renegades were attacked just after midnight and were pushed back immediately. House Ijori inflicted heavy casualties and drove the Renegades out of the swamp and toward the vulnerable DropShips. Major Richardson, commander of Redfield's Second Battalion, had to hold on for an hour before help could arrive. No longer hindered by the swamp, the Renegades stopped House Ijori's advance 100 meters from the DropShips. Four regiments of armor and mechanized infantry arrived to surround the Capellan forces. Major Richardson offered Major Frou a chance to surrender, which she defiantly refused. Five hours later, the Second Battalion of House Ijori was destroyed.

When news of the fate of the Second Battalion and the retreat of the First reached the other Capellan forces still on Aldebaran, organized resistance collapsed. The Fourth Deneb RCT later left Aldebaran to participate in a strike against the Capellan world of Zurich, while the Fourth Guards remained on Aldebaran until relieved in December.

LIAO

The Thirty-third Avalon Hussars RCT, commanded by Lieutenant General Wilson Mandella, reinforced by the three regiments of the Blue Star Irregulars, faced House LuSann's two battalions, the First Regiment of the Confederation Reserve Cavalry, and two battalions of Liao Reserves (Vincent's Commandos). Davion forces did not know that a regiment of Capellan Hussars had just arrived on Liao for training.

All drops were unopposed. The First Regiment of the BSI (Blue Star Irregulars) landed on the tropical southern continent and quickly defeated Vincent's Commandos. The Thirty-third Avalon Hussars met the Confederation Reserve Cavalry on the island continent of Anderia and forced it to retreat across the treacherous Sangji Straits to the northern continent.

On the mountainous northern continent, the Second and Third BSI ignored the Confederation Reserve Cavalry's sudden appearance and pushed toward the Forbidden City and the 'Mechs of House LuSann. Resistance from the planet's native population was stiff, though not unexpected, because the planet was the emotional and ancestral heartland of the Liao family.

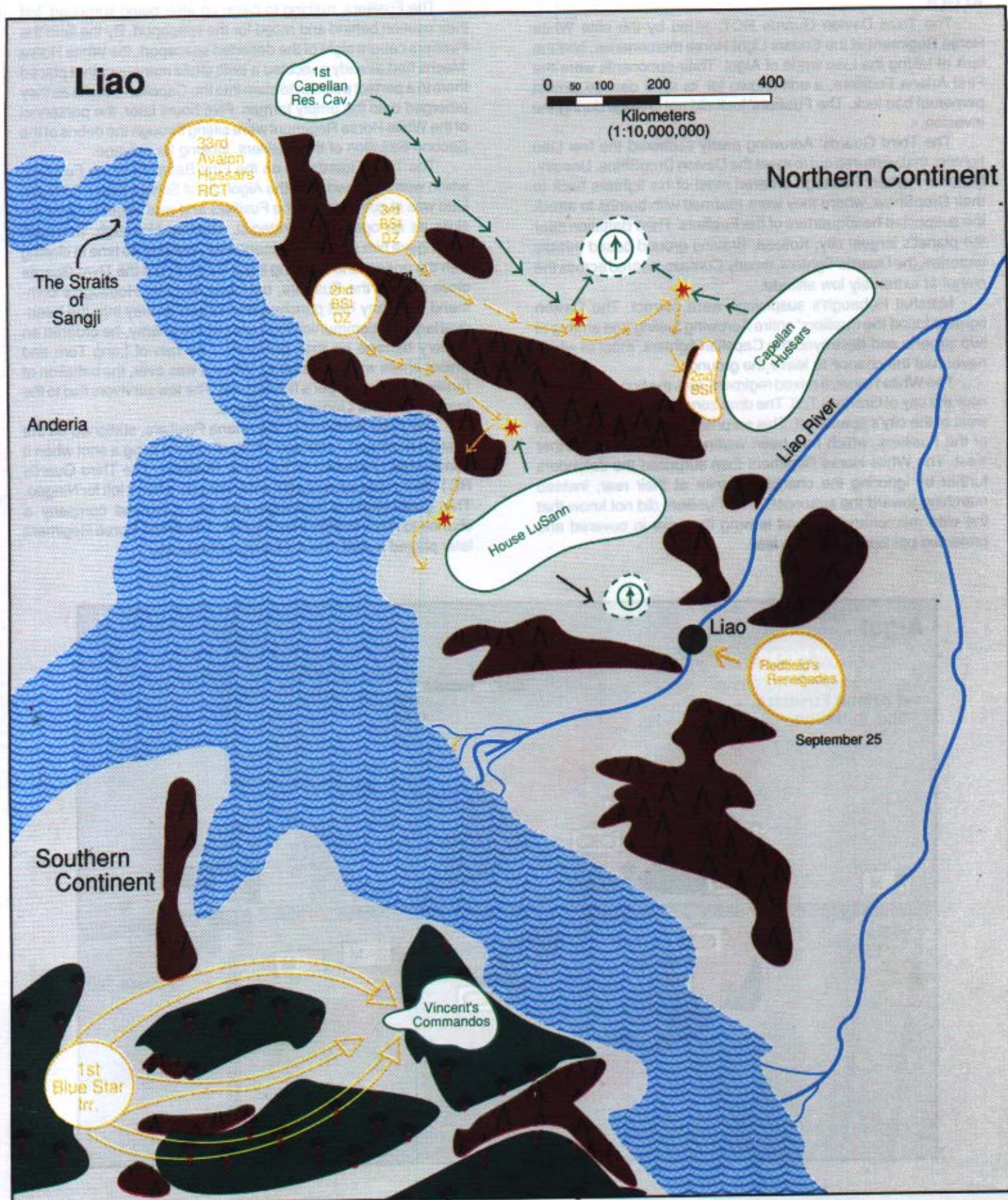
The Reserve Cavalry attacked the Third BSI after a week of preparation. The Third, fearing that the Capellan Cavalry would try to link with House LuSann, swung north and east to cut off the Cavalry. The attack, led by the commander of the BSI, General Mona Troy, was a success until the General made the mistake of following the Reserve Cavalry in an attempt to finish them off. The Cavalry lured the Third BSI into an ambush sprung by the Second Regiment of the Capellan Hussars. Though the Third BSI was able to withdraw, it did so without its commander, who died covering the retreat of her troops. She was last seen in a mountain pass, her *Zeus* 'Mech defiantly standing up to an approaching lance of Capellan *Griffins*.

In the meantime, the Second BSI had made contact with House LuSann. After a night of preparation, the BSI let loose a withering attack that combined the mercenaries' heavy fighter cover, their infantry, and their tank battalion. The attack destroyed the First Battalion of House LuSann.

Despite the success of the Second BSI, the AFFS was no closer to the Forbidden City. The Thirty-third Avalon Hussars RCT crossed over to the northern continent to assist, but the remaining Reserve Cavalry prevented it from linking up with the other Davion forces. The situation quickly worsened when elite House LuSann infantry slipped through the lines of the Second BSI and created chaos in the enemy's rear areas.

When pressed by superiors to end the invasion quickly, General Mandella requested help. Redfield's Renegades, fresh from their victory on Aldebaran, dropped behind House LuSann and entered the Forbidden City virtually unopposed. Disheartened at losing their major objective, the Capellan Hussars, along with the remaining battalion of House LuSann and a battalion of Reserve Cavalry, left planet Liao on September 25.

Commanders rewarded Redfield's Renegades by letting them garrison Liao. The Thirty-third Avalon Hussars and the Blue Star Irregulars left Liao to attack Genoa in October.



ALGOL

The Third Davion Guards RCT, aided by the elite White Horse Regiment of the Eridani Light Horse mercenaries, had the task of taking the Liao world of Algol. Their opponents were the First Ariana Fusiliers, a unit known for its spirit despite almost perpetual bad luck. The Fusiliers' luck did not change during the invasion.

The Third Guards' Aerowing easily scattered the few Liao fighters that ventured out to meet the Davion DropShips. Uneasy, Marshal Herbert Hobaugh ordered most of his fighters back to their DropShips, where they were rearmed with bombs to attack the suspected headquarters of the Fusiliers' Third Battalion near the planet's largest city, Kollasa. Braving ground-based missile batteries, the Guards' fighters, mostly *Corsairs*, seared across the planet at extremely low altitude.

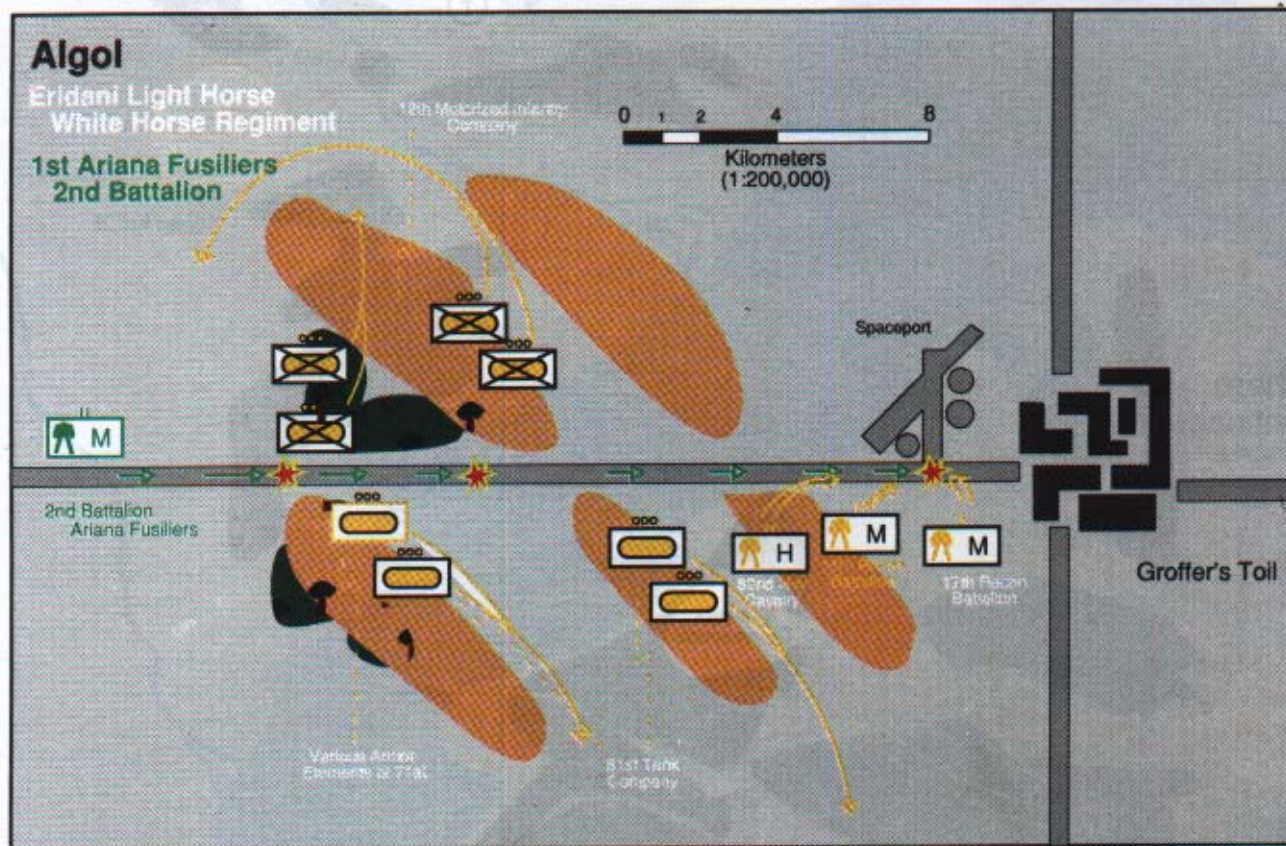
Marshal Hobaugh's suspicions were correct. The Davion fighters found the Fusiliers' entire Aerowing fueling and arming at two airports and destroyed the Capellan fighters, most of which never had the chance to leave the ground.

The White Horse, a mixed regiment, was the first to hit the dirt near the city of Groffer's Toil. The drop zone was a few kilometers west of the city's spaceport. This surprised the Second Battalion of the Fusiliers, which had been waiting ten kilometers farther west. The White Horse Regiment then surprised the defenders further by ignoring the chance to strike at their rear, instead marching toward the spaceport. The Fusiliers did not know that the elite mercenary unit was leaving its tanks in covered and protected positions along the way.

The Fusiliers, rushing to catch up after being surprised, left their caution behind and raced for the spaceport. By the time the Fusiliers caught sight of the deserted spaceport, the White Horse 'Mechs had already executed a swift circle maneuver that placed them in a perfect position to slam into the Capellan 'Mechs as they emerged onto the empty tarmac. Five hours later, the personnel of the White Horse Regiment were sifting through the debris of the Second Battalion of the Fusiliers, looking for salvage.

The Third Guards fell on the First Battalion of the Fusiliers, which was stationed near the Algol city of Schan. Major Tormana Liao was in command of the Fusiliers and was eager to show his skills as an open field strategist. Marshal Hobaugh, however, never gave him a chance to maneuver, wasting no time in closing with the enemy and slugging it out. Not only did the Third Guards close-assault the Fusiliers, but once Marshal Hobaugh's command company had punched and kicked its way into the headquarters and communications area of the enemy, he ordered an artillery barrage on their positions. The rain of Long Tom and Sniper shells was devastating. When it was over, the battalion of Fusiliers was no longer a fighting unit. The few survivors fled to the forest. Tormana Liao was not found.

The Third Battalion of the Ariana Fusiliers, stationed on the eastern continent, retreated off Algol without firing a shot when it heard what happened to the other Fusiliers. The Third Guards RCT did not see action again until October, when it left for Ningpo. This gave Marshal Hobaugh and his command company a chance to recover from their injuries. The White Horse Regiment later played a vital role in Operation Ambush.



NEW HESSEN

New Hessen is a world crisscrossed with vast plains and mountains that the planetary government rented to the Capellan military to use for major wargames and maneuvers. This meant that four or five major 'Mech regiments were usually training on New Hessen. Careful planning by the AFFS caught the Capellans with only two light 'Mech regiments, the First and Second New Hessen Irregulars, house troops of the planet's owner. The Irregulars were extremely proud and confident that they could repel any invasion.

The invading force consisted of the First and Second New Ivaarsen Chasseurs, under the dual command of Marshal Nicholas Stephenson and Colonel Reginald Stephenson. These too were house troops of an extremely proud family and eager to prove themselves.

Despite the Irregulars' zeal and familiarity with their world, they could not stand up to the superior New Ivaarsen Chasseurs. The First Irregulars thought they could outmaneuver the First Chasseurs on the open plains of Josburg Flats, but the larger number of Davion fighters easily pinned down the Capellans until the Chasseur 'Mechs arrived. The Second Hessen Irregulars chose to fight the Second Chasseurs in the capital city, Buchvaal. That was a fatal error because the Chasseurs specialized in the

deadly hide-and-seek of urban combat. Of the two regiments of New Hessen Irregulars that began the battle, only a 'Mech battalion, an infantry company, and some artillery were able to retreat off New Hessen.

The First Regiment of the New Ivaarsen Chasseurs later participated in the fight for Alrescha.

PLEIONE

The two mercenary 'Mech regiments of the Screaming Eagles, commanded by Colonel Walter Hokala, got the call to capture the dry world of Pleione. The Third Battalion of McCrimmon's Light Cavalry was stationed in and around a massive tabletop mountain that Star League Defense Forces had fashioned into a headquarters and supply depot for a BattleMech regiment. Though the fortress was ancient, empty, and falling to pieces, the Capellan 'Mech battalion had taken it over, calling it "Thunder Rock."

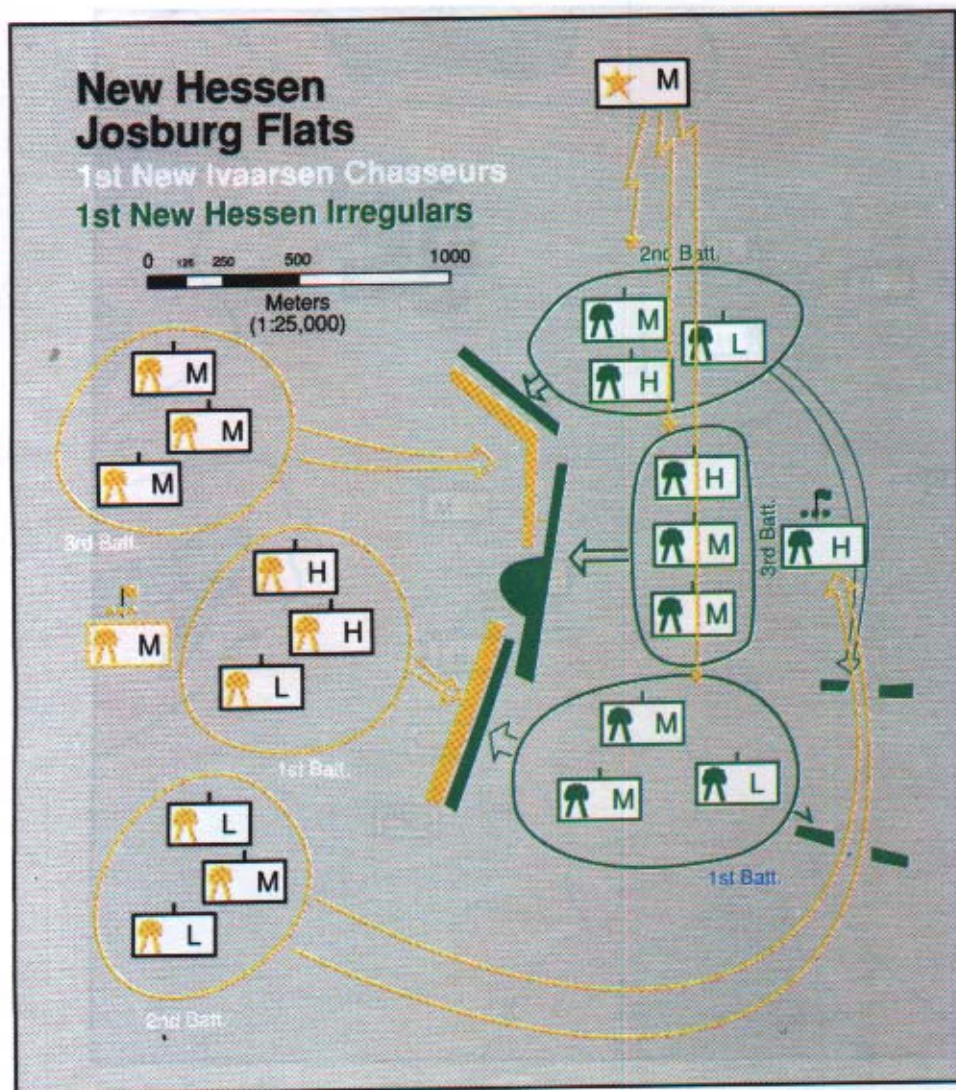
Despite the natural defensive positions provided by the imposing Thunder Rock, the Screaming Eagles expected that their superior numbers would overwhelm the Light Cavalry. Eagle AeroSpace Fighters reported catching most of the Third Battalion out in the open and mauling the unit. Everyone expected that the battle would soon be over, but the surviving Capellans retreated to their fortress. After three frustrating weeks, the efforts to crack

Thunder Rock were finally successful when a battalion of Eagles was lifted to the top of the mountain, where it found an entrance and began fighting its way down. One of the two remaining McCrimmon's companies tried to flee through a side entrance but was caught and destroyed. The remaining company of McCrimmon's Light Cavalry surrendered.

The rest of the planet was subdued easily. Two battalions of the Screaming Eagles were left to garrison the world while the rest went on to invade Gan Singh. The two battalions were reunited with the rest of the Eagles in time to strike at New Canton.

POZNAN

Gamma and Delta Regiments of the Twelfth Vegan Rangers, commanded by Colonel Vella Delacroix, had no difficulties in surrounding and subduing the six regiments of lightly armed militia on Poznan. The Third Battalion of the Second Ariana Fusiliers, normally based on Poznan, had been shifted to defend the important world of Tikonov in response to the Davion maneuvers. Seizing on a quirk, Colonel Delacroix used her ancestry to win the confidence of the planet's Spanish minority, which had suffered considerably under the planet's Chinese population. After receiving permission from her superiors, Colonel Delacroix allowed the Spanish minority to form a provisional government and gave the militia's captured weapons to the new rulers. With a loyal militia, there was no longer any need to garrison the planet, and both regiments of Vegan Rangers left Poznan to participate in the fight for Buchlau.



ST. ANDRE

St. Andre was the scene of the heaviest fighting during the first wave. Marshal Jonathan Riffenberg commanded the invasion force, which consisted of the Davion Light Guards RCT and the Alpha and Beta Regiments of the Twelfth Vegan Rangers. Marshal Riffenberg knew he would be facing a smaller, though formidable, array of Capellan forces: Justinia's Cuirassiers, Cochrane's Goliaths, and the First Battalion of the Blackwind Lancers.

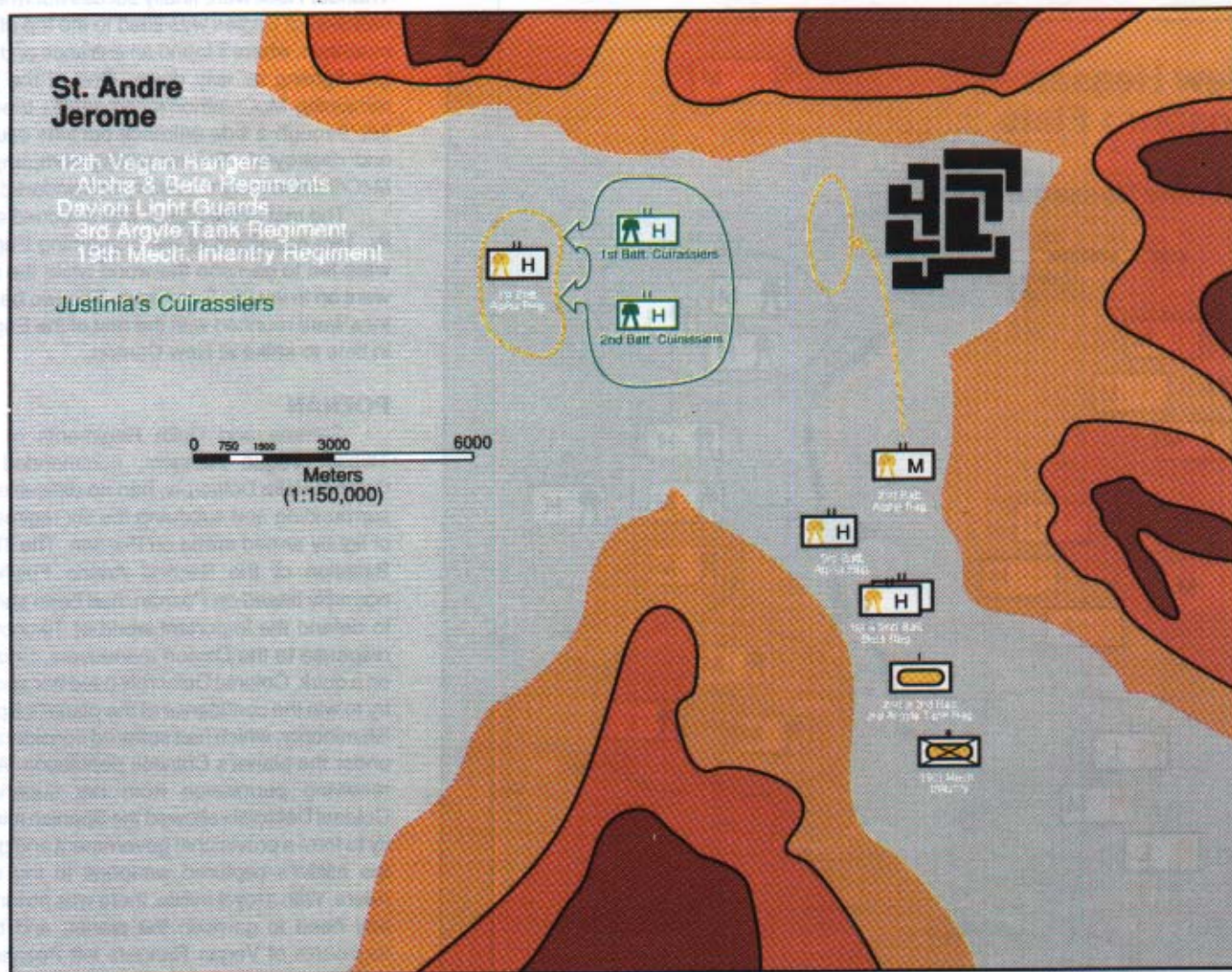
For the Alpha Regiment of the Twelfth Vegan Rangers, the fight began quietly enough. The three battalions had drop zones on a wide plain near the city of Jerome, where Justinia's Cuirassiers waited. The elite 'Mechs of the Cuirassiers did nothing as the Vegan Rangers carefully approached Jerome and then surrounded the city. Neither side seemed willing to do anything more than skirmish for the first two weeks.

The Vegan Rangers sent two battalions south in answer to desperate pleas from Beta Regiment's "training battalion," which was under attack from the Capellan Blackwind Lancers. The departure of two-thirds of the Vegan Rangers surrounding Jerome was Colonel Justinia Gordon's signal to attack. Her forces poured from the city and attacked the outnumbered battalion of Vegan Rangers.

It was a ruse. The two battalions of Rangers did not travel too far. The First Battalion fought a holding action until the arrival of the other battalions, plus reinforcements from the Light Guards RCT and the Vegan Rangers' Beta Regiment. The fight, though bitter, was hopeless for Colonel Gordon, who reluctantly surrendered after losing half of her weapons and a third of her personnel.

The key to the successful ambush was that the Blackwind Lancers had indeed struck at the base camp of the Vegas Rangers' Beta Regiment. Instead of finding a battalion of recruits guarding the area, they found the Third Battalion of the Davion Light Guards 'Mech regiment, hardly a collection of green recruits. Though the Blackwind Lancers were skilled fighters, they did not recover from the shock. Pushed back to a stretch of desert, a few of the Lancers attempted to run across it to freedom, only to discover that the dunes had been mined. The remaining Blackwind Lancers surrendered.

The Light Guards then moved the headquarters of the Blackwind Lancers. Once there, Colonel Fou Criston negotiated the surrender of the unit's administration and communication staff. Using codes and communications procedures found on the base, members of the Light Guards filled Capellan radio channels with false battle reports. These reports completed the ruse that lured Gordon's Cuirassiers from the safety of Jerome.

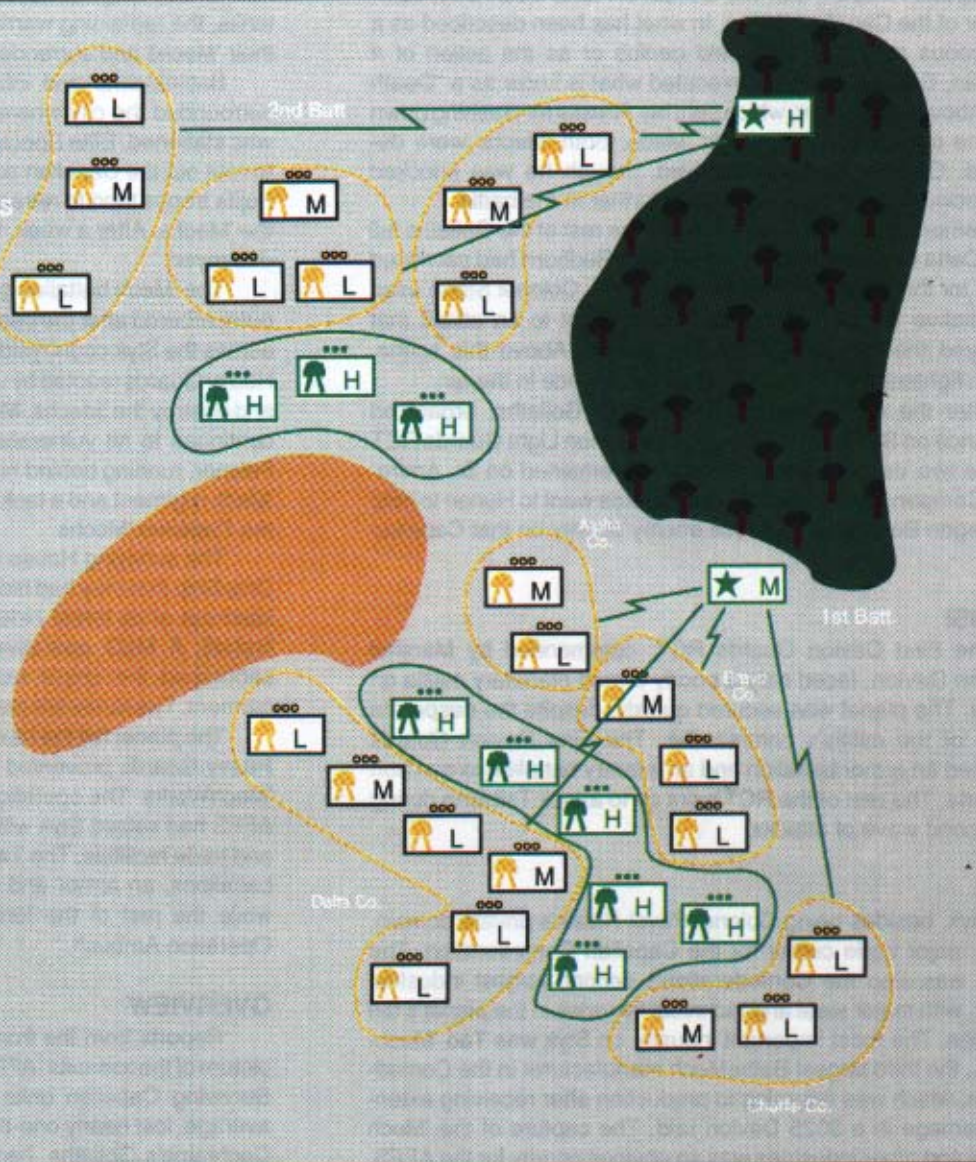


St. Andre

Cochrane's Goliaths
Davion Light Guards
1st & 2nd Battalions

0 1.25 2.5 5 10
Kilometers
(1:333,333)

Excavation
Site



The fighting on the frozen plains of the planet's northern continent was the toughest faced by any Davion force during the First Wave of Operation Rat. The regiments of the Davion Light Guards, minus the Third Battalion of the 'Mech regiment, dropped near a recent excavation that AFFS Military Intelligence had identified as a Star League base unearthed by the Confederation. Cochrane's Goliaths, a battalion composed mostly of the very deadly four-legged *Goliath* 'Mechs, was defending the site. Davion military intelligence, though normally quite thorough, overlooked the Capellan AeroSpace Battalion assigned with the Goliaths.

The fury of the Liao fighters played havoc with the drops of the Davion Light Guards. The Second Battalion of the Davion Light Guards 'Mech regiment grounded more than 30 kilometers to the north, separated from the First Battalion.

Cochrane's Goliaths immediately divided the two Davion 'Mech units and began to grind them down. The First Battalion

faced a withering attack from two companies of Capellan *Goliaths*. Colonel Stone, commander of the Davion 'Mech regiment, ordered the First Battalion to retreat and attempted to divert Delta Company, which was just about to hit its drop zone.

Delta company was unique. Created by Prince Hanse Davion, it was twice the size of a normal company and was trained to use its light and medium 'Mechs as a "close assault group." Captain Redburn, feigning communications problems, ignored Colonel Stone's order to abort and instead grounded his troops behind Cochrane's Goliaths.

In the ensuing melee, the 'Mechs of Redburn's Delta Company closed swiftly with the slower *Goliaths*. Delta Company's numbers allowed it to gang up on individual Capellan 'Mechs. The first attacks downed five *Goliath* 'Mechs, but Redburn's company was in danger of being overwhelmed the longer the battle continued.



Captain Redburn saw the *Goliath* of Fiona Cochraine, commander of the Capellan forces. In what has been described as a courageous stroke of battlefield genius or as the action of a madman, Captain Redburn executed what is known as a "Death From Above" maneuver, which sent his *Firestarter* crashing down onto the cockpit of Cochraine's 'Mech. Both 'Mechs were destroyed. Captain Redburn survived, though he was knocked unconscious and did not participate further in the battle.

Demoralized without their leader, the rest of the *Goliaths* fell back. Delta Company, believing Captain Redburn had sacrificed his life for them, was filled with vengeance. Colonel Stone used the initiative to rally the rest of his regiment to an attack that destroyed the remaining Capellan 'Mechs. Above this scene, Davion fighters were asserting their dominance in the air.

After the destruction of Cochraine's *Goliaths*, organized resistance on St. Andre crumbled. The Davion Light Guards RCT and the two Vegan Rangers regiments remained on St. Andre. Delta Company of the Davion Light Guards went to Hunan to help the Aragon Borderers suppress enemy activity on that Capellan world.

SHENSI

The First Davion Guards RCT, commanded by Marshal Stephen Davion, faced only a poorly armed planetary militia on Shensi. The planet was secured quickly, despite the desperate tactics of the militia's commander. The First Davion Guards detached an armor battalion and an infantry battalion to garrison the world. The rest of the RCT went on to attack Tsitsang during the second wave of attacks.

STYK

Styk, besides being Colonel Pavel Ridzik's private domain, was a major trade center for the Capellan Confederation. The planet was also the Confederation's second largest industrial center, with major steel and technical factories in the planet's ten big cities. The most important industry on Styk was Tao 'MechWorks, the third largest BattleMech manufacturer in the Confederation, which was returning to production after receiving extensive damage in a 3025 Davion raid. The capture of the 'Mech factory and other industries was an obvious priority for the AFFS.

Agents from the Ministry of Intelligence, Investigations, and Operations (MIIO) played important roles in the capture of Styk. In a series of bombings and assassinations, the operatives struck at the planet's Air and Space Traffic Control Centers to prevent Styk's large fighter wing from intercepting the DropShips of the Twentieth Avalon Hussars RCT and the Davion Heavy Guards RCT approaching the planet.

Davion fighters easily swept aside the disorganized Capellan fighter response, and the Hussars hit their drop zones on time and intact. Defending the planet were the Third Battalion of the Fourth Confederation Reserve Cavalry and a battalion of 'Mechs and one of infantry from the elite House Fujita.

The Avalon Hussars took advantage of the inexperienced warriors of the Reserve Cavalry. By retreating in apparent disarray, the Hussars easily lured the 'Mechs of the Cavalry into a classic ambush. With 'Mechs in front and on both sides and Hussar tanks to the rear, the Reserve Cavalry was surrounded.

After twice being repulsed in attempts to break through the line of tanks, the remaining warriors of the Reserve Cavalry shut down their 'Mechs and surrendered.

BattleMechs and infantry from the Heavy Guards RCTs surrounded the city where the infantry battalion of House Fujita was stationed. Elite Special Forces infantry then entered the city to root out the Capellan soldiers. During the battle, a few House Fujita troops tried to retreat out of the city, only to be cut down by the 'Mechs. After a week, the House Fujita infantry battalion was destroyed.

The 'Mech battalion of House Fujita, realizing it was grossly outnumbered after the demise of the infantry battalion, dispersed across the Styk countryside and adopted hit-and-run tactics. The Heavy Guards reacted by using AeroSpace Fighters to hunt down and destroy the 'Mechs. Many Capellans survived, however, and continued to hit vulnerable Davion targets. Field Marshal Ran Felsner, running behind his timetable, ordered the entire Guards 'Mech regiment and a tank regiment into the Dirbar Forest to hunt the Capellan 'Mechs.

The surviving House Fujita 'Mechs retreated to an *Overlord* DropShip that they had hidden early in the fighting. The DropShip lifted out of its forest hideaway and exploded in a tremendous fireball. A MIIO operative, posing as a ship's engineer, had sabotaged the ship's reactor shield to collapse at a critical moment. The forest fire created by the explosion burned for days.

The planet fell the next week, after elite jump troops from the Heavy Guards prevented a militia unit from blowing up the Tao 'MechWorks. The operation was a rousing success because the AFFS had seized Styk without significantly harming its industrial and trade facilities. The Twentieth Avalon Hussars left two 'Mech battalions, an armor and an infantry battalion to garrison Styk, while the rest of the forces were withdrawn to participate in Operation Ambush.

OVERVIEW

Reports from the front painted an unexpectedly successful picture of the assaults. AFFS Marshals were pleasantly surprised. Surviving Capellan units involved in the First Wave had, on average, lost nearly one-third of their forces, and many units, like Cochraine's *Goliaths*, had been wiped out or had surrendered. Davion losses, on the other hand, were half of what had been expected. A pleased and optimistic Prince Hanse authorized the next phase of the operation on September 15, 3028.

On the Capellan side, the feeling was of wounded relief. After the initial devastating invasions by the Federated Suns, the Capellans thought the worst was over. Their best strategists confidently told Chancellor Liao that more major invasions would be extremely unlikely. They assumed that the Davion JumpShips had left the invasion sites to return to the Federated Suns for repairs, a common procedure. Even if Prince Hanse was preparing a second wave of invasions, the Capellan strategists said, it would be a much more modest one and designed to support the initial nine target worlds.

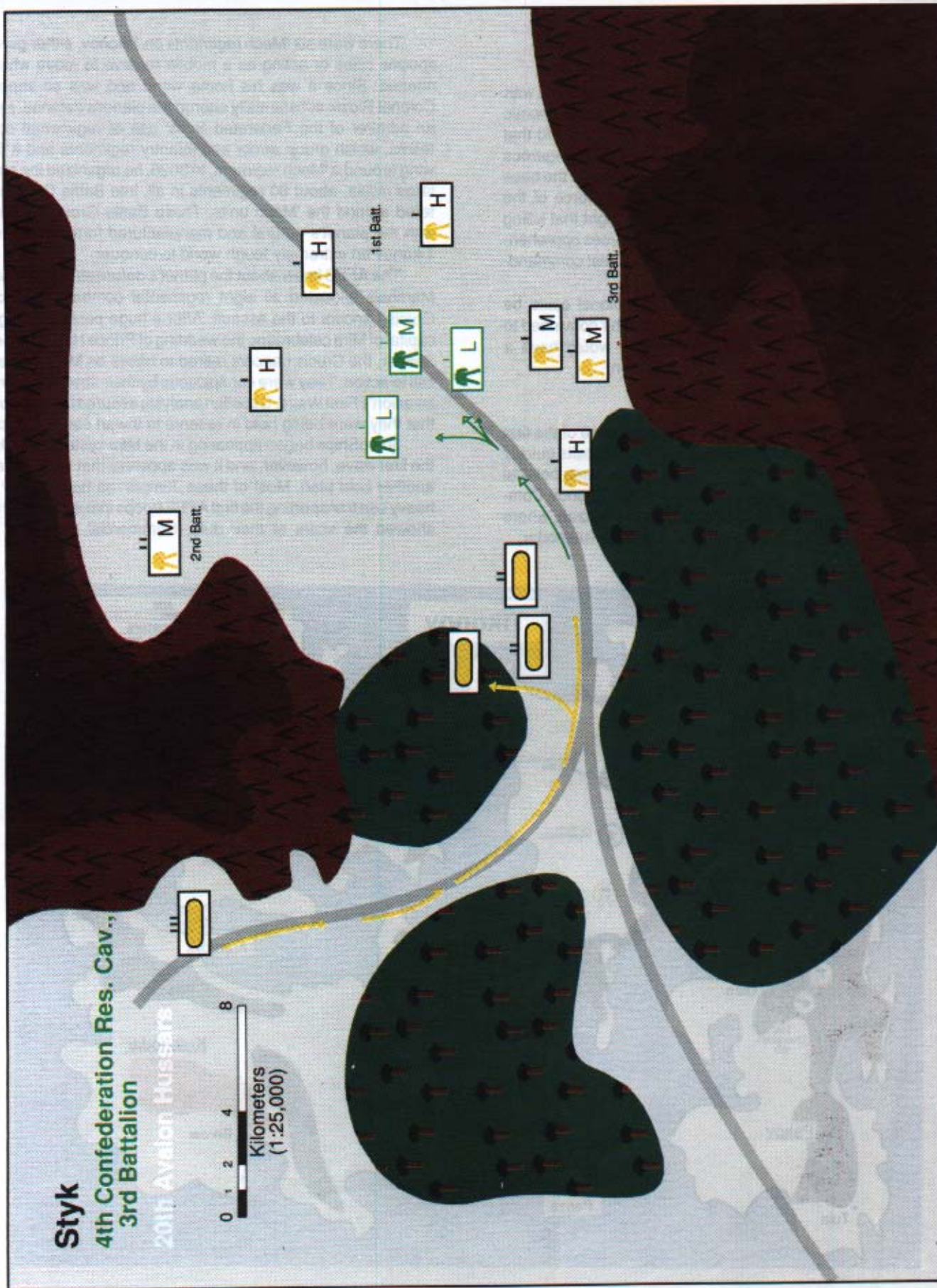
They underestimated the number of JumpShips at the Prince's disposal and his resolve to use even severely strained JumpShips from the First Wave to strike a telling blow. They also underestimated the Prince's daring. In his mind, the First Wave was but the simple beginning.

Styk

4th Confederation Res. Cav.,
3rd Battalion

20th Avalon Hussars

0 1 2 4 8
Kilometers
(1:25,000)



SECOND WAVE

The second wave focused on Tikonov for four reasons: it was the capital of the Tikonov Commonality; it was a vital economic center of the Confederation; it was a heavily fortified world that could harbor many 'Mech regiments ready to strike a dangerous counterattack deep into the Federated Suns; and it was the base for Colonel Pavel Ridzik, commander and driving force of the Capellan military. The AFFS High Command thought that killing the colonel would make the remaining Capellan forces apprehensive and less efficient because of the loss of their best commanding officer.

Some Davion Marshals hoped that the Colonel could be captured alive, that he and his loyal forces could be convinced to lay down their arms. If that could be done, it would have a devastating effect on the Capellan Confederation.

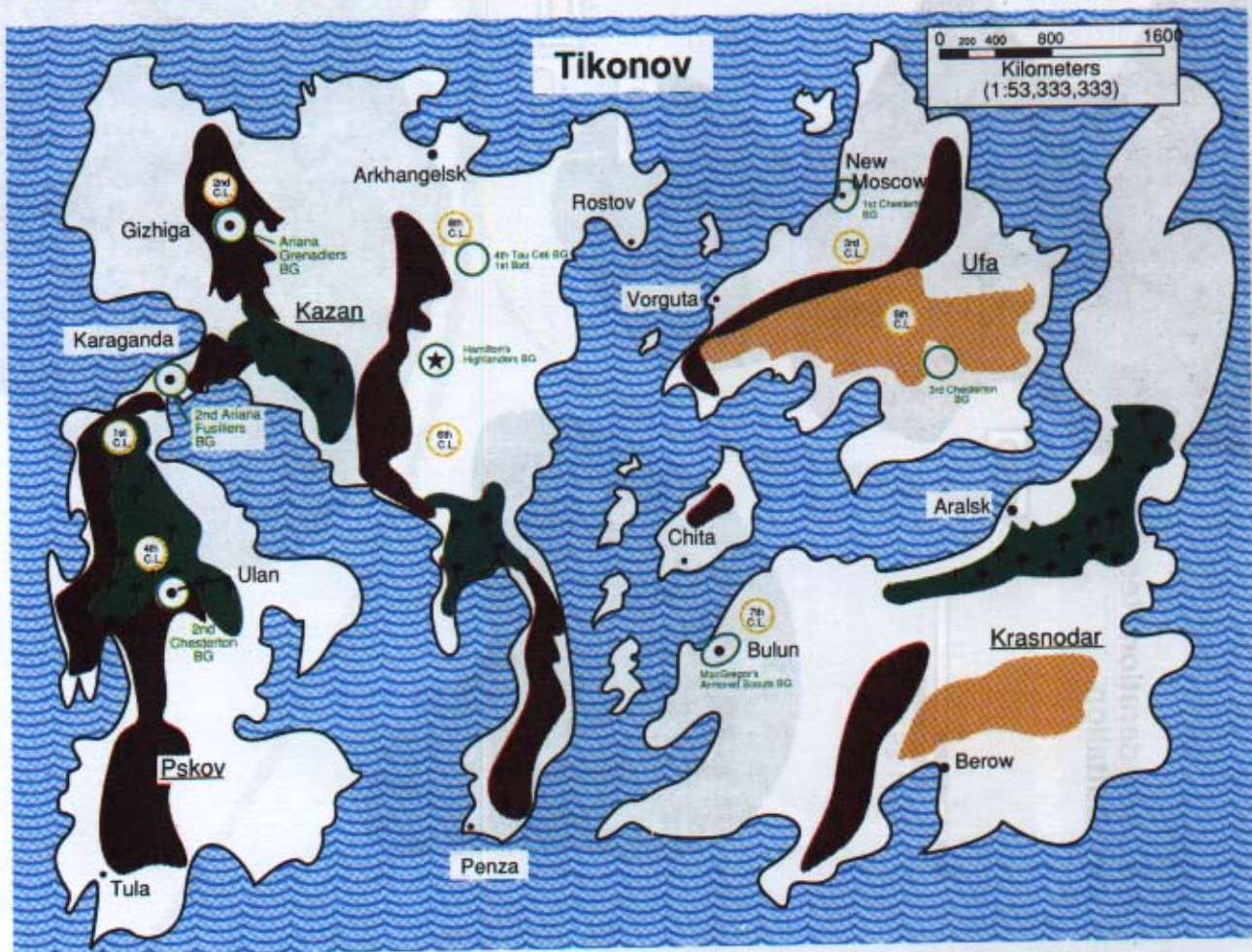
TIKONOV

Tikonov is a large, mostly arid world that was one of the first to be settled by Mankind. Its many large mineral deposits quickly made it a center of industry. With industrial power came political power, eventually leading to the formation of the Tikonov Commonality. The planet has four major land masses: Kazan, where the capital of Tikograd is located, Pskov, Ufa, and Krasnodar.

There were six 'Mech regiments on Tikonov, either guarding specific cities or acting as a mobile reserve to move wherever needed. Since it was his home world and was so important, Colonel Ridzik substantially altered the planet's defense. He was an admirer of the Federated Suns' use of regimental combat teams, which group armor and infantry regiments and a fighter wing around a 'Mech regiment. In 3026, he organized the planet's large militia, about 80 regiments in all, into Battle Groups clustered around the 'Mech units. These Battle Groups, combined with the planet's natural and manufactured fortifications, made Tikonov an extremely tough world to conquer.

The AFFS knew about the planet's defenses, which was why Marshals allocated all eight regimental combat teams of the Crucis Lancers to the assault. After a huge parade through the capital of Mira celebrating the wedding of Prince Hanse to Melissa Steiner, the Crucis Lancers retired to bases on Mira to await the call to action. They were conspicuous by their absence during the invasion's First Wave. Capellan analysts assured Chancellor Liao that they were being held in reserve to thwart counterattack.

JumpShips began appearing in the Mira system a week after the first wave, however, and it was apparent that the Fox had yet another bold plan. Most of these JumpShips had already seen heavy use transporting the first AFFS troops into action, and many showed the scars of their duty. Commercial transports were



available to replace unserviceable JumpShips. Commandeered during early Galahad Operations, these transports were never returned to their owners. Capellan strategists did not take these ships into account, severely underestimating the ability of the AFFS to move troops.

On September 23, nearly 100 JumpShips made the jump into the Tikonov star system. They immediately began procedures that freed more than 300 DropShips to begin their high speed run toward Tikonov.

The first contact between the Davion invasion force and Capellan defenders occurred two days out from Tikonov, when the Deep-Space Interdiction Forces (The Night Riders) intercepted the Davion armada. The Night Riders consisted of the *Long Claw*, a *Vengeance*-class fighter carrier, and two *Union* class DropShips that had been converted to carry only fighters. The Night Riders sent 70 fighters at the DropShips of the Federated Suns. Fighter losses were heavy on both sides, but all the Federated Suns DropShips survived. A few DropShips sustained enough damage that their passengers had to be transferred to other ships.

The drop was conducted against the combined defense of the remaining Night Riders and the fighter wings of the planetary forces. In some instances, the Lancers' normally superior fighter support failed, as with Bravo Company, Third Battalion of the Sixth Lancers, whose 'Mechs were either destroyed or disabled by a wave of *Transgressors* attached to the Hamilton's Highlanders Battle Group.

Despite the difficulties, the Crucis Lancers were generally successful in hitting their drop zones, which were near their intended opponents and usually centered on lightly defended cities that had spaceports, or at least an airport. Securing the city and the spaceport so that the rest of the RCT could land was the first business for 'Mechs and soldiers making the drop.

The planet's history and society had turned many of the major cities on the planet into fortresses, complete with ferrocrete walls and towers. Not wanting to leave such defensible positions, Colonel Ridzik decided to let the landings go unopposed except for the harassment with fighters. He ordered his eight Battle Groups to tighten their defensive positions and avoid meeting the enemy in the open.

EARLY ACTIONS

The Crucis Lancers attacked the Capellans first near the southern port city of Bulun. The elite Seventh Crucis Lancers quickly encircled the city, disposing of Capellan tank and infantry regiments that foolishly engaged them outside the city's defenses.

The city was typical of what all the Lancers would soon be facing. A port city of 20,000, it was encircled by ferrocrete walls high enough to prevent all but the boldest jump-capable 'Mech or soldier from scaling and thick enough to require a concentrated effort to breach. Along the walls were eight towers, each studded with autocannons, lasers, and missile canisters. Six of the towers stood guard over the city's three entrances: one east, one south, and one southwest along the coast. Though the defenses seemed medieval and paper thin in this age of PPCs and City Buster

bombs, which can lay waste to even the thickest concrete, the city's defenders realized that the Crucis Lancers would not dare risk damaging the city's important industries. They knew the Lancers would take the city the old-fashioned way, by close assault.

Defending Bulun were three regiments of armor, one of mechanized infantry, and two of regular infantry. Just within the city's walls were 10 *Thrush* fighters based at the city's spaceport. The defenders were led by a battalion of 'Mechs from MacGregor's Armored Scouts.

On September 27, the Capellan defenders intercepted messages that indicated the Lancers were about to mount an attack from the southeast. Hoping to spoil the attack with a swift assault of their own, two battalions of mechanized infantry and two of armor left through the southern city gate and engaged a regiment of Lancer mechanized infantry and a company of light 'Mechs.

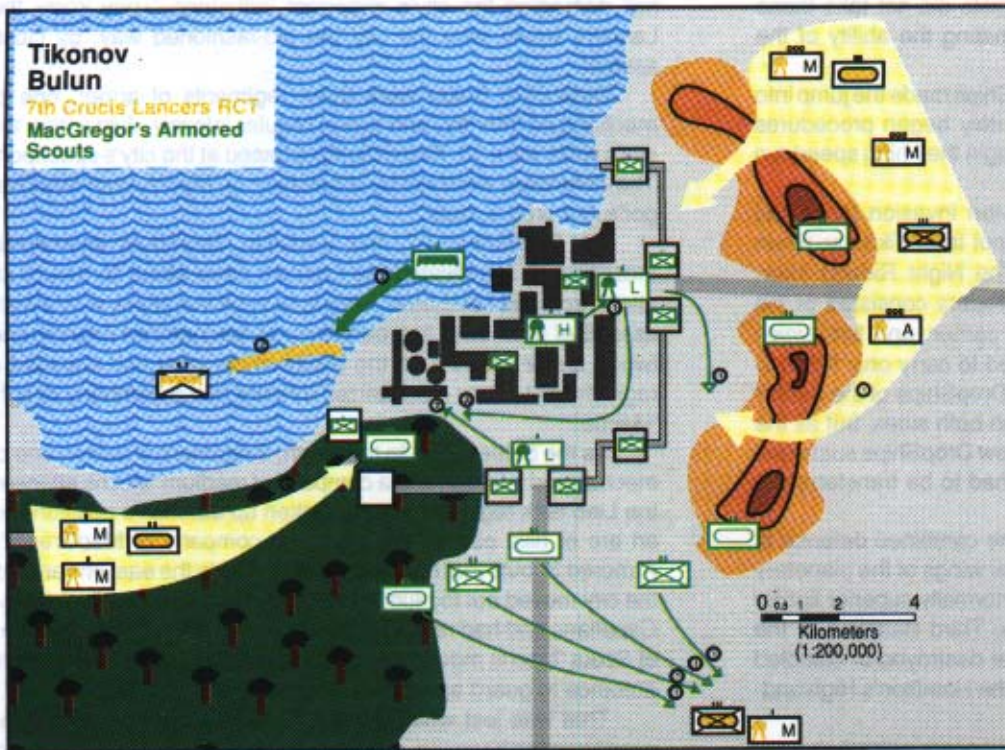
As the battle raged to the south, a regiment of armor, one of mechanized infantry, and a company of medium 'Mechs attacked the Liao tank regiment that had taken up defensive positions on an arc of hills east of the city. One company of MacGregor's Armored Scouts that had been waiting inside the east entrance of the city moved out to blunt a Lancer column that had flanked the Capellans and had reached the city walls. The reserve company of Scout 'Mechs moved from the center of the city to the eastern entrance to guard against more attacks from the east.

That was just what Marshal Robert Steadman had hoped would happen because, unknown to the Capellans, a company of Lancer Combat Engineers had crept up to the coastal entrance under the cover of a thick jungle the Capellans had foolishly neglected to cut away. The Combat Engineers laid demolition charges at the base of the two entrance turrets. The explosives were not meant to destroy the gun emplacements, but to sever power and communications lines running near the outside walls. An MIIO operative had given her life to discover the placement and relay the information to the Lancers.

A column of Lancer tanks and 'Mechs raced along the coast road toward the entrance. At sea, a battalion of mechanized infantry in hover APCs, protected by heavily armed hoverships, sped into the harbor toward a portion of the city just inside the southwest gate and near the city's spaceport. Just before the Lancer tanks and 'Mechs reached the city entrance, the Combat Engineers detonated the charges, leaving the two towers unable to fire most of their lasers and PPCs.

The Capellan tank battalion guarding the coast entrance was brutally overrun. At the same time, the Davion hovercraft made landfall and moved on the spaceport despite losing four APCs to a valiant Capellan hovership company. The two companies of MacGregor's Scouts that had been standing guard over the southern and eastern gates moved to confront the Lancers that were about to attack the city proper.

'Mech met 'Mech on the southern outskirts of the city. The Scouts, though outgunned, knew the city well and made use of the tall buildings and narrow streets to slow the Lancers' advance toward the city's center. A lance of light tanks caught the lance of Major Keela Dahoona, commander of the Scouts, out in the open



in a park. The Davion tanks occupied the 'Mechs long enough for Marshal Robert Steadman's command company to arrive. Surrounded, Major Dahoona spurned the chance to surrender and attacked. She and her lance concentrated their attack on Marshal Steadman and his *Crusader*, hoping to take him out of the fight. They failed, and Major Dahoona and her lance were destroyed.

The Lancers systematically destroyed the remnants of the First Battalion of MacGregor's Armored Scouts inside and outside the city. As the news of the Scouts' demise traveled through the remaining Capellan forces at Bulun, more and more surrendered, though a few, particularly the First Bulun Infantry, continued fighting ferociously. By week's end, Bulun was under Lancer control.

The Eighth Crucis Lancers had landed northeast of the Tau Ceti Rangers Battle Group on Kazan. Colonel Ridzik hoped that the one battalion of 'Mechs and the eleven regiments of infantry and tanks could prevent the Eighth Lancers from driving south on the capital city of Tikograd. At first his hopes seemed justified, as the battle group stalled the Lancers on September 28. For two days, the Capellans delayed the attack by fighting a gradual withdrawal. Casualties among support regiments were high on both sides.

A message from Colonel Ridzik to the Tau Ceti Rangers, intercepted by the Lancers, denied the Rangers the support they had been counting on and exhorted them to "die to the last man." From then on, the Rangers, though fighting fiercely when cornered, retreated more quickly to the south and east, away from the

Lancers' main line of advance. Threatened by the commanders of other units in the Battle Group to stop his disengagement, Major Tompkins, commander of the Tau Ceti Rangers, invoked his right to prevent the slaughter of his troops.

On October 2, as the Lancers prepared for a massive frontal attack against the Battle Group, which had dug in near the villages of Khan Sa and Ko Saun, the Tau Ceti Rangers fled to the east, where the unit's private DropShips waited. Without 'Mechs to provide a powerful reserve, the Capellan battle group was a beaten force even before the Lancers began their assault. When it came, the attack found the Capellans demoralized. A few units showed spirit, such as the attempt by the Second Battalion of the Tikonov Heavy Tank Regiment to hold back a battalion of assault 'Mechs, but breaks

appeared in the Capellan defensive positions. By day's end, the Eighth Crucis Lancers had crushed the battle group and was moving on Tikograd unopposed.

TIKOGRAD

Tikograd, the capital of Tikonov, is also the largest, most heavily industrialized city on the planet. With the Confederation's largest BattleMech manufacturer also within its confines, it was the most obvious target on the planet, which is why it was defended by the best battle group, commanded by Colonel Ridzik himself.

The city had long been divided into three areas: administrative, industrial, and residential. Each was separated from the others by its own walls and towers, with only a limited number of roads and subways connecting the three sections. Surrounding the whole complex was another series of walls and towers, though not as imposing as the inner ones.

The Capellan plan was for the armored and mechanized infantry regiments of the battle group to man the outer walls and defend the parklands between the fortified city sections. Infantry regiments would defend the buildings and factories of the city.

The BattleMech units defending the city were the First Battalion of Hamilton's Highlanders, an elite unit famed for its ability to win despite the long odds, and a company of Colonel Ridzik's personal regiment, Stapleton's Iron Hand. Their orders were to reinforce the tanks and act as a mobile reserve during the coming siege.

The Sixth Crucis Lancers RCT dropped 100 kilometers to the south of Tikograd and spent the first week slowly moving toward the city, carefully avoiding the sabotage and terrorist efforts of the local militia. The commander of the Sixth Lancers, Marshal Orval Gossage, was content to secure the southern approaches to the city and wait for help. On October 3, the Eighth Crucis Lancers RCT arrived north of Tikograd.

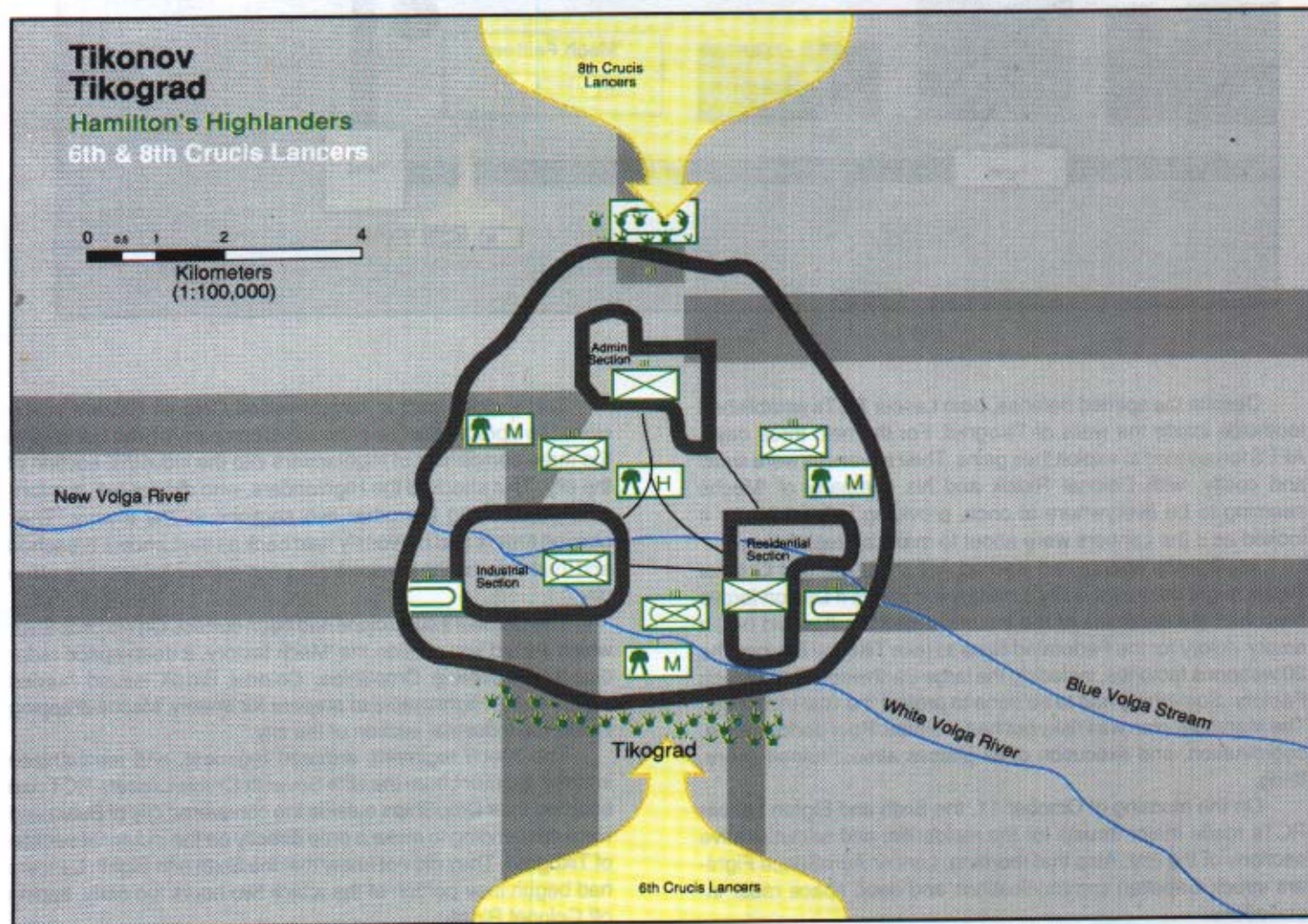
On October 5, artillery units of the two Lancer RCTs began a day-long barrage aimed at key weapons bunkers along the northern and southern sections of the outer wall. Davion fighters were assigned to wipe out the Capellan fighter wing stationed within the city's walls and to harass enemy units with bombs and strafing runs. The bombardment paid off with the collapse of several weapons towers and walls. Columns of Lancers moved toward the breach under the cover of darkness.

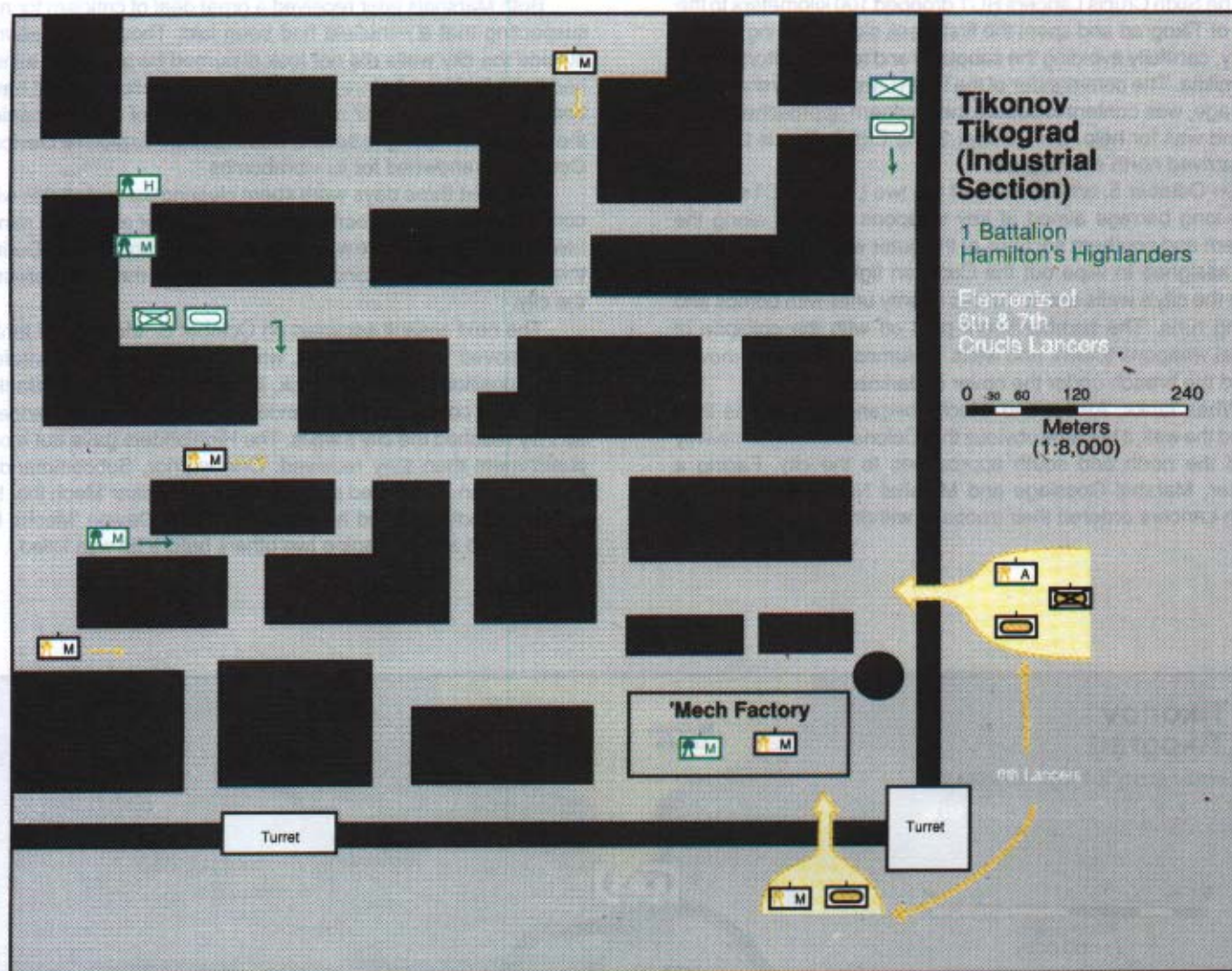
When tanks, APCs, and 'Mechs began exploding as they neared the wall, it became obvious that Colonel Ridzik had heavily mined the north and south approaches to the city. Facing a disaster, Marshal Gossage and Marshal Neale Wargo of the Eighth Lancers ordered their troops to withdraw.

Both Marshals later received a great deal of criticism for not suspecting that a minefield had been laid. Though the ground outside the city walls did not look disturbed because the mines had been laid long before, the threat of a minefield should have been uppermost in their minds because one of the companies they were attempting to secure was the Kirov Explosive Devices Company, renowned for its vibrabombs.

The next three days were spent clearing the minefields with concussion shells and bombs that explode just above the minefield, creating a pressure wave that detonates most mines. During this time, units of both Lancer RCTs completed their circle around the city.

The next assault occurred on October 8. 'Mechs and tanks again moved toward the wall, while fighters overhead strafed enemy positions. Colonel Ridzik, in his bright blue *Orion* Battle-Mech, led a company of Highlanders against the Eighth Lancers as they reached the city's walls. The Highlanders gave out more punishment than they received. One warrior, Subcommander Valexi Doffan, performed so skillfully in his *Stalker* 'Mech that he singlehandedly stopped an assault lance of Davion 'Mechs by downing two and damaging two others before he was killed.





Despite the spirited defense, both Lancer RCTs established footholds inside the walls of Tikograd. For the next three days, AFFS forces tried to exploit their gains. Their advances were small and costly, with Colonel Ridzik and his company of 'Mechs seeming to be everywhere at once, providing help wherever it looked as if the Lancers were about to make a breakthrough.

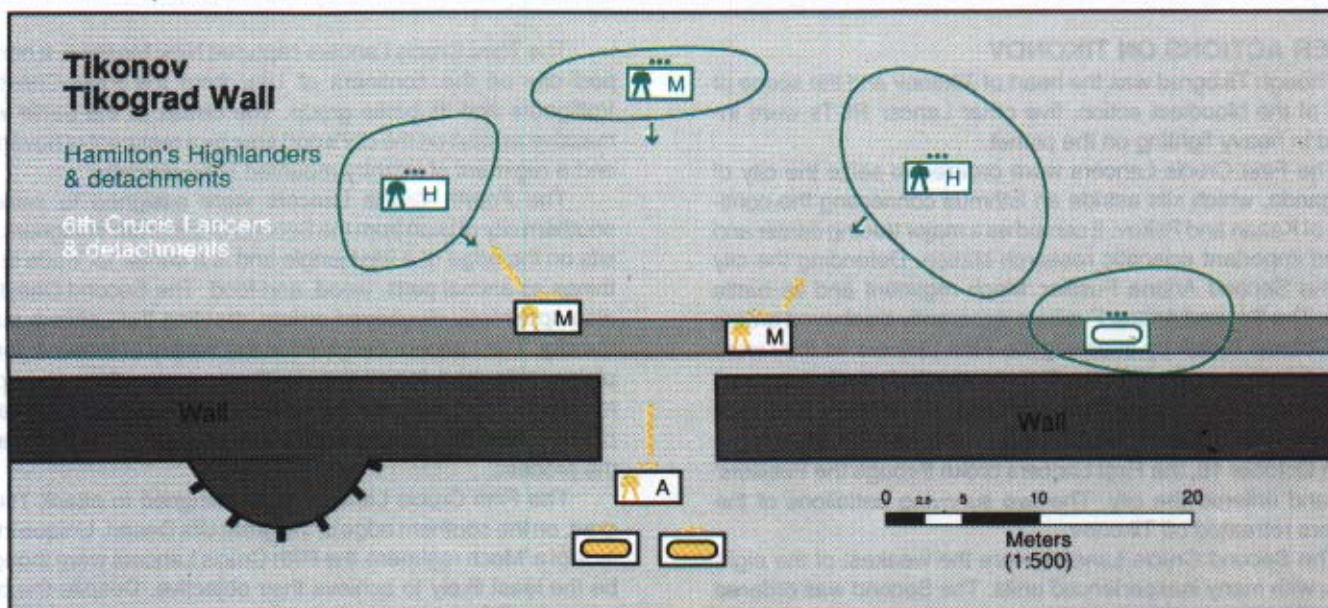
Intelligence agents had warned AFFS officers that Colonel Ridzik might destroy the city's military industries if Davion forces breached the defenses of the industrial section. It would be an empty victory for the Federated Suns to take Tikonov but lose the 20 weapons factories, including the large Earthwerks BattleMech Factory. Something had to be done to protect the vital industries. The Marshals' plan was risky but had promise. Poor performance, coordination, and execution of all phases almost ruined everything.

On the morning of October 11, the Sixth and Eighth Lancer RCTs made major thrusts for the residential and administrative sections of the city. Also that morning, Lancer AeroSpace Fighters struck Capellan communications and deep-space radar installations.

This sudden shift in targets raised Colonel Ridzik's suspicions. As a precaution, he ordered his company of Iron Hands and the three companies of Highlanders into the industrial section of the city. This shocked the Highlanders, who did not feel comfortable abandoning the other two sections to the enemy. They obeyed orders and nervously held back as the Lancers breached and then entered the administrative and residential sections of the city.

The Colonel's suspicions had been correct. On his DropShip, which waited just outside the 'Mech factory, a deep-space radar detected incoming DropShips. Colonel Ridzik issued hurried orders to the Highlanders to prepare for enemy 'Mechs dropping inside the industrial section of the city.

The 'Mech regiment, armored regiment, and mechanized infantry regiment from the elite Seventh Crucis Lancers RCT had boarded their DropShips outside the conquered city of Bulun and were descending to make a drop directly on the industrial section of Tikograd. They did not know that the Sixth and Eighth Lancers had begun their portion of the attack two hours too early, tipping off Colonel Ridzik.



Just as Colonel Ridzik was about to order his troops to begin destroying the factories, the first 'Mechs of the Seventh Lancers hit their drop zones. The Sixth and Eighth Lancers, realizing that the timing was off and that the diversion had not worked, turned from the other sections of the city to protect the Seventh from Hamilton's Highlanders.

The drop of the Seventh Crucis Lancers was going badly. The whole 'Mech regiment was supposed to land near the Earthwerks factory in the southeastern corner of the industrial section, but Liao fighters and poor atmospheric conditions scattered the regiment. Only Bravo Company, First Battalion of the Seventh Lancers, dropped in and around the 'Mech factory, right in the middle of the First Company of the Hamilton Highlanders. Some of the lighter 'Mechs landed on the large, flat roof of the main assembly building, where they took advantage of their elevation to harass Highlanders on the ground. The heavier Davion 'Mechs fought past the Highlanders outside the building. Entering the building, Davion Captain Rebecca Sellers activated the mechanism that closed the factory's main doors and prayed that she could hold out.

Marshal Gossage, realizing that the battle plans were useless, ordered his 'Mech regiment and his armored regiments to attack the walls of the industrial section. As he did that, the scattered Seventh Crucis Lancers were desperately trying to regroup and reach the 'Mech factory.

Inside the factory, Bravo Company was barely hanging on against Highlander 'Mechs, which had blown the doors off. Captain Sellers and her 'Mechs were using the cover of the huge machinery in fighting to prevent the Highlanders from entering. Highlanders in jump-capable 'Mechs had leaped onto the roof and were fighting the Lancer 'Mechs in a forest of air-conditioner and exhaust stacks.

The 'Mechs and tanks of the Sixth Crucis Lancers breached the wall around the industrial section of Tikograd 90 minutes after the operation began. Racing toward the 'Mech factory, they were ambushed by a company of Highlanders that had been hiding behind a warehouse. Despite heavy fire from the Capellans, the Sixth Lancers pushed on.

Captain Sellers and her company were just about at an end. Most of her remaining 'Mechs were severely damaged. The few that could move without risking an overheating explosion were out of ammunition for their mass weapons. They had inflicted equally heavy casualties on the Highlanders and kept them out of the factory. When the Sixth Lancers arrived at the factory with a flourish of explosions and scattering Highlanders, they found Captain Sellers' *Thunderbolt* missing its left arm and its heat sinks literally glowing.

The Highlanders, greatly outnumbered by an enemy that seemed to be everywhere, attempted to withdraw through the northern gate of the industrial section. As they approached the gate, a battalion of 'Mechs and heavy tanks from the Seventh Lancers caught up with them. The ensuing fight provided enough time for a tank regiment from the Sixth Lancers to array itself outside the northern entrance. As a Highlander attempted to retreat from the Davion 'Mechs through the gates, it became the target of Davion *Manticores* and Patton tanks. Very few Highlanders lived long enough to surrender.

Colonel Ridzik, realizing that his life and the lives of his 'Mech company were in danger, fought through a company of Sixth Lancer 'Mechs and onto his DropShip, which immediately lifted off. Seeing an objective of the invasion slipping through their fingers, the marshals of all three RCTs ordered all fighters to pursue. The weather, which was stormy and windy, favored the Capellan DropShip. Though there were moments when the Davion fighters swarmed over Ridzik's ship, it slipped into and out of the clouds and lost its pursuers. The DropShip left Tikonov to rendezvous with a *Scout*-class JumpShip that had been hiding near a pirate jump point. Soon the commander of the Capellan military was light years away from Tikonov in the Elgin system, for the moment safe from the Armed Forces of the Federated Suns.

With the departure of Colonel Ridzik, organized resistance on Tikonov soon broke down. On October 14, the provisional city administration of Tikograd surrendered without conditions. An assessment of the city's wealth revealed that only two military factories had been destroyed. Most importantly, the Earthwerks BattleMech Factory, though heavily damaged in the fighting, was repairable.

OTHER ACTIONS ON TIKONOV

Though Tikograd was the heart of Tikonov and the scene of some of the bloodiest action, five other Lancer RCTs were involved in heavy fighting on the planet.

The First Crucis Lancers were ordered to seize the city of Karaganda, which sits astride an isthmus connecting the continents of Kazan and Pskov. It served as a major trading center and had an important scientific research station. Defending the city was the Second Ariana Fusilier 'Mech regiment and its battle group. The Second Ariana Fusiliers apparently disobeyed orders from Colonel Ridzik by attacking the First Lancers as they were attempting to surround the city. The unexpected attack staggered the Lancers, with heavy losses among the infantry and tank regiments. For a week it was uncertain who had the advantage, but on October 10, the First Lancers broke through the Fusiliers' lines and entered the city. The two surviving battalions of the Fusiliers retreated off Tikonov.

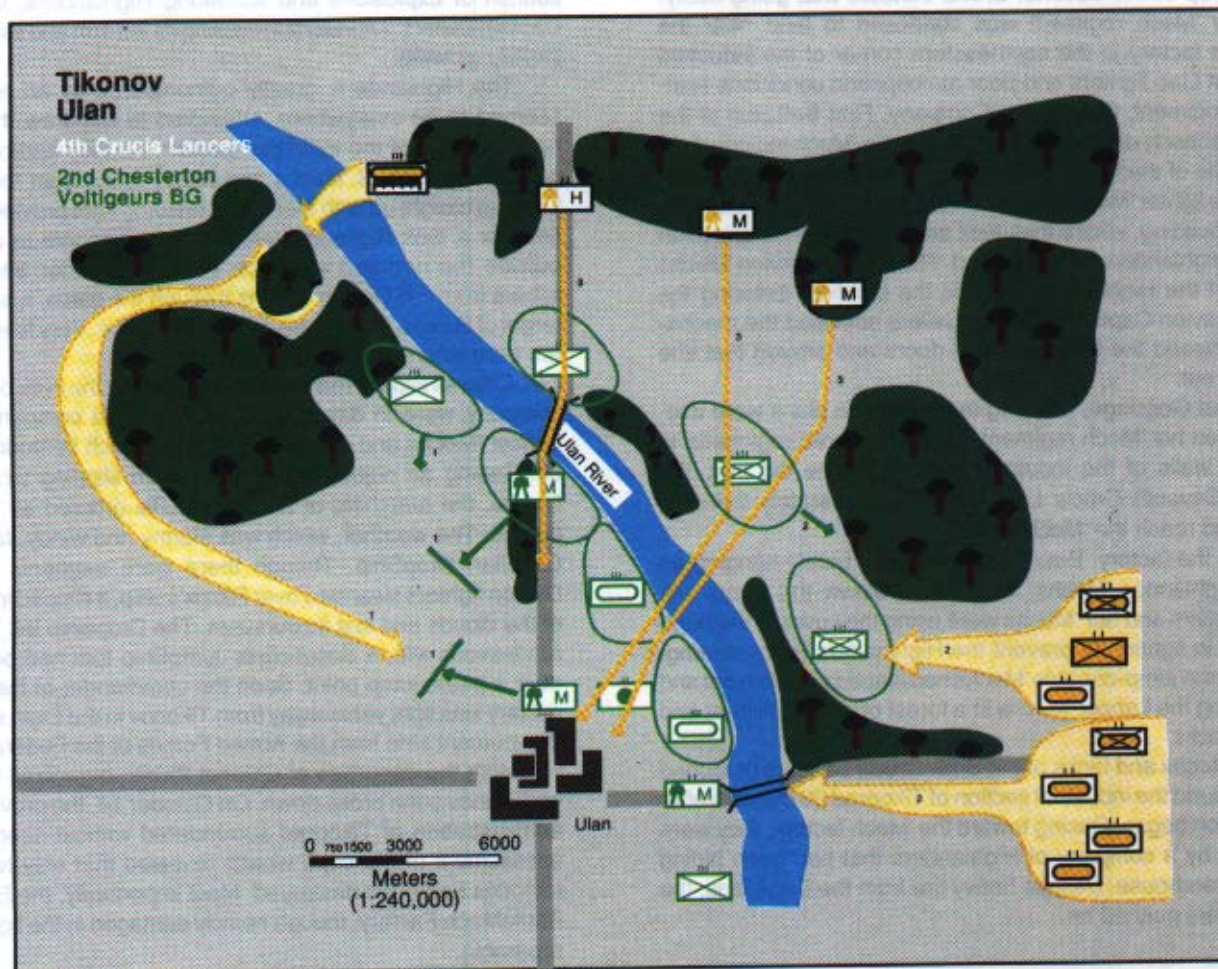
The Second Crucis Lancers were the weakest of the eight RCTs, with many inexperienced units. The Second was ordered to take Gizhiga, a mining town high in a mountain range that was defended by one battalion of the Ariana Grenadiers and its battle group. Heavy fighter attacks helped soften the enemy and gave the RCTs' commander time to plan strategy carefully. In the assault, on October 9, the green troops fought like veterans, overwhelming the Ariana Grenadiers and taking the city two weeks later.

The Third Crucis Lancers captured New Moscow, a northern port city on the continent of Ufa, from the First Chesterton Voltigeurs and its battle group. The climax of the battle was a massive assault on the city's port area by a regiment of hovertanks and a regiment of infantry mounted in hovercraft.

The Fourth Crucis Lancers were assigned to seize the southern city of Ulan from the Second Chesterton Voltigeurs. Ulan sits on the edge of a vast jungle and is a center for trade in such things as animal pelts, wood, and food. The Second Chesterton also apparently disobeyed orders, meeting the Lancers outside the city. The Lancers delighted in the variety of terrains: forests, plains, hills, and mountains. In three weeks, through superior maneuvering and tactics, the Fourth Crucis Lancers captured the city, crushing the Second and Third battalions of the Voltigeurs in the process.

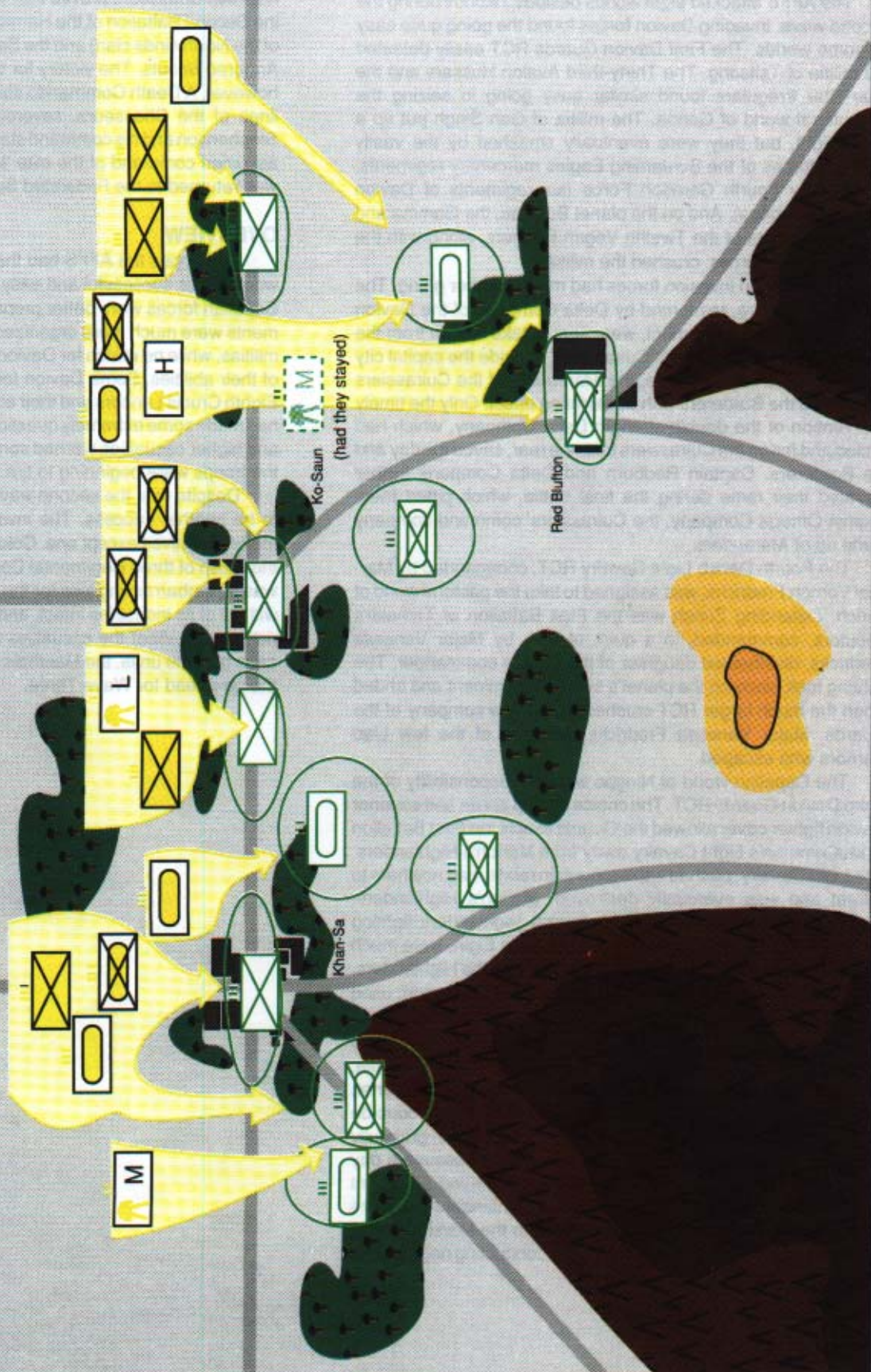
The Fifth Crucis Lancers were assigned to attack Tselinograd, on the southern edge of the great Ufa Desert. Unique in their lack of a 'Mech regiment, the Fifth Crucis Lancers were thought to be the least likely to achieve their objective. Despite the pessimism, the Fifth Lancers, with twice as many tank regiments as the other RCTs, defeated the Third Chesterton Voltigeurs defending the city.

With the surrender of Ulan on October 18, all of the major cities on Tikonov were under the control of the Crucis Lancers. Tikonov was a prize of the Federated Suns, though enemy activity required an additional month and 20 regiments of occupation troops to subdue.



**Tikonov
Khan-Ko Line
8th Crucis Lancer RCT
Tau Ceti Battle Group**

0 2.5 5 10 20
Kilometers
(1:500,000)



OTHER SECOND-WAVE ACTION

The AFFS attacked eight worlds besides Tikonov during the second wave. Invading Davion forces found the going quite easy on some worlds. The First Davion Guards RCT easily defeated the militia of Tsitsang. The Thirty-third Avalon Hussars and the Blue Star Irregulars found similar easy going in seizing the agricultural world of Genoa. The militia of Gan Singh put up a better fight, but they were eventually smashed by the vastly superior forces of the Screaming Eagles mercenary regiments, assisted by Fourth Garrison Force (six regiments of Davion occupation troops). And on the planet Buchlau, the Gamma and Delta Regiments of the Twelfth Vegan Rangers, along with the First Garrison Forces, crushed the militia.

Other Davion invasion forces had much tougher going. The Aragon Borderers, reinforced by Delta Company of the Davion Light Guards 'Mech regiment, were sent to take Hunan from the First Battalion of Freemont's Cuirassiers. Outside the capital city on the planet's northern pole, the *Marauders* of the Cuirassiers waded into the Borderers with devastating effect. Only the timely intervention of the double-strength Delta Company, which had circled and fell on the Cuirassiers from the rear, saved the day and the Borderers. Captain Redburn and Delta Company further elevated their fame during the final battle, which pitted them against Omega Company, the Cuirassiers' command company made up of *Marauders*.

The Fourth Deneb Light Cavalry RCT, commanded by Marshal Vernon Fredricks, was assigned to take the pastoral world of Zurich. Defending Zurich was the First Battalion of Trimaldi's Secutors, commanded, in a quirk of fate, by Major Vanessa Fredricks, disinherited daughter of the Davion commander. The fighting took place on the planet's southern continent and ended when the much larger RCT crushed all but one company of the Guards. Major Vanessa Fredricks was one of the few Liao warriors who escaped.

The Capellan world of Ningpo was the responsibility of the Third Davion Guards RCT. The choice of drop zones and superior Davion fighter cover allowed the Guards to split the First Battalion of McCrimmon's Light Cavalry away from Marion's Highlanders. The Light Cavalry, pushed into a mountain range, had nowhere to retreat and was eventually destroyed. Marion's Highlanders, members of the elite Scottish Northwind Highlanders fighting clan, who had recently arrived on Ningpo from Elgin, were much tougher opponents. A regiment of individualists, the Highlanders, commanded by the famous Colonel Alastair Fonn Marion, used innovation, courage, and sometimes sheer stupidity to sting the slowly advancing regiments of the Third Davion Guards. After two months, the Highlanders were confined to the Yaloshia Peninsula, with little hope of breaking out or being able to escape the planet. Marshal Herbert Hobaugh, instead of administering the coup de grace, offered the Highlanders a truce, which they gratefully accepted. This move proved almost omniscient because a day after Marshal Hobaugh gave the order, he received an urgent communique to refrain from harming the Highlanders any more than was absolutely necessary. Unknown to the Marshal and to Colonel Marion, Davion emissaries were conducting negotiations with the clan elders.

On the world of Alrescha, the First Regiment of the New Ivaarsen Chasseurs proved their abilities once again by crushing the Second Battalion of the Hamilton Highlanders (not a member of the Northwinds clan) and the Second Battalion of MacGregor's Armored Scouts. The victory for the Chasseurs was short-lived, however. A Death Commando squad, slipping through the picket lines of the Chasseurs, severely wounded Marshal Nicholas Stephenson and his command staff. Colonel Ophelia Stephenson assumed command of the elite 'Mech regiment while her father was returned to the Federated Suns for treatment.

OVERVIEW

Any hopes the AFFS had that the second wave of assaults would be as successful and easy as the first were disappointed. Capellan forces were better prepared, and Capellan 'Mech regiments were much more organized and often fanatical. Planetary militias, while no match for Davion forces, did perform to the best of their abilities. Some Davion forces, particularly the Sixth and Eighth Crucis Lancers and their aborted first assault on Tikograd, had made some extremely questionable decisions. Bad judgment and higher casualties worried some Marshals, who believed that the troops were beginning to tire.

Despite this, the second wave of Operation Rat was judged to be another success. The invasions accomplished all of the major objectives except one. Colonel Pavel Ridzik's escape from the grasp of three Regimental Combat Teams of Crucis Lancers was an embarrassing loss for the AFFS. The capture of Tikonov, with all of its industries intact, and the capture of other resource-rich worlds offset the casualties and the questionable performance of some units, the Marshals felt. Prince Hanse Davion gave the go-ahead for Wave Three.

THIRD WAVE

The strategic objective of the Third Wave was to cut off the finger of Capellan worlds thrusting into the Federated Suns by seizing planets such as Ronel, Tybalt, Achernar, and Tigress. Other objectives included the capture of more economically rich worlds, such as Tigress and Jonathan, and defeating more of the Capellans' best 'Mech units. Twelve worlds were targeted for assault.

The Third Wave marked the first appearance of two new Davion fighting forces. One was the March Militias. Made up of soldiers native to a particular region of the Federated Suns, the March Militias were Regimental Combat Teams originally designed as defensive units. Prince Hanse improved the Militias' equipment and training for their offensive action as part of the Third Wave. Also appearing in the Third Wave were Garrison Units sent in to relieve seasoned troops on conquered worlds. These garrisons were formed with ten to 20 regiments taken from the planetary militias of Federated Suns worlds. Each Garrison Unit had a 'Mech company whose pilots were either recently retired MechWarriors or the better cadets from Davion military academies.

Transporting the assault troops were the JumpShips that had carried the Crucis Lancers to Tikonov. Other transports were ferrying the wounded to the Federated Suns and bringing garrison troops to relieve seasoned units on conquered worlds.

The Third Wave officially began on November 12, with the departure of Miller's Marauders and the Addicks March Militia from the Federated Suns world of Addicks. The other Davion troop movements occurred the next day.

The AFFS seized four worlds with little delay. The Seventh Crucis Lancers RCT easily defeated the militia of Menker. The First Crucis Lancers RCT dealt quick and precise attacks that

shocked the planetary militia of Achernar into submission. On Kansu, the Delta Regiment of the Twelfth Vegan Rangers so demoralized the militia that they surrendered three days after the Rangers arrived. The First New Ivaarsen Chasseurs proved that the loss of their commander on Alrescha had not slowed them down; they easily captured the resource-rich world of Yangtze.

The Capellan defenders on other worlds were not as helpless.

RONEL

The two heavy battalions of Miller's Marauders, plus the twelve regiments of the Addicks March Militia, left Addicks for Ronel. Facing them was the First Battalion of Kerr's Intruders. Initial Davion attacks were extremely disjointed because of bitter relations between Major Grissom Miller, commander of the Marauders, and the militia commander, Major General Dether DeBurke. The two could not agree, and AFFS Marshals finally had to intervene by giving over-all command to Major Miller because of his experience even though Major General DeBurke had higher rank. Once the command problem was resolved, Davion forces killed or captured all but a company of Kerr's Intruders.

TYBALT

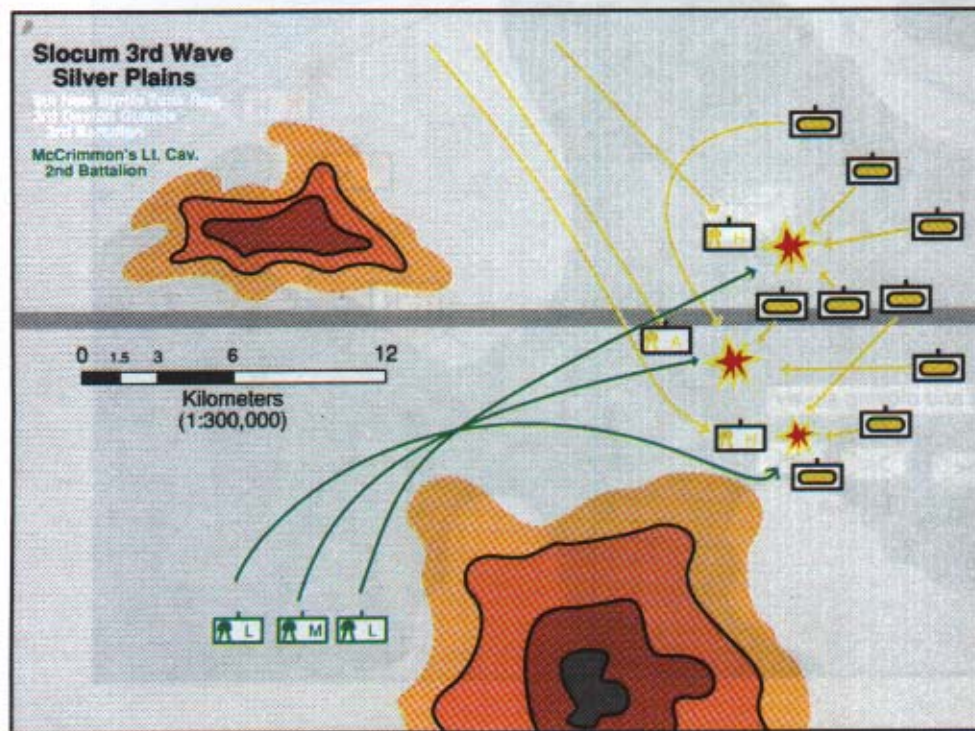
The Fourth Crucis Lancers suffered their heaviest losses during the drop onto Tybalt. 'Mechs of Alpha Company, First Battalion were scattered when their *Union Class* DropShip, the *Whitewind*, had its attitude engines jam, turning a slow roll into a wild spin. Five 'Mechs skipped off the planet's atmosphere and were never seen again. Two 'Mechs, thrown into an entry angle that was too steep, burned. The remaining five 'Mechs of the company sustained heavy damage on landing.

After that debacle, the Lancers found the battle anticlimactic. The poorly equipped defenders, the Third Battalion of Lothar's

Fusiliers, did the best they could by fighting a well-planned withdrawal to Macbeth, the planet's capital. A regiment of hover-tanks and swifter elements of the RCT's 'Mech regiment caught and encircled the Fusiliers, destroying one company and forcing another to surrender. The remaining company reached the spaceport of Macbeth and escaped before Davion fighters could catch up.

SLOCUM

The Third Davion Guards RCT surprised the Second Battalion of McCrimmon's Light Cavalry by choosing drop zones to engage the planet's militia units. Unopposed and foolishly thinking the Davions were afraid, the Light Cavalry left its defensive position to attack a Guards tank regiment. Caught on the snow-covered Silver Plains outside the planet's capital of Fewers, the Light Cavalry was easily defeated by the tank regiment and a battalion of heavy 'Mechs. Only one company of Capellan 'Mechs escaped Slocum.



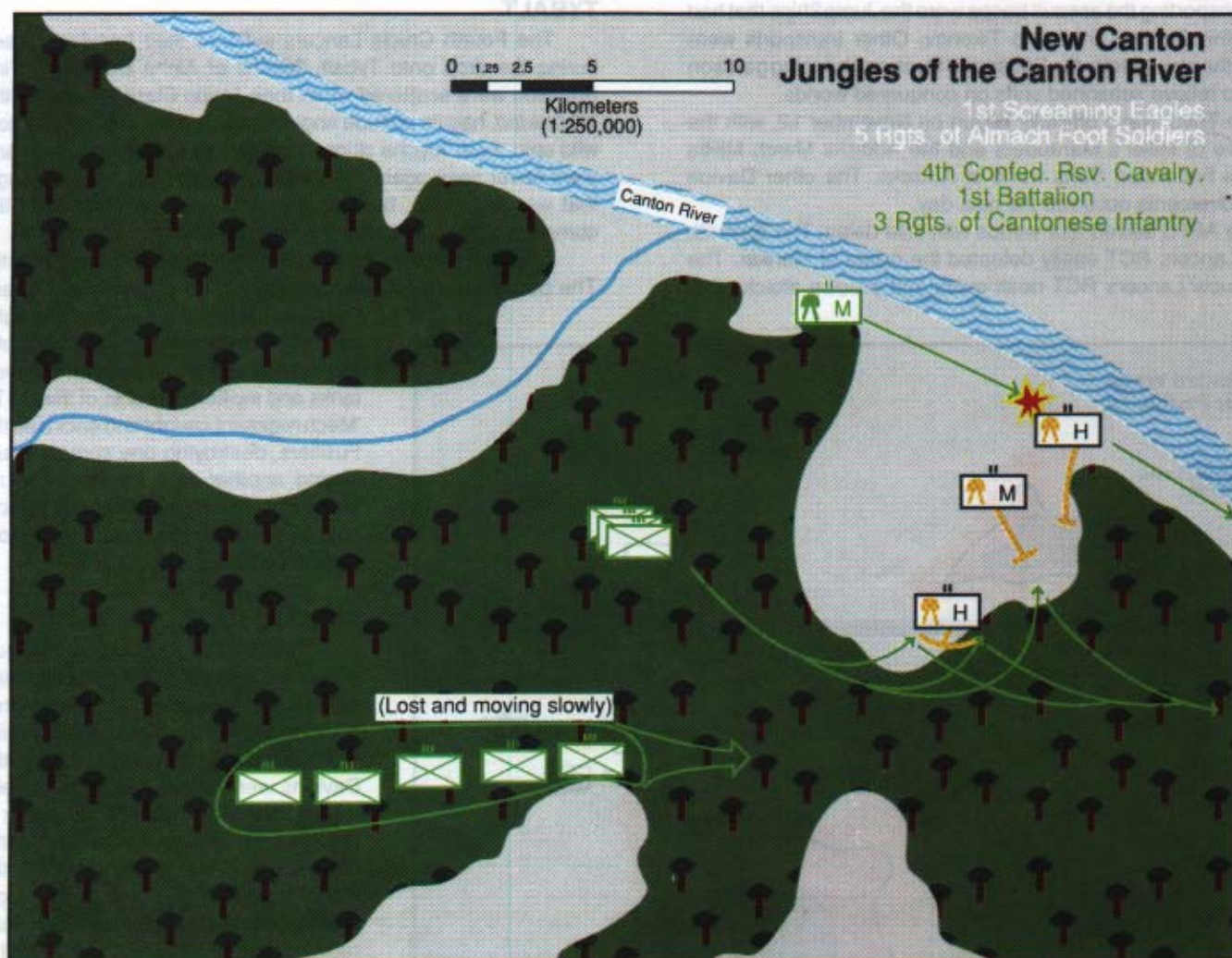
NEW CANTON

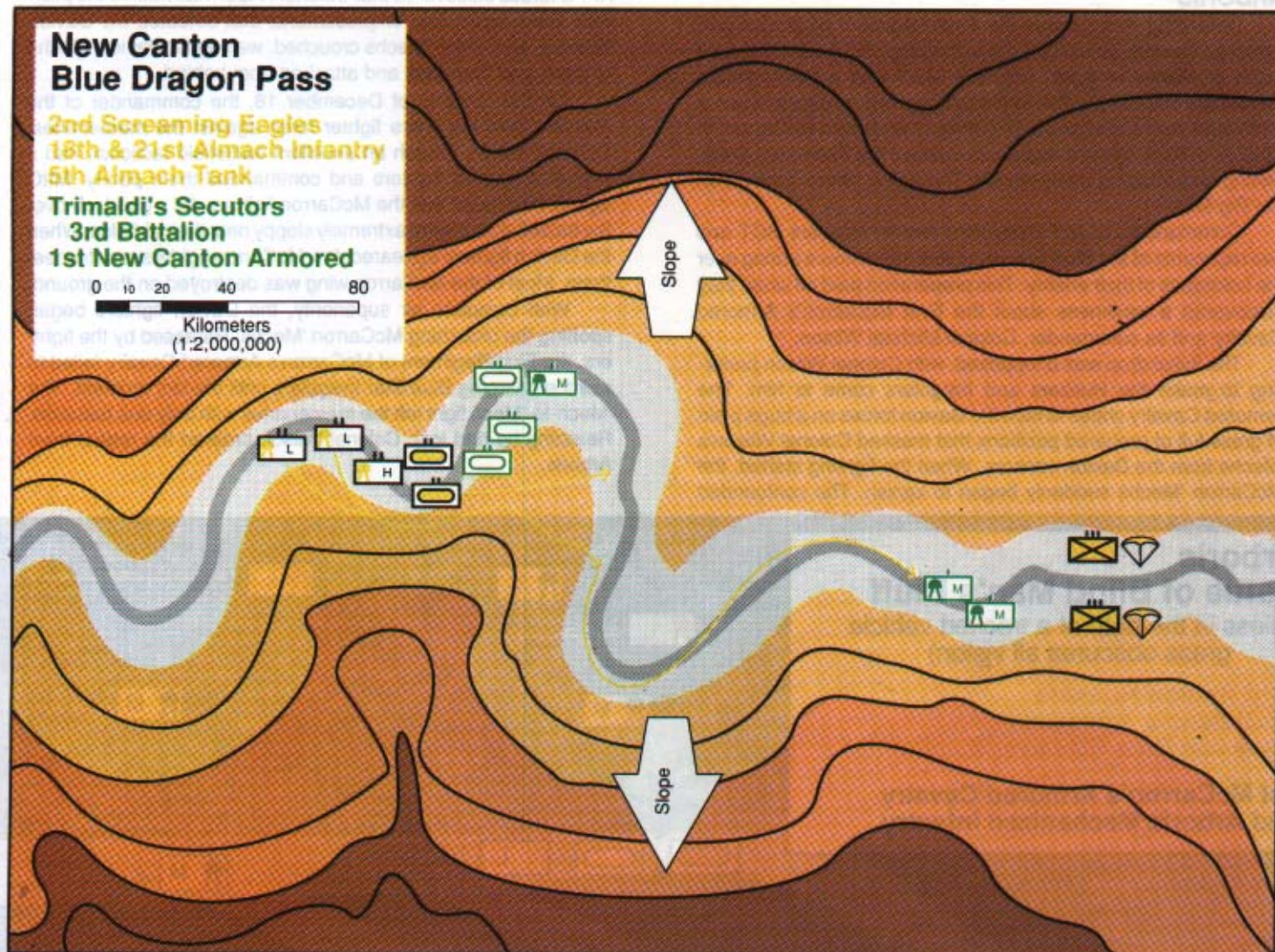
On New Canton, the Screaming Eagles, bolstered by ten garrison regiments, took on the First Battalion of the Fourth Confederation Reserve Cavalry and the Third Battalion of Trimaldi's Secutors.

The First Regiment of the Eagles and five regiments of infantry from Almach played a hide-and-seek game in the jungles of the planet's northern continent. They were searching for the battalion of Reserve Cavalry and three infantry regiments of militia, which capitalized on their knowledge of the terrain. The Capellans frequently attacked the Davions and melted into the jungle just as the Eagles were ready to launch a counterattack. The furious Eagle commander, Colonel Opson Mathis, vowed revenge on the Capellans. On the banks of the mighty Canton River, the First Regiment of the Screaming Eagles caught the Reserve Cavalry, which had arrived to find the bridge washed out.

The Capellan warriors, seeing no sense in a glory-filled death, surrendered. In a fit of rage, Colonel Mathis ignored his mercenary contract to observe the AFFS code of honor. He ordered his troops to disable the Capellan 'Mechs and to weld the cockpits closed with their warriors still inside. Davion 'Mechs then pushed the Capellans into the raging Canton River.

Colonel Roberta Gathos, commander of the Seventh Almach Foot Soldiers, arrived and demanded that Colonel Mathis surrender to her custody. For a few tense moments, the two units faced each other with weapons ready. Then one of the Eagles, Warrior Benson Yuli, walked his *Warhammer* to the Foot Soldiers' side of the line. Other members of the Eagles followed, soon leaving Colonel Mathis alone. Seeing no hope, the Colonel surrendered. Colonel Gathos then placed the Eagles under the temporary command of Warrior Yuli, pending the investigation and decision of the Eagles' commander, Colonel Walter Hokala.





Colonel Hokala and the rest of the garrison forces were chasing Trimaldi's Secutors through the Blue Dragon Mountains of the planet's southern continent. The Secutors, though outgunned, were inflicting heavy casualties. Frustrated, Colonel Hokala ordered that two regiments of Almach infantry be airlifted and parachuted ahead of the Secutors. They were ordered to delay the Capellan 'Mechs until the rest of the Davion forces could catch up and finish them off. The Almach infantry carried out its mission, but instead of delaying the Guards for six hours, the infantry had to wait six days for the first Eagles to arrive. In that time, the infantry lost two-thirds of its soldiers. Suicide attacks by a Capellan tank regiment had slowed the Eagles, and an inquiry board later cleared them of wrongdoing in the delay. This incident, however, combined with the heinous crime on the banks of the Canton to destroy the Eagles' prestige.

ARBORIS

Defending Arboris was the First Regiment of McCarron's Armored Cavalry, which had made the long shift from the distant world of Menke in April. The "Big Mac" was a five-regiment mercenary unit comparable to Wolf's Dragoons, except that honor motivated Jaime Wolf and loot motivated Archibald McCarron. In 3022 and 3023, the five regiments invaded the Federated Suns, looting and pillaging many worlds. The AFFS swore revenge on the Big Mac.

Commanders of the Thirty-third Avalon Hussars RCT and two regiments of the Blue Star Irregulars spent hours poring over the holotapes of their enemy. This preparation paid off when they discovered a weakness about the First McCarron's Armored Cavalry and its commander, Colonel Michael Wilson.

The initial drop was unopposed, with Colonel Wilson preferring to make the Hussars and Irregulars come to him. The Armored Cavalry chose to face the Davion forces on a huge plain of grass full of prepared positions that masked Colonel Wilson's 'Mechs from the Davion sensors. When the fighting started, the McCarron 'Mechs suddenly began to vanish. The confounded

AFFS forces discovered that Colonel Wilson had riddled the plain with 'Mech-sized field emplacements that defeated the Davion sensors. McCarron 'Mechs crouched, waiting for Davion 'Mechs to pass, and then rose and attacked from behind.

On the morning of December 18, the commander of the Hussars sent his entire fighter force against the mercenaries. Colonel Wilson, though an excellent battlefield tactician, had a prejudice against fighters and commanded them poorly. MIO agents had found that the McCarron fighters did a good job over the battlefield but were extremely sloppy near their airfields. When the Davion fighters appeared, few McCarron fighters rose to meet them. Most of the McCarron wing was destroyed on the ground.

With complete air superiority, the Davion fighters began spotting the crouching McCarron 'Mechs. Harassed by the fighters, the First Regiment of McCarron's Armored Cavalry failed to see the charging Blue Star Irregulars until the last moment. The 'Mech-to-'Mech fight left the mercenaries with only one battalion. Realizing he had lost, Colonel Wilson ordered the retreat from Arboris.

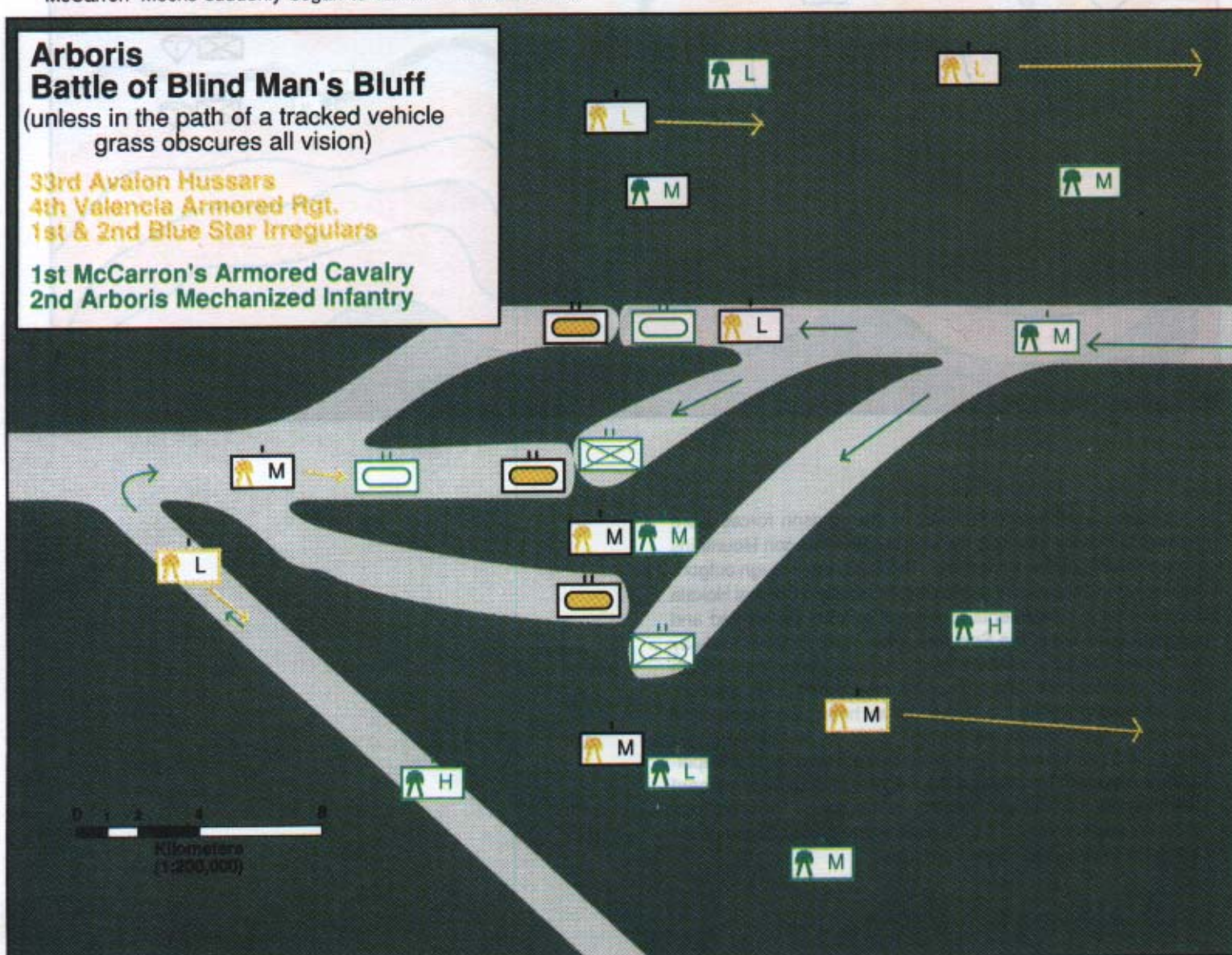
Arboris

Battle of Blind Man's Bluff

(unless in the path of a tracked vehicle
grass obscures all vision)

33rd Avalon Hussars
4th Valencia Armored Rgt.
1st & 2nd Blue Star Irregulars

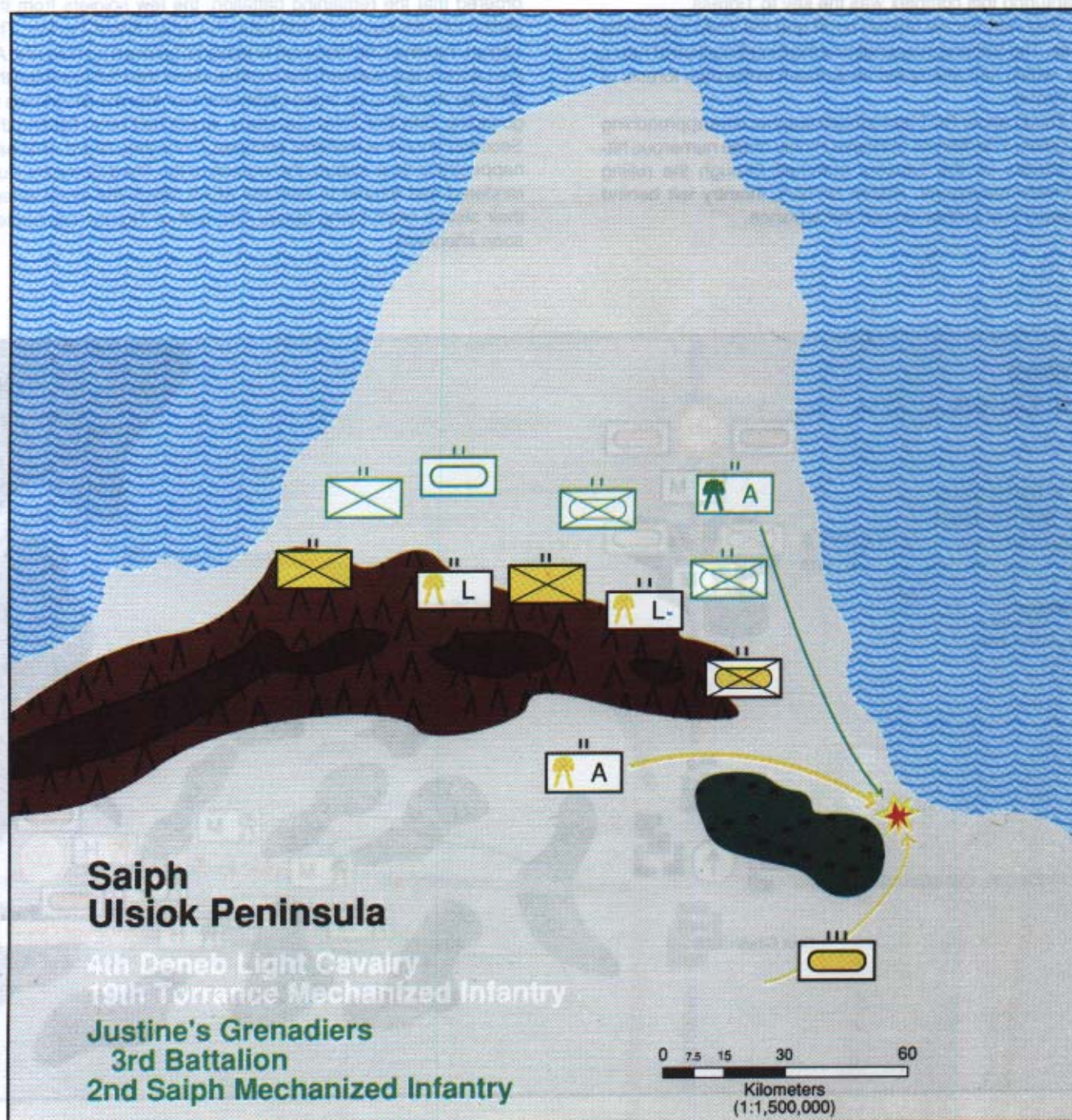
1st McCarron's Armored Cavalry
2nd Arboris Mechanized Infantry



SAIPH

The Fourth Deneb Light Cavalry RCT did not adapt well to the perpetual cold of Saiph's southern continent, which was what the Third Battalion of Justine's Grenadiers had hoped. Using the perpetual cover of blizzards and high winds, the Grenadiers were causing havoc with the Fourth Deneb RCT. Davion forces still managed to back the Grenadiers onto the Ulsiok Peninsula and were trying to seal off the peninsula to prevent their escape. With a bit of breathing space and anticipating the final assault, the Grenadiers used the time to service their 'Mechs to get them in top

shape for the battle. The Techs unknowingly used warm-weather lubricant that had been shipped to the southern continent by mistake. When the 'Mechs returned to service, the lubricant promptly froze. In less than an hour, the Grenadiers' 'Mechs could walk no faster than half speed. Worse, with the lubricant ineffective, the joints were overheating, particularly those in the legs and hips. The trapped and hobbled 'Mechs tried to slip past the Fourth Deneb and were hammered by a tank regiment that could not understand why the Capellans were so slow.



TIGRESS

Tigress, or Laurel's World as it is also known, is an industrial and scientific hub of the Capellan Confederation. Its educated population had the highest standard of living in the Confederation. The planet was therefore a major prize of the Third Wave, requiring the services of the Second and Third Crucis Lancers. Their opponents would be the formidable House Hiritsu 'Mech regiment, the Second Battalion of Kerr's Intruders, and Laurel's Legion, a battalion of women warriors native to Tigress.

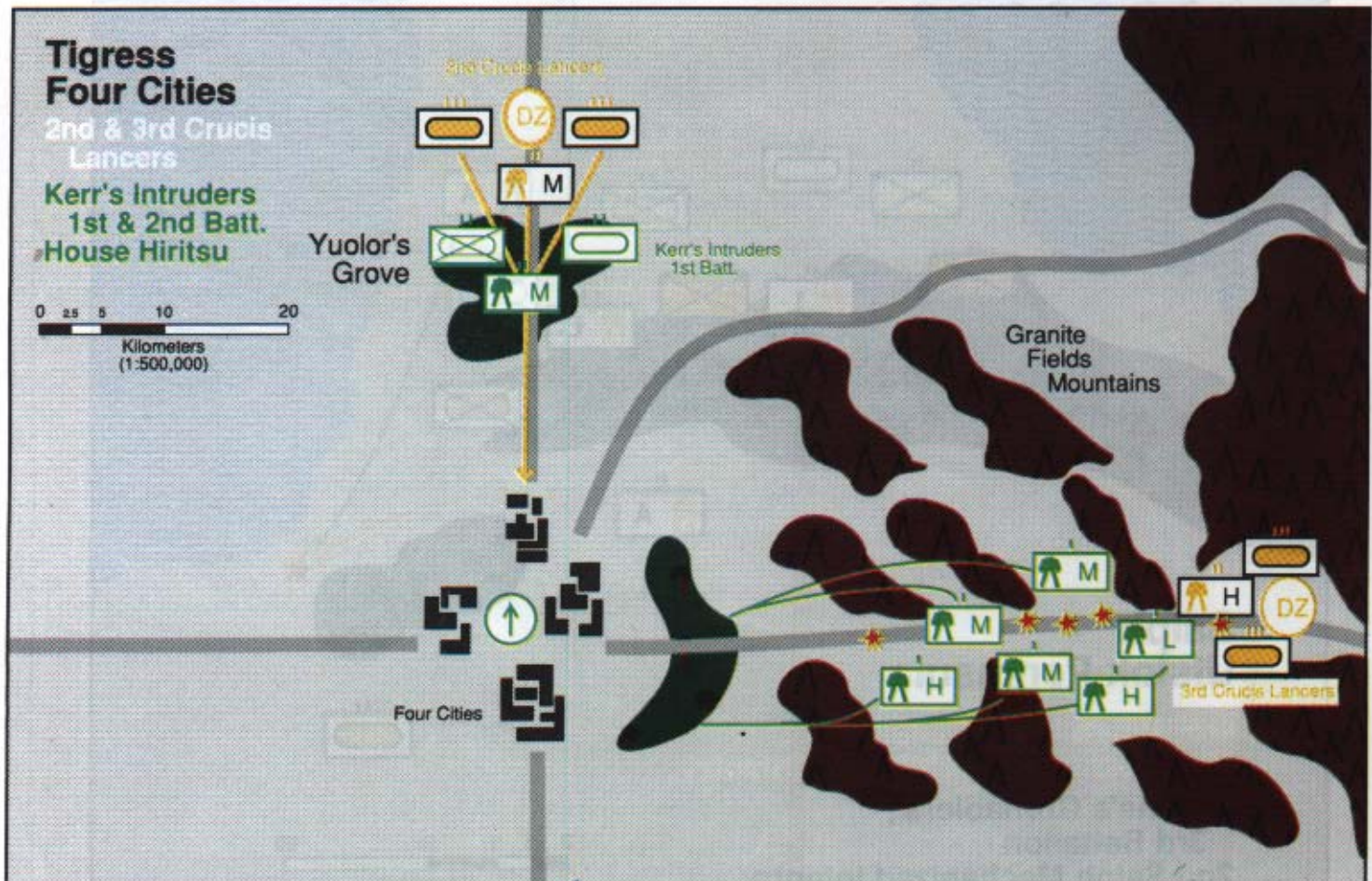
Much of the action centered on the Four Cities, a heavily industrialized complex on the equator. With most of the planet's power coming from 20 fusion reactors in the center of the Four Cities, capturing this complex was the key to Tigress.

The Second Lancers landed north and the Third east of the Four Cities. The Second overwhelmed the First Battalion of Kerr's Intruders, which had attempted an ambush in the dark forests of Yuolor's Grove.

The Third Lancer RCT had a much tougher time approaching the Four Cities. The 'Mechs of House Hiritsu made numerous hit-and-run attacks as the Lancers marched through the rolling Granite Fields mountains. House Hiritsu's infantry left behind suicide teams that further slowed the advance.

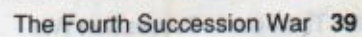
The two Lancer RCTs then made an ill-coordinated attack that went nowhere. And as they rested and regrouped, House Hiritsu and Laurel's Legion counterattacked at the command staff of the Third RCT. Third Lancers Marshal Jessie Pedroza was knocked unconscious by the nearby blast from an autocannon, but a company of hovertanks from the Second Galax Armor Regiment threw itself at the 'Mechs of House Hiritsu just in time. The company was decimated but bought enough time for the Marshal's evacuation and for the arrival of a battalion of heavy 'Mechs.

House Hiritsu's Second Battalion was routed in the ensuing fight and retreated toward the Four Cities. The Hiritsu commander ordered that the remaining battalion, the few soldiers from the Hiritsu infantry battalion, and Laurel's Legion leave Tigress. The Legion, however, did not want to leave its beloved homeworld. As the Lancers approached, the commander of the Hiritsu settled the issue by "bundling up these uppity women" into the DropShips at gunpoint. Only the Third Company, which had been fighting the Second Lancers at the time, escaped. Once they heard what had happened to their sisters, the women of the Third Company surrendered and offered to help the AFFS attack the world where their sisters were being taken. The rest of Tigress capitulated soon afterward.



Elements of 3rd Crucis Lancers

House Hiritsu Mech Reg.





JONATHAN

The Fifth and Sixth Crucis Lancers made their drops on the resource-rich world of Jonathan. A dry world with many mountain ranges, Jonathan favored the defenders, the Second Kearny Highlanders and the Second Battalion of Freemont's Cuirassiers. Realizing this, the commander of the Crucis Lancers decided to seize Capellan supply centers to draw the enemy out.

The strategy hit the nerve of the Second Kearny Highlanders, one of the Northwind Highlander clans, when the Sixth Crucis Lancers captured the capital city of Dust Hill. The city had been the headquarters of the Kearny Highlanders and was where it kept its DropShips. It was also the home of the warriors' families. Though the Lancers did not harm the families, the Highlanders came charging to their defense. The Highlanders mauled two Lancer tank regiments before the 'Mechs of the RCT could even enter the fray. Once the Davion 'Mechs engaged the Highlanders, numbers began to tell. Though almost surrounded by other Lancer regiments, the well-coordinated Highlanders slipped the noose, but not before the Third Battalion was hit very hard. Heeding orders not to cause excessive casualties among Northwind Highlanders while negotiations were in progress, the Lancer commander let the Highlanders retreat into the hills without vigorous pursuit.

The Fifth Lancers detected Freemont's Cuirassiers attempting to make a sneak attack on the Lancers' headquarters. The superior Lancer force eliminated the Cuirassiers. Cut off from their DropShips, the Second Kearny Highlanders could not escape and certainly could not fight an enemy ten times its size.

On December 15, AFFS Marshals ordered the Lancers to allow the Highlanders to march into Dust Hill and board their DropShips. Obeying without understanding, the Lancers warily watched as the Highlander pipe and drum corps played "Scotland the Brave" and marched into Dust Hill. They found their families, loaded weapons and supplies aboard their DropShips, and left Jonathan on December 21.

OVERVIEW

The Third Wave was a success. All of the major objectives had been achieved. The defection of a company of Laurel's Legion and the discovery of a cache of ammunition on Arboris were welcome surprises.

By far the greatest bonus of the Third Wave was the agreement, reached December 15, between the Clan Elders of the Northwind Highlanders and the Federated Suns. In the Northwind Agreement, as the document came to be called, the Northwind Highlanders ceased hostilities with the AFFS and renounced allegiance to the Capellan Confederation. In return, Prince Hanse gave the Highlanders their homeworld of Northwind along with a promise that, as members of the AFFS, they would not be asked to stray far from home unless absolutely necessary. This was extremely important to the world-proud Highlanders, who had long suffered under the Liao policy of never allowing one of their regiments to spend more than a month on the planet.

The removal of the Highlander regiments as a threat was extremely welcome. Their appearance over Northwind on January 12 to defend their world, which was under invasion by forces from the Draconis Combine, was a stroke of luck. Having the Highlanders on Northwind would anchor the Terran end of the long border between the Federated Suns and the Draconis Combine.

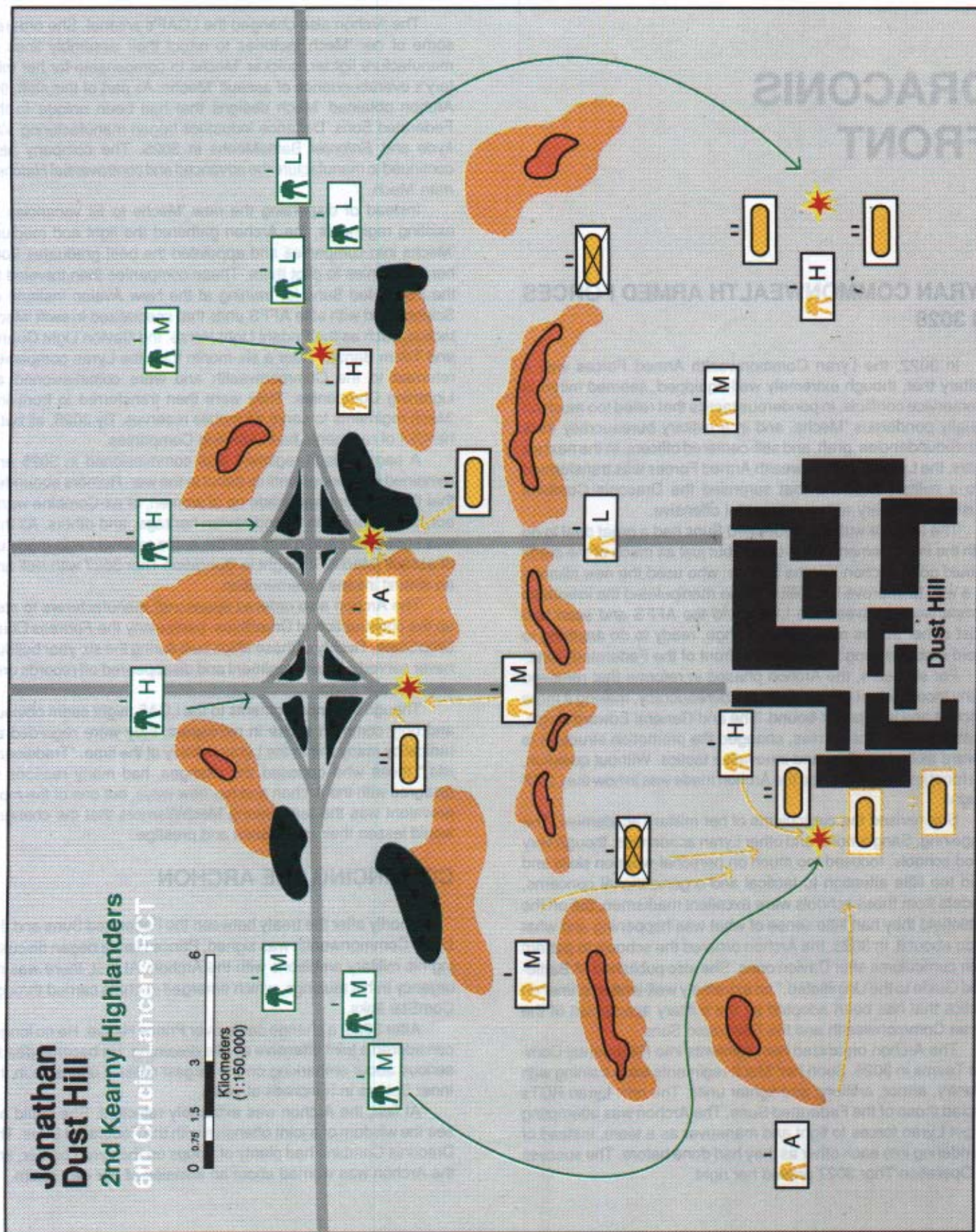
One of the negative aspects of the Third Wave was that there were more signs of fatigue among the AFFS troops. Lapses of judgment, poor decisions, and simple stupidity on the part of enlisted soldiers and officers were beginning to taint the performance of even the best Davion regiments. Also, many soldiers and officers were losing control of their emotions as feelings of hatred and revenge began to build. Though the atrocity committed by the First Screaming Eagles on the bank of the Canton River was by far the worst incident, it was not the only instance of brutality by an AFFS unit.

Supplies were beginning to become a concern. Marshals ordered units to scavenge everything possible from their vanquished foes to ease the worsening supply crunch. In some cases, MechWarriors switched to captured Capellan 'Mechs, which had more supplies and ammunition than their own. Even the 'Mechs pushed into the Canton River were eventually salvaged, their pilots freed from the cockpits for proper burial.

Jonathan Dust Hill

2nd Kearny Highlanders
6th Crucis Lancers RCT

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



DRACONIS FRONT

LYRAN COMMONWEALTH ARMED FORCES IN 3028

In 3022, the Lyrans Commonwealth Armed Forces was a military that, though extremely well-equipped, seemed mired in interservice conflicts, in ponderous tactics that relied too much on equally ponderous 'Mechs, and in a military bureaucracy thick with redundancies, graft, and self-centered officers. In the next six years, the Lyrans Commonwealth Armed Forces was transformed into a military machine that surprised the Draconis Combine Mustered Soldiery with a successful offensive.

The alliance with the Federated Suns had a great deal to do with the improvement of the LCAF, but just as much of the credit should go to Archon Katrina Steiner, who used the new alliance as a way to improve her military. She manipulated the inevitable comparisons between the LCAF and the AFFS and soon had most of her troops ready for a change, ready to do anything to avoid embarrassing themselves in front of the Federated Suns.

For six years, the Archon phased in reforms that removed many incompetent officers from the bureaucracy, making it more efficient and less paper-bound. She and General Edward Regis, Commander-of-the-Armies, changed the promotion structure to reward skilled soldiers and innovative tactics. Without question, the most important change the Archon made was in how the LCAF fought.

She revised the curriculums of her military academies. The Nagelring, Sanglamore, and other Lyrans academies, though very good schools, focused too much on personal-weapon skills and paid too little attention to tactical and organizational concerns. Cadets from these schools were excellent marksmen, but on the battlefield they had little sense of what was happening and what to do about it. In 3023, the Archon ordered the schools to pattern their curriculums after Davion ones. She also published "A Battlefield Guide to the Uninitiated," an extremely well-written primer on tactics that has been adopted by the military academies of the Lyrans Commonwealth and the Federated Suns.

The Archon organized her regiments into Regimental Combat Teams in 3026. Soon her 'Mech regiments were training with infantry, armor, artillery, and fighter units. The new Lyrans RCTs copied those of the Federated Suns. The Archon was attempting to get Lyrans forces to fight and maneuver as a team, instead of blundering into each other as they had done before. The success of Operation Thor 3027 proved her right.

The Archon also changed the LCAF's arsenal. She ordered some of her 'Mech factories to retool their assembly lines to manufacture lighter, quicker 'Mechs to compensate for her military's overabundance of assault 'Mechs. As part of this shift, the Archon obtained 'Mech designs that had been unique to the Federated Suns. Defiance Industries began manufacturing *Valkyrie* and *Enforcer* BattleMechs in 3025. The company also continued to manufacture the advanced and controversial *Hatchetman* 'Mech.

Instead of dispersing the new 'Mechs to fill vacancies in existing regiments, the Archon gathered the light and medium 'Mechs into companies and appointed the best graduates from her academies to pilot them. These companies then traveled to the Federated Suns for training at the New Avalon Institute of Science and with elite AFFS units that specialized in swift 'Mech tactics, such as the Eridani Light Horse, the Davion Light Guard, and Team Banzai. After a six-month tour, the Lyrans companies returned to the Commonwealth and were commissioned as Lightning Companies. They were then transferred to front-line 'Mech regiments to serve as mobile reserves. By 3028, all but a handful of regiments had Lightning Companies.

A secret 'Mech regiment was commissioned in 3025 and remained mysterious until its debut in the war. Rumors abounded that the regiment was made up of women, of ex-Combine warriors, of warriors with Scandinavian heritage, and others. All that was known for certain was that the entire regiment was made up of assault 'Mechs. It fought in Operation Thor 3027 with skill and an almost insane determination.

The Archon also ordered spacecraft manufacturers to step up the construction of DropShips, particularly the *Fortress* Class DropShips. Twenty of these ships built during the six-year buildup never served with any regiment and disappeared off records until after the war began.

Though the improvements to the LCAF might seem obvious and only common sense in retrospect, they were regarded as radical by many within the Lyrans military at the time. "Traditionalists," those who opposed the changes, had many reasons to disagree with the Archon and her new ways, but one of the most prevalent was the fear among MechWarriors that the changes would lessen their importance and prestige.

CONVINCING THE ARCHON

Shortly after the treaty between the Federated Suns and the Lyrans Commonwealth was signed, Prince Hanse began discussing his military ambitions with the Archon. At first, there was no urgency in his musings, which emerged in chats carried through ComStar links.

After 3025, a change came over Prince Hanse. He no longer considered a joint offensive as idle dreaming. He became deadly serious about embarking on the largest military offensive in the Inner Sphere in hundreds of years.

At first, the Archon was extremely reluctant. She could not see the wisdom of a joint offensive with the Federated Suns. The Draconis Combine had plenty of troops on the Lyrans border, and the Archon was worried about an invasion of her own realm.

The Archon told Prince Hanse that the Commonwealth could lend troops for a Federated Suns offensive but was unprepared for a joint action. If the Federated Suns were willing to wait, she said, the LCAF would be strong enough to fight an offensive in five years. Prince Davion began sending representatives to the Archon, trying to convince her that the LCAF was already strong enough. The Archon refused to be swayed.

The Lyran Intelligence Corps and Generals of the LCAF gave the Archon a reason to reconsider her decision. In early 3026, the LIC reported a surge of discontent in the Rasalhague District of the Draconis Combine. A new underground had formed. Named the Tyr, for the Norse god of war and justice, the movement engineered the assassinations of several important officials, including Prefect Mahar Lowell of Kirchbach. Tyr members also organized a sudden upsurge of demonstrations and strikes. For Mies Kurita, the District Governor of Rasalhague, the change was frightening.

The LIC detected no response from Luthien to Mies Kurita's request for more troops. Lyran analysts believed that Mies had been overstating the unrest in his district for years, and Luthien did not believe his cries of alarm anymore. Even the commanders of DCMS regiments in his district, those who knew how bad things were getting, were ignoring the District Governor's pleas for assistance.

The LIC and the Military Intelligence section of the LCAF took full advantage of the situation by infiltrating the district with operatives. Lyran agents established contact with the Tyr, and sympathetic Lyran traders were smuggling weapons to the dissidents by 3027. Tyr members slipped from the Combine to the Commonwealth to be trained by the Loki, the LIC's unconventional warfare specialists.

At this time, the LIC noticed that the DCMS troops bordering the Commonwealth had committed a common, but deadly, error; they had fallen into a routine. Regiments up and down the border began issuing passes, organizing leaves, receiving supplies, and having their meals according to a rigorous and well-known schedule. If this was done to prevent troops from aggravating the political unrest in the district is uncertain, but it gave the Commonwealth a weapon against the forces of House Kurita.

The most foolish of these routines was the border-wide adoption of the July replacement schedule. In July, all regiments discharged their retirees, made transfers, and received replacements. They also ordered supplies from the Procurement Department. Supplies ordered in July arrived in September. In August, every Combine regiment had green troops and supplies were at their lowest level. The LCAF correctly assumed that this lack of trained personnel and supplies would mar the performance of the regiments.

Graduates from the acclaimed Sun Zhang Academy were sent to Draconis training regiments on the front lines for nine months of combat experience. The survivors went on to elite MechWarrior regiments. This nine-month cycle of new students and graduates, along with the rigid regimental routines, made border strengths extremely seasonal.

When Archon Steiner saw these new reports, she began to believe that perhaps the Commonwealth could launch an offensive. She communicated her change of heart to Prince Davion, who greeted the news by saying: "Today is the dawning of a new age, an age where the free and moral stand up to the dark and tyrannical."

OPERATION GÖTTERDÄMMERUNG

Operation Götterdämmerung, designed by the High Command of the LCAF with many ideas coming directly from the Archon, was very different from Hanse Davion's Operation Rat. Götterdämmerung was an effort to push the enemy back on a broad front instead of a deep-strike invasion designed to split the enemy's forces. The Commonwealth also faced more and better 'Mech regiments than the AFFS. The LCAF attempted a more difficult offensive against a better opponent than the Federated Suns faced. That the offensive succeeded as well as it did is a testament to the Commonwealth's strength.

Operation Götterdämmerung presented two obvious problems. Such a broad front would create a logistical nightmare. It also would spread the LCAF so thin that an enemy counterattack would have many undefended worlds to plunder in the event of a breakthrough. Despite the obstacles and dangers, the LCAF was confident because the goals of Operation Götterdämmerung were much more modest than Prince Davion's offensive. The only real objective of the Commonwealth offensive was to challenge as many Combine regiments as possible. Seizing worlds was considered secondary.

The objective of the Lyran offensive was modest because it was designed to cover the rear of the Federated Suns rather than achieve major gains of its own. In order to launch its devastating offensive against the Capellan Confederation, the AFFS was forced to strip troops away from its border with the Draconis Combine, leaving it dangerously vulnerable to an invasion by the DCMS. A moderately successful campaign by the Lyran Commonwealth against the Combine, however, would force the Coordinator to commit his reserves to the Commonwealth front, making a Combine offensive against House Davion very unlikely.

For its offensive against the Draconis Combine, the LCAF removed some regiments from the border with the Free Worlds League. Though this worried many generals, particularly those charged with defending the Commonwealth against a Free Worlds League invasion, the Archon and her highest advisers felt that House Marik's internal political troubles would keep the border manageable.

The Archon and her Generals, in setting goals for Operation Götterdämmerung, felt that the offensive would be a success if, by year's end, the LCAF had gained ten worlds and had dealt out more punishment than it received.

The plan succeeded beyond their dreams.

General Nondi Steiner was chosen to command Operation Götterdämmerung. Her regional commanders were: General Jerry Troka, Margrave of Trelshire Theater; Kommandant-General Mitch Felspar, Assistant Margrave of Tamar Theater; and General Jack Sphire, Margrave of Ryde Theater. As well as acting as regional commanders, the three Margraves were expected to command troubled sections of the front personally.

On August 20, as Prince Davion was toasting the Archon Designate and JumpShips of the Federated Suns were appearing in the Capellan Confederation, General Nondi Steiner was musing silently over a battlecomputer at her headquarters on Tamar. It showed her that 272 Commonwealth JumpShips, with 1,092 DropShips, carrying 33 BattleMech regiments and 622 other regiments, had successfully made the jump into 23 enemy star systems.



OPERATION GÖTTERDÄMMERUNG

Steiner Unit

Lyrar Guards

3rd (Veteran)
5th (Green)
6th (Elite)
10th (Veteran)
11th (Elite)
14th (Veteran)
15th (Elite)
19th (Veteran)
24th (Green)
26th (Veteran)
30th (Regular)
32nd (Green)
36th (Regular)

Arcturan Guards

8th (Green)
11th (Green)
15th (Regular)
17th (Regular)
19th (Green)
20th (Veteran)
23rd (Veteran)
24th (Regular)
25th (Regular)

Donegal Guards

2nd (Veteran)
3rd (Elite)
4th (Veteran)
5th (Green)
6th (Regular)
7th (Regular)
8th (Veteran)
10th (Regular)
11th (Green)
12th (Green)
13th (Green)
14th (Regular)
17th (Regular)

Lyrar Regulars

1st (Veteran)
3rd (Regular)
4th (Regular)
5th (Regular)
7th (Green)
8th (Green)
9th (Green)
10th (Regular)
11th (Green)
15th (Regular)

Homeworld

Tharkad
Gypsum
Hesperus II
Meachem
Wyatt
Ford
Hesperus II
Alarion
Donegal
Tamar
Icar
Solaris
Cavanaugh

Here
Timbuktu
Lost
Wyatt
Rasalgethi
Port Moseby
Carse
Dell
Vulcan

Hyde
Menkent
Chateau
Hyde
Dixie
Althastan
Severn
Main Street
New Capetown
Barcelona
Furillo
CMO 26
Carlisle

Romulus
Planting
Menkent
Thorin
Loric
New India
Cavanaugh
Penobscot
Australia
Hood IV

3028

Baxter
Bolan

Baxter
Skye

Severn

Chateau

Tamar

Carse
Skye

Tamar

1st Attack

Vega

Follow-up

Karbala

Lothan

Kandis

New Caledonia

Engadin

Csesztreg

Final Attack

New Wessex

Altenmarkt

Jabuka

Camlann

Ramsau

Basiliano

Basiliano

Tukayyid

Buckminster

Altenmarkt

Hohenems

Hohenems

Orestes

Harvest

Gumium

Kirchbach

Moritz

New Caledonia

Stanzach

The Edge

Stanzach

Diosd

Harvest

Harvest

Orestes

Utrecht

Verthandi

Kirchbach

Gumium

Shirotori

Radstadt

Vorarlberg

Weingarten

Memmingen

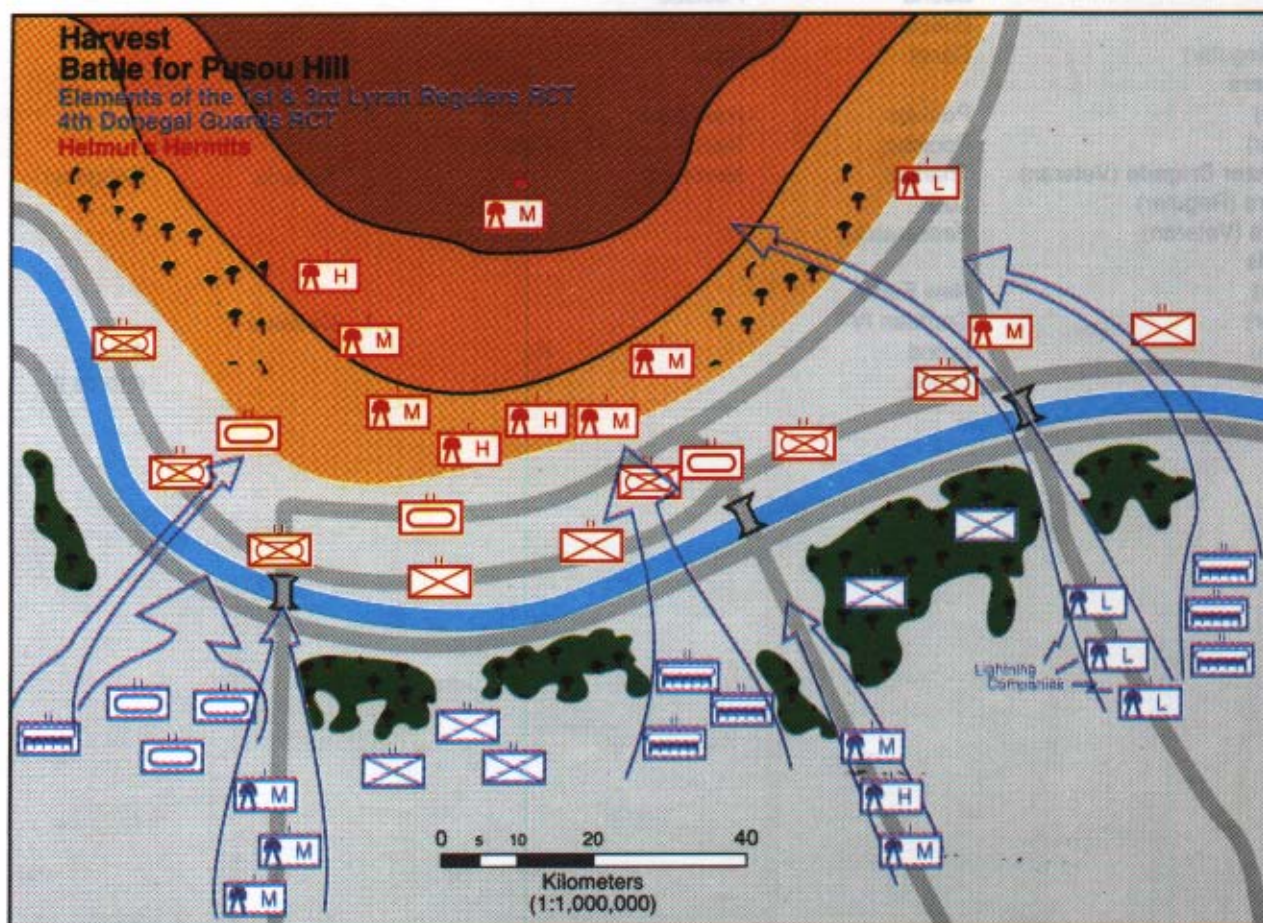
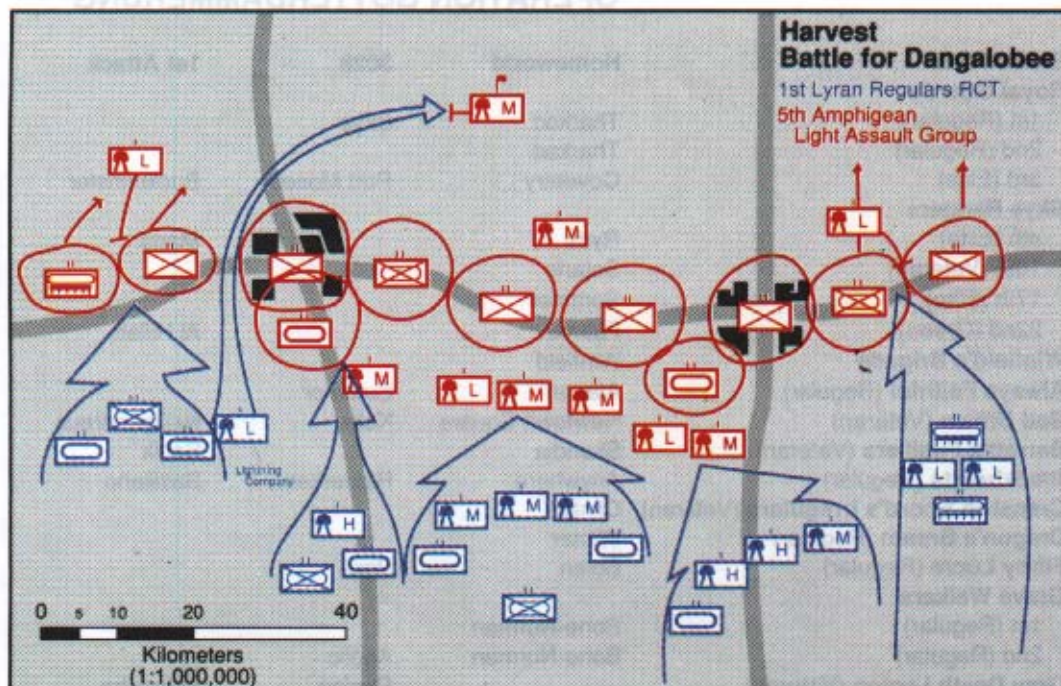
OPERATION GÖTTERDÄMMERUNG

Steiner Unit	Homeworld	3028	1st Attack	Follow-up	Final Attack
Royal Guards					
1st (Regular)	Tharkad	Skye			
2nd (Regular)	Tharkad				
3rd (Elite)	Coventry	Port Moseby	Buckminster		
Skye Rangers					
4th (Elite)	Ryde		Marfik		Kimball II/Kornephoros
10th (Veteran)	Solaris				
17th (Elite)	Summer				
22nd (Green)	Fatima		Al Hillah		Gumium
Winfield's Brigade	Winfield				Kirchbach Liezen
Always Faithful (Regular)	Alarion	Summer			
Bad Dream (Veteran)	Newtown Square	Kobe	Heiligendreuz		Gunzburg
Barrett's Fusiliers (Veteran)	Skondia		Sabik		
Blackhearts (Regular)	Anywhere	Ridderkerk	Basiliano		Kufstein
Cranston Snord's Irregulars (Veteran)	Clinton				
Dragon's Breath (Regular)	Winter				
Filthy Lucre (Regular)	Bolan	Dixie			
Grave Walkers					
1st (Regular)	Bone-Norman				
2nd (Regular)	Bone-Norman	Apollo			
Gray Death Legion (Veteran)		Phalan	Shionoha		Aubisson
Gregg's Long Striders (Green)	Ford				
Hansen's Roughriders (Veteran)	Suk II		Wheel		Hainfeld
Hsien Hotheads (Regular)	New Kyoto				
Knights of St. Cameron					
1st (Green)	Buena	Poulsbo			
2nd (Green)	Buena	Pencader			
Mobile Fire (Regular)	Canal	Kobe			
Narhal's Raiders					
1st (Regular)	Poulsbo	Rastaban	Wheel		
2nd (Regular)	Poulsbo	Matsu	Volders		
Richard's Panzer Brigade (Veteran)	Tharkad	Menkent			
Stealthy Tigers (Regular)	Loric				
Waco Rangers (Veteran)	Bessarabia		Hyperion		
12 Star Guards					
1st (Veteran)	New Earth				
2nd (Regular)	Corridan IV				
3rd (Veteran)	Lyons		Ko		
7th (Green)	Lyons		Ko		
				Karbala	Dehgolan
				Cebalrai	Atria Imbros III

HARVEST

The planet Harvest is a major supplier of foodstuffs to the Rasalhague district and therefore an important objective of Operation Götterdämmerung. The Fourth Donegal Guards, the First Lyran Regulars, the Third Lyran Regulars, and almost 40 infantry and tank regiments dropped onto the continent of Ohio, where most of the planet's major cities and industries are located. Opposing them were two mercenary 'Mech regiments, the Fifth Amphigean Light Assault Group and Helmut's Hermits, as well as 20 regiments of infantry and armor.

Any doubts that the Lightning Companies would prove their worth were forgotten on Harvest. On two occasions, during the Battle for Dangelobee Fields and during the deciding Battle for Pusou Hill, the swift 'Mechs of all three Lightning Companies exploited weaknesses in the enemy lines. After fighting through, they created havoc in the rear areas of the extremely surprised enemy.



DRACONIS FRONT

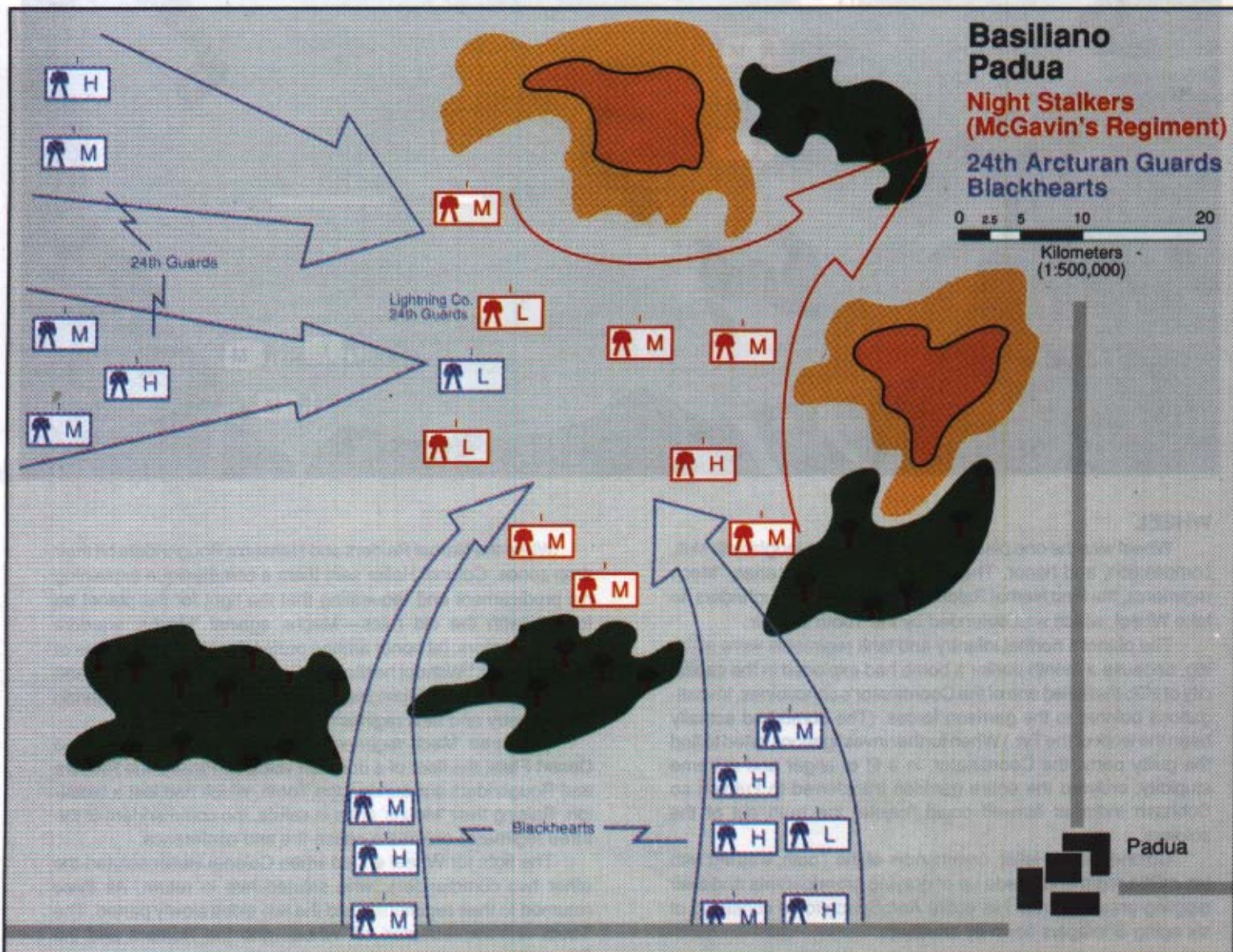
BASILIANO

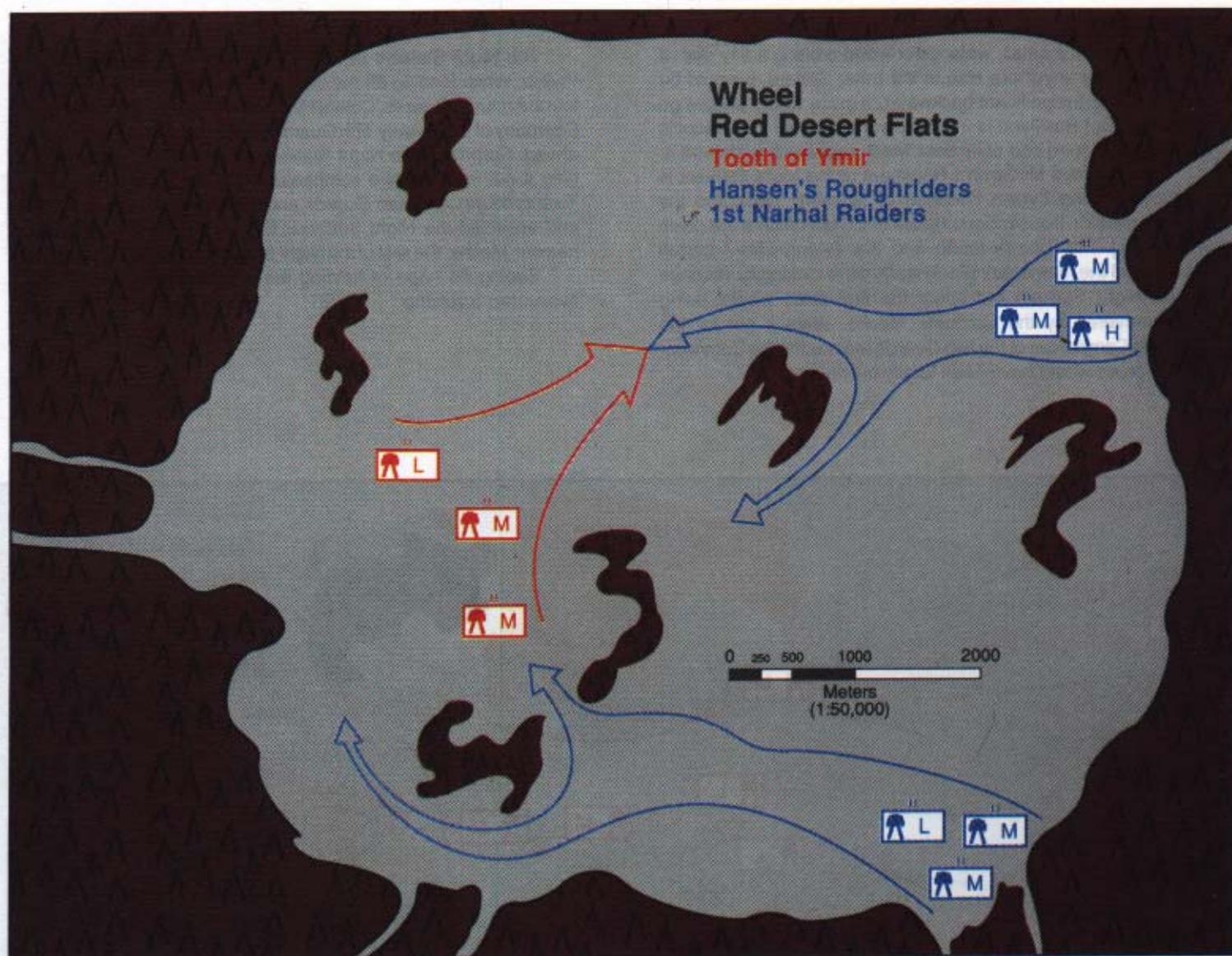
Basiliano is a small, water-poor world orbiting a tiny star. If Basiliano were anywhere else in the Inner Sphere, it would be considered an insignificant backwater, a place where people go to get lost. But Basiliano is a border world, and so the Draconis Combine assigned one of its best 'Mech regiments to defend it.

Colonel Lloyd McGavin's Regiment of the Night Stalkers is notorious among Lyrans because of its many raids into the Commonwealth. [EDITOR'S NOTE: Ranks of DCMS officers are given in English.] The Twenty-fourth and the Twenty-fifth Arcturan Guards and the mercenary Blackhearts were looking for revenge on the Night Stalkers but spent the first three weeks being outmaneuvered by the Combine 'Mechs. Were it not for the Lightning Companies of the two Guards regiments, the Commonwealth forces would have been totally outclassed.

The Night Stalkers ran out of room to run near the city of Padua. While fending off the Lightning Company of the Twenty-fourth Arcturan Guards, Colonel McGavin neglected the Lightning Company of the Twenty-fifth Guards, which had been transported ahead. Surprised, the Night Stalkers made the mistake of slugging it out with the two companies. The heavy 'Mechs of the Twenty-fourth Arcturan Guards and the Blackhearts caught up and encircled the Night Stalkers. By sacrificing a company of heavier 'Mechs, the rest of the Night Stalkers managed to escape.

Seeing no hope of holding the planet, the Night Stalkers evacuated Basiliano.





WHEEL

Wheel was the one place where the war was fought with skill, compassion, and honor. The LCAF sent two mercenary 'Mech regiments, the First Narhal Raiders and Hansen's Roughriders, to take Wheel, which was defended by the Tooth of Ymir.

The planet's normal infantry and tank regiments were missing, because a month earlier a bomb had exploded in the capital city of Hub that killed one of the Coordinator's concubines. Investigations pointed to the garrison forces. (The bomb had actually been the work of the Tyr.) When further investigations failed to find the guilty party, the Coordinator, in a fit of anger and extreme stupidity, ordered the entire garrison transferred to Luthien so Subhash Indharhar himself could "cajole" the truth out of the soldiers.

Colonel Davis Heller, commander of the Tooth, was left with ten militia regiments made up of graying grandparents and their giggling grandchildren. His entire AeroSpace force consisted of six aging *Sholagars* flown by amateurs.

When the Narhal Raiders and Hansen's Roughriders hit their drop zones, Colonel Heller sent them a communique explaining his predicament and requesting that the fight for the planet be fought "with the old rules—'Mechs against 'Mechs, warriors against warriors; let honor among professionals save the lives of the innocents." Without hesitation, Colonel Gerhardt Hansen and Lieutenant-General William Matthews accepted the rules, ordering their infantry and tank regiments to stay put.

The three 'Mech regiments fought for three days on Red Desert Flats, the floor of a dormant volcano. Finally, the Raiders and Roughriders surrounded the Tooth, which had lost a battalion. Raising their 'Mechs' arms in salute, the commanders of the three regiments ordered a cease-fire and conference.

The fight for Wheel ended when Colonel Heller saluted the other two commanders, who saluted him in return. All three returned to their regiments, and the two sides slowly parted. The Tooth of Ymir retreated off Wheel, and the Raiders and the Roughriders quietly assumed control of the planet.

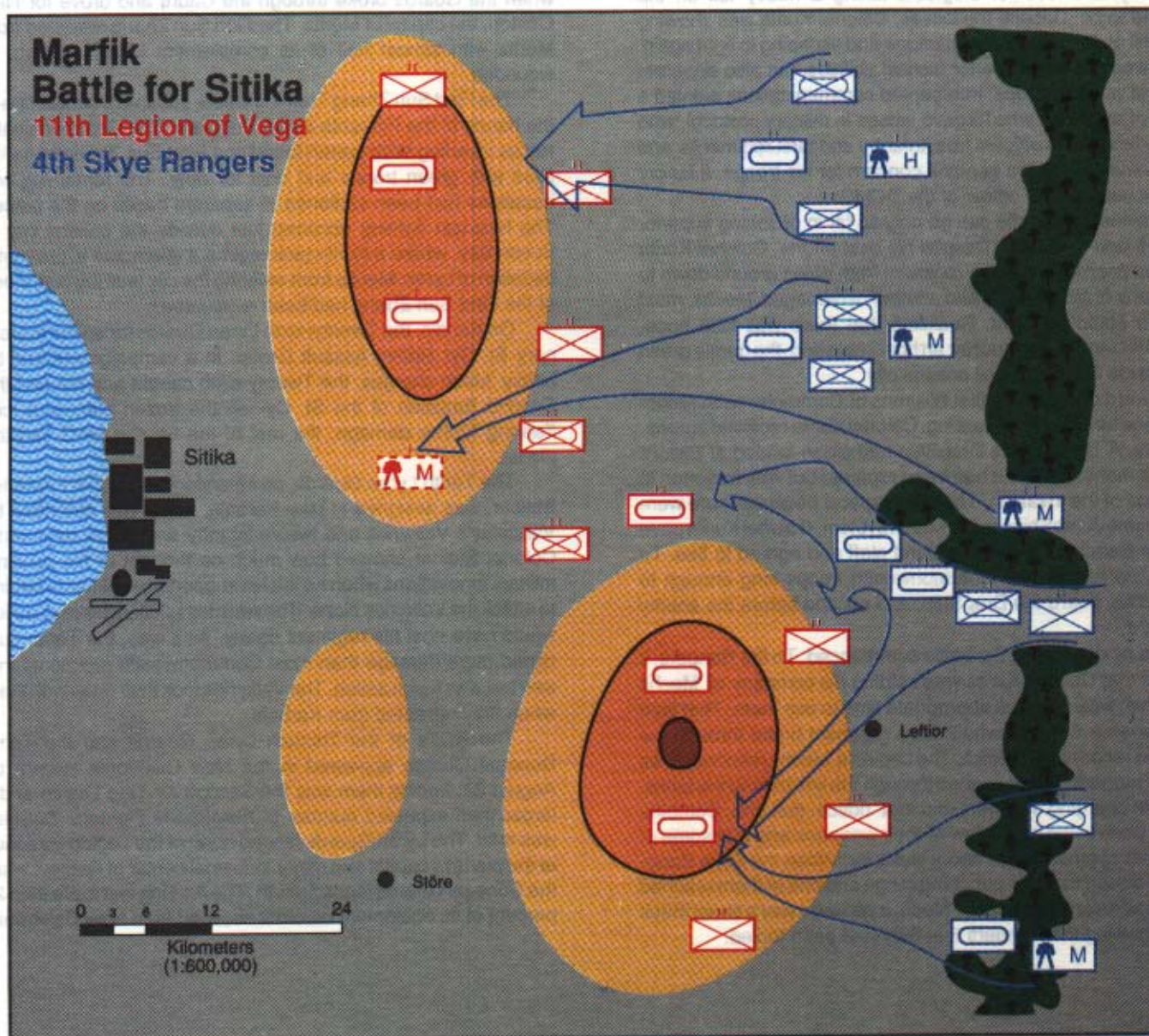
MARFIK

Marfik presented the LCAF with a chance to capture Theodore Kurita, commander of the Eleventh Legion of Vega and heir apparent of Coordinator Takashi Kurita. To capture or kill Takashi's son would put the Combine into a political frenzy. The LCAF devised what it considered to be a foolproof plan to take Theodore Kurita out of the picture, but it made one mistake: it underestimated Theodore Kurita's abilities as a leader. The Eleventh and the other Legions of Vega were dumping grounds for malcontents and misfit warriors in the DCMS, and Theodore was placed in command of them as a punishment. Though malcontents, however, the warriors of the Eleventh were skilled fighters, and Theodore Kurita was a talented commander.

The LCAF assigned the elite Fourth Skye Rangers and 25 infantry and tank regiments to conquer Marfik and capture the prize from the multi-colored, nightmare 'Mechs of the Eleventh Legion of Vega and twelve other regiments spread out to defend the planet's major continent of North Galfree.

The Rangers approached the planet and dropped without opposition because the Legion's fighters were not spaceworthy. Troubles for the Commonwealth began soon after that. Because of the Skye Rangers' affiliation with the Lestrade family, the Archon's bitterest political foes, the 'Mech unit had always resented "Davion changes" in the LCAF. This became apparent when the Rangers disobeyed the battle plan and left their infantry and armor behind.

Colonel Kurita and his 'Mechs met the Rangers near a small mining town called Massingham. Expecting the Rangers to be accompanied by plenty of support, he arranged his own troops in long skirmish lines. He hoped to sting the enemy, then disappear into the woods behind him. When Colonel Kurita realized that the Commonwealth 'Mechs were alone, he changed his plans. A feint by his 'Mechs stalled the Rangers long enough for his infantry and armor to retreat into the woods. Then, with a last salvo of 'Mech fire, the Legion turned and fled the field.



The Rangers proudly radioed back to the other Commonwealth regiments that they had routed the Legion and were about to capture Colonel Kurita. Supremely confident, they entered the dark forest and promptly got lost, just as Colonel Kurita had hoped. For two hours, they stumbled about, looking for a path.

Just as they were finally emerging, they received reports from two Commonwealth regiments trying to take Gether's Jewel, a small city 60 kilometers to the west. The colonel of one of the regiments said, in a report filled with sarcasm for the Rangers, that the supposedly demoralized Combine 'Mechs were having a wonderful time running around, shooting, and stepping on the tanks of her regiment.

Shamed, the Rangers returned to the original battle plan, which included heavy use of AeroSpace Fighters to keep track of the Legion. This proved much more successful, and the Commonwealth forces soon had the Legion and its attendant regiments fleeing east, away from their DropShips.

Battles were short, with the Commonwealth's numerical superiority and love for slugfests taking a heavy toll on the Combine force. Despite the losses, Colonel Kurita was showing great skill at doing extensive damage and escaping to fight again. He showed not only superior tactical abilities, but also apparent charisma with his troops. Intercepted communications painted a picture of an officer who forgave lapses in military protocol, who willingly listened to officers from infantry and tank regiments, and who seemed to have a genuine concern for his troops, a far cry from the usual tyrant officer of the DCMS.

Battlefield brilliance can go only so far in offsetting superior numbers and firepower. Despite his best efforts, Colonel Kurita could not prevent his 'Mech regiment from being ground down to a company of able 'Mechs and another of damaged 'Mechs, most of which could not fight. Realizing that there was little hope, Colonel Kurita chose a spot for an honorable end, the gentle green hills outside Sitika, a small coastal city.

Toward dusk, as the first columns of Commonwealth reconnaissance tanks were appearing, Colonel Kurita received surprising news. A *Union Class DropShip* had crash-landed at Sitika's airport a month earlier. It had been repaired but was forgotten in the chaos of the invasion. Though skeptical because there were no Combine JumpShips in the Marfik system, Colonel Kurita gave in to the pleadings of his command staff and agreed to flee. To survive, he had to stall Commonwealth troops long enough to enter Sitika, board the DropShip, and escape before the enemy realized it.

The next morning, the battle commenced. To the Rangers, it seemed that Colonel Kurita was holding his company of 'Mechs in reserve, waiting for an appropriate time to use them. That time came when a Commonwealth tank regiment broke through the lines and raced toward Sitika. The Legion's 'Mechs responded, as did the Rangers', which pushed through the line behind the tanks.

The charging Rangers did not notice that the Combine 'Mechs were using only a few of their weapons and that some of their arms seemed to flail about lifelessly. When the Skye Rangers had closed to within punching range and one of them reached out to grab an arm of a Legion 'Mech, it yanked away a sheet metal copy, showing the Rangers that they had been fooled.

Far above Marfik, a *Union Class DropShip*, with hastily painted Commonwealth markings, was heading for the Nadir JumpPoint. There, a *Lyran Scout Class JumpShip*, one of the Pony Express ships used to carry reports and orders to and from the front, waited. Happy at the news they were receiving from the planet, the JumpShip crew did not get suspicious when the approaching DropShip failed to identify itself and its purpose. They just assumed that an officer was hitching a ride back to the Commonwealth.

Colonel Kurita's personal guards seized the ship's crew with little trouble. With even less effort, the guards coerced the crew to take them to Vega.

OTHER EARLY ACTION

The Eighth Donegal Guards invaded the planet Moritz, defended by the Fifth Sun Zhang Academy Cadre. As hoped, the Cadre was understrength because of recent graduations and transfers. The fight for the planet was fierce but quick. It ended when the Guards broke through the Cadre and drove for New Coffton, the capital of Moritz. The Fifth Sun Zhang retreated from Moritz with almost half of its complement killed, missing, or wounded.

The First Sun Zhang Training Cadre suffered a similar fate at the hands of the Fifteenth Lyran Regulars. The Commonwealth forces invading Weingarten found one First Sun Zhang battalion filled with green troops and unfit for duty. The remaining two battalions had been stationed at separate bases on the planet. The heaviest fighting occurred just outside the coastal city of Buson Bay, where a Kurita tank regiment attempted to prevent a battalion of Lyran 'Mechs from entering the city until the last 'Mech of the First Sun Zhang had been evacuated.

On Kandis, the Twenty-sixth Lyran Guards faced the mercenary St. Cyr Heavy Assault Group. In a campaign marked by heavy 'Mech charges, the Twenty-sixth caught and mauled the Second Battalion of the St. Cyr on the frozen planes of Icic. Fearing further damage, the rest of the St. Cyr HAG fled the planet.

The Tenth Lyran Guards, commanded by Colonel Frederick Steiner, was assigned to take Karbala, which was defended by Vandelay's Valkyries and twelve infantry and armor regiments. Colonel Steiner showed how much he thought of his cousin's military innovations when he left his supporting regiments behind to attack the Valkyries alone. If he were less skilled, his rash action would have cost his regiment dearly. As it was, the Tenth sustained more damage than most Commonwealth regiments that saw twice as much action. The Valkyries took their dead with them when they retreated from Karbala.

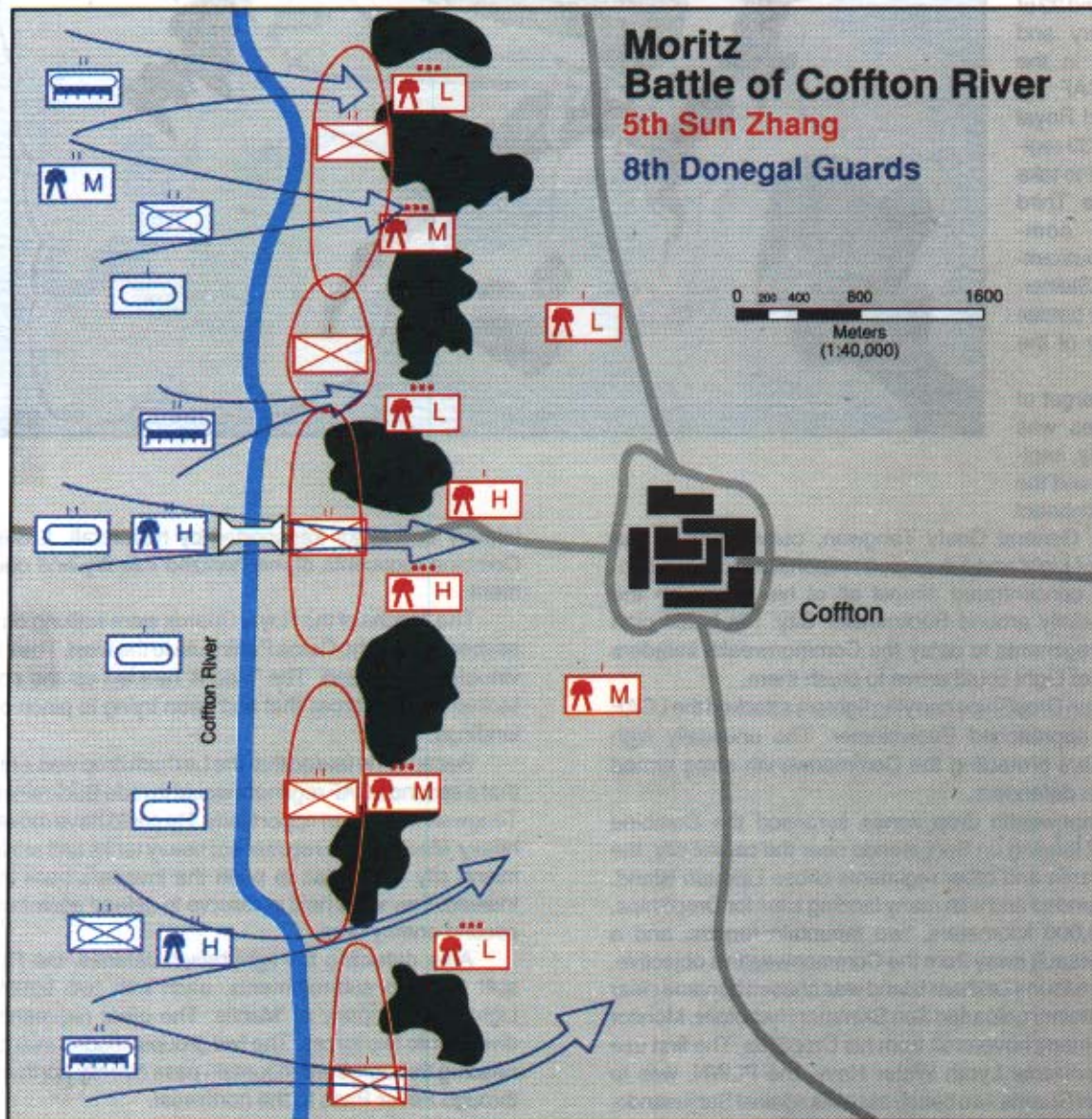
The RCTs of the Thirtieth Lyran Guards and the Tenth Donegal Guards appeared in the New Caledonia system on August 22. Facing them was the Second An Ting Legion and a larger than expected number of AeroSpace Fighters. Surprise was total. The Lyran Guards landed north of the Legion stationed at the planet's capital and major industrial center of Redfev, while the Donegal Guards landed south. The An Ting lost more than 20 percent of its equipment before it escaped from New Caledonia.

Though campaigns for several key planets were continuing, the initial invasions had captured more territory than anyone thought possible. Besides those already discussed, the LCAF also seized the worlds of Al Hillah, Camlann, Diosd, Hyperion, Jabuka, Ko, Orestes, Ramsau, Sabik, Shaula, Shionoha, and Volders. The LCAF had also damaged some very good DCMS regiments. In some cases, Combine regiments had escaped with only half their forces.

It is difficult to say who was more shocked by the initial success of Operation Götterdämmerung, the military of House Kurita or the High Command of the Lyran Commonwealth. For the DCMS, the losses took a psychological toll as well. Combine propaganda had always boasted that the Lyrans might be skilled at the less honorable task of trading goods, but that they could never fight with skill or courage.

When the LCAF forced Combine troops to retreat, several DCMS soldiers, particularly the officer elite, committed seppuku—ritual suicide—to atone for defeat at the hands of inferiors. This happened with devastating effect on Jabuka, when the Nineteenth Arcturan Guards, commanded by Leutnant-Colonel Yvonne Deltra, bested the Fifth Rasalhague Regulars, commanded by General Hichi Kanuchiwan, in a minor skirmish. Shocked and shamed at having been defeated by a Lyran woman, the General committed seppuku, leaving command to his executive officer, who was such a poor tactician that the Fifth had to abandon Jabuka a week later. Only an order from the Coordinator forbidding seppuku prevented more of the DCMS's best officers from killing themselves.

On other planets, such as Ko, Sabik, and Hyperion, Kurita units of questionable loyalty yielded without much of a fight.



BUCKMINSTER

Buckminster was a key world in the Commonwealth's plans. Since it was a prefect capital, the planet was a major center of the Draconis Combine bureaucracy. Seizing Buckminster, with its vital records and important politicians, would create tremendous confusion in the prefecture for years.

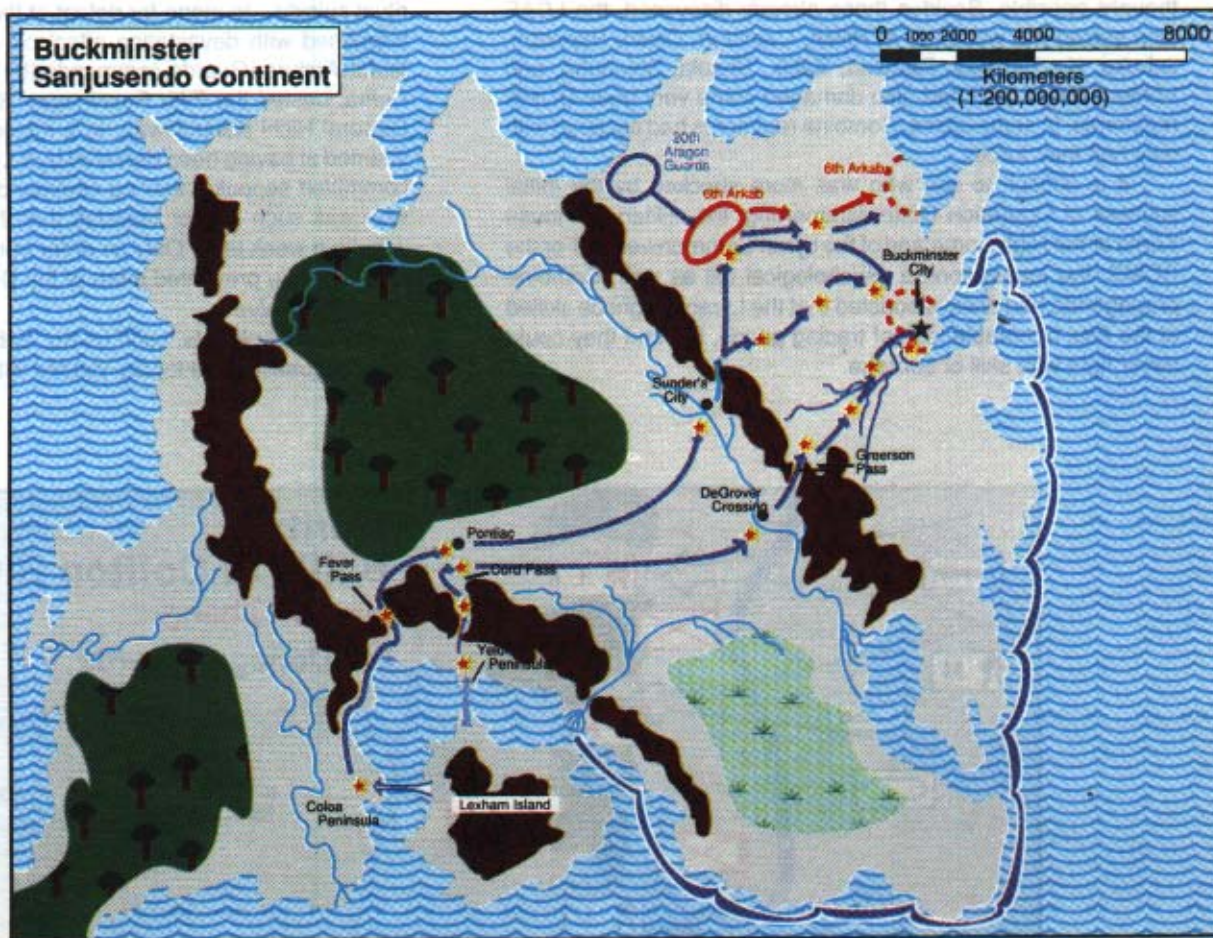
Protecting the world were Lord Kurita's elite Second Sword of Light regiment and 22 of the best infantry and tank regiments in the DCMS. The LCAF assigned the Third Royal Guards and the 39 regiments of its RCT to take the planet. The Third Royals were commanded by Leutnant-General Roman Steiner, veteran of many battles and trusted ally of the Archon.

The main target of the LCAF forces was Buckminster City, capital of the planet and the prefect, on the continent of Sanjusendo. General Goshi Tengwan, commander of the Second Sword of Light and the person responsible for Buckminster's defense, concentrated almost all of his troops on the continent, especially around Buckminster City. His battle plan was for lesser regiments to delay the Commonwealth invaders until the Sword of Light could arrive to crush them.

Three Kuritan DropShips carrying fighters attacked the LCAF ships as they approached Buckminster. The unusually high number of fighters protecting the Commonwealth ships turned back the Kuritan defenders.

The Commonwealth drop zones surprised the Combine units. Instead of landing on Sanjusendo near the capital city, the Third Royal Guards and other regiments chose Lexham Island. Although undefended and with many landing sites for DropShips, Lexham was 3,000 kilometers, two mountain ranges, and a difficult beach assault away from the Commonwealth's objective.

One of the reasons Lexham Island was chosen became clear when General Steiner unloaded Sea Skimmer Hydrofoils, Monitor Gunboats, and many hovercraft from his DropShip. The first use of the First Provisional Lyran Water Navy, the PLWN, was to support the Royal Guards' two beach assaults against Sanjusendo. The first assault, against the Yeloff Peninsula, was made by



infantry and tanks transported by hovercraft. It drew to it two Combine regiments of mechanized infantry and one tank regiment.

The 'Mechs of the Royal Guards were walking on the shallow seabed toward the Coloa Peninsula to the west. Their landing was virtually unopposed. The 'Mechs headed up the coast and attacked Kuritan forces that had been trying to pinch off the Yeloff landings.

Because he feared that the Lexham drop was a diversion and that a second LCAF regiment would invade Buckminster, General Tengwan missed an opportunity. He could have moved a lance of heavy 'Mechs and a regiment of heavy tanks and artillery from the inland city of Pontiac to push the invaders back into the sea. Instead, they were held in reserve to defend against an expected second enemy drop.

After defeating the light beach defense, the Royal Guards split into two sub-regiments, each with two battalions and a Lightning Company of 'Mechs. The other regiments were also divided into two forces. The two groups headed inland, one group heading through Cord mountain pass directly north and the other through Fever Pass to the northwest.

As the ground elements began their march, the ships and hovercraft of the PLWN headed southeast. Carrying two regiments of infantry, the flotilla began a series of raids on the coast. They destroyed military targets and seized food and fuel from coastal cities.

Inland, Combine defenders tried to stop the Commonwealth advance by triggering landslides and by rigging booby traps in the mountain passes, but the larger Commonwealth 'Mechs and vehicles spoiled their attempts. Forced to fight in the pass, two Kurita battalions of light tanks and a regiment of mountain troops could not stand up to the advancing Lyran forces.

Once through the mountain passes, the Lyrans had nothing in their way until they reached the city of Pontiac. Waiting there were three tank regiments, an artillery battalion, three infantry regiments, and a company of heavy 'Mechs from the Second Sword of Light.

Rather than slow the entire force, General Steiner left a detachment of troops to subdue the city and sent the rest of the forces toward the northeast. Fourteen regiments, with a company of heavy 'Mechs, encircled the city and attempted to enter. They quickly discovered that the Kuritan artillery was deadly accurate and would continue to inflict heavy casualties unless something

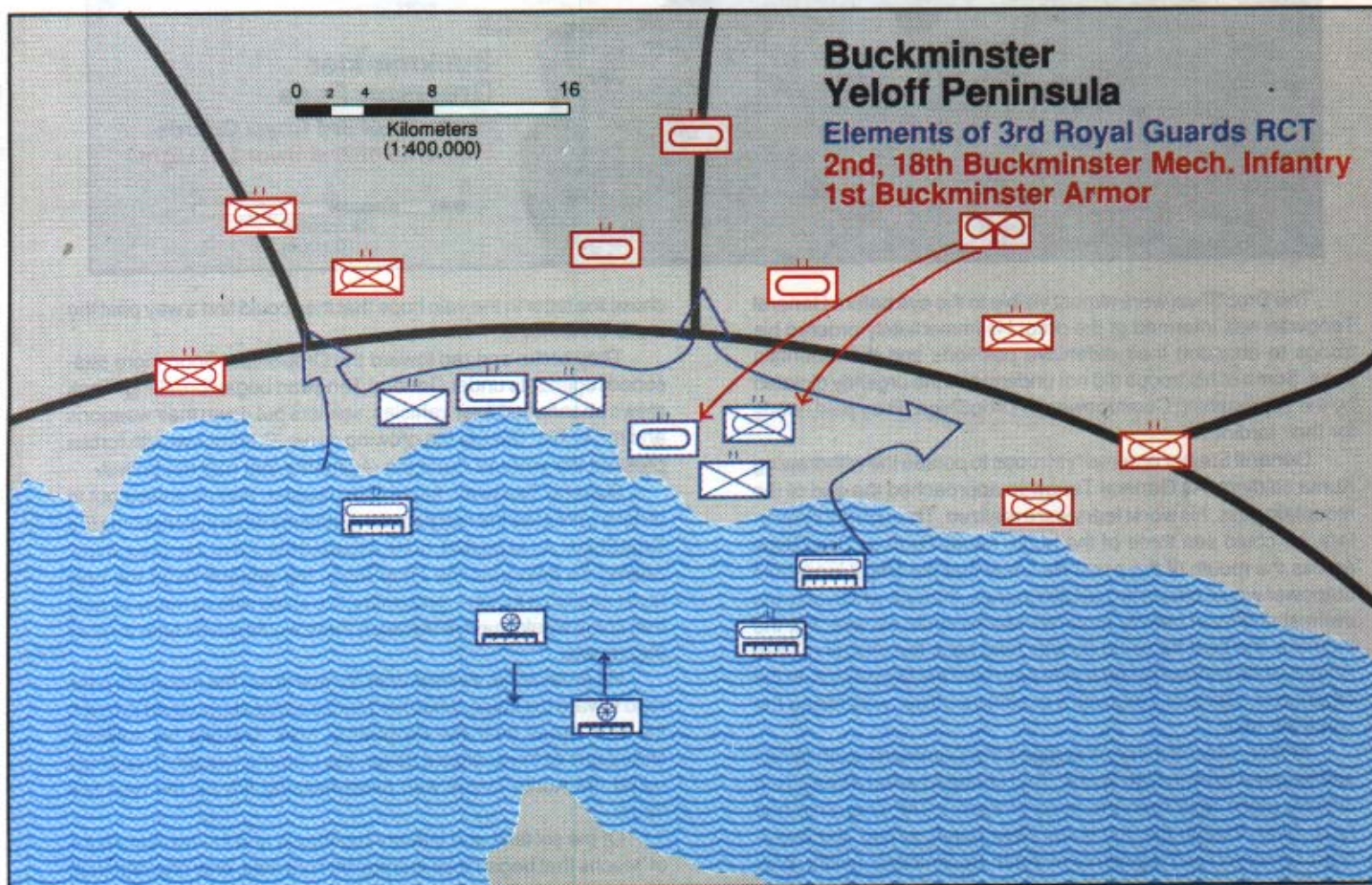
was done. Repeated sorties by the Guards' AeroSpace Fighters finally silenced the Kuritan artillery unit and sealed Pontiac's fate.

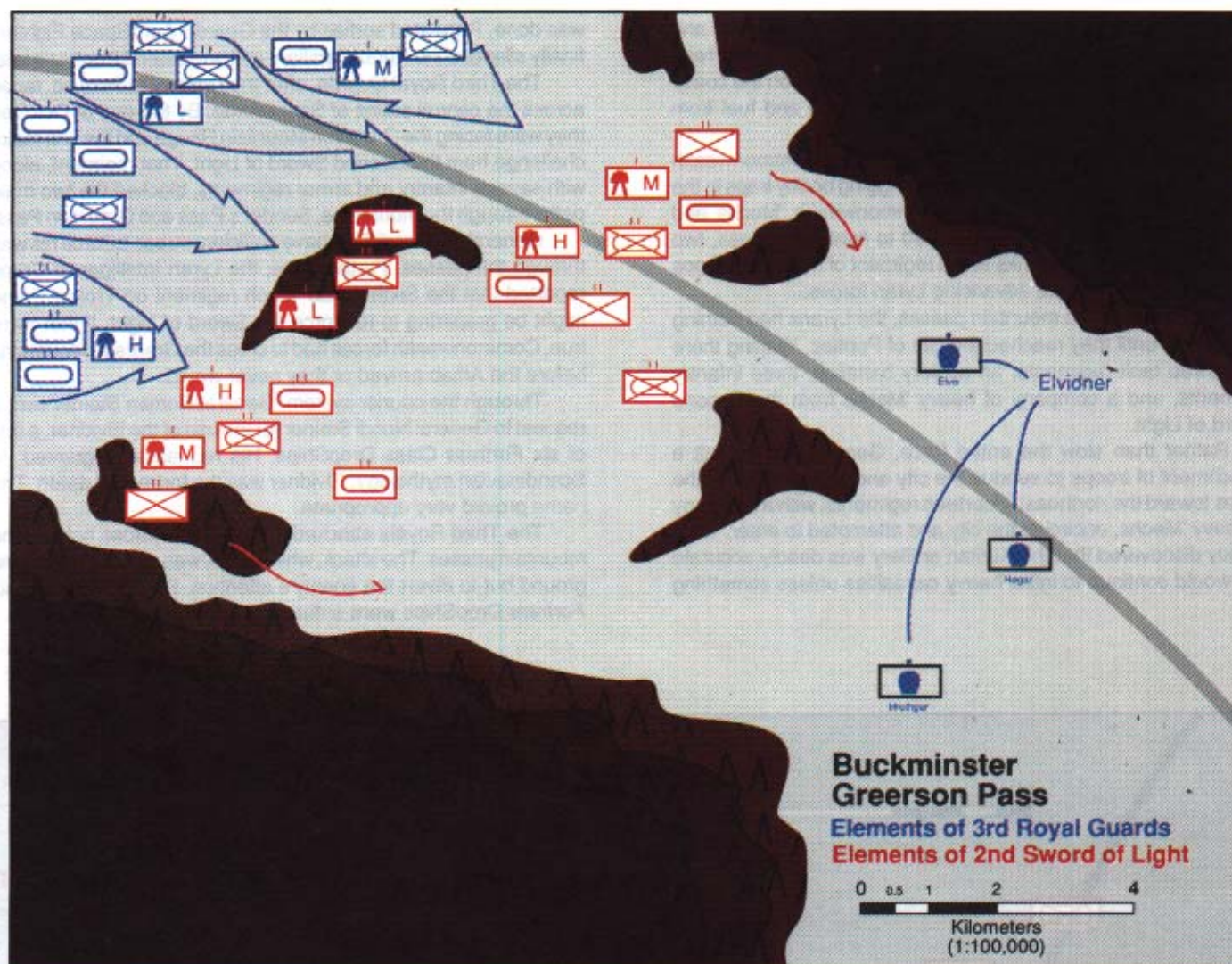
The Third Royal Guards, after their victory at Pontiac, raced across the central plains of Sanjusendo. By the end of October, they were facing the Greerson Mountain Range and the first major challenge from the Second Sword of Light. That regiment, along with several infantry and armor regiments, blocked the two main paths through the mountains, Sunder's Pass and Greerson Pass.

General Steiner did not have sufficient troops to force his way through the passes. Furthermore, the Lyran Intelligence Corps reported that the Sixth Arkab 'Mech regiment on Trolloc Prime might be preparing to reinforce the Sword of Light. If that were true, Commonwealth forces had to cross the Greerson Mountains before the Arkab arrived or they never would.

Through the courier system, General Roman Steiner sent a request to General Nondi Steiner for the use of the Elvidner, a unit of six *Fortress* Class DropShips. His request was granted. In Scandinavian mythology, Elvidner was the fortress of death. The name proved very appropriate.

The Third Royals attacked the Combine forces holding the mountain passes. The attack, while fierce, was not intended to win ground but to divert the enemy's attention. Far above them, six *Fortress* DropShips were entering Buckminster's atmosphere.





The DropShips were almost visible to the eye before General Tengwan was informed of the drop. He immediately ordered his troops to abandon their defensive positions and the mountain pass. Some of his troops did not understand the urgency dictated by the approaching Commonwealth DropShips. They paid dearly for their tardiness.

General Steiner ordered his troops to pursue the withdrawing Kurita soldiers. As General Tengwan approached the end of the mountain pass, his worst fears were realized. Through his binoculars, he could see three of the huge, squat *Fortress* DropShips across the mouth of the pass. He knew that the ships' incredible firepower would create broad killing lanes, through which only the swiftest and most heavily armored 'Mechs could escape. For the moment, the best he could do was hold back the charging Third Royals while he tried to find a safe path past the DropShips. In the other pass, General Tengwan's executive officer was facing the same situation.

At first, Draconis troops stopped the Commonwealth forces and seemed to be in high spirits. That changed when a Long Tom artillery piece rose from the nose of each LCAF DropShip and fired. Even though the first shots were poorly aimed, the explosions unnerved two regiments of green Buckminster militia. With enemy troops in front of them and the DropShips behind, they

chose the latter in the vain hope that they could find a way past the metal behemoths.

They broke and ran toward the DropShips. Soon more seasoned regiments under General Tengwan began breaking. Tank crews abandoned their vehicles; soldiers put down their weapons and ran or hid. Seeing the growing panic, Commonwealth forces pressed the veteran Combine regiments that had not bolted.

General Tengwan, faced with disaster, had no choice but to order a retreat as the first panicking soldiers were just reaching the DropShips. As expected, none escaped the fire of the three ships. Seeing no path past the DropShips, the general used the only tactic available to him—presenting the ships with so many targets that some would survive because there would not be time to hit all the targets.

He ordered his swiftest units to race down the mountain pass road toward the ships, while his 'Mechs and tanks pushed to reach the safe areas near the DropShips' hulls. Despite his soldiers' skilled use of the available cover, the Commonwealth DropShips raked the Kurita forces with overwhelming fire for the next two hours.

Of the six tank and infantry regiments and the two battalions of 'Mechs that began their journey through hell, only one regiment of armor, one of infantry, and a battalion of 'Mechs, including

General Tengwan's, survived to reach the flatlands leading to Buckminster City. At the other mountain pass, DCMS forces suffered comparable losses.

A week later the Sixth Arkab Legion did drop on Buckminster. As the survivors of the Battles for the Passes retreated toward the capital, the Islamic warriors dropped to the north of the fighting.

The appearance of the Sixth Arkab Legion and its twelve accompanying infantry and tank regiments caused considerable concern for the Third Royal Guards RCT. If united with the Second Sword of Light, the two forces might be able to break free of the Commonwealth's noose. General Nondi Steiner agreed to a request for reinforcements.

Until help arrived, Lieutenant-General Roman Steiner kept the Arkab regiment at bay by detaching his Lightning Company, a hovercraft regiment, and an infantry regiment in hover armored personnel carriers to harass the Arkabs.

He also used the *Elvidner*. The *Fortress* DropShips landed in front of the advancing Combine forces so that fields of fire of the six ships interlocked. The first time they used this tactic, the DropShips slaughtered a regiment of slow armor and a regiment of infantry. Later attacks were less effective because the enemy began dispersing its units as soon as their equipment sensed the DropShips.

The *Fortresses* and the harassing attacks by the Lightning Company and the hovercrafts provided enough time for Lyran reinforcements to arrive. On December 2 the Twentieth Arcturan Guards, fresh from their victory on Camlann, dropped behind the Arkab Legion. The heavier 'Mechs of the Arcturan forces erased any Arkab plans to attack the Third Royals. Instead, the Arkabs just hoped to link up with the Second Sword of Light.

In response to the threat from the Arcturan regiment, the Arkabs slowed their advance and closed ranks. This allowed the heavy units of the Third Royals to catch up. It also presented a better target for the *Fortress* DropShips.

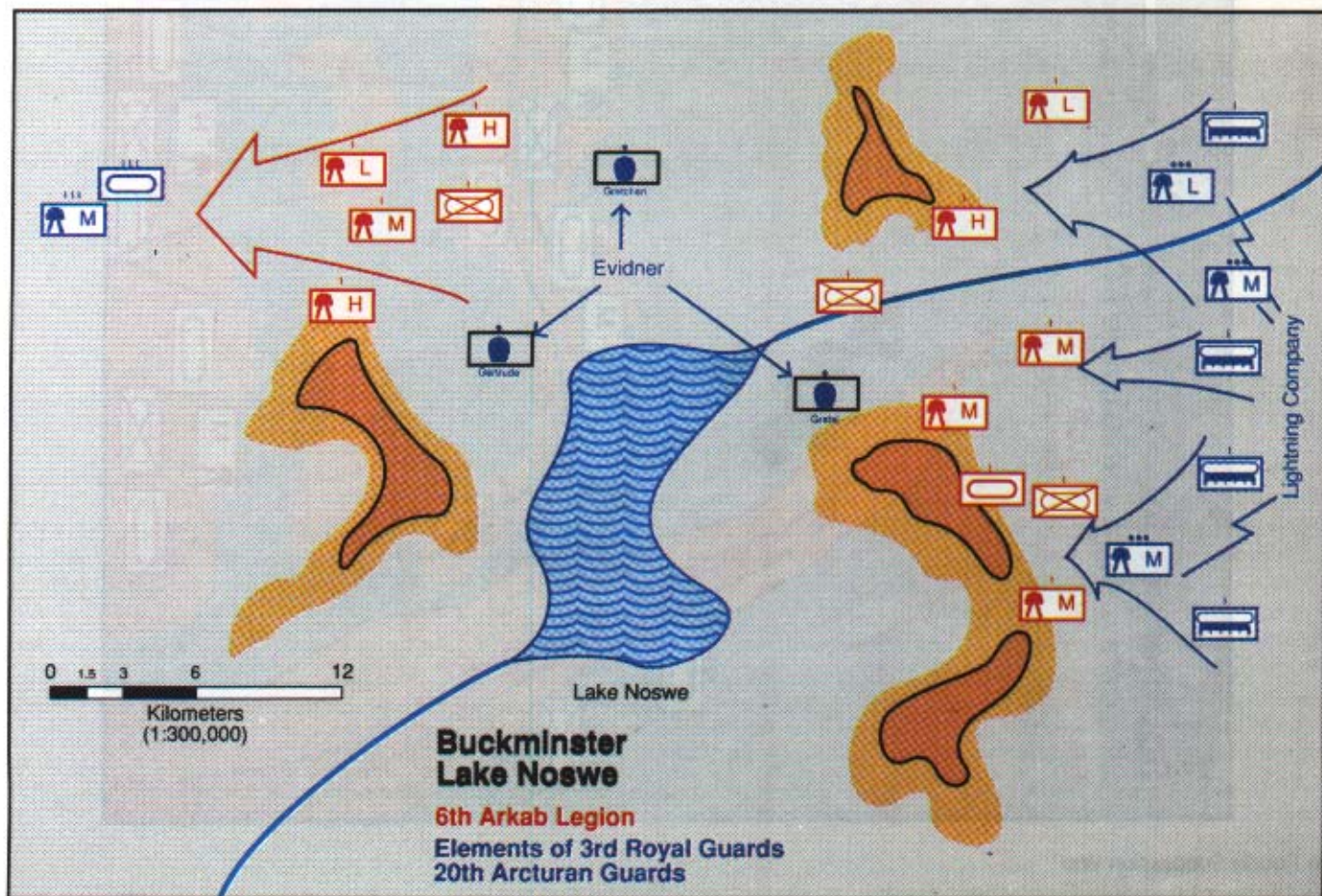
When three DropShips landed in the midst of their defensive positions, the warriors of the Arkab Legion realized that they were lost and had no hope reaching the Second Sword of Light. The survivors retreated to the northeast.

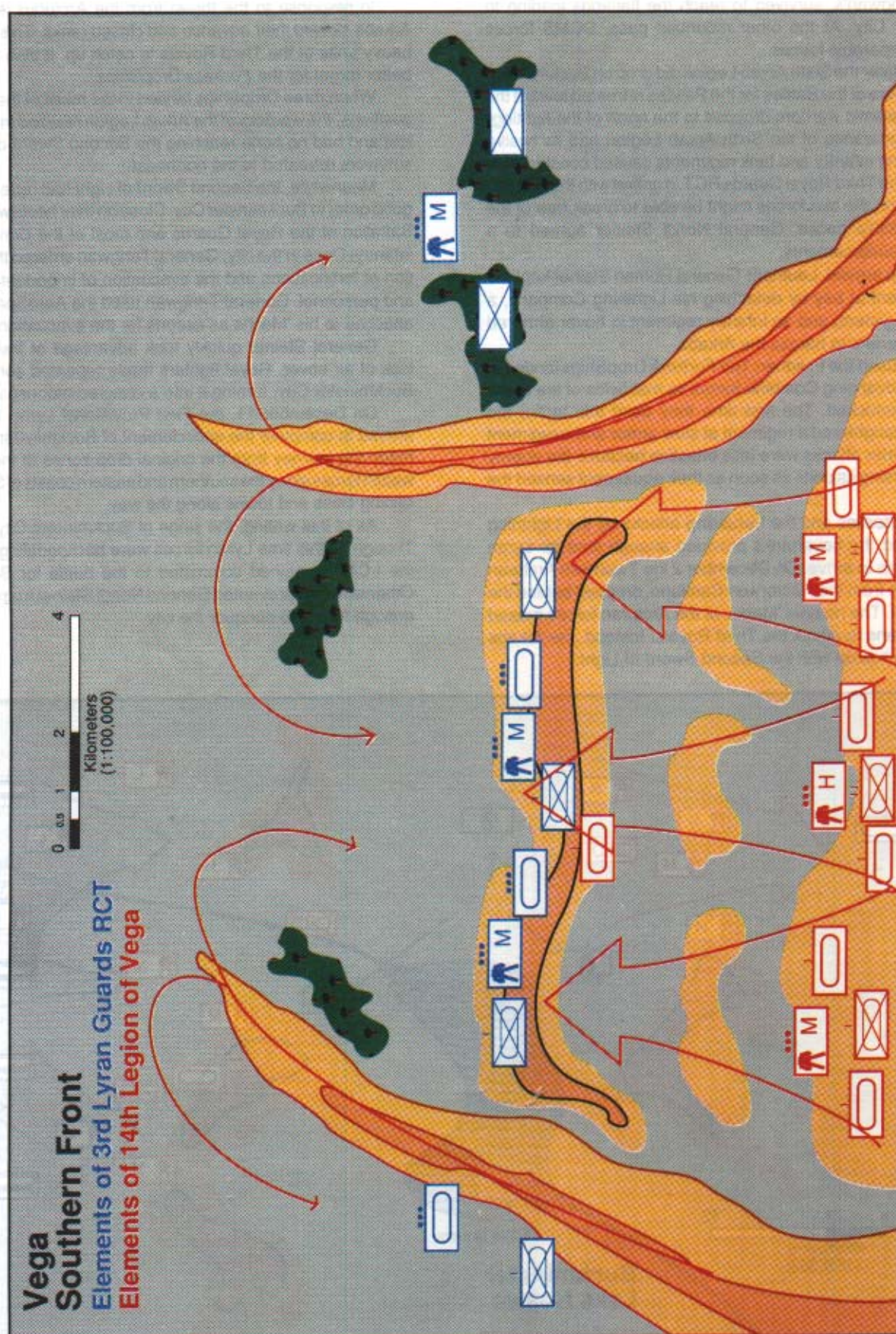
Meanwhile, the Second Sword of Light had retreated in fairly good order to Buckminster City. Close on their heels were the First Battalion of the Royal Guards and most of the Commonwealth infantry. Once in the city, General Tengwan ordered the construction of fortifications and the evacuation of important documents and personnel. General Tengwan used the *AeroSpace* Fighters attached to his 'Mechs as escorts for the evacuation.

General Steiner quickly took advantage of the Combine's lack of air cover. Royal fighters made repeated sorties against Buckminster City, turning it into a cratered moonscape.

On December 11, the First Provisional Lyran Water Navy arrived to complete the encirclement of Buckminster City. It had made the journey from the original drop zones of the Commonwealth forces along the southern and eastern coasts of Sanjusendo, raiding cities and towns along the way.

As of this writing, the siege of Buckminster City continued. Though by this time Lyran forces were backpedaling elsewhere, the LCAF remained committed to the battle for Buckminster. Other reverses prevented General Nondi Steiner from committing enough forces to conquer the city.





VEGA

In the first six weeks after the invasion, Vega's defenders lost two of the three continents. The Third Lyran Guards pushed Draconis forces back to the eastern half of the large plain of Vewers near the southern pole. The capital of Vega, Neucason, but precious little else, was still under Draconis control.

Then in October, Colonel Theodore Kurita arrived at Vega in a reverse of the steps he had taken to leave Marfik. Detaching from the hijacked *Scout JumpShip*, his DropShip executed a high-speed approach to the planet. Before being properly challenged by orbiting Commonwealth DropShips, the *Union Class* vessel was already entering Vega's atmosphere. Draconis forces at least tried to shoot down the Colonel's disguised DropShip, unlike the Commonwealth blockade force, which allowed him to skim through without even a warning shot.

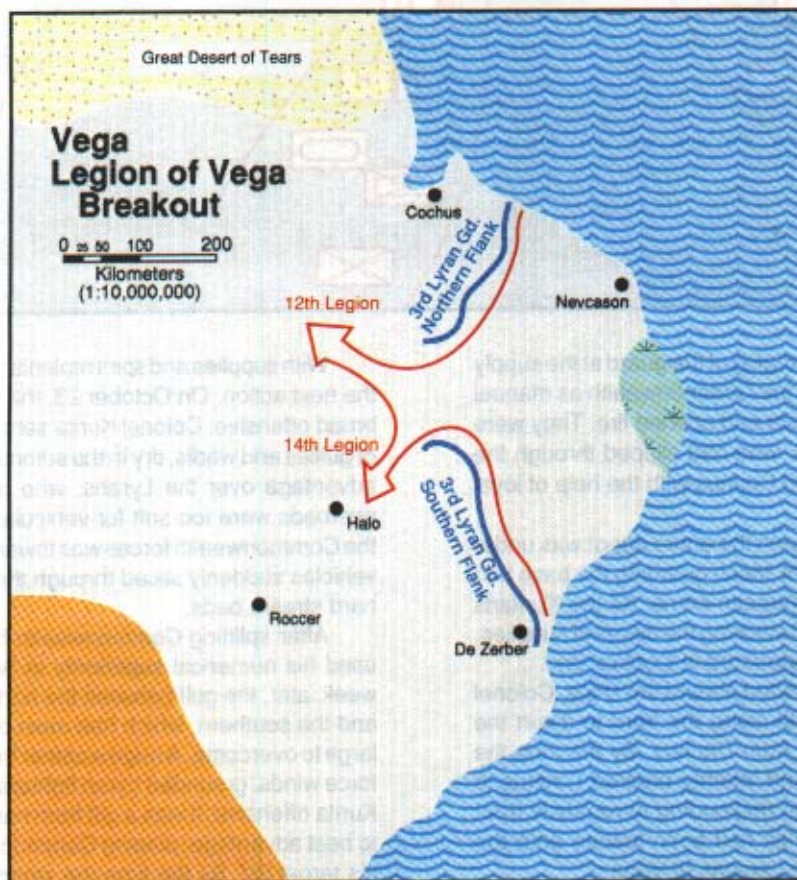
Once safely with the Second and Fourteenth Legions of Vega, he assessed his situation. He was in command of two 'Mech regiments and 40 tank and infantry regiments that were in fair condition. Most of his 'Mechs, however, were running low on ammunition and parts. The Procurement Department of the DCMS had never formed caches of supplies, and so there were no parts on the planet. Colonel Kurita's appearance did provide an emotional lift to Draconis forces already on Vega.

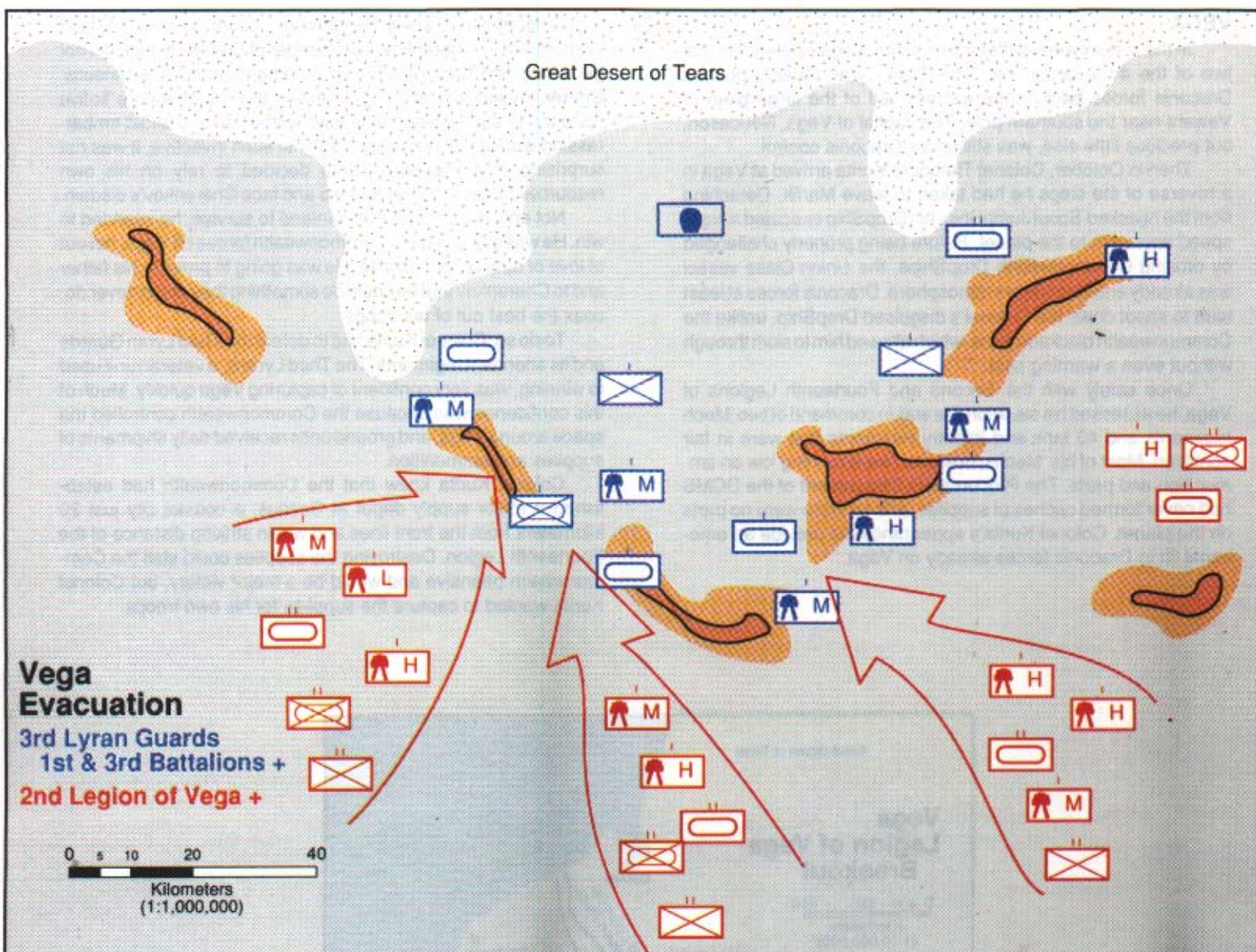
Colonel Kurita knew he could not count on help. He and Warlord Vasily Cherenkov, commander of Dieron District, did not get along and had a history of arguments and traded insults. Cherenkov was fond of pompous exhortations to Theodore "to live up to the Dragon's blood that flows within you and avoid embarrassing displays of humanity." Against such invective, it was not surprising that Theodore Kurita decided to rely on his own resources rather than ask for help and face Cherenkov's disdain.

Not only did Colonel Kurita intend to survive, he intended to win. He was going to push Commonwealth forces off Vega, not out of love or duty but out of spite. He was going to prove to his father and to Cherenkov that he could do something they could never do, coax the best out of his troops.

To do so, Colonel Kurita had to defeat the Third Lyran Guards and its attendant regiments. The Third Lyrans, a veteran unit used to winning, was very confident of capturing Vega quickly. Much of this confidence was because the Commonwealth controlled the space around Vega, and ground units received daily shipments of supplies and ammunition.

Colonel Kurita knew that the Commonwealth had established a major supply depot at Cochus, a coastal city just 20 kilometers from the front lines and within striking distance of the Fourteenth Legion. Destroying the supplies could stall the Commonwealth offensive and would be a major victory, but Colonel Kurita wanted to capture the supplies for his own troops.





Vega Evacuation

3rd Lyran Guards
1st & 3rd Battalions +
2nd Legion of Vega +

On October 17, during the changing of the guard at the supply depot, a group of natives hired by the Commonwealth as manual laborers threw off their rain ponchos and opened fire. They were Colonel Kurita's personal guards, who had slipped through the Commonwealth lines and reached Cochus with the help of loyal citizens.

The surprise was total, and soon the entire depot was under the Kuritans' control. Even the light 'Mech guarding the base had been overwhelmed with a crude napalm bomb. As the Kuritans were clearing away the bodies and stacking the boxes of supplies, a flotilla of hovercraft and ships appeared in Cochus Bay.

As the supplies were being loaded aboard the ships, Colonel Kurita was directing skirmishes all along the front to divert the Commonwealth's attention away from Cochus. By the time the first detachment of Lyran tanks and infantry entered Cochus to investigate why the depot was not responding to requests from the front lines, most of the supplies had been loaded onto the ships, which were heading for the Legions of Vega.

With supplies and spirit replenished, the Vegan forces awaited the next action. On October 23, the Kurita regiments launched a broad offensive. Colonel Kurita sent his vehicles along a network of gullies and wadis, dry in the summer heat, gaining great tactical advantage over the Lyrans, who mistakenly believed that the riverbeds were too soft for vehicular travel. Every maneuver by the Commonwealth forces was thwarted when Legion 'Mechs and vehicles suddenly sliced through them by traveling on concrete-hard stream beds.

After splitting Commonwealth forces in two, Colonel Kurita used his numerical superiority in 'Mechs to best advantage. A week later, the gulf between the northern Commonwealth forces and the southern, which had most of the Lyran 'Mechs, was too large to overcome. A huge weather front, with tornadoes and gale-force winds, grounded Lyran fighters for the first two weeks of the Kurita offensive. It was a gift from nature that Colonel Kurita used to best advantage, placing Commonwealth fighter bases high on his target list. By the time the storm broke, the Lyrans had lost more than half their fighters, either to the storm or to the Legions of Vega.

December saw the Fourteenth and Second Legions of Vega further widen the gap between the divided Third Lyran Guards. The Second Legion and 20 infantry and tank regiments were pushing the First and Third Battalions of the Commonwealth 'Mech regiment, along with six tank and infantry regiments, toward the southern edge of the Great Desert of Tears. The desert's edge was as effective as a wild sea in denying an army a chance to escape to the north. The pursuing Second Legion of Vega was relying on the shifting sands to slow the Commonwealth force.

In the south, the Fourteenth Legion and 14 accompanying regiments were pursuing the Second Battalion and the Lightning Company of the Third Lyran Guards, along with four other regiments. The Commonwealth 'Mechs stood up to the Legion but could not cope with the tanks and infantry, which fought with a spirit that surprised the Commonwealth soldiers.

Colonel Theodore Kurita was responsible for the renewed spirit and vigor in the Combine forces. He encouraged his soldiers to do better. He taught them to fight smarter and to use what they had to best effect. Supplies were no longer a problem because the Kuritans' offensive was so swift and unexpected that they overwhelmed several Commonwealth supply depots. Kuritan forces even tricked a commercial DropShip working for the LCAF to land at a spaceport they had just overrun.

In mid-December, the First and Third Battalions of the Guards were in danger of being surrounded near the desert's edge. Fearing annihilation, Lieutenant-Colonel Brian Kincaid, acting commander, decided to retreat off Vega. Though his decision probably saved the lives of his soldiers, many in the Commonwealth called Colonel Kincaid's retreat an act of cowardice. Other LCAF units were also retreating in other areas, but Colonel Uliosha Donovan, commander of the Third Lyran Guards, disagreed violently with Kincaid's decision. She believed that her one battalion of battered 'Mechs would be able to prevail and reunite with the rest of her regiment. When she received word of Kincaid's retreat, she at first attempted to fight on despite the odds. Finally, after considerable pleading by her officers, Colonel Donovan agreed to follow the rest of her regiment in retreat.

When the two were reunited later, Colonel Donovan vented her anger at Kincaid. She publicly called him a coward for retreating and said he could have completed a suborbital drop behind the Fourteenth Legion. That would have been an extremely dangerous operation, considering the violent winds and the growing confidence of the Legion's AeroSpace Fighters. Whether by act of cowardice or common sense, Vega was lost to the Commonwealth.

FOLLOW-UP INVASIONS

Though Lyran forces were bogged down on Buckminster and Vega, the unexpectedly large gains elsewhere prompted the Archon, on October 21, to authorize her troops to exploit their success. Most of the JumpShips that had participated in the first phase of the offensive had remained at the enemy star systems and were ready for a new advance. Reserve JumpShips and commercial JumpShips were ferrying occupation troops from the Commonwealth to worlds seized in the first assault, as well as serving as replacements for the invasion JumpShips that had broken down.

Though the Draconis Combine was a little more prepared this time, it was no less shocked at the audacity of the Lyran Commonwealth Armed Forces.

As one of the operation's objectives was to damage the DCMS and force Luthien to commit its reserves to their invasion of the Combine, many Commonwealth RCTs pursued the opponents they had faced in the first phase, hoping to continue inflicting heavy casualties.

The exploitation phase of Operation Götterdämmerung gained the Commonwealth 14 more Combine worlds. Some, like The Edge and Aubisson, were worlds of great economic or political importance. Others, like Hainfeld and Gumium, though not as important, were emotional victories because they had been Commonwealth worlds ages before.

Despite these successes, the LCAF was growing tired. Though the many civilian transports borrowed by the military were ferrying in adequate supplies of ammunition, food, and replacement soldiers, they could not bring rest to the Commonwealth troops, many of whom had been fighting around the clock.

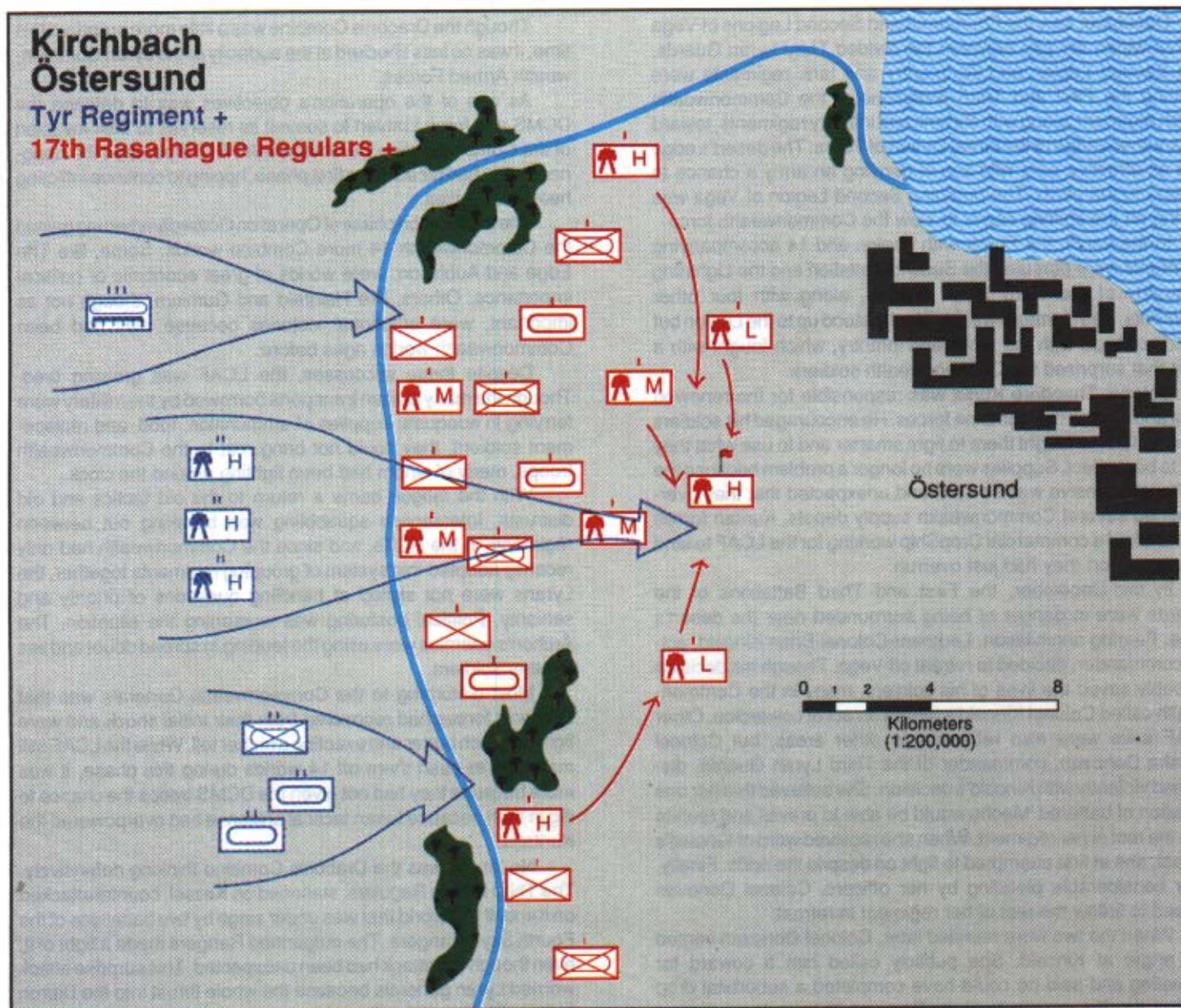
With the fatigue came a return to the old tactics and old distrusts. Interservice squabbling was breaking out between regiments in the RCTs, and since the Commonwealth had only recently adopted this system of grouping regiments together, the Lyrans were not skilled at handling questions of priority and seniority. Political posturing was worsening the situation. The Archon's enemies were using the feuding to spread doubt and lies to other soldiers.

Most disturbing to the Commonwealth Generals was that Draconis forces had recovered from their initial shock and were fighting much better and exacting a higher toll. While the LCAF still managed to push them off 14 worlds during this phase, it was more because they had not given the DCMS troops the chance to dig in than because Lyran tactical brilliance had overpowered the Kuritans.

No longer was the Draconis Combine thinking defensively. The Third Dieron Regulars, stationed on Kessel, counterattacked on Kimball II, a world that was under siege by two battalions of the Fourth Skye Rangers. The outgunned Rangers made a fight of it, even though the attack had been unexpected. This surprise attack worried Lyran generals because the whole thrust into the Dieron Military District of the Combine was turning into a failure and in danger of becoming a weak point.

The military bureaucracy of the DCMS and the egos of some of its most important officers were preventing the Combine from taking advantage of the Commonwealth's weak points. The feud between Colonel Theodore Kurita and General Cherenkov, commander of all the forces in the Dieron district, kept the Combine from attacking the Commonwealth at its most vulnerable spot. In the Rasalhague District, some commanders still considered the Commonwealth invasion the exaggeration of Mies Kurita, and others were so fearful that they kept reserve regiments to protect worlds deep in the interior instead of sending them to the front.

For the Lyran Commonwealth, the exploitation phase was another success. They gained more territory and the hope for more still.



KIRCHBACH

Kirchbach, a prefecture capital, was a major target of the exploitation phase; it was also where the Fifth Amphigean Light Assault Group and Helmut's Hermits had retreated. Also on Kirchbach was a second 'Mech regiment, the Seventeenth Rasalhague Regulars.

This mass of forces tempered the Commonwealth's optimism. General Troka asked for and received the super-secret 'Mech regiment to help him. General Troka led the Fourth Donegal Guards, the Third Lyran Regulars, Winfield's Brigade, and the secret regiment onto Kirchbach.

The secret regiment was the Tyr BattleMech regiment. Its huge assault 'Mechs were painted dark blue and bore the seals of the Tyr underground movement (Gold viking helm above the silver star representing the Rasalhague Principality). Piloting the 'Mechs were members of the Tyr underground movement or men and women whose ancestry had strong ties to the Principality of Rasalhague.

In its first engagement, the Tyr regiment routed the entrenched Seventeenth Rasalhague Regulars at Östersund. News of their appearance sparked revolt among the planet's predominantly Scandinavian population. Spontaneous riots and strikes combined with planned sabotage by the Tyr underground to paralyze the planet and make the Combine defenders feel as if they were fighting on enemy soil.

With the Seventeenth Rasalhague Regulars mauled by the Tyr regiment and the Fifth Amphigean LAG and Helmut's Hermits already weak, the DCMS had little choice but to abandon Kirchbach. Most of the remaining forces escaped, but not before General Kelly Benzinger, commander of the Seventeenth, committed suicide.

END OF THE OFFENSIVE

Capturing 14 worlds spurred on the Archon to continue to exploit the enemy's weak points. Invasion forces easily seized Mozirje, Atria, and Imbros, which had no major 'Mech units to defend them.

The Lyran Commonwealth got into trouble when General Nondi Steiner, who by this time was in almost complete control of the offensive, ordered her forces to continue pursuing Combine troops in hopes of catching and crushing them. This strategy created two major problems for the Commonwealth: it forced winded troops to make yet another drop onto hostile planets, and it prevented the LCAF from preparing for Combine counterattacks, which came during December and January.

The Draconis Combine attacked six worlds, five worlds taken during the offensive and one world inside the Lyran Commonwealth. The Twenty-fifth Rasalhague Regulars dropped on The Edge and took on the Tenth Donegal Guards. The Ninth Pesht Regulars and the Thirteenth Rasalhague Regulars invaded Stanzach to attack the Twelfth Donegal Guards, who almost had to abandon the planet until they were reinforced by the Eighth Donegal Guards.

The Fourteenth Donegal Guards, while trying to subdue the last of the militia's resistance on Utrecht, were themselves attacked by the elite Seventh Sword of Light 'Mech regiment. Bringing 20 infantry and armor regiments with it, the Seventh Sword of Light hoped that its mere appearance on Utrecht would persuade the Commonwealth forces to leave. They were badly disappointed when Colonel W.J. Hardy, commander of the Donegal Guards, used the Sworders' arrogance to lure them into a series of ambushes, evening the odds considerably. Still, the Donegal Guards, on the tip of an unsteady thrust into the Combine, were vulnerable.

The Fourth Skye Rangers and their supporting regiments were split between two worlds and under attack on both. The Third Dieron Regulars attacked the Rangers' First and Third Battalions, which had been attempting to subdue Kimball II. On Kornephoros, the Seventeenth Benjamin Regulars attacked the Second Battalion and Lighting Company of the Rangers. While the Rangers on both worlds held their own, being caught divided hurt their effectiveness and their pride.

When Barrett's Fusiliers forced the mercenary Kingston Caballeros off Sabik during the initial invasion, they did not expect to see them again soon. Both mercenary units had sustained heavy damage, and Kommandant Alonzo Barrett assumed that the Caballeros would take quite a while to recover from the fight. He was wrong. The Caballeros had retreated to the planet Moore, where they had a large cache of replacements and supplies, and where technicians were waiting to rebuild their 'Mechs. The Caballeros returned to Sabik in much better shape than the Fusiliers. The Fusiliers lost half of their forces and were reduced to a single battalion before Kommandant Barrett ordered a retreat.

But the most threatening action taken by the DCMS during the final weeks of 3028 was the invasion of the Steiner world La Blon by the veteran Fourth Proserpina Hussars. That regiment, along with 18 lesser units, discovered a hole in the Commonwealth front and promptly exploited it. La Blon had only a battalion of aging militia 'Mechs and 20 infantry and tank regiments protecting it, and they proved no match for the Hussars and their forces.

The transition from offensive to defensive was not good for the Lyran Commonwealth. The LCAF gained six worlds: Unzmarkt, Mozirje, Skokie, Ueda, Atria, and Imbros III. It lost Vega, Altenmarkt, Cebalrai, Sabik and La Blon. More importantly, the LCAF was mired in long, costly campaigns for nine worlds against opponents that had totally recovered from their initial shock and were making the Lyran pay for the bold offensive.

On The Edge, the Tenth Donegal Guards were fighting the less experienced but fresh Twenty-fifth Rasalhague Regulars. On Liezen, Winfield's Brigade was fighting the Altenmarkt Militia. On Engadin, the exhausted Twenty-sixth Lyran Guards faced the St. Cyr Heavy Assault Group and remnants of the Fifth Sun Zhang Academy Cadre. The Tyr Regiment and the Eighth and Twelfth Donegal Guards squared off against the Ninth Pesht Regulars and the Thirteenth Rasalhague Regulars on Stanzach. Mobile Fire and Bad Dream were taking on the Twenty-second Rasalhague Regulars on Gunzburg. On Utrecht, the Fourteenth Donegal Guards were facing the elite Seventh Sword of Light. On Shirotori, the Third Donegal Guards were fighting against the First Proserpina Hussars. On Buckminster, the Third Royals and the Twentieth Arcturan Guards had the upper hand against the Second Sword of Light and the Sixth Arkab Legion. On Kimball and Kornephoros, the split Fourth Skye Rangers were facing the Third Dieron Regulars and the Seventeenth Benjamin Regulars.

Fatigue was becoming a problem for the LCAF. Unlike the Capellan Campaign, where the AFFS leap-frogged its forces to give the troops some rest, most front-line Commonwealth units had been fighting for at least four months. Often the only rest they got was inside their cramped DropShips as they waited for button-up and drop order. Their fatigue was showing on the battlefield with poor performance and terrible decisions.

The innovative tactics learned by the LCAF were giving way to the old, ineffective routines. The various branches of the service were once again quarreling among themselves. Brute strength rather than finesse once again characterized offensive and defensive maneuvering. While sometimes effective in defense, an attack that relies on mass instead of intelligence rarely succeeds. Only the special Lightning Companies continued to use the deft tactics of maneuver and speed. The Tyr Regiment and the Elvidner also proved their worth. Both had done so recently: the Tyr in an amazingly quick assault on the Stanzach city of Gosol and the Elvidner in cracking the Crimson Turret, a Combine stronghold outside Buckminster City. Those were only two bright spots in a darkening picture.

Supply was also becoming a problem. The hundreds of freighters ferrying back and forth to the front lines were thrown into confusion by the Commonwealth defeats. Six civilian vessels were captured by the Draconis Combine during the offensive, prompting the crews of other civilian ships to threaten a strike unless the LCAF could guarantee their safety. With Lyran forces already reeling, they could hardly protect the crews even though the entire transportation and supply system was on the verge of collapse.

The political situation was worsening. The presence of enemy forces inside the Federation of Skye enraged Aldo Lestrade, who was taking every opportunity to berate the Archon and Operation Götterdämmerung. The open opposition was only a fraction of the political wrangling that was going on behind the scenes in Tharkad and Skye and on the front lines.

Because of the worsening situation on the Combine front, the Archon ordered a halt to all new offensive actions in mid-January of 3029. While some diehard optimists and militarists questioned the Archon's courage, most of the LCAF heaved a sigh of relief. Instead of trying to push deeper into the Combine, the Archon ordered her sister to consolidate Lyran gains and concentrate her few reserves on the remaining contested worlds.

WAR WITH THE FREE WORLDS LEAGUE

RELUCTANT MARIK

When the Fourth Succession War erupted, the Free Worlds League was as surprised as the Capellan Confederation. Captain-General Janos Marik, ruler of the shaky alliance of semi-autonomous provinces, felt that his realm would be the first to suffer because of the F-C Alliance. He and his military analysts had spent months poring over the options and repeatedly came to the conclusion that the Commonwealth would attack them. The Captain-General's fear of invasion was one of the major reasons he signed the Concord of Kapetyn, which loosely allied his realm with the Capellan Confederation and the Draconis Combine. It eased his mind knowing that he could call on the other two for assistance.

When reports started coming in from the Confederation about the Davion invasions and from the Draconis Combine about the Commonwealth offensive, Janos Marik was stunned. Some sources reported that he actually asked for confirmation from the Confederation and the Combine, as well as demanding that his units along the Commonwealth border report the all-quiet.

After being reassured that his realm was not being invaded, the Captain-General thought it best to sit back and do nothing. As the only realm not involved in a major war, he could only gain by staying aloof. "Let the fools knock themselves dizzy while we sit back, rest, and enjoy," was his attitude.

It was an attitude not long tolerated by the Chancellor of the Confederation and the Coordinator of the Combine. Three weeks into the fighting, Chancellor Liao sent a strongly worded communique requesting supplies and spare parts. He also demanded that the Free Worlds League provide refuge for some of his units and open its hospitals to Capellan casualties.

The Captain-General, angered by the tone of the message, sent one freighter with a DropShip's worth of rations, tires, and toilet paper. Janos Marik grudgingly agreed to the other demands, access to League hospitals and permission for a few closely watched Capellan units to land on League border worlds.

A week later, an equally strong message came from Coordinator Takashi Kurita, demanding that the Marik launch an immediate offensive against the Lyran Commonwealth and force House Steiner to fight a two-front war. As much as Janos Marik might have wanted to treat this demand with as much flippancy as he did the first, to anger Takashi Kurita would have been a dangerous move. With great reluctance, the Captain-General set in motion what became Operation Dagger.

Planning the offensive was probably the easiest task; dusting off computer simulations and updating them gave Janos Marik a reasonable attack plan. Persuading provincial leaders to join him in attacking the Commonwealth was the most difficult chore. The Home Defense Act, the right to call back a province's forces on command, made any military action by the Free Worlds League an exercise in delicate diplomacy.

The Captain-General won the support of the Duchy of Oriente, the Principality of Regulus, and most of the minor provinces. Only the Duchy of Andurien, led by Dame Catherine Humphreys, refused, ordering its forces on the Commonwealth border to prepare return to the Duchy. Her objection to the offensive was that it was aimed at the wrong enemy; the Capellan Confederation, already in chaos, was the better target of the League. Despite this refusal, the Captain-General was pleased to get the support of two out of the three major provinces.

OPERATION DAGGER

Operation Dagger was not a broad offensive. Along most of the border, Marik forces were to conduct heavy raids and probe for weaknesses in the Commonwealth defenses. Then reserve forces were to capitalize on weaknesses to either seize a world or destroy an isolated Commonwealth unit.

The focus of Operation Dagger was to be a thrust into the Federation of Skye, which was thinly defended and had most of the Commonwealth's industries. To seize worlds there would be a boon to both the Free Worlds League and to Janos Marik. The offensive was also meant to satisfy Takashi Kurita by threatening to pinch off the Commonwealth's access to Terra, making travel to and from the Federated Suns much more difficult for the Lyrans.

The offensive began on October 1 with the appearance of the Fifth Regular Hussars and the Twenty-fifth Marik Militia in the Commonwealth system of Wyatt. At the same time, Smithson's Chinese Bandits were attacking Milton, and the Thirtieth Marik Militia was attacking Phecda. The objective of all three attacks was to isolate and destroy the Seventeenth Arcturan Guards and the Eleventh Lyran Guards stationed on Wyatt.

Unfortunately for the Free Worlds forces, both Commonwealth regiments had been tipped off two weeks before the attack. The Hussars entered the Wyatt system at a non-standard point to make immediate drops on the planet, and the Militia appeared at the Zenith Jump Point.

There, the Militia received a rude welcome. The Eleventh Lyran Guards were waiting for them. While the 'Mechs of the Lyran Guards were strapped in their DropShips on their JumpShips, their fighters were slowly circling the Jump Point and waiting. The Militia ships appeared, the Lyran fighters accelerated and began strafing in pairs.

Before the fighters of the Marik Militia even received the order to launch, the Commonwealth *Chippewas* and *Lucifers* had scored major hits against two *Unions* and a *Leopard*. The Commonwealth fighters made just one pass before returning to their ships, but that was enough. One of the DropShips, carrying a battalion command staff, exploded and damaged neighboring DropShips shortly after they had separated from an *Invader* Class JumpShip.

With the Marik Militia fighters still disorganized, the Jump-Ships of the Lyran Guards retrieved their fighters and made the journey to Alchiba. They immediately recharged and moved on to Alioth, while the Arcturan Guards traveled on to Cor Caroli.

All along the border, LCAF troops were pulling back to more defensible planets or moving to cover undefended worlds. The Hsien Hotheads moved to Gacrux. The Thirty-second Lyran Guards left Solaris, which was already defended by the Tenth Skye Rangers, for Zaniah. The Second Donegal Guards left Hyde, protected by the Fifth Donegal Guards, to cover Rahne. Gregg's Long Striders, a mercenary regiment, went from Ford to Gienah. The Stealthy Tigers left Loric to protect Giasur.

The LCAF was not repositioning its forces to prevent the Free Worlds League from invading but to make Marik forces pay more dearly. The strategy was to allow slow advances to prevent a Marik breakthrough. The Archon could afford to lose a few worlds to the Marik family because she knew that the future, if the luck of the Fox held, would soon give Janos Marik plenty to fear.

Along with the major thrust into the Federation of Skye, Marik units conducted raids against Commonwealth planets. In some cases, they were surprised by the presence of a strong Commonwealth 'Mech regiment; in other cases, they were surprised by the absence of Commonwealth 'Mechs. On Poulso, the veteran Sixth Orloff Grenadiers met the green First Knights of St. Cameron. After a few skirmishes, which the Grenadiers won easily, the unit's commander, Colonel Hosan Chilung, approved the jump of 20 conventional League regiments into the Poulso system. Marik forces also captured Timbiqui and Launam, neither of which were defended by 'Mech regiments.

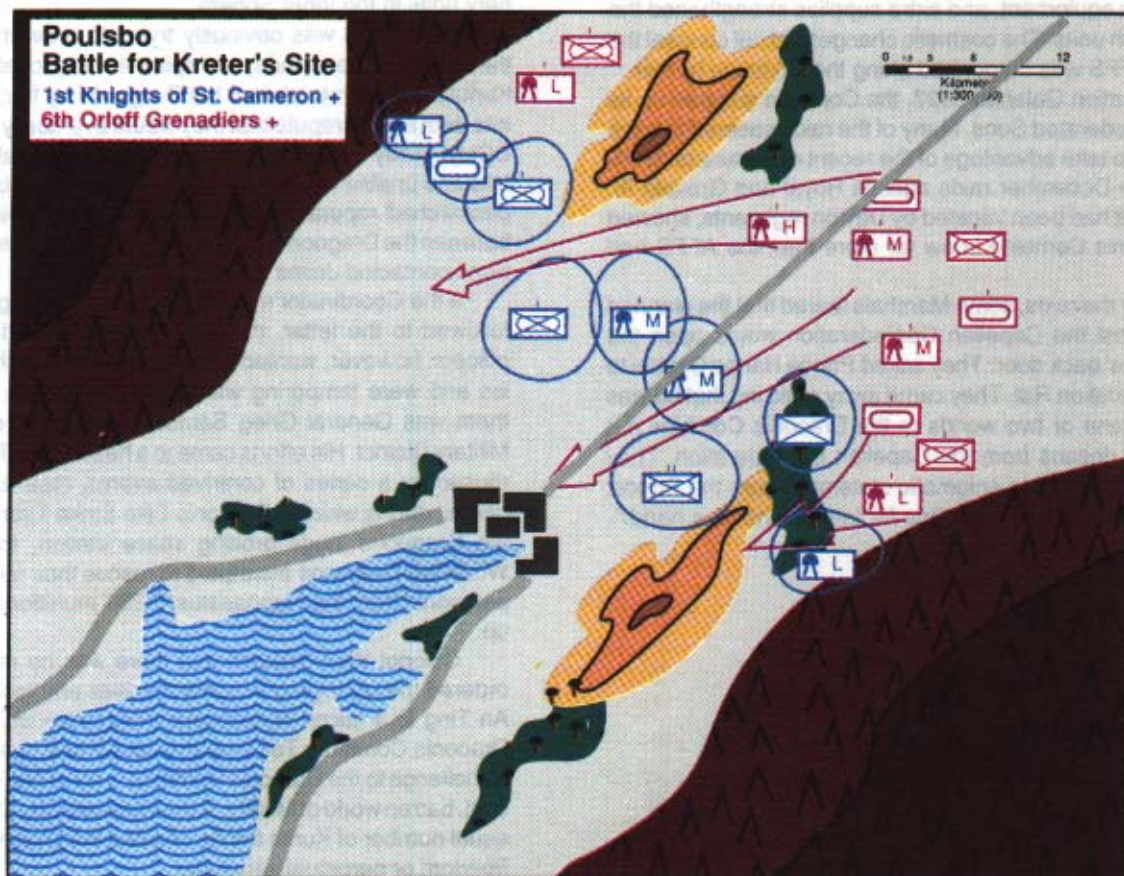
OVERVIEW

The failure of Marik forces to capture and destroy the Eleventh Lyran Guards and the Seventeenth Arcturan Guards on Wyatt was a very inauspicious start for Operation Dagger, which was worsened by the Twenty-fifth Marik Militia losses. Still, the operation netted the Free Worlds League Wyatt, Phecda, Milton, Launam, and Timbiqui. That pleased Janos Marik.

His pleasure later turned to grave concern when, on December 2, he received word that a Scarborough hospital treating Capellan wounded had been bombed, causing many deaths. Also on Scarborough were the remnants of a Capellan tank regiment that was being refitted and rested before its return to the Confederation. Soldiers in the tank regiment lost many friends in the explosion, and before common sense could prevail, the Capellans attacked the local police station, claiming that the bombing of the hospital was an Andurien plot.

The Fourth Andurien Defenders brutally suppressed the Capellans. Enraged at the accusations and the deaths that occurred because of the Capellans, Dame Catherine Humphreys declared war on the Capellan Confederation. Her troops immediately seized the Capellan world of Palladaine and invaded others.

The Captain-General sent many urgent messages to Andurien and Sian in the hopes of stopping this war in its early stages. By the end of 3028, Janos Marik's hope of staying aloof from the fighting had been completely dashed as he found himself engaged on not just one but two fronts.



FEDERATED SUNS FRONT

INTRODUCTION

Early in the planning of Operation Rat, AFFS marshals realized that even if the Lyran Commonwealth managed to tie up the Draconis Combine with its offensive, the Federated Suns would still be vulnerable along its border with House Kurita. A dozen RCTs and 'Mech regiments had to be shifted from the Draconis March to the Capellan invasion, greatly reducing the Federated Suns' defenses against the Draconis Combine. Repositioning the remaining forces helped make the departure less obvious. The Federated Suns tried to hide the absence of so many 'Mech regiments. Dummy regiments, complete with inflatable vehicles and simulated radio chatter, were created. MIIO operatives were also busy working inside the Combine, spreading conflicting rumors and false information. Extra tank and infantry regiments, new equipment, and extra supplies strengthened the remaining 'Mech units. The cosmetic changes did not conceal the fact that the AFFS was outgunned along the Combine border.

After Operation Galahad 3027, the Combine stepped up its raids into the Federated Suns. Many of the raids seemed to have been planned to take advantage of the recent departure of AFFS regiments. The December raids against Royal and Groveld III, both worlds that had been vacated by Davion regiments, showed that the Draconis Combine knew far more than the AFFS had hoped.

Shaken by the raids, some Marshals feared that the planned offensive against the Capellan Confederation would open the Federated Suns' back door. They asked Prince Hanse Davion to reconsider Operation Rat. They came away realizing that he was willing to lose one or two worlds to the Draconis Combine if it meant gaining dozens from the Capellan Confederation. They also came away with this enigmatic statement from the Prince: "Let's wait a while. There's still time for fate to lend us a hand."

WOLF'S DRAGOONS

In 3022, the five elite regiments of Wolf's Dragoons left the Lyran Commonwealth and signed a six year contract with the Draconis Combine. A very happy Takashi Kurita stationed them in the Galedon Military District, from which they conducted large-scale search and destroy missions into the Federated Suns. As usual, the Dragoons fulfilled their contract with consummate skill and daring. Their raids up and down the border, from Galtor III to Niles, frustrated the AFFS and made even the mention of Wolf's Dragoons cause for alarm in the Draconis March.

It is unknown why the Dragoons planned to leave the Draconis Combine, but a few facts are known about the Coordinator's efforts to keep them.

When the Dragoons started working for the Combine, the Professional Soldiery Liaison, the section of the DCMS in charge of relations with mercenary units, treated them with respect and promptness, which is extremely unusual because Kurita society normally scorns mercenaries. The Coordinator apparently ordered the PSL to take care of the Dragoons. There are even reports that the Coordinator visited and may have even fought alongside the Dragoons on three occasions.

The original PSL officer attached to the Dragoons, Lieutenant Colonel Tetsuhara, was promoted and transferred, and the Combine's treatment of the Dragoons began to change. The new PSL officer showed none of the courtesy and understanding of his predecessor, and soon the Dragoons were suffering from misplaced shipments, unnecessary provocations, and plots aimed at discrediting their reputation as one of the few honorable mercenary units in the Inner Sphere.

The DCMS was obviously trying to drain the Dragoons of their money, spare parts, and spirit. It was probably Coordinator Kurita's intention to absorb the Dragoons by forcing them so far into debt and disrepute that they would eventually have to join the DCMS. They would have supposedly been unable to pay their bills and unable to contract with another House because of their besmirched reputation. During this time of growing discontent between the Dragoons and the Draconis Combine, the Federated Suns contacted Jaime Wolf.

If the Coordinator's plans to absorb the Dragoons had been followed to the letter, they might have worked. Some DCMS officers, however, wanted to humiliate and punish the mercenaries and were tampering with the Coordinator's efforts. One of them was General Grieg Samsonov, Warlord of the Galedon Military District. His efforts came to a head on An Ting. The public, roused by a series of contrived events, rose against the Dragoons, during which a Draconis Elite Strike Team snuck aboard the Dragoons' huge orbiting space station, the *Hephaestus*. When the Dragoons attempted to rescue their families and other personnel from the *Hephaestus*, DEST munitions experts blew it up.

Colonel Wolf realized that there was no more choice. He ordered the remaining Dragoon families and technical crews off An Ting to a secret rendezvous point, from which they left the Draconis Combine. To cover their departure, Jaime Wolf issued a challenge to the Draconis Combine to meet his regiments on the cold, barren world of Misery. A duel between the Dragoons and an equal number of Kurita forces decided the Dragoons' fate, either freedom or perpetual servitude.

Many of the details of the Misery duel have never emerged. What is known is that now-General Tetsuhara, the Dragoons' original PSL officer and close friend of Colonel Wolf, was placed in charge of defeating him. At his disposal he had three Galedon Regular regiments, the Eighth Sword of Light and five Ryuken regiments, which he had patterned after Wolf's Dragoons. The fighting, which occurred in April and May of 3028, must have been incredibly bitter. The Dragoons were the winners and lost half of their 'Mechs, so the Combine regiments must have suffered worse losses. During the fighting, General Tetsuhara was either killed or forced to commit seppuku for failing his superiors.

On March 30, AFFS forces bordering the Galedon Military District of the Draconis Combine received an urgent message from the High Command ordering all available fighters and DropShips to the Jump Points of their star systems. Once there, they were to await ships that "though it is impossible to reveal their identity at this time, rest assured that their appearance will be peaceful and that they travel under the aegis of Prince Hanse Davion. You are there to lend assistance to these visitors and, if necessary, to punish anyone who might dare pursue them into the Federated Suns."

On April 11, JumpShips carrying the families and technical staff of the Dragoons appeared in Cassias. The Seventeenth Avalon Hussars waiting for them could see that the Dragoons' ships had seen heavy action. It was later learned that General Samsonov had sent two 'Mech regiments to hunt down the innocent families, using information he had gotten from a traitor within the Dragoons. If it were not for the suicidal bravery of a battalion of cadets in light 'Mechs and fighters, the Dragoons would have lost all of their families.

On June 3, what remained of the five regiments of Wolf's Dragoons landed at Fort Belvoir, a remote AFFS base on Harrow's Sun, where they were greeted by Lieutenant General Ardan Sortek, the Prince's personal aide, and members of Team Banzai and the NAIS. In a moving ceremony, the survivors of Misery disembarked their 'Mechs and paraded, despite their condition, in formation before General Sortek and Colonel Wolf. General Sortek later related that it was "so very sad to see so many Dragoons missing. Often a lone warrior solemnly, but proudly paraded past carrying the pennant and ribbons of an entire company."

In the negotiations between Colonel Wolf and General Sortek, acting as the Prince's proxy, the mercenaries made several requests. One was that their families be allowed to travel to a planet in the interior of the Federated Suns, far from any future fighting. General Sortek gladly granted that request by saying that arrangements were already being made to billet the families on Robinson, the capital of the Draconis March. Colonel Wolf also asked that the AFFS give the Dragoons as much medical, technical and logistical support as possible. Again, General Sortek quickly agreed, saying that doctors and technicians from the NAIS and Team Banzai, along with spare parts and ten new *Enforcer* BattleMechs and ten *Sparrowhawk* fighters, had accompanied him to Harrow's Sun and were standing ready for the Dragoons.

Colonel Jaime Wolf's last request was the most important, and to some the most surprising. Colonel Wolf asked that his regiments, despite their condition, be assigned to worlds near the Combine border. With resolution that surprised General Sortek, the commander of the Dragoons said that there was "a permanent state of war between my soldiers and the Draconis Combine. Where once we sold our services to face whomever our employers told us to attack, we now sell our services to see House Kurita brought to its knees. Honor demands our dead be avenged." General Sortek asked Colonel Wolf if he thought Harrow's Sun, Wapakoneta, and Glenmora, three worlds near the Galedon Military District of the Draconis Combine, suited his purposes. The colonel gave a grim nod.

For the next month, as the Dragoons recovered and refitted, General Sortek briefed Colonel Wolf on Operations Rat and Götterdämmerung and on how the Draconis Combine was expected to react. The two discussed what had happened to Wolf's Dragoons and how the bitter departure would affect the coming war.

The five regiments of Wolf's Dragoons had lost more than half their warriors on Misery. AFFS doctors mended enough wounded to provide a company of 'Mech pilots to each, giving Alpha and Beta Regiments warriors for five full companies and Delta, Gamma, and Epsilon Regiments four each.

The technicians of the Dragoons and AFFS faced a similar situation with the 'Mechs. More than 60 percent of the unit's 'Mechs were either lost on Misery or came away from that world as so much scrap metal. Technicians spent many days and nights feverishly stripping, testing, reassembling, and jury-rigging 'Mech systems to make as many 'Mechs serviceable as possible. When it came time for the warriors to mount up, all had 'Mechs.

The Dragoons restructured their regiments to minimize their deficiencies. With so few warriors, the regiments' original battalion and company organizations were meaningless. The regiments were divided into provisional companies, with the colonel and the fittest pilots and 'Mechs in the regiment forming the command company. The other companies were formed by warriors who had been members of the same company or the same battalion before Misery so that they knew each other.

In early July, a courier vessel landed on Harrow's Sun with a private message for Colonel Wolf from Brevet General Nathan Armstrong, commander of the Eridani Light Horse. The message, which Colonel Wolf revealed later, said that the Light Horse was well aware of the anger and remorse the Dragoons must be feeling, since they too had lost civilian lives to the Kurita snake. General Armstrong offered to send the Fiftieth Heavy Cavalry Battalion from the Black Horse Regiment. After conferring with his officers, Colonel Wolf replied to General Armstrong that the Dragoons felt strong enough to hold their own but were comforted that the Eridani Light Horse, who had been their opponents just months before, put honor above past differences.

Before General Sortek left for New Avalon in mid-July, he received permission from Prince Hanse to order the Tenth Deneb Light Cavalry RCT moved from Rowe to Benet III, a world where it could easily assist the Dragoons should they need help. Though the Tenth Deneb, nicknamed The Cheetahs, was an inexperienced unit, General Sortek felt that its training as a swift fighting force and its hovercraft regiments would complement the Dragoons.

In August, Colonel Wolf left Harrow's Sun for Terra and the wedding of Prince Hanse Davion and Melissa Steiner. Before he left, he dispersed the Dragoons to their assigned worlds. Because Fort Belvoir was so remote, most of the Inner Sphere did not realize that the Dragoons were in the Federated Suns. That changed on August 17.

As Jaime Wolf was making his first appearance since Misery by confronting Coordinator Takashi Kurita on Terra, his troops were departing for their stations under the eyes of the media, which had been invited to record the deployment. Though this arrangement was overshadowed by news coming out of Terra, many noticed and reacted to the sight of the Dragoon banner flying beneath the Federated Sunburst. In the Draconis Combine, particularly among 'Mech units in the Galedon Military District, the news was electrifying and enraging.

Beta and Delta Regiments, commanded by Colonels Andrei Shostokovitch and Kathleen Dumont, were sent to the large, water-rich world of Wapakoneta. They decided to station themselves on the continent of New Wisconsin because it was largely deserted and offered a variety of terrains to use in a fight. Colonel Wolf's Alpha Regiment settled on Glenmora, a particularly violent world of volcanoes and typhoons. Gamma and Epsilon Regiments remained on the dry agricultural world of Harrow's Sun in the hilly and mountainous terrain of the planet's northern continent.

ANGER OF THE DRAGON

Three days before the marriage, as the famous mingled at a reception thrown by ComStar officials, Colonel Jaime Wolf strode up to Coordinator Takashi Kurita and presented him with the swords of the late General Tetsuhara. The eloquent gesture and the terse conversation that followed, in which Colonel Wolf swore the Dragoons' vengeance against the Draconis Combine, enraged the Coordinator's advisers.

Takashi Kurita showed little outward emotion to Jaime Wolf's insults and threats. Even as Takashi Kurita was being stung by Wolf's words, he was planning to get even with the Dragoons.

First, he ordered Warlord Grieg Samsonov executed for placing his desire to humiliate the Dragoons above the Coordinator's wish to absorb them into the DCMS. In his place, the Coordinator ordered General Kester Hsiun Chi, Warlord of the Pesht District, to assume command of the Galedon Military District. Coordinator Kurita considered General Chi, a skilled veteran, the best and most level-headed general he had. To bolster the Galedon forces, which had been mauled by the Dragoons on Misery, the leader of the Draconis Combine ordered the Sixth, Seventh, and Tenth Pesht Regulars to follow General Chi to his new command.

News that some of the best regiments, including the Eighth Sword of Light and three Galedon Regular regiments, had been beaten was starting to spread through the Galedon Military District. MechWarriors were very emotional and vengeful, though they normally pride themselves in being superbly calm and dispassionate. This outrage grew with the rumor that the Dragoons had violated the honor of the combat on Misery by using surveillance satellites.

What had been uncharacteristic emotional displays by the warriors of Galedon regiments became an inferno of hatred when official Kurita media announced on August 23 that Warlord Grieg Samsonov had been assassinated by "agents of the cowardly Wolf's Dragoons and the Federated Suns." The outrage became mindless violence as some warriors took to the streets of their base worlds, smashing at anything and everything in their fury.

Soon afterwards, military communications increased within the district, and officers began discussing strategy. 'Mech regiments began moving soon thereafter.

HARROW'S SUN

The Eighth Galedon Regulars dropped on Harrow's Sun on September 12. Because of faulty information, the Combine troops, led by Brigadier General Victor Nicholas, landed 300 kilometers south of the Dragoon Gamma and Epsilon Regiments. Angered at being unable to seize the throat of their enemy at the outset, the heavy 'Mechs of the Regulars cast aside an AFFS tank battalion and then massacred the citizens of Trenton, a small farming community near their drop zones.

To prevent further civilian deaths, two companies of Gamma Regiment, commanded by Major Arthur Dumont, left the defensive positions they had prepared in the hills surrounding Fort Belvoir to engage the Eighth Galedon. They gradually drew the Combine forces northward, away from villages and toward the rest of the Dragoons.

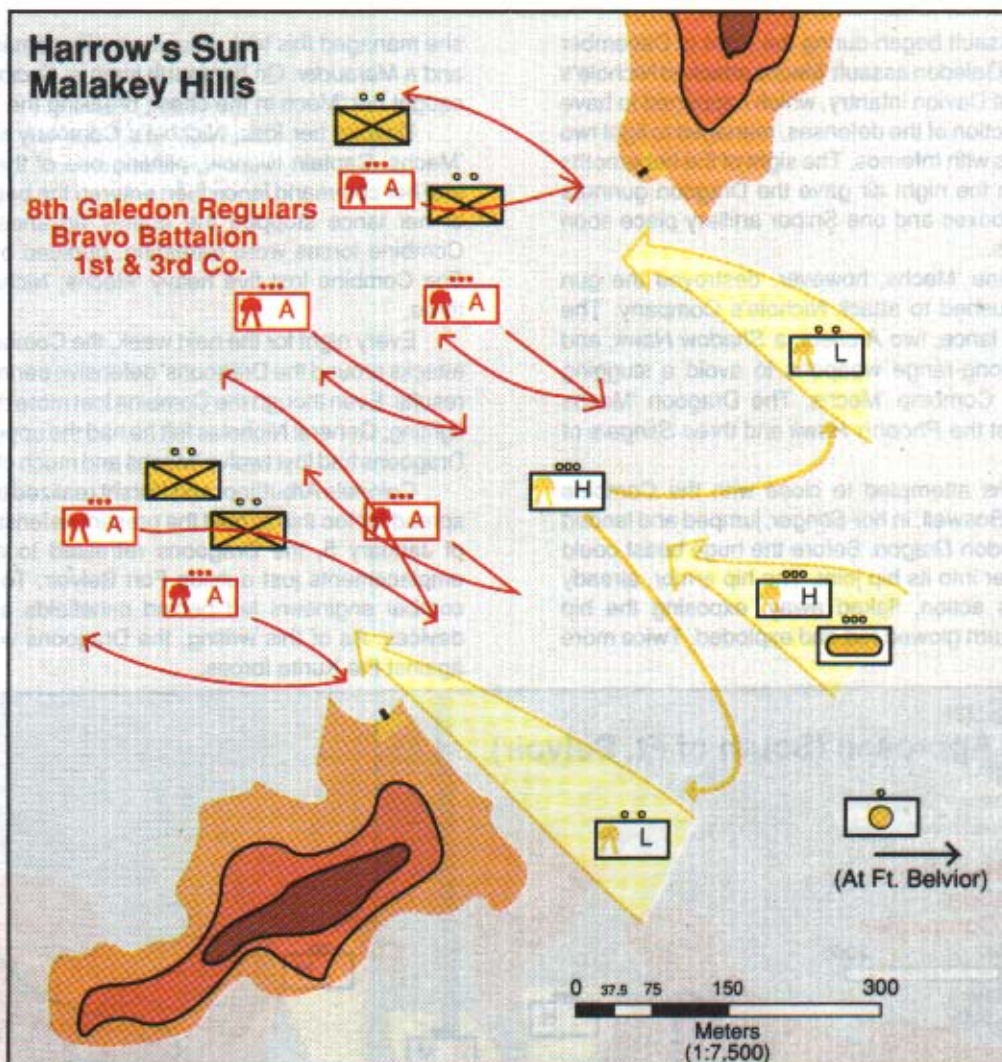
Contact occurred just north of Jinxor Crossing, a complex of hills along the Jinxor River. One battalion of Combine 'Mechs had just crossed the river, a convoy of transports was driving through the water, and the other units were waiting their turn. Major Dumont ordered his company to attack the battalion that had crossed and draw it away from the river's edge.

As the 'Mechs fought, the Combine transports desperately tried to cross the river and move aside so the other Galedon 'Mechs could cross and join the battle. Just as the first 'Mechs entered the swift river, the second company of Dragoons attacked. They first destroyed the transports on the north side, then turned on the 'Mechs standing exposed in the middle of the river. Before the Combine 'Mechs chasing Major Dumont's company could return, the Eighth Galedon Regulars lost eleven transports and two 'Mechs. The Dragoons melted away to the north.

General Nicholas pushed his regiment to catch up with Dumont's companies. He almost caught them in the String Forest of New Castle. String trees, which are indigenous to Harrow's Sun, grow long, thick, and sticky tendrils from their branches. While they cannot actually hold back a 'Mech, they are a major annoyance. General Nicholas correctly guessed that Major Dumont would go slowly through the forest. Ordering his regiment into a run, General Nicholas caught up just as the Dragoons were leaving the forest. The Regulars, using their superior firepower, caught the Dragoons by surprise. For a few moments it looked as if an advancing battalion of Combine 'Mechs would encircle the Dragoons. At the last moment, however, Major Dumont marvelously executed a shoot-and-move maneuver that took his troops safely away from the enemy, but at a cost of four 'Mechs.

Harrow's Sun Malakey Hills

**8th Galedon Regulars
Bravo Battalion
1st & 3rd Co.**



At Yustis Pass, the two companies of Dumont's Dragoons led the Galedon Regulars into an ambush by the command companies of both Gamma and Epsilon Regiments. The heavy companies of Colonels Wilhelmina Korsht and Baxter Arbuthnot, firing from protected positions on either side of the pass, caught the Regulars unawares. Before the Regulars could respond, two of their 'Mechs were destroyed and three others were crippled. As the superior firepower of the Combine 'Mechs began to take a toll, Major Dumont's companies returned to cover the withdrawal of the heavy Dragoons.

The Galedon Regulars arrived at the first defensive perimeter around Fort Belvoir in late September. Attempts to breach the complex of hastily constructed gun emplacements and minefields, many completed just the night before, took most of the next month and cost the Combine regiment dearly. Many of the gun emplacements were manned by Dragoon infantrymen, whose grim determination caused more than one Combine 'Mech to fall.

The AFFS provided the Dragoons with a regiment of tanks, two of mechanized infantry, and three Sniper artillery pieces. This put the Galedon Regulars at a disadvantage, because they had only a mechanized infantry regiment accompanying them, and their fighters were stationed too far away for quick response to counteract the Dragoon fighters.

General Nicholas changed tactics in late October, encircling Fort Belvoir and the Dragoons rather than trying to break through their defenses. This was what Colonels Arbuthnot and Korsht feared. It had been easy to protect the front gates, but the Combine was forcing the Dragoons to spread what was left of their eight companies of 'Mechs over a much wider area. There would be few reserves to blunt an enemy breakthrough.

The Dragoon DropShips, in a large elliptical orbit around the planet, were ordered to stand ready to evacuate Fort Belvoir, but they needed several weeks to reach a tighter orbit for landing. The two colonels considered calling the Tenth Deneb Light Cavalry before it was too late.

As the Eighth Galedon Regulars completed their encirclement of the Dragoons' position, they paused. The reason remains uncertain, but it might have been that Warlord Chi had finally assumed command of the Galedon Military District and the Eighth Regulars were awaiting a formal O.K. to proceed.

The Dragoons used the lull to reorganize and to reposition their forces. Companies were broken up into layers of lances. The first layer was made up of the heavier fire lance, the second layer was the strike lance, and the final line of defense was the command lance. Tanks and infantry, by then armed exclusively with Inferno missiles, acted as the Dragoons' only reserve.

The first major assault began during the night of December 11. Two companies of Galedon assault 'Mechs attacked Nichole's Company. A platoon of Davion infantry, which happened to have been patrolling that section of the defenses, managed to light two of the Combine 'Mechs with Infernos. The sight of the behemoths blazing like torches in the night air gave the Dragoon gunners easy targets. Two pillboxes and one Sniper artillery piece soon destroyed both 'Mechs.

The other Combine 'Mechs, however, destroyed the gun emplacements and pushed to attack Nichole's Company. The four 'Mechs of the fire lance, two *Archers*, a *Shadow Hawk*, and a *Griffin*, used their long-range weapons to avoid a slugging match with the huge Combine 'Mechs. The Dragoon 'Mechs retreated until they met the *Phoenix Hawk* and three *Stingers* of the strike lance.

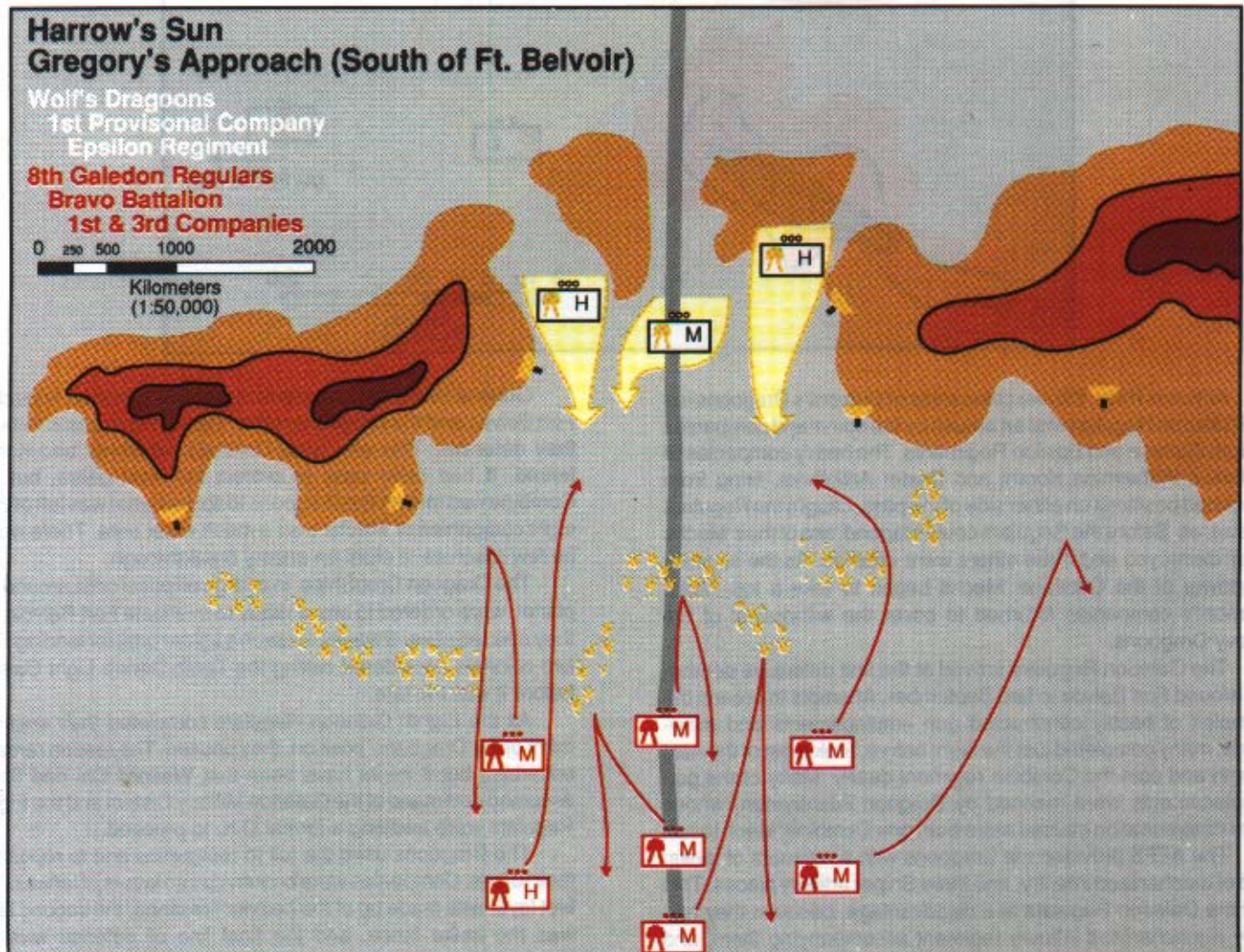
The lighter 'Mechs attempted to close with the Combine 'Mechs. MechWarrior Boswell, in her *Stinger*, jumped and landed directly behind a Galedon *Dragon*. Before the huge beast could turn, she fired her laser into its hip joint. The hip armor, already damaged in previous action, flaked away, exposing the hip mechanism, which in turn glowed red and exploded. Twice more

she managed this trick, causing major damage to a *Warhammer* and a *Marauder*. On her fourth jump, a *Cyclops* autocannon shot caught her 'Mech in the chest, breaking the *Stinger* in midair.

Despite her loss, Nichole's Company slowed the Galedon 'Mechs. Captain Nichole, piloting one of the Davion *Enforcers*, and her command lance then entered the battle. The four 'Mechs of her lance stopped the enemy advance. By daybreak the Combine forces were retreating, pursued by Dragoon fighters. The Combine lost five heavy 'Mechs; Nichole's Company lost three.

Every night for the next week, the Combine launched similar attacks around the Dragoons' defensive perimeter, all with similar results. Even though the Combine lost more than 30 'Mechs in the fighting, General Nicholas felt he had the upper hand because the Dragoons had lost twelve 'Mechs and much of its infantry support.

Colonels Arbuthnot and Korsht realized that their forces were spread far too thin to hold the present defensive line. On the night of January 5, the Dragoons retreated to another line of gun emplacements just outside Fort Belvoir. To cover their retreat, combat engineers left behind minefields and remote sensing devices. As of this writing, the Dragoons were still holding out against the Kurita forces.



WAPAKONETA

The water-rich world of Wapakoneta presented a completely different terrain for the Dragoons of Beta and Delta Regiments. Most of this world is covered by deep blue oceans or huge glaciers. The small amount of land is divided among five continents and myriad tiny islands. The nine companies of Dragoons chose to make their stand on the continent of New Wisconsin, a temperate land, mostly deep forests with many high mountains, lakes, and rivers.

For Colonels Shostokovitch and Dumont, the terrain suggested a different defensive strategy than on Harrow's Sun. Instead of selecting one base and holding it, the two officers decided that New Wisconsin was best suited to a guerrilla style of defense.

With that in mind, the Dragoons spent most of their time getting acquainted with the terrain. Every warrior pored over surveillance maps. The Dragoons employed local volunteers as guides. They also hid caches of ammunition and weapons in the forests and in lakes to make themselves self-sufficient. The DropShips waited in a parking orbit near Wapakoneta's moon.

Most of the planet's militia guarded the continent's four major cities to prevent the Combine from using civilians as hostages. The militia also protected the Dragoons' fighters, which used the cities' airports. Three regiments of Wapakoneta cavalry—soldiers mounted on horses, not vehicles—were attached to the Dragoons and played a vital role in packing supplies through the mountainous and forested terrain. They also played a role in the fighting.

DropShips of the Third Proserpina Hussars and the Twelfth Galedon Regulars appeared on September 17. To ensure that they dropped on New Wisconsin and not some other continent where they might commit an atrocity in frustration, the Dragoons broke communications silence and gave the Combine plenty of chatter to listen to and home in on.

The Combine forces dropped on the open plains of northern New Wisconsin. Once certain that they were unopposed, the 'Mechs called down their DropShips to disembark the rest of the regiments. The DropShips landed on the hard flat ground near the Sarola River. Like the Combine 'Mech regiments fighting on Harrow's Sun, the Hussars and Twelfth Galedon had come to Wapakoneta with very little infantry support. Instead, the regiments unloaded their AeroSpace Fighters and a battalion of combat engineers, who immediately began constructing an airfield for the fighters. The DropShips then began to orbit Wapakoneta ready to lend assistance when needed.

This was the cue for the Third Provisional Company of Beta Regiment, which had been closely monitoring the enemy's actions through a network of remote devices and scouts. This company, led by Captain Vanduesen, was assigned to cripple the Combine fighter capability no matter what the cost.

Captain Vanduesen sent two of his lances to assault the Hussars and Galedon Regulars from the west. Taped chatter broadcast by their 'Mechs was designed to trick the Combine into believing that more than just lances were attacking them.

General Tarsus Bodoli, commander of the Twelfth Galedon Regulars, and General Bruce Lee Bernstein, commander of the Third Hussars, fell for the ruse and positioned their regiments for a massive attack from the west. Eager to take on the Dragoons, the Combine forces left behind only token guards as they marched to meet the enemy. The Galedon Regulars left only two light 'Mechs and several tanks guarding the fighters and the engineers along the Sarola River.

Captain Vanduesen, taking a page from military history, had taken his command lance into the Sarola River and was slowly walking eastward. He hoped that the two lances he left behind would fool the enemy long enough for his lance reach the airfield undetected.

Time and again a 'Mech stumbled, fell, and tumbled about in the swift current. For two hours they struggled downstream. Then the four 'Mechs, two *Commandos* and two *Wasps*, walked out of the river. Captain Vanduesen's navigation had been faulty; the command lance was ten kilometers east of the airport.

Not realizing that his strike and fire lances had been destroyed by the Hussars and Galedons, Captain Vanduesen ordered his lance into a trot. With particular relish, the Galedon warriors had spent half an hour torturing the last Dragoon 'Mech. When its pilot had finally had enough, she ejected, only to be caught in midair by a Combine *Archer*, which threw her into the Sarola River, where she drowned.

When Captain Vanduesen finally reached the airfield, the Hussars and Galedon Regulars were just returning, flushed with victory. The captain ordered his 'Mechs into a run, but instead of attacking the 'Mechs, he ordered that they complete their mission and destroy as many enemy fighters as possible.

They lasted five minutes, an eternity considering the firepower that Combine 'Mechs leveled at them as they broke clear of the woods. The truly amazing thing was that, during those five minutes, they destroyed or damaged 25 fighters, more than two-thirds of the enemy's force. One Dragoon, sensing that his reactor was about to explode, ran and threw himself into a concrete hangar that had just been built. The explosion destroyed two fighters and brought the hangar crashing down.

Angry at having lost most of their fighter support, Generals Bernstein and Bodoli decided not to wait for the engineers to finish the airfield. They began hunting the rest of the Dragoons immediately. The warriors of the Hussars and Regulars began their march by listening to their commanders give speeches about how they were there to avenge the assassination of Warlord Samsonov, their lord and liege, as well as their lost brothers and sisters buried beneath the snow of Misery. The Generals exhorted them to treat the Dragoons as all mercenary scum ought to be treated, like cowardly rabid dogs.

The Combine forces marched west for Garolla, one of the major cities on the continent, knowing that the Dragoons would try to prevent them from harming innocent civilians. While traveling through the hilly Banth Forest, they made contact with the Second Provisional Company from Delta Regiment. Using the forest as cover, the Dragoon 'Mechs drew two lances of 'Mechs away from the rest of the Combine regiments. As the Dragoons continued to retreat, demolition teams detonated charges that sent huge trees down upon the road, cutting off the two lances of Galedon Regulars.

The Second Company's efforts to finish off its prey quickly caused a fire. Laser and PPC shots missed a 'Mech but connected with trees, creating explosions of splinters and many small fires. The small blazes soon combined and grew. The fight was proving more difficult than the Dragoons had hoped. Though inexperienced, the Regulars had crippled one Dragoon and damaged two others while losing only two of their own 'Mechs. The fire was growing, and the rest of the Combine 'Mechs were beginning to break through the barrier of trees.

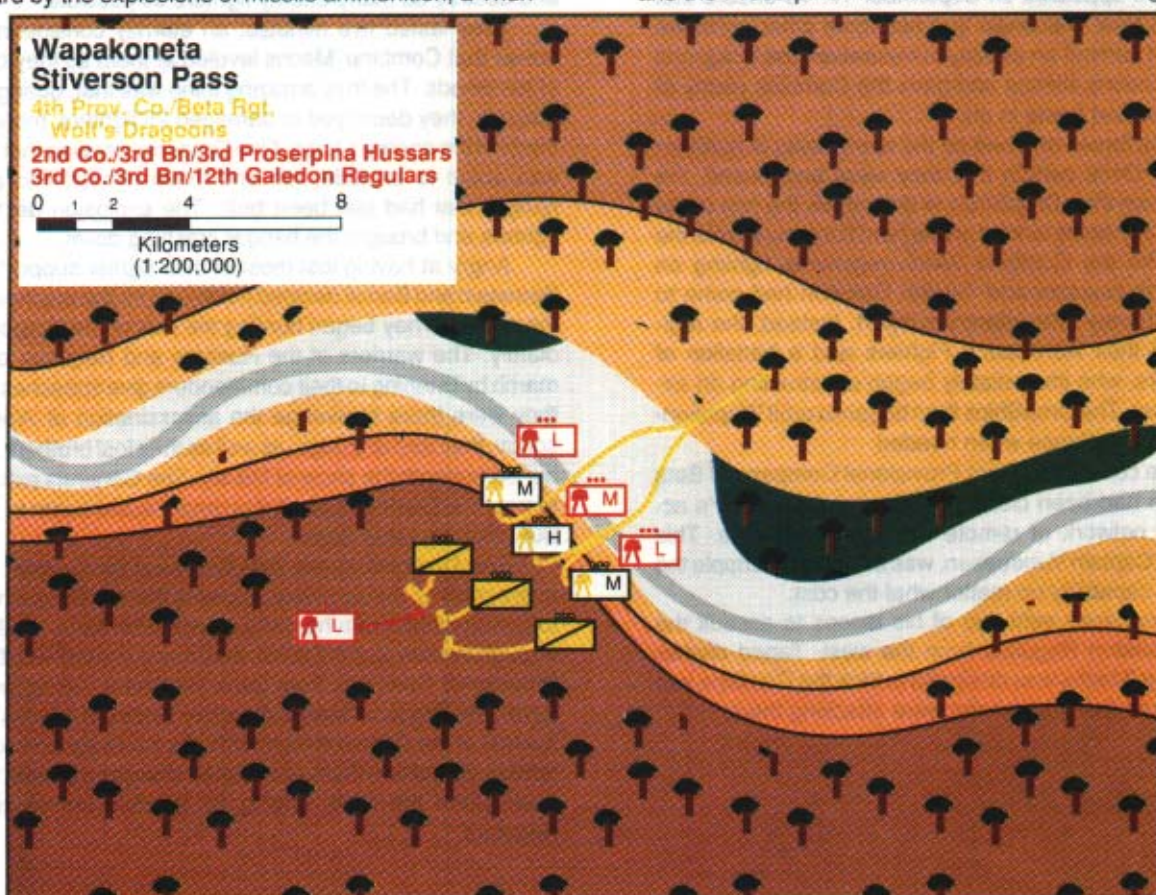
Captain Kincaid, commander of the Second Company, received the pullback order from his superiors. The Captain refused; he had lost his wife and son on Misery and was not about to retreat from a Combine 'Mech. He did order the rest of the company to pull back. Two of his company stayed with their captain. Together, the three took on the five Combine 'Mechs in a small hollow of blazing trees. The Captain's black box retrieved from his *Thunderbolt* three months after the battle revealed his final minutes as ones of rage, flames, and pain. The other two 'Mechs destroyed two Combine 'Mechs before they succumbed to superior firepower. The three remaining 'Mechs demanded Captain Kincaid's surrender. His reply was a laser bolt to the head of one of the 'Mechs. Then came a confusion of missiles, lasers, and flames. Captain Kincaid's final words were for his family.

Later, a news team from the Federated Suns following the Combine advance stumbled upon Captain Kincaid's final battlefield. What they found were six 'Mechs, stripped by the Combine troops, laying among the still-smoldering logs. In the middle of the small clearing, ringed by smoking black spires that used to be trees, stood two 'Mechs. Blackened by fire, with metal and armor blown outward by the explosions of missile ammunition, a *Thun-*

derbolt stood motionless, its hands around the head of an unmoving *Panther* as if to choke it. The eerie sight was apparently so unnerving to the Combine warriors and technicians that they refused to disturb the 'Mechs. Instead, someone painted a Buddhist prayer on the legs of the 'Mechs for the souls of the two warriors who died so hellish a death.

For the next three months, the Combine forces searched in vain for the main body of the Dragoons, never realizing that Beta and Delta Regiments had long ago split up into company and lance-sized units. These small combat groups repeatedly struck at the long column of Combine forces, then quickly retreated into the forest. Native guides helped them find short cuts that allowed them to race ahead of the enemy to wait in ambush once again. These tactics worked very well in forested and mountainous terrain, but the Dragoons lost warriors on the flatlands, where cover was sparse. Through the use of these age-old tactics, the Dragoons had, by late November, sheared more than 20 'Mechs from the Proserpina Hussars and the Galedon Regulars.

The Dragoons had unintentional assistance from the commanders of the two Combine regiments. General Bodoli, by his seniority, assumed command of the Combine effort on Wapakoneta. It was his decision that kept the two regiments tied to roads in tightly packed convoys, making it easy for the marauding Dragoons to attack and avoid. General Bernstein, a much younger officer, quickly grew weary of General Bodoli's orders, which had his Hussars shooting at phantoms. General Bernstein wanted both regiments to break up into small units to hunt down the Dragoons with their own tactics. In late November, the two generals' disagreement apparently came to a head, perhaps even to blows, and the Proserpina Hussars left the Galedon Regulars.





Any hope that the split would benefit the Dragoons was quickly dashed when, on November 29, the Fourth Provisional Company of Beta Regiment attempted to ambush a straggling company of Galedon Regulars moving slowly through the hills near Stiverson City. Captain Bassura sprang his trap and seemed to have the upper hand when a company of light 'Mechs from the Hussars appeared behind him.

Accompanying the Dragoons was a company of Wapakoneta horse-mounted cavalry, which saw the enemy first and attacked. They placed themselves between the Dragoons and the Hussars, helplessly using their laser carbines against the 'Mechs. The Hussars, after a few moments of killing or kicking horses and people aside, moved to capture the Dragoons. Having no choice, Captain Bassura ordered his troops down the slope and into the Galedon Regulars. Only five Dragoons survived the melee and escaped.

The next week was filled with similar disasters for the Dragoons, who were suddenly harassing less and retreating more. They had lost two of the original nine companies. Many 'Mechs had only one or two weapon systems still working. Only the exceptional leadership of their officers and the vital assistance of the civilian population kept the Dragoons fighting.

Colonels Dumont and Shostokovitch knew that the Hussars, in breaking down into smaller units and taking to the woods, had countered the Dragoons' guerrilla tactics. They knew that the Hussars would eventually divide the Dragoons and destroy each company in turn, unless the colonels could change the direction of the campaign.

On January 3, a company of Hussars found the Fifth Provisional Company of Beta Regiment in the forests just north of Tredald. The light 'Mechs of the Dragoons avoided the Hussars and fled. The Hussars pursued and radioed to two other Hussar companies, which joined the hunt.

The chase lasted for an hour, during which the Dragoons barely stayed a step ahead of the Hussars. On separate occasions, three Dragoon warriors stopped and turned their damaged 'Mechs on the pursuers, giving the main body a few moments and a few kilometers of safety.

The three companies of Hussars, so close to catching the Dragoons, were surprised when the blur of trees gave way to a huge clearing. Though portions of the field looked plowed and the forests on the other side seemed hot, the Hussars had a clear view of their prey and pressed on.

As the Hussars entered the middle of the field, the Dragoons suddenly turned on them. As the elated Hussars were about to open fire, the remaining 'Mechs of Beta and Delta Regiments strode from the trees. Sixty 'Mechs stared down the 30 Hussars for a moment.

A series of explosions broke the brief silence as a minefield, activated by Colonel Dumont, detonated under one of the Hussars. Both sides opened fire, with the Hussars trying to back out of the clearing.

When the last Hussar finally reached the trees, the Dragoons ceased fire. Before them were the smoking hulks of twelve Hussar 'Mechs, two of which were later salvaged for use by the Dragoons. In the battle, which came to be known as the Fight for Ploven's Fields, the Dragoons lost only three pilots and five 'Mechs.

A lull followed as the Proserpina Hussars rejoined to the Galedon Regulars for rest and repair. The reassembled Dragoons took advantage of the quiet by marching to Hannibal, where the two Colonels decided to make a stand. As of this writing, the Kuritan forces have made no move to dislodge the Dragoons.

GLENMORA

The five companies, including the elite Black Widows, of Jaime Wolf's Alpha Regiment chose the continent of Hades as their own. Hades, the center of volcanic activity on Glenmora, is dominated by five active volcanoes, each with a maze of lava flows. The continent has most of Glenmora's small chemical industry, with three major factories and attendant cities on the north and south coasts.

With Colonel Wolf attending the wedding on Terra, much of the initial deployment of Alpha Regiment fell to Major Kelly Yukinov. Major Yukinov, knowing what Colonel Wolf would do, arranged the Dragoons along Hades' only river, the Lethe, to give each company the advantage of a unique terrain feature.

The Fifth Galedon Regulars, one of the units that chased the Dragoons' families out of the Combine, dropped on Glenmora on September 18. The Fifth had been the personal regiment of Warlord Samsonov, and one of their own had discovered his body. The shame of losing their liege was such that three officers, including the regiment's executive officer, committed seppuku. The remaining officers and warriors swore blood vows against the Dragoons.

Brigadier General Li Dok To, who assumed command, agreed with his enraged warriors that the Dragoons had to be punished. After making their drop 100 kilometers east of the Dragoons, the Fifth spent much of the first week getting accustomed to the unusual terrain. As the Fifth approached, the Dragoons began harassing them with frequent fighter strikes, designed to slow the advance and make the 'Mechs waste ammunition. Major Yukinov also ordered surveillance craft, usually small airplanes flown by civilian volunteers, to gain as much information as they could on the approaching enemy. They came back with little news other than that the Combine regiment was almost at full strength.

The first contact between the Fifth Galedon and the Dragoons occurred at a gully east of the Dukan Lava Flow. In a lapse of common sense, Major Yukinov decided to scout the enemy personally. As his light lance rounded a bend, he found an assault lance of Combine warriors.

The fight, though short, was costly to both sides. Two Combine 'Mechs were seriously damaged when the lead warrior stepped his *Warhammer* into his lance-mate's line of fire and caught a salvo of lasers in the back. The Dragoons made the best of the Combine's over-eagerness by concentrating their fire on the second 'Mech and getting a lucky hit that froze its right leg.

The other two Combine 'Mechs let loose a heavy salvo of missiles and laser fire, reducing the front of Major Yukinov's 'Mech to slag. The Major was knocked unconscious. His computer took control and activated the ejection seat when it sensed that the coolant systems to the 'Mech's reactor were failing.

As the unconscious Major arced away from the fight, the other Dragoons tried to go after their fallen leader but could not break free of the enemy. Seeing they could not rescue him, they drew the Combine forces away, hoping that Air Rescue would be able to find him before the Combine did.

Glenmora Air Rescue saved Major Yukinov, but it was a very close call. With the Dragoons' fighters providing cover, three helicopters flown by civilians left Tronka, the major city of Hades at the mouth of the Lethe. They had little trouble homing in on the Major's chair beacon.

When the Combine intercepted the frantic communications about rescuing one downed warrior, they realized the missing pilot's importance and tried to find him first. The opposing fighters met first, with the Dagoon pilots besting the less experienced Combine pilots.

A lance of light Combine 'Mechs arrived at the rescue scene just as the first helicopter was about to land. The 'Mechs quickly destroyed two of the helicopters. The Dagoon fighters, hearing what was happening, broke from their battle with the Combine fighters and dove to the ground. They strafed the Combine 'Mechs and sent them scurrying long enough for the remaining helicopter to land.

Just as it was about to lift off, a Combine *Locust* charged. The terrified helicopter crew later reported seeing the *Locust* suddenly jerk up, just in time to get a face full of exhaust as a large black Dagoon *Phoenix Hawk* LAM crashed into it feet first. As the dust cleared, the helicopter crew saw the black 'Mech end the struggle with a fierce slam of its fist onto the cockpit of the *Locust*. The Dagoon 'Mech turned and gave a thumbs-up signal to the shocked crew of the helicopter. As the helicopter sped away, the crew saw the LAM struggling to its feet to meet a lance of Combine 'Mechs alone.

With severe wounds on his left arm and leg, Major Yukinov was obviously out of the fight for many months. Major Yukinov passed command of Alpha Regiment to Major Coshasa DuKirk, a foreigner to the Dragoons who had been hired by Jaime Wolf four years earlier from a hiring hall on the Combine world of Dieron. Though she was not Combine-born, the fact that she had spent most of her life there with the defunct Fire Lizard mercenary regiment made many Dagoon soldiers suspicious of her. When she was placed in command, many were openly defiant.

Major DuKirk turned to her detractors, unsheathed a razor-sharp dagger, and placed it to her throat. The stunned Dagoon officers stood stock still as she said: "I am a Dagoon whose loyalty has been questioned. To prove my worth, I demand that if any of you truly believe me disloyal, say so now and I will calmly slit my own throat and spill my blood." No one came forward. "Good, now to business," she said as she sheathed her dagger and turned to the battle computer.

Her first action as commander was to turn loose the Black Widows. With a smart salute and a smile that would frighten any warrior, Captain Natasha Kerensky left the Alpha headquarters to assemble her company and begin "worm hunting." Major DuKirk let the other companies' orders stand but warned them to expect some very tough decisions.

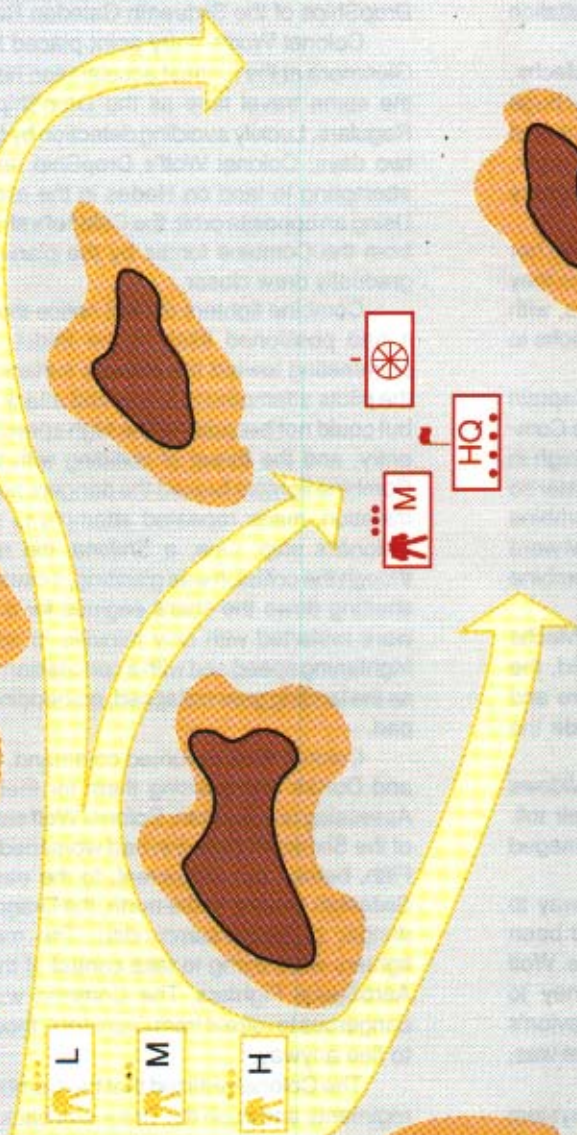
The Black Widows did not wait long to prove their worth. Five days into the wilderness, Captain Kerensky and her company skirted the Combine's main force and tested the enemy's flank. On September 5, they discovered a mobile headquarters and a column of transports, protected only by a lance of medium 'Mechs. With a whoop, Captain Kerensky ordered the attack, and soon the Black Widows were slicing through the column. By the time they were finished, the Widows had destroyed the mobile headquarters, most of the transports, and three of the four escort 'Mechs while sustaining only slight damage.

Glenmora Wilderness

Black Widow Company

Security Lance

5th Galedon Regulars



0 250 500 1000 2000
Kilometers
(1:50,000)

The Widows did not realize they had destroyed a rare Star League-era mobile headquarters that had equipment capable of providing comprehensive data and plans that would have made it much easier for General Dok To to attack the Dragoons. Its loss caused the Fifth Galedon to become more cautious and less unified for the rest of the campaign.

The Widows went on to create more havoc. Their harassment of supply movement and picking off isolated Combine 'Mechs caused Kuritan delays totaling more than a week. General Dok To finally had to dispatch two companies of his Third Battalion to his rear area to take on the Black Widows.

The two companies, both with heavy and assault 'Mechs, finally caught up with the Widows at the Mud Pits. Named for huge pits of gurgling mud, the area was a maze of rocky columns and mists of superheated steam. The rest of the Widows out of sight, the Combine 'Mechs confidently advanced on Captain Kerensky and her command lance.

When the Combine 'Mechs opened fire, Kerensky and her lance retreated. The Combine 'Mechs followed as quickly as they could. The cat-and-mouse game continued for 15 minutes, with Kerensky seeming to pause and wait for the Combine 'Mechs to catch up on several occasions.

Suddenly, huge geysers of steam appeared, with Captain Kerensky's *Warhammer* heading straight for them and the Combine 'Mechs in pursuit. The geysers, hundreds of meters high in the bowl of what had been a volcano, spewed steam and water so hot and laden with metallic salts that the sensors of the Combine 'Mechs could not see through them. At the far end of the bowl were Captain Kerensky and her lance, turning to face the Combine 'Mechs.

Fearing a trap but seeing nothing, the Combine 'Mechs moved past the geysers and opened fire. Just as they did, the geysers ceased, revealing the hot and wet, but ready, fire and strike lances of the Widows. They had been hiding inside the spray of water.

The fight was vicious but brief, with the Black Widows withdrawing before the Combine numbers could take their toll. The Widows destroyed four Galedon Regulars and damaged many others.

During this early fighting, Colonel Wolf was on his way to Glenmora. After the wedding, in which the universe had been turned on its ear, especially for Chancellor Liao, Jaime Wolf boarded his private vessels and began the long journey to Glenmora. During his travels he saw many of Prince Davion's preparations for Operation Rat. Impressive as the offensive was, Colonel Wolf's main concern was to reach his regiment.

While his JumpShip was recharging in the Benet star system for the jump into the Glenmora system, Colonel Wolf met with Marshal Carl Sanders concerning the status of his Tenth Deneb Light Cavalry RCT. The 'Mechs and many of the other regiments of the RCT had already moved from Rowe, their previous posting, to Benet III. On Benet III, they were equipped for rapid movement should Wolf's Dragoons call on them. JumpShips stood charged and ready to receive the DropShips waiting on Benet III.

Along with this information came some very bad news. MIO operatives within the Combine had detected the passage of the Sixteenth Galedon Regular 'Mech regiment through Misery on its way toward the Federated Suns. It was with a sense of dread that Colonel Wolf ordered the captain of his JumpShip to recalculate his journey to Glenmora to use a pirate point close to the planet.

Colonel Wolf's instincts proved correct once again. If he had not ordered the change of entry points, he would have appeared at the Zenith Jump Point surrounded by the JumpShips and DropShips of the Sixteenth Galedon Regulars.

Colonel Wolf's entry point placed him two days away from Glenmora at the highest acceleration his DropShips would allow, the same travel time as the DropShips carrying the Galedon Regulars. Luckily avoiding detection by the enemy ships for those two days, Colonel Wolf's DropShip tested that luck further by attempting to land on Hades in the midst of the enemy's drop. Using an opposite orbit, the Colonel's ship began its drop shielded from the Combine forces by the planet, but as it descended it gradually drew closer.

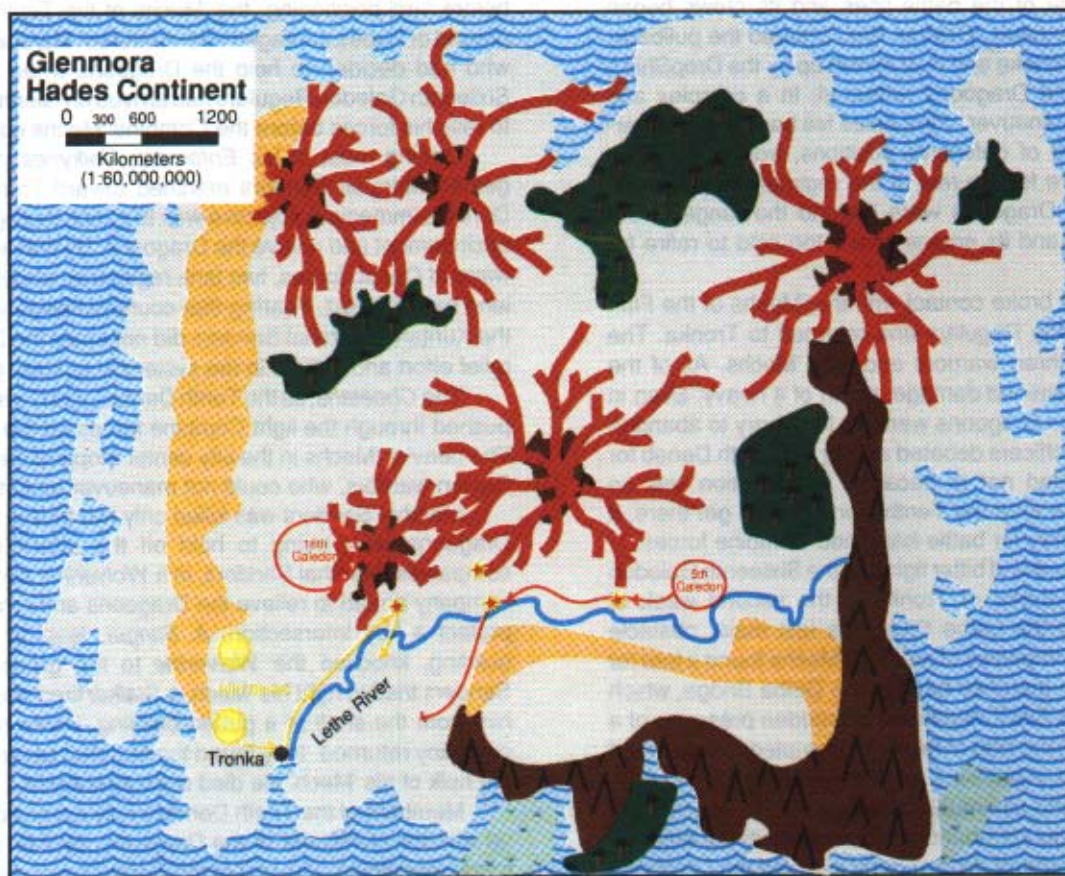
Combine fighters did not notice the Dragoon DropShip until it had positioned itself in the midst of the Combine 'Mechs plummeting toward the planet's surface. Amazed and outraged, the pilots attempted to follow and attack Colonel Wolf's DropShip but could not because of the high speed, the heat of atmospheric entry, and the threat of colliding with their own 'Mechs. Some Combine fighters braved the dangers and, with unmatched determination, made repeated attempts to shoot and even ram the Colonel's ship. One, a *Shilone*, did ram the DropShip. Even though the collision was glancing, it caused major system failures, shutting down the ship's engines for a terrifying moment. They were restarted with only minutes to spare. The ship landed at frightening speed and with a concussion of metal against concrete as the landing gear collapsed, embedding the ship into the landing pad.

Colonel Wolf assumed command, thanking Majors Yukinov and DuKirk and praising them for their decisions and actions. Assessing his situation, Colonel Wolf saw instantly that the arrival of the Sixteenth Galedon had worsened a bad situation. With the Fifth, beaten but still potent, to the east and the 'Mechs of the Sixteenth landing to the north, the Dragoons near Tronka were in danger of being surrounded. The more numerous Combine fighters were trying to take control of the air from the Dragoons' AeroSpace Fighters. The Combine was already making it too dangerous to retreat from Glenmora, though few Dragoons wanted to flee anyway.

The Colonel realized that the Combine would try to link its two regiments and push the Dragoons back, eventually pinning them to the sea. If Alpha Regiment had any chance to survive, the Dragoons had to slip between the two regiments before they had a chance to link up.

Colonel Wolf laid out his plans to his warriors, warning them that the chances of escaping were slim. That night, a flotilla of hovercraft evacuated technicians and the wounded to safer shores while Alpha Regiment prepared.

The Dragoons abandoned their defensive positions at sunset and marched to the northeast. In an effort to avoid detection, the Dragoons turned off many of their 'Mechs' systems and ran their reactors just hot enough to walk, with the Black Widows on point.



The weather, which had been threatening and would have helped cloak the Dragoons, did not cooperate. As dawn broke on October 2, the sun rose in a cloudless sky as the Dragoons moved through the black lava fields just south of Banburry's Cone, one of Hades' active volcanoes. Realizing that their chances of escaping without detection were nonexistent, Colonel Wolf ordered the Dragoons to power their weapons.

Less than ten minutes later, a pair of fighters from the Fifth Galedon spotted the columns of Dragoons. After notifying their commanders of the sighting, the fighters attacked. The Dragoons destroyed the two fighters easily and quickly but realized that their position was no longer secret.

Colonel Wolf reorganized his troops into battle formation and speeded up the pace. Every hill crest and every sudden hollow became a place where each warrior expected to see charging Combine 'Mechs. Professional skills replaced their anxiety when a company of light Kurita 'Mechs, reinforced by a detachment of tanks from the Sixteenth Galedon Regulars, appeared on Alpha Regiment's left flank. As the Dragoons wheeled to face the approaching enemy, a Dragoon pilot overhead reported that a similar force was approaching on the right flank. Colonel Wolf ordered his troops to conserve ammunition and keep moving toward the northeast no matter what.

At first, the battle of Banburry's Cone seemed to go the Dragoons' way. The lighter Combine 'Mechs and tanks could not stop the heavier Dragoons, which inflicted serious damage even though they were using only their lasers and PPCs. The Dragoons were slowed down, however, and that was all the Combine forces needed.

After fending off the enemy's hit-and-run attacks for an hour, the Black Widows reported that several companies of heavier 'Mechs were approaching from the north and east. Overhead, Combine fighters had arrived to challenge the fighters of the Dragoons. As Colonel Wolf maneuvered his regiment to meet the approaching enemy, a tracking station at Tronka sent him an urgent message that a Combine DropShip had left orbit and was entering Glenmora's atmosphere.

Though he might still elude the approaching heavier Combine 'Mechs and fighters, Colonel Wolf knew he could not escape the DropShip's massive firepower if it landed near the fighting.

Colonel Wolf also knew a retreat would be futile because the DropShip could maneuver into his path. He could do little but continue fighting and hope that the DropShip captain made the tactical mistake of landing behind his comrades instead of behind the Dragoons.

Colonel Wolf's luck held out. Just after the DropShip landed on the Combine side of the battle lines and its crews began securing the ship's engines, Colonel Wolf ordered the pullback. Using the plumes of smoke and dust stirred up by the DropShip's engines as cover, the Dragoons retreated. In a complex and precisely executed maneuver, companies fell back under covering fire to a new set of defensive positions, from which they provided covering fire for the rest of the regiment to pull back. Within minutes, the Dragoons were beyond the range of the Combine DropShip, and its engines were too cold to refire for hours.

Alpha Regiment broke contact with the 'Mechs of the Fifth and Sixteenth Galedon Regulars and returned to Tronka. The escape had cost it three warriors and four 'Mechs. All of the survivors' 'Mechs sustained damage, much of it heavy. Even in this grim situation, the Dragoons were far too angry to abandon Glenmora. Dragoon officers debated asking the Tenth Deneb for assistance but decided not to because the situation was so desperate that by the time the Tenth Deneb could get there, it might be only easy prey for battle-hardened Combine forces.

After weeks of hard and bitter fighting, the Sixteenth Galedon marched into the suburbs of Tronka in the second week of December. To cross the Lethe River, the last major obstacle before the city, two companies of medium 'Mechs found a ford far upstream. They then marched back to the Delba Bridge, which was defended by the Black Widows. The sudden presence of a large enemy force on his side of the river prompted Colonel Wolf to order the Dragoons to pull back to positions in the city's center, near the spaceport and communications center.

Seeing the Dragoons abandoning their positions emboldened the Combine warriors, who eagerly followed the Dragoons through the outskirts and into the city. Time and again, the Dragoons waiting at corners or on rooftops ambushed the Galedon 'Mechs. The militia of Glenmora did yeoman duty, with the Third Glenmora Tank Regiment proving to be a valuable auxiliary for the Dragoons.

Combine forces advanced, pushed through the traps, driven by revenge and the glory that would go with capturing or killing Jaime Wolf. Generals Dok To and Francisco Bevier exhorted their troops forward in a race for the honor of finishing off the Dragoons. There were reports that 'Mechs from the two regiments fought with each other for the privilege of destroying a severely damaged Dragoon 'Mech and its pilot.

The single-minded Combine forces did not notice incoming DropShips until the final stages of the drop run. The confused regimental commanders had a spell of indecision. Fortunately for the Galedon Regulars, unfortunately for the Tenth Deneb Light Cavalry, the fighter pilots of the Combine Regiments responded promptly.

The Combine fighters met the DropShips just as they were about to release their 'Mechs. Once on the ground, warriors of the Deneb Light Cavalry, many in their first battle, mistakenly failed to protect the remaining DropShips. The Combine fighter force sliced through the Deneb DropShips, blowing up an aging *Union* and a *Leopard* before they could drop their 'Mechs.

Because many DropShips were forced to eject their loads before final positioning, the 'Mechs of the Tenth Deneb hit the ground of Hades damaged and scattered. Marshal Carl Sanders, who had decided to help the Dragoons when he learned the Sixteenth Galedon Regulars had arrived on Glenmora, attempted to rally his forces before the Combine 'Mechs could react.

Getting most of his *Enforcers*, *Valkyries*, and *Griffins* together, Marshal Sanders marched toward Tronka. The Tenth Deneb's immediate objective was to punch through the Combine encirclement and relieve the Dragoons. By that time, the second wave of Deneb forces, two tank regiments, should be landing to lend their support. Fearing that counterintelligence would tip off the Kuritans, Marshal Sanders did not notify the Dragoons of his relief effort and arrived in the system at a pirate point.

The *Cheetahs*, as the Tenth Deneb Light Cavalry was known, pushed through the light Combine forces on the city's outskirts. The heavier 'Mechs in the city center stopped the inexperienced Davion warriors, who could not maneuver amid the buildings.

Marshal Sanders was killed only two blocks from where the Dragoons were trying to hold off the attack of four assault companies. Marshal Sanders, in a *Wolverine*, sent his command company ahead to relieve the Dragoons and remained alone to protect a key intersection. A *Stinger*, leaping from an office building, knocked the *Wolverine* to the ground. As Marshal Sanders tried to right his 'Mech, a *Stalker* fired shot after shot into him from the shell of a gutted building. When members of his company returned, they found the Marshal severely wounded in the hulk of his 'Mech. He died soon afterwards.

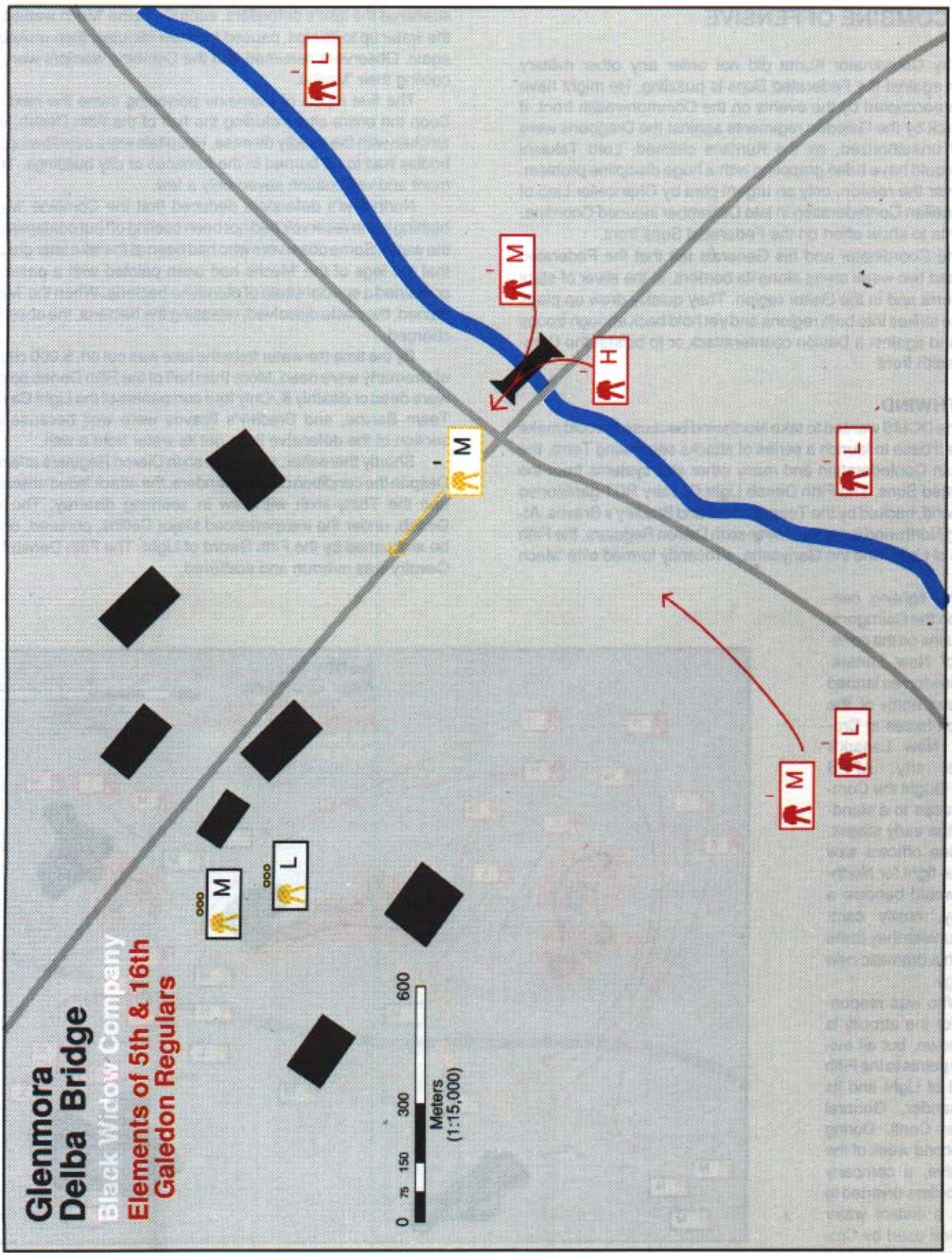
Members of the Tenth Deneb's only assault company linked up with the remainder of the Dragoons, by then reduced to just three companies. The rest of the Tenth Deneb was holding open a path through the city, but its warriors were shaky. News of their commander's death and the horror of their first battle had battered their morale.

Colonel Wolf, with the permission of Colonel Ditricksen, Marshal Sanders' young aide, broadcast over the *Cheetahs'* communications bands that he was assuming control. The Colonel's calm, self-assured voice and his reputation as one of the best military minds in the Inner Sphere were enough to bolster the young warriors of the Tenth Deneb. Colonel Wolf then led the Dragoons and the Tenth Deneb from Tronka.

The tank regiments of the Tenth Deneb prevented Kuritan pursuit. The commanders of the Fifth and Sixteenth Galedon Regulars decided to pause, regroup, and consider strategy.

Taking advantage of the lull, Colonel Wolf ordered his troops and the Tenth Deneb to rest for the night. The next morning, the members of the Tenth Deneb Light Cavalry awoke to find painted on their 'Mechs and vehicles, beneath the Federated Sunburst crest and the Cheetah patch of their RCT, the Wolf patch of the Dragoons, put there during the night by the appreciative members of Alpha Regiment.

Though the campaign for Glenmora was still unresolved as this work was going to press, the bravery of Alpha Regiment and the Tenth Deneb Light Cavalry were proven.



THE COMBINE OFFENSIVE

Why Coordinator Kurita did not order any other military actions against the Federated Suns is puzzling. He might have been preoccupied by the events on the Commonwealth front. If the attack by the Galedon regiments against the Dragoons were indeed unauthorized, as the Kuritans claimed, Lord Takashi Kurita could have been grappling with a huge discipline problem. Whatever the reason, only an urgent plea by Chancellor Liao of the Capellan Confederation in late December induced Coordinator Kurita to show effort on the Federated Suns front.

The Coordinator and his Generals felt that the Federated Suns had two weak areas along its borders, in the sliver of stars near Terra and in the Galtor region. They quickly drew up plans to make strikes into both regions and yet hold back enough troops to defend against a Davion counterattack or to bolster the Commonwealth front.

NORTHWIND

The DCMS wanted to take Northwind because it would make a perfect base to launch a series of attacks separating Terra, the Capellan Confederation and many other star systems from the Federated Suns. The Fifth Deneb Light Cavalry RCT garrisoned Northwind, backed by the Team Banzai and Bradley's Bravos. Attacking Northwind were the Thirty-sixth Dieron Regulars, the Fifth Sword of Light, and the Genyosha, a recently formed elite 'Mech unit.

The fighting centered on the Cairngorm Mountains on the continent of New Lanark. Combine forces landed east and north of the garrison forces at Cromarty, New Lanark's largest city. AFFS forces fought the Combine troops to a standstill in the early stages. Combine officers saw that the fight for Northwind would become a lengthy, costly campaign unless they came up with a dramatic new strategy.

Who was responsible for the atrocity is not known, but all evidence points to the Fifth Sword of Light and its commander, General Palmer Conti. During the second week of the offensive, a company of Swords diverted to attack a distant water reservoir used by Cromarty. Once they had

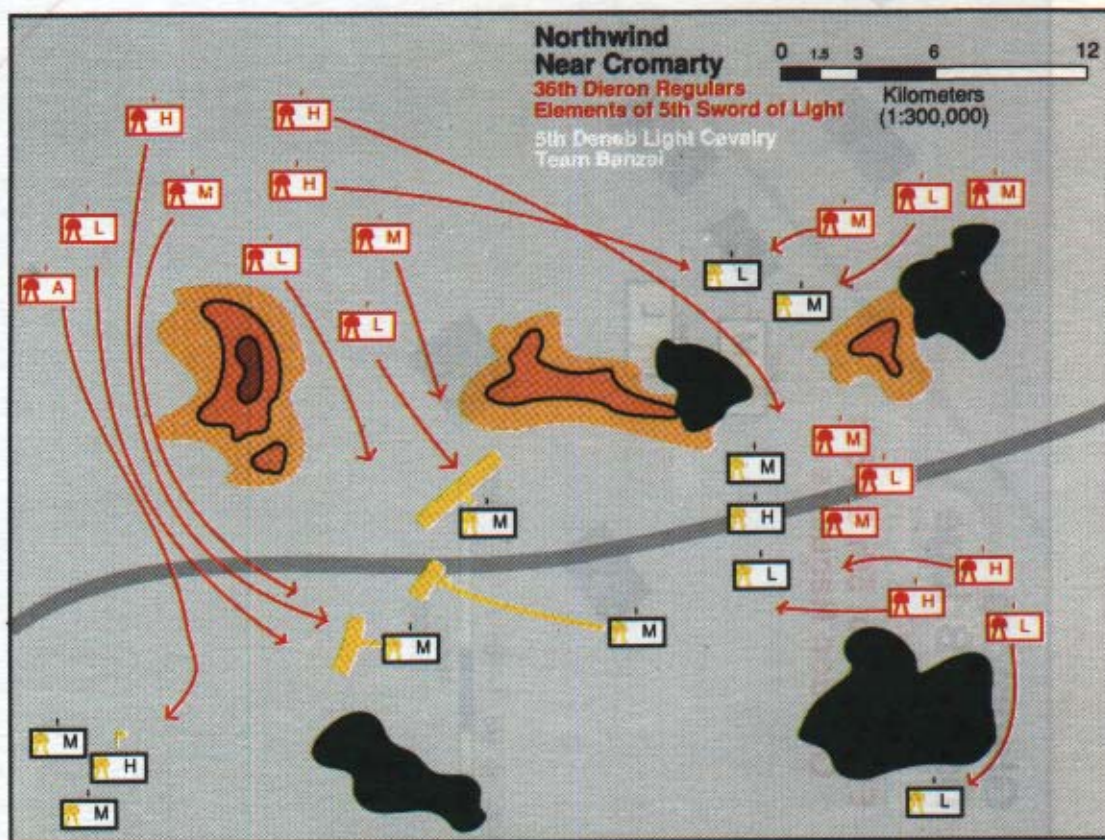
scattered the lake's defenders, each Combine 'Mech walked into the water up to its hips, paused for a few minutes, then walked out again. Observers assumed that the Combine warriors were just cooling their 'Mechs.

The first report of ptomaine poisoning came the next day. Soon the entire city, including the half of the Fifth Deneb, were stricken with the deadly disease. Hospitals were overflowing, and bodies had to be burned in the furnaces of city buildings. Treatment and vaccination saved only a few.

Northwind's defenders deduced that the Combine 'Mechs bathing in the reservoir had not been cooling off but contaminating the water. Some observers who had been at the lake later charged that the legs of the 'Mechs had been painted with a paste that contained a special strain of ptomaine bacteria. When the 'Mechs bathed, the paste dissolved, releasing the bacteria, the observers charged.

By the time the water from the lake was cut off, 5,000 citizens of Cromarty were dead. More than half of the Fifth Deneb soldiers were dead or deathly ill. Only four companies of the Light Cavalry, Team Banzai, and Bradley's Bravos were well because their section of the defensive lines got its water from a well.

Shortly thereafter, the Thirty-sixth Dieron Regulars attacked. Despite the condition of the defenders, the attack failed miserably, and the Thirty-sixth withdrew in seeming disarray. The Fifth Deneb, under the inexperienced Major Collins, pursued, only to be ambushed by the Fifth Sword of Light. The Fifth Deneb Light Cavalry was overrun and scattered.



Northwind Cromarty

5th Sword of Light
36th Dieron Regulars
Genyosha

5th Deneb Light Cavalry ACT
Team Banzai
Bradley's Bravos

Cairngorm Mtns

Rockspires

5th Sword
of Light

0 7.5 15 30 60
Kilometers
(1:1,500,000)

36th
Dieron
Regulars

Genyosha

Team Banzai fought to save the Fifth Deneb but was blocked by the Genyosha, which inflicted heavy casualties on the mercenary unit. Among the casualties was the commander of the regiment, Dr. B. Banzai, who tried to stand up against three assault 'Mechs. The remaining members of Team Banzai withdrew into the Cairngorm Mountains with as many troops of the Fifth Deneb and Bradley's Bravos as they could find. They chose a rough section called the Rockspires to await the enemy.

As the members of Team Banzai prepared for their final battle, the sound of bagpipes filled their communication systems. The Northwind Highlanders, four 'Mech regiments of great repu-

tation, had switched their allegiance from the Capellan Confederation to the Federated Suns and were finally returning to their homeland after centuries of absence.

Team Banzai and the Combine forces stared as the DropShips carrying the Highlanders landed. For a moment, the Combine troops hoped the Highlanders were there as allies. As the first lances exited, the DropShips started shooting at any DCMS 'Mech within range, eliminating any Combine delusions that friends had arrived. Northwind remained in the hands of the Federated Suns, garrisoned by four regiments of seasoned warriors, all eager to prove their worth to their new liege lord. Any hopes of dividing the Federated Suns from the Lyran Commonwealth were gone.

OTHER ACTIONS

The First and Second Amphigean Light Assault Groups were assigned to attack Galtor III and Marduk. Kuritan forces easily defeated both worlds' defenders, a few regiments of militia and some aging 'Mechs with gray-haired pilots. The Draconis Combine officially annexed both worlds in early January even though extensive guerrilla activity hampered the Combine forces' every move.

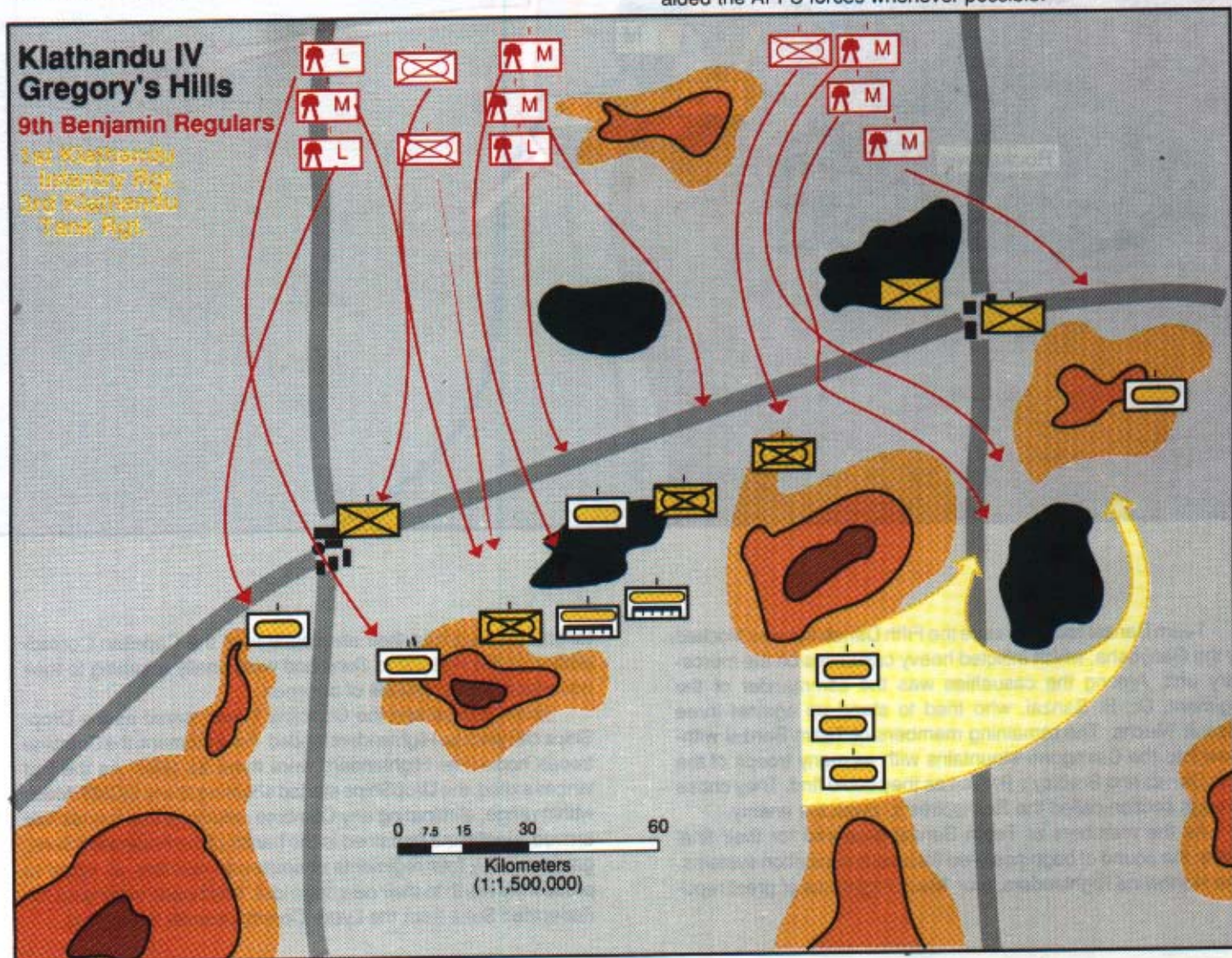
The Ninth Benjamin Regulars attacked Klathandu IV. The Combine forces thought that they would have little trouble because the defenders had no 'Mechs. They soon discovered otherwise when they met the militia regiments of Klathandu. Because the planet had been the frequent target of Combine raids, its militia had become hardened fighters. The AFFS had also beefed up the militia with quality weapons, such as a Sniper artillery piece, Partisan tanks, and Lyran Maxim troop transports. When the overconfident Ninth Benjamin Regulars advanced in sloppy formations and full of swagger, they were shocked by the power and determination of Klathandu's militia.

On Breed, the Eleventh Benjamin Regulars took on the Second Robinson Rangers. Though the Rangers outnumbered the Benjamin troops, the Combine forces used surprise and

swiftness during the initial clashes to confuse the AFFS regiment into making several crucial mistakes. As of this writing, the Rangers were in charge of the wilderness areas of the planet's largest continents, while the Combine forces held the cities.

The Third and Sixth Benjamin Regulars and 20 infantry and tank regiments attacked the First Chisholm Raiders RCT on Deshler. The outgunned Raiders outmaneuvered the Combine forces on the Snow Plains on three occasions. The Raiders' First Battalion suffered heavy losses when it ran into two assault companies of the Third Benjamin Regulars, but both sides otherwise retained most of their original forces. The fight for Deshler has all the looks of a drawn-out campaign.

The Twelfth Deneb Light Cavalry on David was attacked by the Ninth Dieron Regulars and Brion's Legion. According to MIO reports, Warlord Cherenkov enthusiastically lent these offensive units to the Combine. It is uncertain why the Warlord was so willing to commit forces under his command to the offensive, but it is likely that Cherenkov would use this to justify his refusal to aid Theodore Kurita and the Legions of Vega on the Steiner front. The early stages of the fight for David were inconclusive. The efforts of Combine forces to pin down the Deneb 'Mechs were thwarted repeatedly by a determined militia and the actions of civilians, who aided the AFFS forces whenever possible.

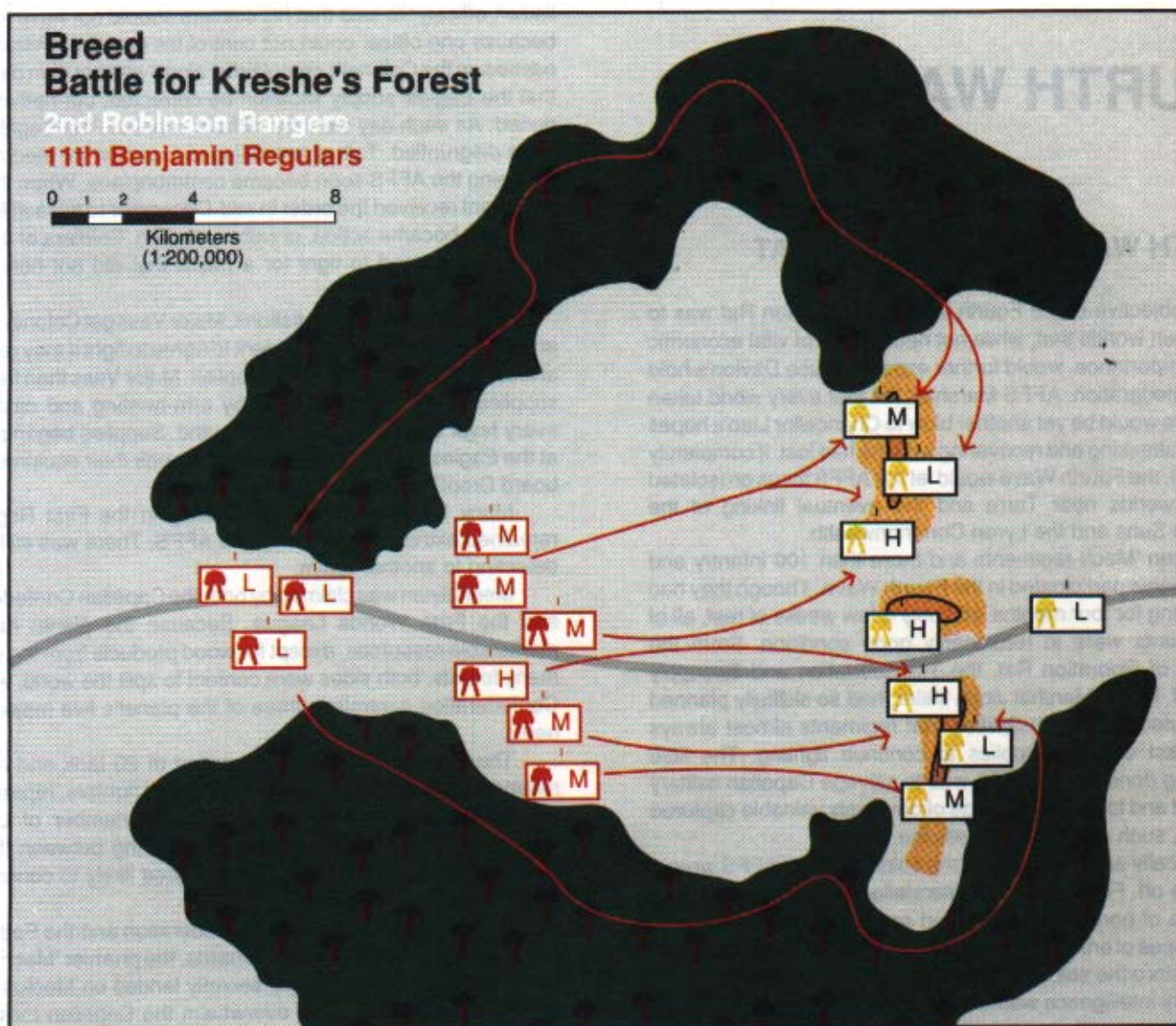


Breed Battle for Kreshe's Forest

2nd Robinson Rangers

11th Benjamin Regulars

0 1 2 4 8
Kilometers
(1:200,000)



OVERVIEW

The fighting between Wolf's Dragoons and the regiments of the Galedon Military District dominated the action in the Federated Suns. Even with each regiment missing half of its warriors, with most of their 'Mechs and fighters damaged, and with some of their best officers dead, Wolf's Dragoons proved their superiority again. The Dragoons' combination of maneuverability, speed, and firepower allowed them to outfight five fresh Combine 'Mech regiments.

By mid-January 3029, however, the Dragoons were down to a third of their former strength. Their 'Mechs were in worse condition, and supplies were almost nonexistent. Their enemy, though badly hurt, was still dangerous and eager to finish off the Dragoons. As of this writing, it remained in doubt whether the Dragoons' valor would be remembered as the labor of their rebirth or as the death throes of heroes.

For almost four months after the wedding, the Kurita Dragon did little against the Federated Suns. Whether it was because of the Lyran's Operation Götterdämmerung or because of the fighting between the Dragoons and the regiments from the Galedon Military District, it did not matter to Prince Hanse Davion, who used each day to concentrate on dismembering the Capellan Confederation.

The Prince was still relieved even after the Dragon finally awoke. The DCMS attacks were well-planned and stood a good chance of success, but the offense was not an easy push to deep within the Federated Suns. The Arm of the Dragon had to fight for what it wanted.

The Prince's optimism grew with the successful negotiation that returned the Northwind Highlanders to the Federated Suns. Those four regiments almost guaranteed that Prince Davion's door to the Lyran Commonwealth would remain open.

The fighting along the Federated Suns' border with the Draconis Combine was just as bitter and costly as everyone had expected, and fate once again favored the bold. No one was bolder than Prince Hanse.

FOURTH WAVE

FOURTH WAVE OF OPERATION RAT

The objective of the Fourth Wave of Operation Rat was to seize eleven worlds that, while not necessarily of vital economic or social importance, would further expand House Davion's hold in the Confederation. AFFS Marshals felt that every world taken in this wave would be yet another blow to Chancellor Liao's hopes of counterattacking and recovering what he had lost. If completely successful, the Fourth Wave would let the AFFS focus on isolated Capellan worlds near Terra and the eventual linking of the Federated Suns and the Lyran Commonwealth.

Thirteen 'Mech regiments and more than 100 infantry and tank regiments participated in the Fourth Wave. Though they had been fighting for four months with only a few weeks of rest, all of the regiments were in reasonably good condition. From the beginning of Operation Rat, the Transportation and Resupply Command, led by Marshal Jiosa Miller, had so skillfully planned and executed its responsibilities that regiments almost always had at least enough supplies to continue fighting. The little scavenging done by the AFFS was to salvage Capellan military equipment and to take advantage of obviously valuable captured resources, such as food and medicine.

Physically and emotionally, the soldiers of the AFFS were a little worse off. Four months of interstellar travel, fierce fighting, and weeks of boredom had blunted some of the troops' sharpness. Troupes of entertainers and traveling entertainment centers helped restore the soldiers' alertness and eagerness.

Military intelligence warned troops and officers of the Fourth Wave to expect stiff resistance. MIO agents were certain that first-line Capellan 'Mech units were waiting on at least six of the worlds. It surprised the entire AFFS, though perhaps not Prince Hanse and a few close associates, when not a single Capellan first-line 'Mech unit was encountered on any of the worlds. Davion troops encountered only Capellan militia regiments, many poorly trained and equipped. In fact, the only place where the Davion warriors faced stiff resistance was on Menkalinan, and that came from BattleMechs of the Free Worlds League.

MENKALINAN

The two regiments of the Screaming Eagles had few reasons to celebrate the coming of 3029. Though they had fought with skill and daring and played important roles in the conquest of two Capellan worlds, the Eagles had become the pariahs of the AFFS because of what happened along the banks of the Canton River on New Canton.

As the regiments had waited on New Canton for their next assignments, the mercenaries' supply line dried up because officers within Transportation and Resupply Command decided to punish the Eagles. Colonel Hokala, commander of the Screaming Eagles, complained bitterly to Major Jennifer Vass, the Eagles'

liaison officer. He said that his soldiers should not have to suffer because one officer could not control his emotions. Major Vass passed on the Colonel's complaints, along with her own demands that the Eagles' supply situation be corrected, but nothing happened. As each day went by without supplies, the Eagles grew more disgruntled. Talk of appealing to ComStar for mediation or of fleeing the AFFS soon became commonplace. When the First Regiment received the order in mid-December to assault Menkalinan, talk became action, or rather inaction. Soldiers of the First Regiment refused to fight for a realm that did not honor their contract.

Through intense negotiations, Major Vass got Colonel Hokala and the warriors of First Regiment to agree to fight if they received at least some of their overdue supplies. Major Vass then freed the supplies meant for the Eagles by arm-twisting and cashing in every favor due her in T & R Command. Supplies began arriving at the Eagles' base in time for them to repair their equipment and board DropShips bound for Menkalinan.

Many Eagles warriors, particularly in the First Regiment, remained extremely upset with the AFFS. There was still talk of defecting to another realm.

Menkalinan was claimed by both the Capellan Confederation and the Free Worlds League. Because the planet had few marketable resources, except for wood products from the world's many forests, both sides were content to split the world, with the Confederation controlling three of the planet's five major continents.

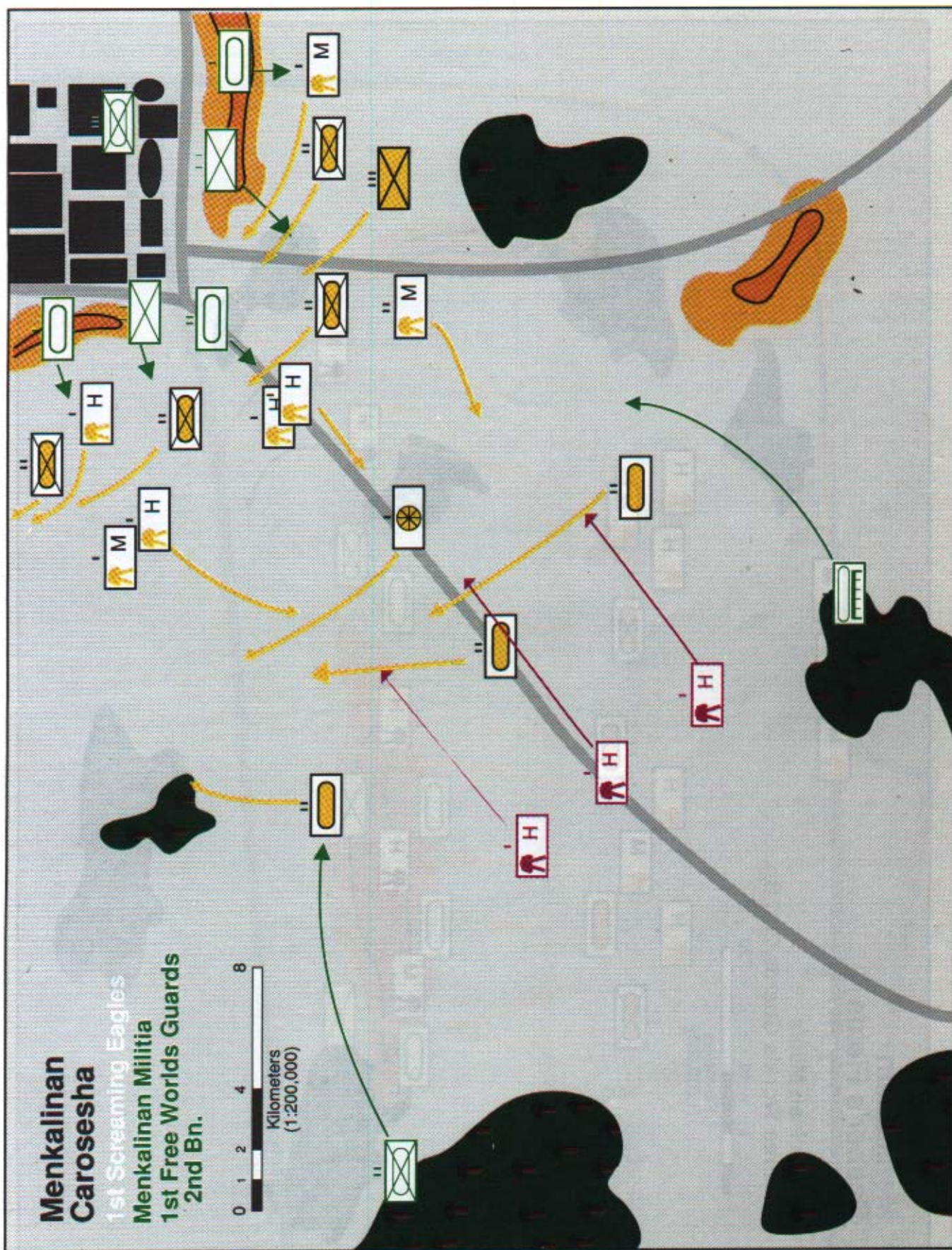
The Menkalinan militia, consisting of 20 tank and infantry regiments and a lance of aging 'Mechs and fighters, represented the Confederation. They faced an equal number of League regiments. There had been sporadic fighting between the two sides for years, and the standoff appeared likely to continue for years to come.

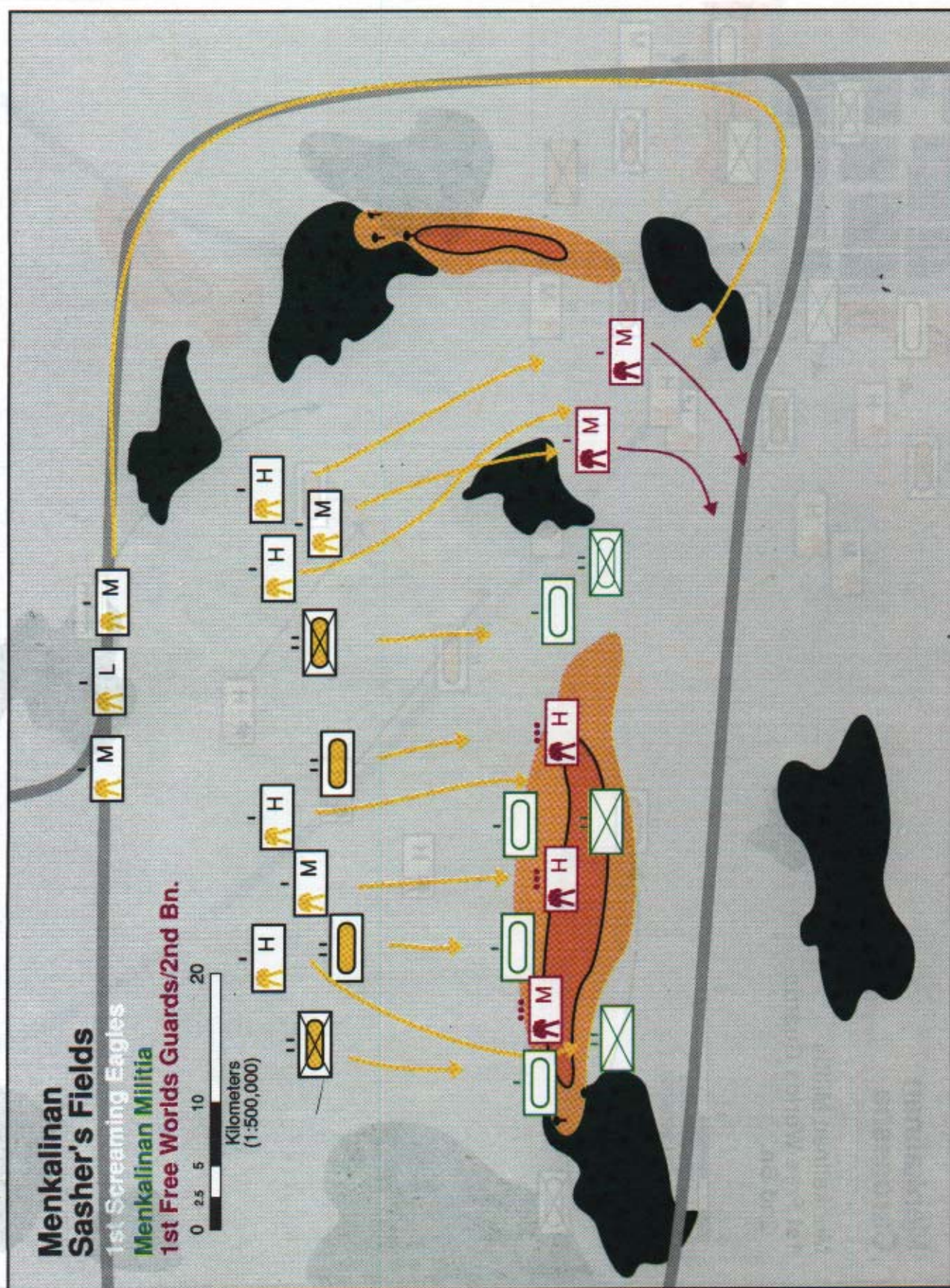
Unknown to the Capellan Confederation and the Federated Suns, a battalion from the First Guards, the premier 'Mech unit of the Free Worlds League, had secretly landed on Menkalinan in November. They hoped to overwhelm the Capellan militia and seize Menkalinan from Chancellor Liao while his concentration was on the Davion invasion.

The battalion of heavy 'Mechs, under Force Commander Kisha Bavara, had just crossed the Straits of Denar and was advancing on Carosasha, the capital of Menkalinan, when the Screaming Eagles dropped 30 kilometers to their south and east. Commander Bavara cursed the new complication, halted her battalion, and reported the new situation to her superiors on Berenson.

Colonel Hokala was equally surprised to find the elite Marik 'Mechs on the planet. The colonel warily ordered his forces toward Carosasha. The columns of Federated troops slowed to a crawl when they reached the narrow Rika Valley, where the Marik 'Mechs stood watching. For three extremely tense hours, the two sides watched each other at close range until the last Eagle 'Mech walked past the final Marik position. Nothing was done, nor even said, between the two forces.

The Screaming Eagles went on to Carosasha, where they met the Capellan militia just outside a thick evergreen forest. The frustrated Eagles showed the militia units no mercy. The 'Mechs and fighters of the unit easily broke the defensive lines of tanks and hovercraft, forcing the Capellans to retreat.





During this rout, Force Commander Bavara received her orders. Her superiors told her in no uncertain terms that she was "to aid the brave Capellan defenders trying to push off the Davion scourge." Incredulous that she was to help the force she had been sent to destroy, Commander Bavara nevertheless complied.

As the Screaming Eagles were about to enter downtown Carosasha, the Eagle security company, guarding the regiment's communications equipment, urgently reported that Marik *Stalkers* were pushing through the forests at the Eagles' rear. Cursing his luck, Colonel Hokala ordered two of his battalions out of Carosasha to meet the new threat.

The 'Mechs of the First and Second Battalions could not reach the rear area in time to stop the Marik force from overrunning the Eagles' supplies and communications facilities. Despite the efforts of the regiment's security company and of a tank regiment from Galax, the heavy Marik 'Mechs easily spread destruction through the rear area of the Eagles.

The Capellan forces, many of whom had been hiding in the forest's edges until the fighting was over, took heart at the Marik support and attacked the Screaming Eagles. Not only was Colonel Hokala fighting Marik 'Mechs, but his docile Capellan opponents had suddenly turned into demons. Colonel Hokala's order to retreat north was the only way to keep from being surrounded, but the decision was very unpopular with many of his warriors.

Leaving Carosasha greatly simplified the Eagles' situation. No longer pinned between two forces, Colonel Hokala regrouped. His counterattack, which came at sundown that same day, took advantage of his numerical superiority and the disunity between the Liao and Marik forces.

The First Battalion of the Eagles attacked the left side of the enemy line, where most of the Marik 'Mechs were located. The Third Battalion drove into the Capellan tanks and infantry on the right side of the line. At the same time, the Second Battalion, composed of light 'Mechs, attempted to flank the Marik 'Mechs by taking a minor road that wound behind them.

Eagles fighters made repeated strikes against enemy positions. Against the Capellan infantry and vehicles, their efforts were generally successful, but the fighter pilots were often in danger of being knocked out of the sky by the accurate Marik 'Mechs.

The diversion caused by the Eagles' fighters allowed the Second Battalion, led by Major Saunders, to sneak to the rear of the Marik 'Mechs. Though the Marik 'Mechs greatly outweighed those of the Second Battalion, the Eagles still scored many hits and caused great confusion. In addition, the Screaming Eagles repaid the Marik forces by disabling their communication center and burning their supplies.

With their supplies in flames and the enemy threatening to surround them, the Marik 'Mechs retreated. They did so without telling the Capellan forces. The abrupt departure of the Marik 'Mechs left the Capellan forces without heavy support, and they quickly began surrendering in the face of overwhelming odds.

The battalion from the First Guards joined the Marik garrison force and left Menkalinan to the Federated Suns. The battle between the Marik Guards and the Screaming Eagles was the first time forces from the Free Worlds League and the Federated Suns had fought each other in centuries. Higher-level officers on both sides expected that it would soon become commonplace.

TALL TREES

Tall Trees was perhaps the most important objective world in the Fourth Wave. For many years, the Federated Suns had heard rumors of a secret Capellan biochemical research facility amid the planet's many forests. Stories about genetically-altered crops that grew to miraculous heights and about Mega Whaletrout that weigh 300 kilograms made the world a prime target for both the strategists and the scientists. These wonderful stories were offset by tales of mysterious plagues among the people and dreadful monsters roaming the planet's countryside. The AFFS prepared for the worst.

Accompanying the Fourth Deneb Light Cavalry RCT was the New Avalon Hazardous Materials Emergency Team. HazMETs are trained to handle everything from chemical spills at factories to biological weapons on battlefields. Though every world and every RCT had its own HazMET, the New Avalon team was considered the best because of its scientists, engineers, and soldiers from the NAIS.

Intelligence reports told Marshal Fredricks, commander of the Fourth Deneb, that there would be little resistance on Tall Trees. Thirty regiments, most of them infantry, were scattered about the planet's five continents, with the strongest on the continent of Burgundy. The report also suggested that the island of New Tierra del Fuego, just south of Burgundy, was the likeliest location of the Capellan research facility.

The Fourth Deneb dropped on Burgundy. Three militia regiments challenged the Light Cavalry, but with few results. Unable to stop the superior enemy, the militia adopted a hit-and-run style of fighting in an attempt to slow the enemy's advance.

The Davion forces pushed south, seizing the planet's two largest cities, Fa Shura and Helena. The planet's large population, almost a billion, proved to be a major obstacle to the Deneb forces. Partisan actions, such as the destruction of bridges, communication lines, and even medical facilities, forced the Deneb forces to rely almost totally on their own supplies.

As they advanced, the Davion forces searched for the secret Capellan research facility. Prisoner interrogation yielded only vague warnings about the consequences of tampering with the center.

Ten garrison regiments made a final stand at Basura Crossing, the city nearest the island of New Tierra del Fuego. They attempted to use mountains and streams to outmaneuver the Davion forces. Their efforts were stymied as Davion fighters harassed their movements and kept track of troop positions. After two weeks and a climactic battle just outside the city, resistance collapsed.

As the first Davion forces were crossing the narrow Straits of New Tierra del Fuego, they saw a series of explosions within the island's forest. The leader of the Davion forces, Major Richards, and his infantry battalion proceeded to the island. They quickly came upon the smoking rubble of the research facility and the bodies of three members of the Death Commandos, Chancellor Liao's assassins, who had blown it up.

The first deaths among Major Richards' battalion came within hours of the explosions. Soldiers reported feeling nauseous, then fell into comas. Death usually followed the first symptoms within ten minutes. In an hour, most of the battalion was dead.

Their desperate pleas finally reached the HazMET team. The leader of the team, Professor Helen Sawyers, bioengineer from NAIS, found Marshal Fredricks and informed him what was happening on New Tierra del Fuego. She asked Marshal Fredricks to place her team in charge of the situation. Marshal Fredricks agreed.

Among Professor Sawyers' first actions was to order troops on the Burgundy coastline to shoot anyone attempting to leave the island. She then had special sniffer planes fly over the island looking for airborne contagion. Luckily, the planes detected nothing, meaning that the disease was spread by contact. Part of the HazMET team, in thick biocladding, parachuted onto the island. The rest of the team set up their laboratories at Basura Crossing.

They remain there still. The scientists have yet to isolate the disease. Any hopes that it was a short-lived bacteria or virus were shattered when a boatload of priests and nuns left Basura Crossing to aid the few survivors a month after the first deaths. They quickly contracted the disease, and most of them died immediately. Every effort is being taken to prevent the disease, now dubbed "Richards' Regret," from spreading to the mainland.

The only good news for Davion forces on Tall Trees was that they never encountered any monsters.

OTHER ACTIONS

On the planet Shipka, the Gamma and Delta Regiments of the Twelfth Vegan Rangers easily swept down on Shipka Commune, the planet's capital, from the north and west. In a stroke of luck, the Rangers also captured a cache of JumpShip parts.

The Seventh Crucis Lancers RCT attacked Foochow. After a period of initial caution because of expected heavy Capellan resistance, the Davion forces quickly pushed through the militia's lines. The Lancers easily captured Redswan and Vashura, the industrial and political centers of the planet.

The AFFS sent the Fifth and the Sixth Crucis Lancer RCTs to Foot Fall with the warning that at least one and possibly two of the Capellans' elite House regiments would be defending the planet. After dropping on the planet's northern continent, the Lancer commanders at first refused to believe the reports from their scouts and surveillance satellites that there were no Capellan 'Mech regiments on the planet. Once convinced, the commanders ordered their troops to accelerate their pace, easily brushing aside the Capellan militia on their way to Ganz, the capital and manufacturing center of Foot Fall.

The Thirty-third Avalon Hussars easily conquered Woodstock, a temperate world devoted to raising crops and food animals. In going through documents at Recital City, the planet's capital, the Hussars discovered records from an ancient Star League agricultural research station the Capellans had only recently discovered. The documents reportedly will advance the science of pest control.

The effort to take Bharat proved costly for the First Crucis Lancers, not because of anything the Capellans did but because of a mechanical malfunction. The *War Wagon*, a Union Class DropShip, suffered complete drive shutdown two-thirds of the way to Bharat. Other ships made room for the *War Wagon's* 'Mechs and warriors, while its crew tried everything to repair the engines. The *War Wagon*, with its crew still aboard, crashed into the atmosphere of Bharat and split into three pieces, which burned brightly until they splashed into the planet's southern ocean. The capture of Bharat, though easy for the Lancers, was tempered by the loss of the *War Wagon* and its valiant crew.

The desert world of Hamal was the responsibility of the First New Ivaarsen Chasseurs. They dropped south of Califa Hamal, the planet's only major city. Though the expert desert fighters of the Hamal militia harassed the Chasseurs and their accompanying infantry and tank regiments, the power and swiftness of the 'Mechs overwhelmed the defenders.

Highspire had been the base world of the First Kearny Highlanders, a formidable 'Mech regiment of the Northwind Highlanders. Secret negotiations between the Clan Elders and the Federated Suns effected their switch of allegiance and departure from the Confederation to the Federated Suns. They left behind a collection of militia regiments that easily fell to the Bell Capellan March Milita RCT.

Because important Capellan military bureaucratic and logistical offices were on Azha, the planet had a militia that was twice as large and much better trained than those on other worlds. The Third Brigade of Guards landed east of Casella, the capital and major city of the planet, and were quickly attacked by militia units that hoped to hurt the Guards in the confusion of the landing. The militia units caused some damage to the Davion forces but were no match for the overwhelming firepower of the Guards' 'Mechs.

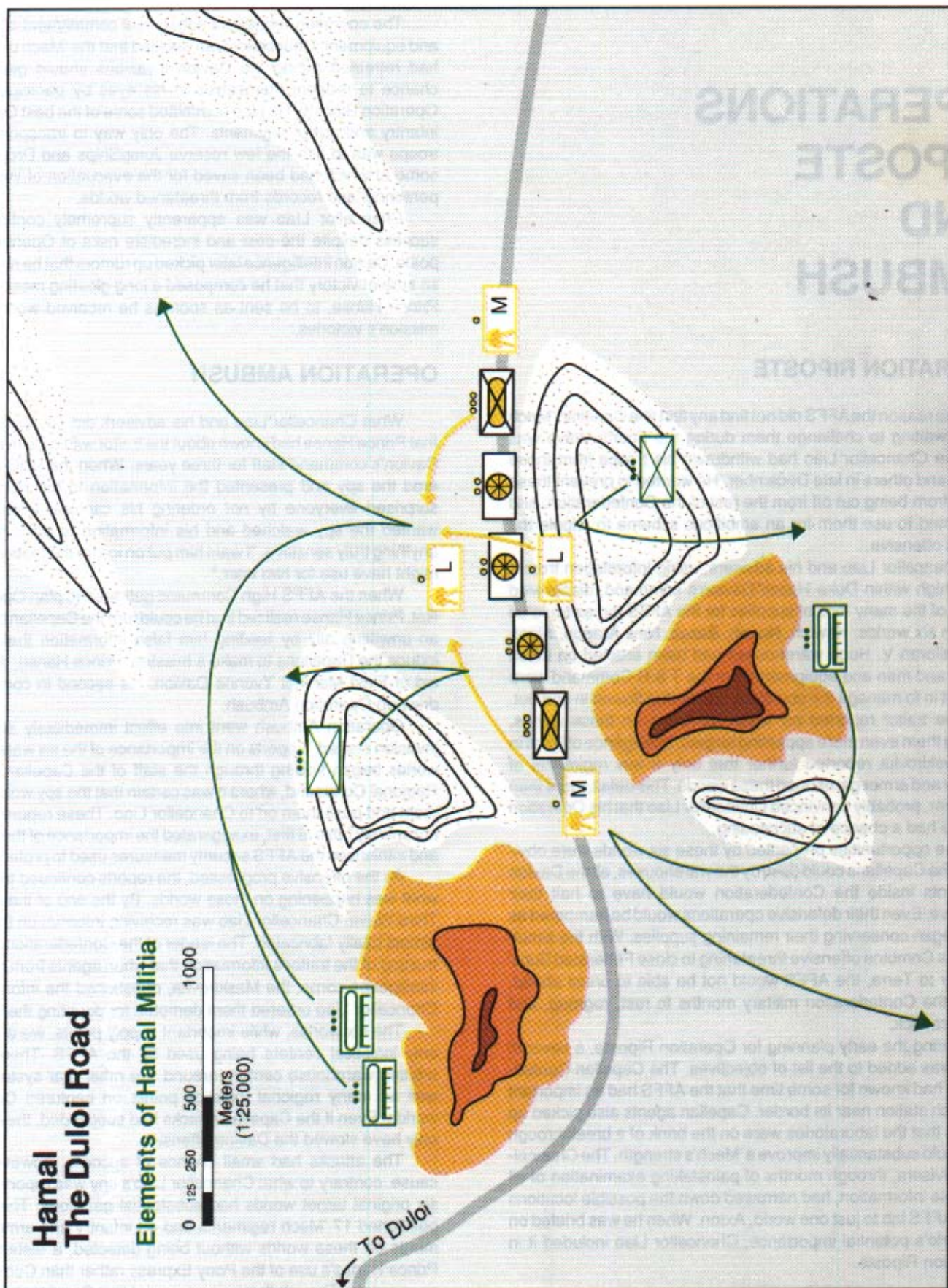
Second Try, a small, cold world, had only a few militia regiments to oppose the Twentieth Avalon Hussars. The Hussars easily defeated the militia troops when they could find them. The trouble was tracking them down in an almost constant blizzard of snow and ice. What could have been a simple task became a two-month nightmare of freezing equipment and phantom enemies for the Hussars.

Hamal The Duloi Road

Elements of Hamal Militia



→ To Duloi





OPERATIONS RIPOSTE AND AMBUSH

OPERATION RIPOSTE

The reason the AFFS did not find any first line Capellan 'Mech forces waiting to challenge them during the Fourth Wave was because Chancellor Liao had withdrawn his troops from those worlds and others in late December. He wanted to prevent these troops from being cut off from the rest of the Confederation, and he wanted to use them for an ambitious scheme to cripple the Davion offensive.

Chancellor Liao and his advisers, using information from a traitor high within Duke Hasek-Davion's command, discovered that all of the many tons of supplies for the AFFS forces traveled through six worlds: Kawich, Nopah, Basalt, New Aragon, Algot, and Halloran V. Huge warehouses had been erected on these worlds and men and equipment from the T & R Command were brought in to manage the countless crates that flowed in and out.

The traitor reported no 'Mech garrisons on these worlds, making them even more appealing targets. Intelligence officers in the Maskirovka reported further that only a few regiments of infantry and armor garrisoned these worlds. This detail, more than any other, probably convinced Chancellor Liao that his Operation Riposte had a chance of succeeding.

The opportunities presented by these six worlds were obvious. If the Capellans could destroy the warehouses, all the Davion regiments inside the Confederation would have to halt their offensive. Even their defensive operations would be hampered as they began conserving their remaining supplies. With the simultaneous Combine offensive threatening to close Federated Suns' corridor to Terra, the AFFS would not be able to press ahead, giving the Confederation military months to rest, regroup, and counterattack.

During the early planning for Operation Riposte, a seventh world was added to the list of objectives. The Capellan Confederation had known for some time that the AFFS had an important research station near its border. Capellan agents also picked up rumors that the laboratories were on the brink of a breakthrough that would substantially improve a 'Mech's strength. The Chancellor's advisers, through months of painstaking examination of all available information, had narrowed down the possible locations of the AFFS lab to just one world, Axton. When he was briefed on the world's potential importance, Chancellor Liao included it in Operation Riposte.

The operation required a substantial commitment of troops and equipment. Chancellor Liao decided that the 'Mech units that had retreated during the Davion invasions should get a last chance to redeem themselves in his eyes by participating in Operation Riposte. He also committed some of the best Capellan infantry and armor regiments. The only way to transport these troops was to use the few reserve JumpShips and DropShips, some of which had been saved for the evacuation of important personnel and records from threatened worlds.

Chancellor Liao was apparently supremely confident of success despite the cost and incredible risks of Operation Riposte. Davion intelligence later picked up rumors that he had been so sure of victory that he composed a long gloating message for Prince Hanse, to be sent as soon as he received word of the mission's victories.

OPERATION AMBUSH

What Chancellor Liao and his advisers did not realize was that Prince Hanse had known about the traitor within Duke Hasek-Davion's command staff for three years. When the MIO uncovered the spy and presented the information to the Prince, he surprised everyone by not ordering his capture. Instead, he wanted the spy watched and his information to be purged of anything truly sensitive. "I want him put on ice for the moment. We might have use for him later."

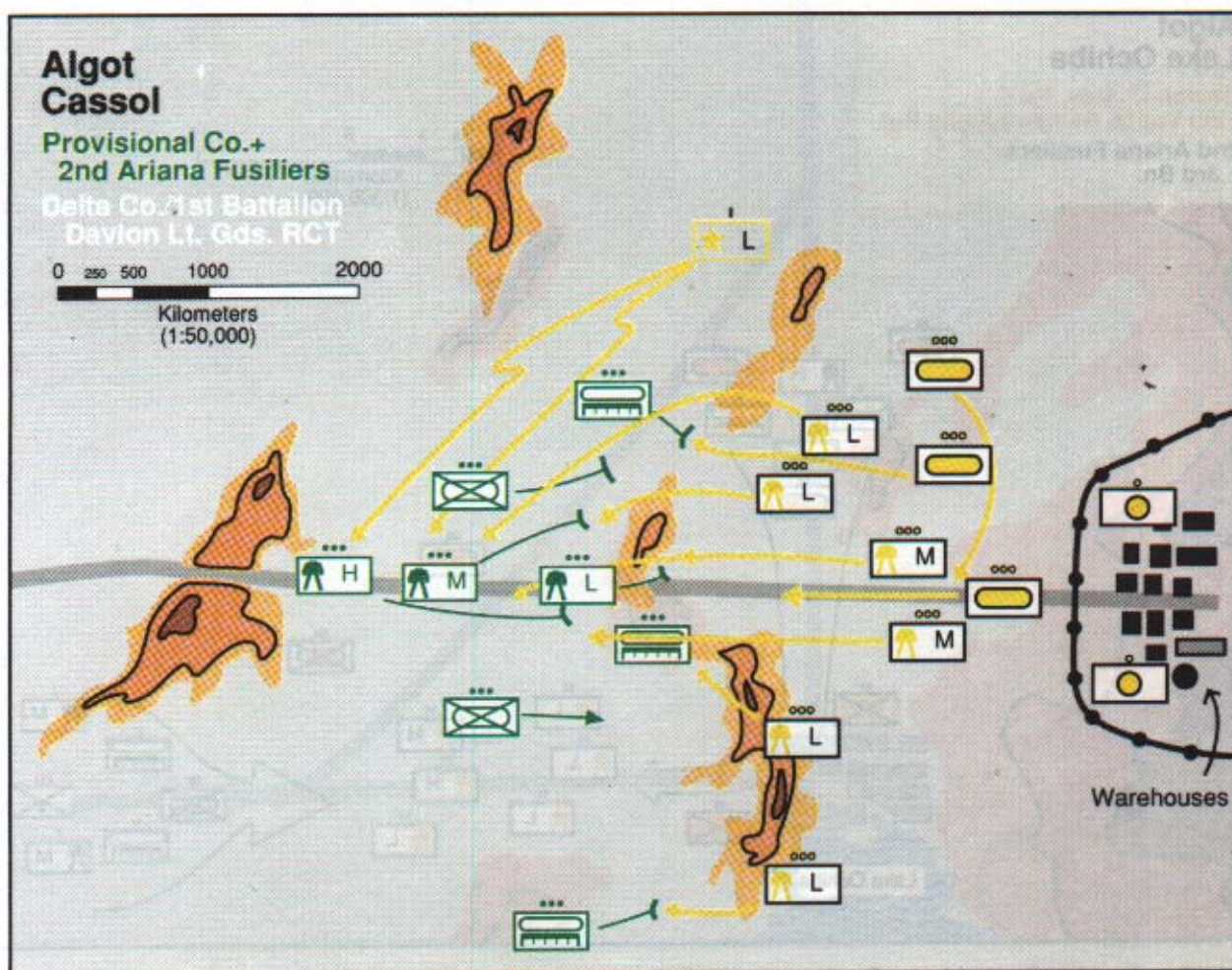
When the AFFS High Command gathered to plan Operation Rat, Prince Hanse realized that he could turn the Capellan spy into an unwitting ally by feeding him false information that would induce the Capellans to make a misstep. Prince Hanse, with the aid of Field Marshal Yvonne Davion, his second in command, drew up Operation Ambush.

Operation Ambush went into effect immediately after the invasion started. Reports on the importance of the six warehouse worlds began flowing through the staff of the Capellan March Regional Command, where it was certain that the spy would read them and pass them on to Chancellor Liao. These reports, while not entirely false at first, exaggerated the importance of the worlds and minimized the AFFS security measures used to protect them.

As the offensive progressed, the reports continued to distort what was happening on those worlds. By the end of the Davion Third Wave, Chancellor Liao was receiving information that was almost totally fabricated. The leader of the Confederation was so trusting of the traitor's information that when agents from his own intelligence corps, the Maskirovka, questioned the information, Chancellor Liao ordered them demoted for doubting the truth.

The six worlds, while important supply points, were not the only logistical centers being used by the AFFS. There were orbiting warehouse centers around five other star systems, as well as many regional logistics points on captured Capellan worlds. Even if the Capellan attacks had succeeded, they would only have slowed the Davion offensive.

The attacks had small chance of success, however, because, contrary to what Chancellor Liao's spy was reporting, the six original target worlds had substantial garrisons. The AFFS positioned 17 'Mech regiments and 40 infantry and armor regiments on these worlds without being detected, a testament to Prince Hanse's use of the Pony Express rather than ComStar to pass orders. Though there was no proof that ComStar had been



selling or trading information, every message sent via ComStar was read by 100 people on its way from New Avalon to the front. The risk of a leak somewhere along the way was enough for Prince Hanse to develop his own system for passing orders.

When the Davion 'Mechs participating in the Fourth Wave of invasions began reporting that they had not encountered any Capellan 'Mechs, the High Command guessed that Chancellor Liao was about to launch his counteroffensive. Davion officers ordered garrison troops on the six warehouse worlds to maintain strict radio silence and to evacuate certain vital supplies or hide them far from the rest of the warehouses.

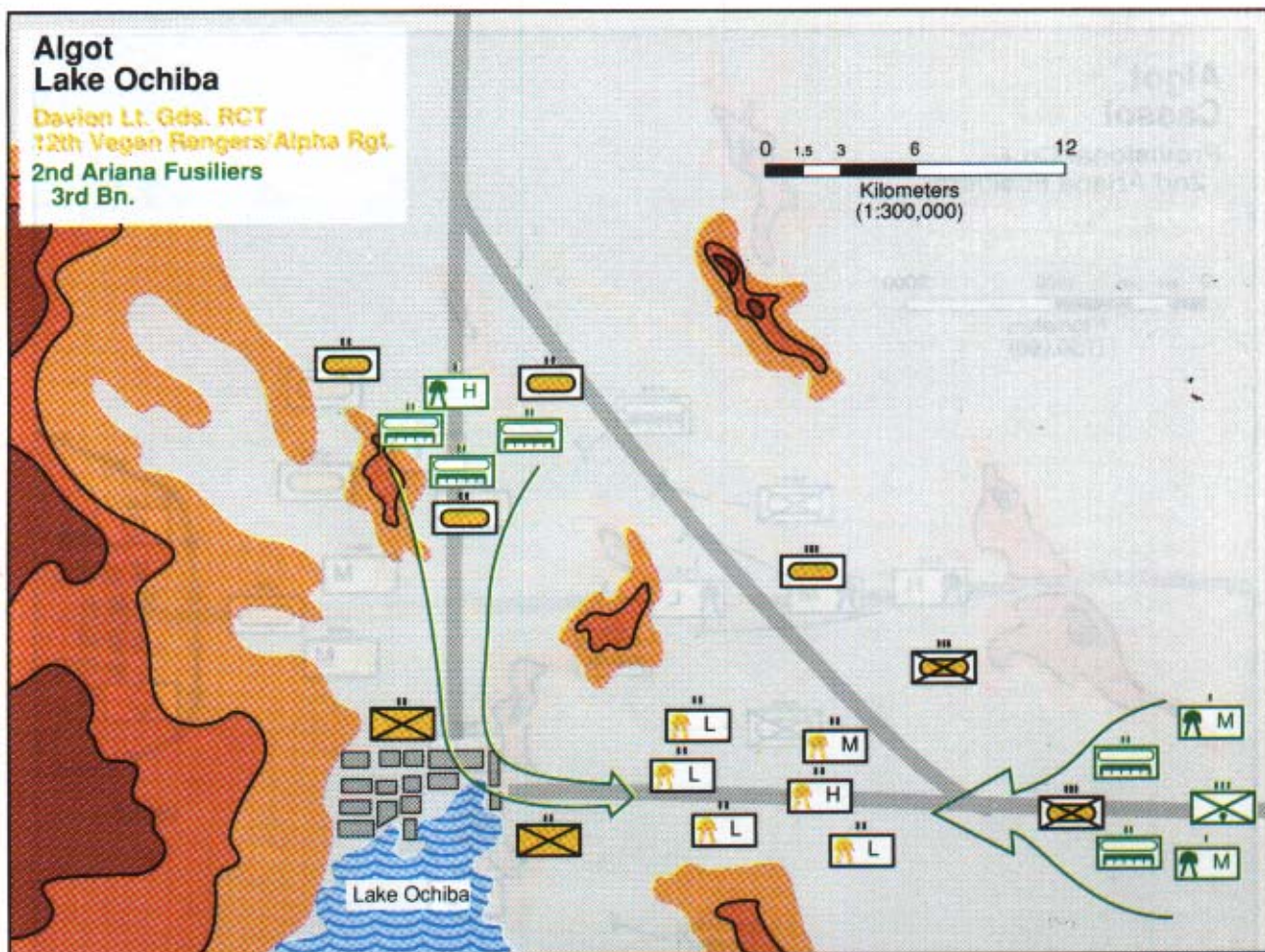
Then they waited. A few Marshals worried that the Chancellor might prove himself a devious opponent by ignoring the Federated Suns' bait and striking somewhere else. Apparently they had reason to worry, because it was later learned that Senior Colonel Pavel Ridzik, commanding the Capellan forces near Terra, had proposed a completely different offensive that could have caused the Federated Suns a great deal of difficulty. Chancellor Liao's distrust for his Senior Colonel and trust for his highly placed spy made him follow his own instincts and ignore a plan that could have greatly injured House Davion.

ALGOT

The Third battalion of the Second Ariana Fusiliers got the honor to attack the small, fertile world of Algot and its two supply centers. A Maskirovka agent had discovered the locations of the depots through what he thought had been a purged access code to the planet's computer net. According to the information gathered by this agent, the two warehouses, one in the north near the desert city of Cassol and the other near Lake Ochiba, were filled with vital DropShip and fighter parts. Protecting these supplies was just one infantry regiment.

Being allowed to command his battalion on the mission was a privilege Major Samuel Stark did not deserve. Major Stark blamed himself for the beating the Fusiliers took on Tikonov because he had been the one to convince the regiment's now-dead commander to attack the approaching Davion forces when they had been ordered to stay in their defensive posture. Afterward, Major Stark's troops prevented him from killing himself. He submitted his resignation instead.

Chancellor Liao, in his orders to the battalion, brushed aside the resignation and stated that he was supremely confident of Major Stark's ability "to avenge his unit's defeat and strike a major blow for the Confederation." As a further show of his confidence, the Chancellor sent Major Stark a secret and experimental *Cataphract* 'Mech to pilot.



The Third Battalion of the Second Ariana Fusiliers, along with the survivors from the other two battalions, had 50 'Mechs and warriors and a similar number of AeroSpace Fighters. Supporting them were two regiments of hovercraft and one of jump infantry.

A company of Fusiliers, the survivors from the First and Second Battalions, was assigned to destroy the smaller complex of warehouses in the north. After their successful drop onto the wide, hard plain west of the warehouses January 11, Captain Banbury ordered his company of 'Mechs and the attendant hovercraft and infantry to spread out in attack formation, with hovercraft on the point and flanks, then the strike lance, fire lance, and command lance, with the troopers bringing up the rear.

They advanced to within ten kilometers of the supply center before elements of Delta Company, First Battalion, of the Davion Light Guards engaged them. Delta Company, led by Captain Andrew Redburn, chose not to engage the approaching Capellan 'Mechs directly. Instead, Delta Company moved to strip the enemy of its hovercraft while staying out of range of the enemy's heavier weapons.

Two kilometers from the warehouses, Delta Company turned and fled. Before the Capellans could pursue, a combined barrage of artillery and strafing runs from six AeroSpace Fighters stopped them in their tracks. Five Capellan 'Mechs and ten hovercraft went down.

When the barrage stopped, Delta Company, reinforced by a company of heavy tanks, attacked. The light 'Mechs of Delta Company used their superior maneuverability to close before the

Capellans could get their bearings and lay down an effective pattern of fire. Once within range, Delta Company halted and used the area's few hills as cover. As the Capellans tried to push forward, Captain Redburn ordered half of his company to launch themselves into the air while the rest provided covering fire.

The fight quickly degenerated into a melee. Though by then outgunned and outmaneuvered, the Capellan force made a good fight of it. A Capellan *Marauder* showed great skill in fending off two of Captain Redburn's company and two tanks. After his 'Mech had lost both arms and its autocannon, the pilot attempted to eject. The autocannon shells inside his 'Mech detonated before he was clear, starting a chain reaction that caused a tremendous explosion.

After 15 minutes, the Capellan 'Mechs were finished and the hovercrafts and troopers were fleeing. Captain Redburn's company had once again proved that lighter 'Mechs, when in sufficient numbers and led by capable officers, could take on heavier 'Mechs.

The main Capellan thrust took place in the south. The Third battalion, led by Major Stark in his new *Cataphract*, confused the Davion defenders by splitting his forces, half dropping east of the warehouses and half north. Colonel Stone, commander of the Light Guards 'Mech regiment and over-all commander of Davion forces on Algot, misplaced his troops for a divided threat. Only a regiment of light armor protected the northern approaches to the warehouse complex, and the entire Light Guards and Alpha Regiment of Twelfth Vegan Rangers lay to the east.

Major Stark, leading the Fusiliers' heavy 'Mech company from the north, easily pushed through the Davion tanks and marched into the warehouse complex. Remote cameras mounted on some of the warehouses recorded the scene as Major Stark, with great deliberation, raised the right arm of his *Cataphract* and fired its PPC at the warehouse doors. When he saw that the warehouse was empty, he hesitated momentarily and then ran his 'Mech to the next building and discovered the same thing. The Major went to warehouse after warehouse and blasted or kicked open their doors, only to find the same vast emptiness.

The most unfortunate person in the universe had to be the Davion warrior in his *Stinger* who appeared just as Major Stark had blasted the doors off the last empty warehouse. Major Stark ordered his company to capture the smaller 'Mech, which they did after a brief fight. Declaring that it was time to test the grip strength of the *Cataphract*, Major Stark had his 'Mech grab the *Stinger* by the cockpit section. Slowly, the mad officer tightened his 'Mech's grip on the cockpit of the enemy 'Mech. With a sickening pop and curl of electrical smoke, the cockpit collapsed under the strain. A twist of the *Cataphract's* wrist ripped the flattened head section off the *Stinger*. Pushing past the headless 'Mech, Major Stark ordered his company east to join the rest of his battalion, which had just engaged the Light Guards.

Colonel Stone, warned by scouts that a company of 'Mechs was fast closing behind him, tried to disengage from the rest of the Fusiliers. The Fusilier foot soldiers, like fleas on a dog, slowed his 'Mechs' retreat to a crawl.

Major Stark's 'Mechs slammed into the lighter Davion 'Mechs. Still afire with rage, Major Stark pushed his new *Cataphract* to the limit, destroying three enemy 'Mechs single-handedly and assisting in two other kills during the hour-long melee. The Davions' huge numerical superiority was of no help to them in what came to be known as the Battle of Stark's Fury. Every time two or more Davion 'Mechs tried to gang up on a Capellan 'Mech, a suicide charge by APCs, or a platoon firing Inferno missiles, or some other interference would stop them.

An hour before sunset, Margrave Sheridan Douglass arrived with the Twelfth Vegan Rangers. Margrave Douglass surveyed the battle and decided to form his 'Mechs into what he called a "Flying Wedge."

With his 'Mech at the point, the "V" formation slowly marched into battle. Each time the formation reached a Capellan 'Mech, the Rangers stopped and concentrated their fire on it. When Capellan warriors turned to face this slow advance, they were hit from behind by the Light Guards.

The "Flying Wedge" eventually reached the Davion Light Guards. With superior numbers and firepower, the Davion forces cut down the remaining Capellan 'Mechs, all except Major Stark and his *Cataphract*.

The Major's warrior skills, as well as the chance to examine a new 'Mech design, moved Colonel Stone to offer Major Stark a chance to surrender. Major Stark's reply was simple: he charged Colonel Stone, yelling over the communications channels that he was going to skin him alive. The Light Guards calmly stood their ground and fired at the charging 'Mech. The *Cataphract*, which was extremely well armored, finally collapsed at the feet of Colonel Stone's *Victor*.

AXTON

The raid against Axton came as a complete surprise to the Federated Suns. The Marshals of the AFFS, perhaps a bit overconfident, had assumed that the planet's importance was a well-kept secret and that the best way to keep it secret was not to draw any attention to it. This was why the planet, though close enough to the Capellan Confederation to warrant a heavy garrison, had only the Second NAIS Training Cadre and four regiments of infantry and tanks.

The First Battalion of the Fourth Tau Ceti Rangers, survivors from Tikonov, was ordered to find and retrieve whatever it could from the AFFS labs and destroy what it could not carry back. To assist the Rangers, the Chancellor sent along a platoon of Death Commandos.

The Rangers dropped northeast of Barros, Axton's capital city, on January 14. Just outside the city was Fort Vanders, home of the NAIS Training Cadre and the most likely location of secret AFFS labs. Major Tompkins, commander of the Rangers and never a believer in subtleties, swept into the base with weapons blazing.

The Rangers, in a stroke of luck, found Fort Vanders almost deserted. Most of the training regiment was on maneuvers, leaving behind only a company of 'Mechs and an infantry regiment to protect the base. The cadets, though game and fighting on familiar ground, were outclassed. Half of the warriors were killed, and the others retreated off base to await the rest of the regiment.

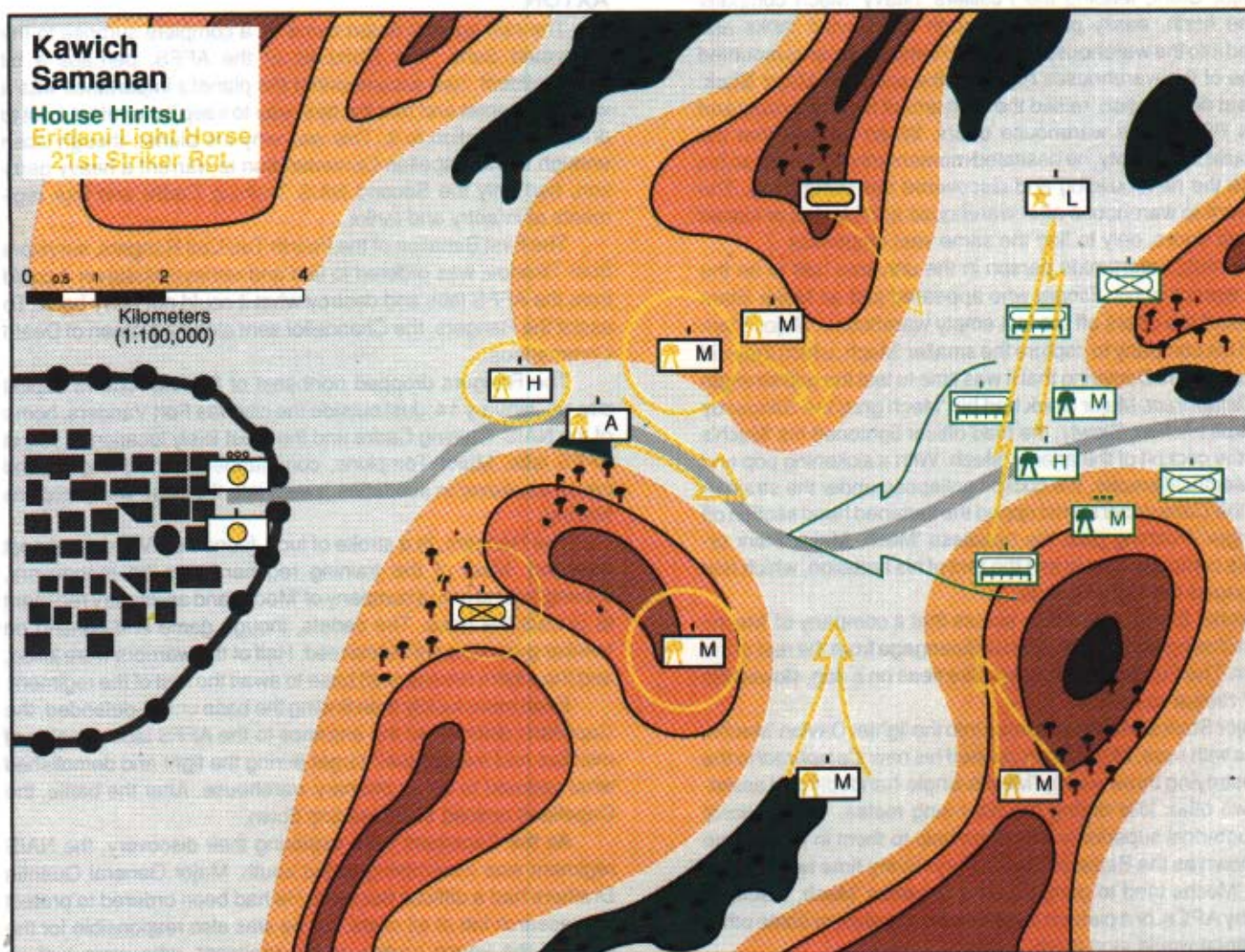
Even more luckily than finding the base under-defended, the Capellans discovered the entrance to the AFFS labs. A salvo of missiles had missed their target during the fight and demolished what seemed to be an ordinary warehouse. After the battle, the Capellans noticed stairs leading down.

As the Capellans were exploring their discovery, the NAIS regiment was assembling to the south. Major General Quentin Drathers had a difficult decision. He had been ordered to protect the research lab at all costs, but he was also responsible for the lives of the young cadets in his regiment, who were just as valuable to the Federated Suns as anything in the labs.

As he was discussing his dilemma with his officers, the General received word that Capellan DropShips were on their way down to Fort Vanders. Correctly guessing that the DropShips were arriving to pick up the Tau Ceti Rangers and their booty from the labs rather than to bring reinforcements, General Drathers decided to risk positioning his forces to block a rendezvous. He formed a special company of 'Mechs made up of the regiment's instructors and best students to attack the Rangers as they prepared to board.

The DropShips landed on the parade grounds of Fort Vanders. As the Capellans were assembling near the labs to return to the boarding site, General Drathers' company attacked. To avoid the heavy guns of the DropShips, he hoped to ambush the Capellans as they passed through the maze of buildings on their way to the parade grounds. But the Rangers, with the aid of the Death Commandos, covered their movements, allowing most of the 'Mechs to reach the DropShips. General Drathers was killed as he tried to stop two 'Mechs that were carrying off a computer file station they had found in the labs.

The Capellans escaped off Axton. What they captured from the research labs at Fort Vanders is classified.



KAWICH

A motley collection of companies and battalions, all survivors from Capellan regiments lost during the Davion invasion, were ordered to destroy three warehouse complexes on Kawich.

A battalion from House Hiritsu thought that it would have the easiest time. The battalion's target was a group of warehouses outside Samanan that, according to intelligence reports, was almost completely undefended. They arrived above Kawich on January 12. As they dropped and assembled to advance, they learned that they were facing more than a few militamen and security guards. Tank and infantry units from the Twenty-First Striker Regiment, a regiment from the famed Eridani Light Horse, waited in ambush as the 'Mechs of House Hiritsu passed. Time and again, a peaceful grove of trees spouted cannon and laser fire and, before the Capellans could react, grew quiet again as the Eridani forces rushed to their next ambush point.

By the time the Capellans reached their objective, they had lost a company of 'Mechs. Then Colonel Winston, commander of the Twenty-First, sent his 'Mechs in. The three battalions of 'Mechs, using the hilly terrain around Samanan, easily engulfed the Capellans. Though the warriors of House Hiritsu fought with skill, it was not enough. There were no Capellan survivors.

The Eridani Light Horse lost only one warrior. Colonel Winston collapsed while piloting his *Battlemaster* and died at the regiment's field hospital soon afterwards. Major Jamal Fallehy, Colonel Winston's executive officer, assumed temporary command of the regiment.

A battalion from the Third Confederation Reserve Cavalry, a company from Trimaldi's Secutors, and a company of Lothar's Fusiliers were assigned to destroy the supply depot at Jamou. Approaching from the north, the commander of the strike force, Major Jeremy Carlson of the Reserve Cavalry, hoped to speed through the large plain outside Jamou and into the base. They did not expect to find three regiments of infantry and armor, reinforced by the Second Battalion of 'Mechs from the First Guards RCT, dug in and waiting for them.

Realizing he had no chance of completing his mission's objectives, Major Carlson ordered his troops to veer to the northeast, where he prayed to meet up with his DropShips. Some of the more patriotic warriors among the Capellan forces disagreed with the Major's orders and broke ranks. Mixed forces totaling about a company in strength charged the Davion position. They fell quickly in the well-prepared kill zones generated by the 'Mechs and tanks of the Davion forces.

Major Carlson attempted to save the situation by using the confusion of the battle as a screen to slip the main body away. Fighters from the Guards easily picked up the trail of the Capellan 'Mechs and began hounding them with strafing runs. Their efforts gave the First and Third Battalions of the Guards' 'Mech regiment the chance to catch up. In a group of hills, the Capellan and Davion 'Mechs met. An hour later, only the Davion forces walked away.

The third group of Capellan forces was made up of a battalion of Trimaldi's Secutors and two companies from Laurel's Legion. Major Arthur Cheng, of the Secutors, was in a precarious position as leader of the strike force. The two companies from Laurel's Legion had been practically kidnapped off their homeworld. Now they were many light-years away from their world and angry about their situation. The atmosphere between the rebellious Legion and the loyal Secutors was openly hostile.

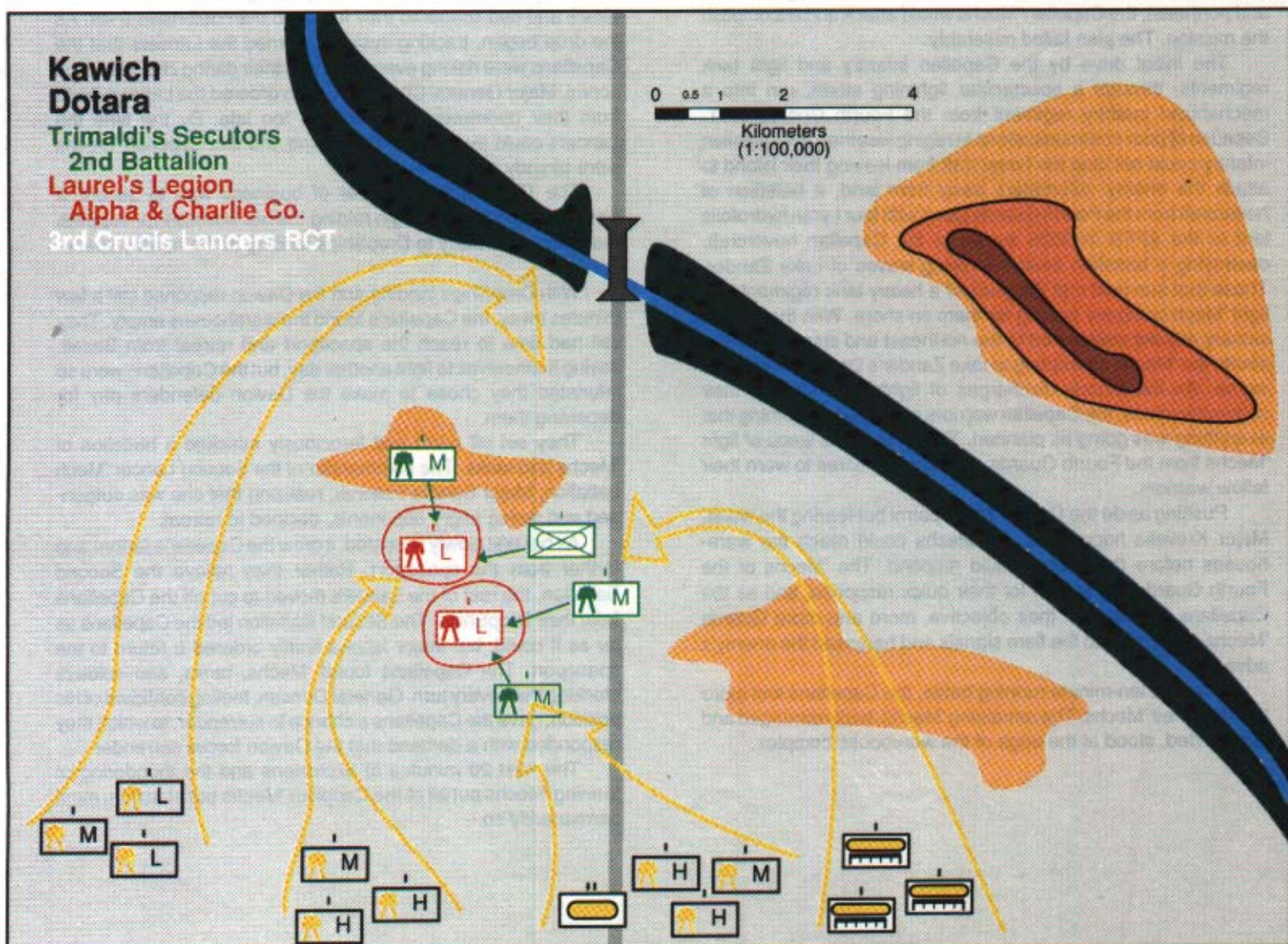
Major Cheng's 'Mechs were assigned to take the massive warehouse complex at Dotara. After dropping onto the planet's surface, Major Cheng ordered the two companies of Laurel's Legion to assume scouting positions ahead of his Secutors. The 'Mechs of the Legion were lighter and therefore better equipped

to act as scouts, but the Major also obviously found it advantageous to keep the disgruntled women of the Legion in front, where his warriors could keep track of them.

The lead elements of the Legion encountered patrols from the Third Crucis Lancers RCT. Some of the Legion opened fire on the Davion forces, some surrendered, and others just retreated. The Secutors attacked the two companies of Laurel's Legion when they saw the defections.

As the two Capellan forces fought with each other, the 'Mechs of the Third Crucis Lancers easily surrounded them. After watching the Capellans fight for a few minutes, the Lancers waded in with a volley of withering firepower. Major Cheng, realizing that the situation was hopeless, ordered his troops to surrender.

The Lancers seized 23 'Mechs. Twenty-one warriors from the two companies of Laurel's Legion survived the fight and offered their services to the AFFS. Marshal Pedroza of the Third Lancers listened to their story and arranged to have the warriors reunited with the rest of their unit on Tigress while their case was sent to New Avalon for review by Prince Hanse.



BASALT

The fighting on Basalt centered on the cities of Controssa and Zander's Delight, both on the mountainous southern continent of the large, humid world. Maskirovka agents learned that the AFFS had constructed two storage depots. The one at Zander's Delight was constructed on the banks of a large lake; the one at Controssa was built around a spaceport.

Several 'Mech battalions and companies totaling almost a full regiment were assigned to destroy the supply depots. Supporting the Capellan 'Mechs on Basalt were three infantry regiments and four armor regiments, twice what other strike forces received.

A company from the First Kerr's Intruders, a company from McCrimmon's Light Cavalry, and a company from MacGregor's Armored Scouts dropped north of Zander's Delight early on the morning of January 8. A Capellan infantry regiment and a light tank regiment landed to the northeast, while a second tank regiment, made up entirely of hovercraft, landed on an abandoned island many kilometers away.

The plan, drawn up by Major Davina Krevella of Kerr's Intruders, was for the infantry and hovercrafts to attack first. While the Davion defenders, which Major Krevella thought were no more than a regiment of infantry and armor, were facing the south and northeast, the Capellan 'Mechs would attack and accomplish the mission. The plan failed miserably.

The initial drive by the Capellan infantry and light tank regiments, through a spectacular lightning storm, ran into a mechanized infantry regiment from the Fourth Guards RCT. Because of poor communications in raging weather, the Capellan infantry could not stop the hovercraft from leaving their island to attack the enemy. Kilometers away from land, a battalion of hovercraft from the Fourth Guards along with four Lyran hydrofoils lent to the AFFS in 3025 surprised the Capellan hovercraft, destroying a battalion amid the rolling waves of Lake Zander. Those that survived met the guns of a heavy tank regiment and light 'Mech company waiting for them on shore. With their diversionary attacks stalemated to the northeast and smashed to the south, the 'Mechs attempting to take Zander's Delight fared even worse. As the furious discharges of lightning disrupted their communications, the Capellan warriors advanced, assuming that everything was going as planned. They first met a lance of light 'Mechs from the Fourth Guards, who shot off flares to warn their fellow warriors.

Pushing aside the Davion 'Mech patrol but fearing the worst, Major Krevella hoped that her 'Mechs could reach the warehouses before the enemy could respond. The 'Mechs of the Fourth Guards are known for their quick response, and as the Capellans approached their objective, more and more Guards 'Mechs responded to the flare signals and harassed the enemy's advance.

During a ten-minute running battle, the Capellans lost more than half their 'Mechs. The remaining 'Mechs, badly damaged and surrounded, stood at the edge of the warehouse complex.

Colonel Rasos, commander of the Fourth Guards 'Mech regiment, offered the Capellans a chance to surrender. Major Krevella declined, saying that her personal honor demanded she at least partially accomplish her mission. Colonel Rasos stepped his 'Mech aside, offering her a clear view of the closest warehouse. Major Krevella understood and let loose a salvo of missiles that shattered the warehouse doors. Once the smoke cleared, she saw the cavernous, empty interior. She and the rest of the Capellans surrendered.

Meanwhile, five companies from the First New Hessen Irregulars and 18 'Mechs from the veteran House Ijori, along with two infantry and two armored regiments, were attempting to destroy the warehouses at Controssa.

Their plan, created by Major Ishoka of House Ijori, began with what the Capellan military calls an Avalanche Drop in which all of the Capellan forces drop on top of their targets even though this means dropping into the teeth of the defense. The warriors of the mission, particularly the members of House Ijori, were extremely grim and determined to succeed. The directness of the Avalanche Drop appealed to them.

Defending the warehouses at Controssa were the Fourth Crucis Lancers, who had been expecting a more conventional attack and had scattered their forces to man defensive lines. As the drop began, tracking systems warned the Lancers that the Capellans were risking everything with their daring choice of drop zones. Major General Charles Duncan ordered the Lancers back from their perimeter defenses, but too late. By the time the Lancers could even begin to respond, the first Capellan 'Mechs were already hitting the dirt.

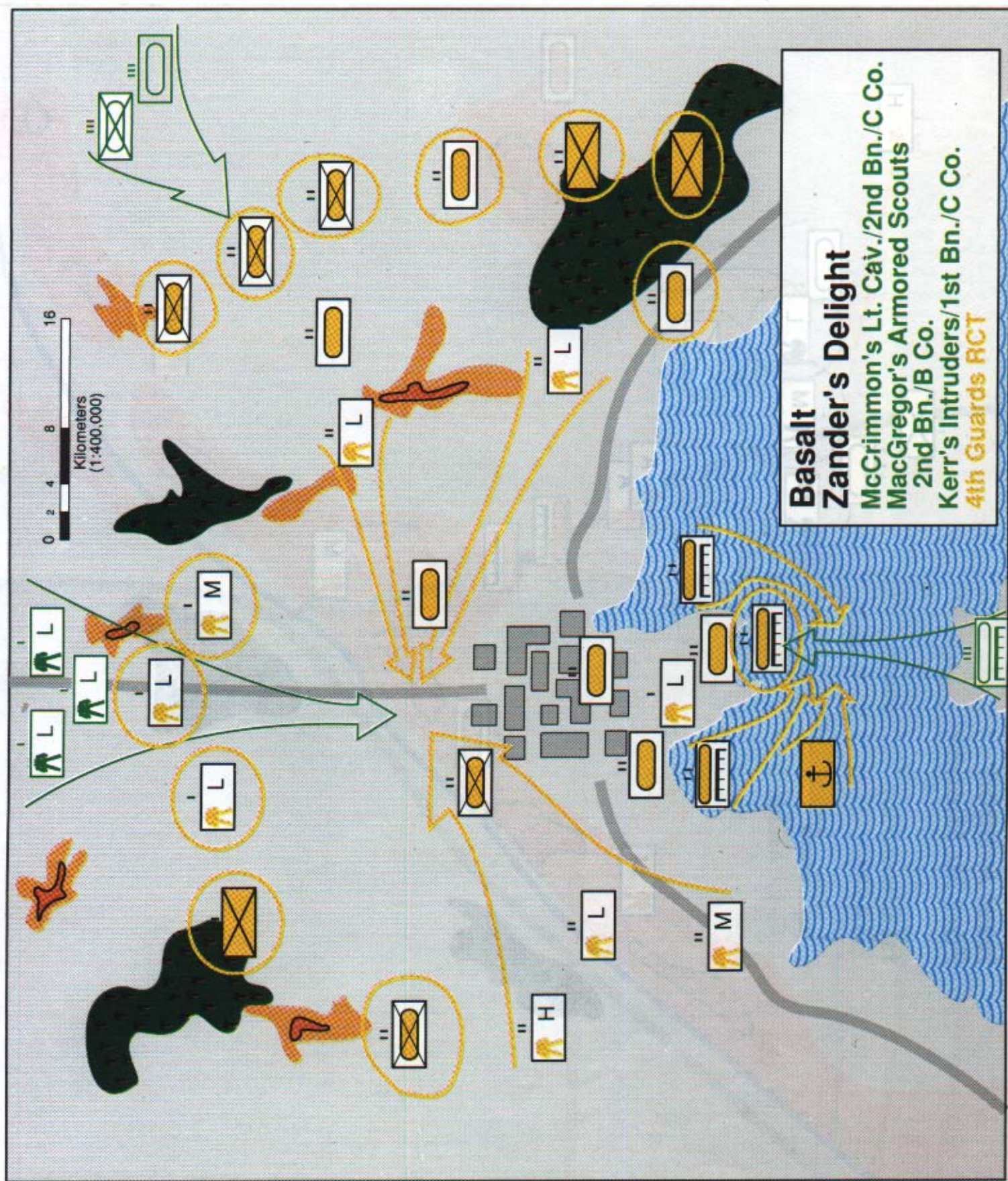
The Capellans' first order of business was to secure a perimeter and then to begin raiding the warehouses for supplies that they could carry to DropShips landing at the nearby spaceport.

With DropShips landing and the Davion response still a few minutes away, the Capellans found the warehouses empty. They still had time to reach the spaceport and retreat from Basalt, saving themselves to fight another day, but the Capellans were so infuriated they chose to make the Davion defenders pay for deceiving them.

They set off north and ferociously attacked a battalion of 'Mechs and tanks. The commander of the Second Lancer 'Mech battalion, Major Sandra Fallorak, realizing that she was outgunned and facing angry opponents, decided to retreat.

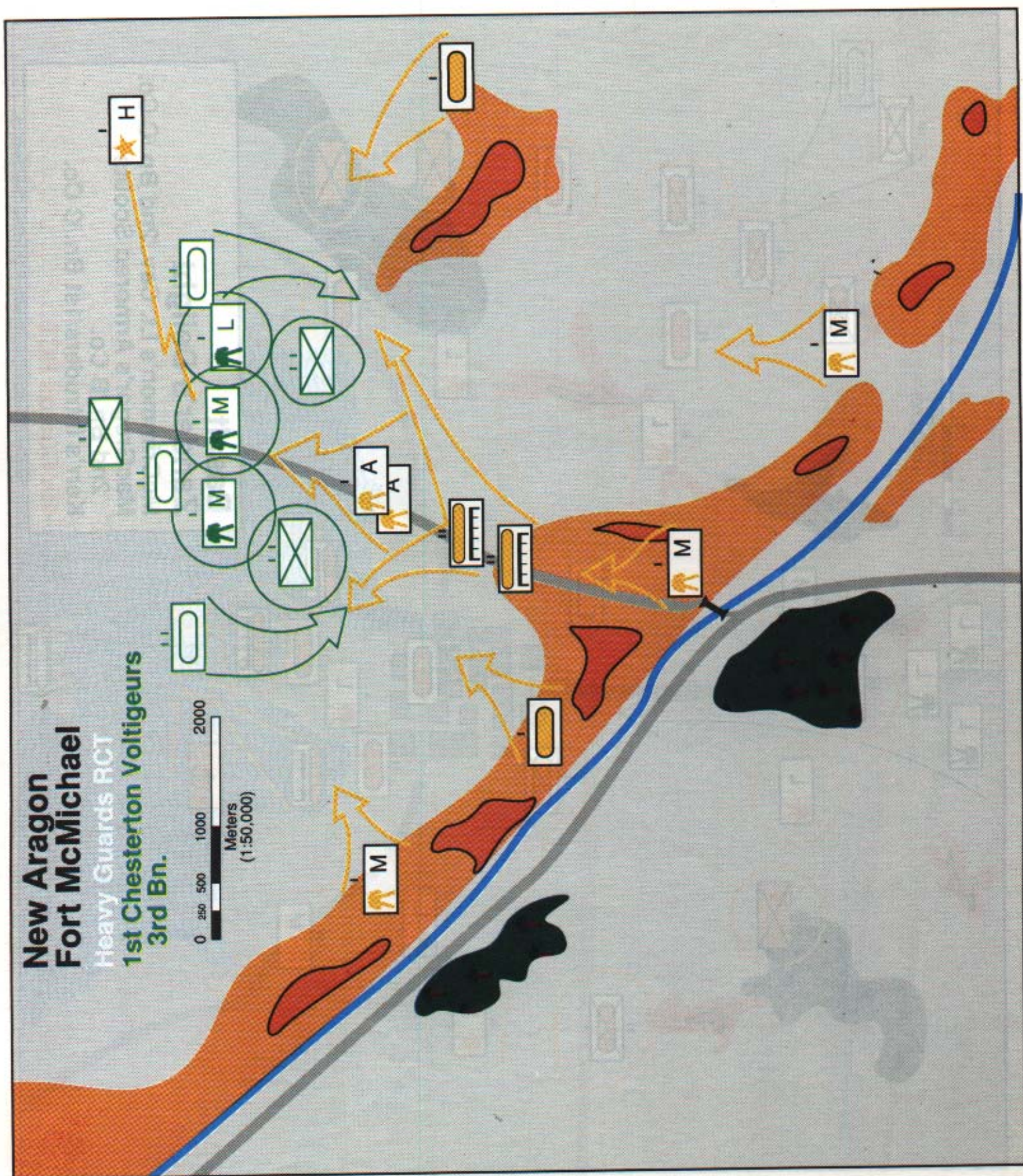
As her unit slowly retreated, it drew the Capellans farther and farther from the spaceport. Rather than relieve the Second Battalion, the rest of the Lancers moved to cut off the Capellans from their DropShips. The Second Battalion led the Capellans as far as it could, but Major Ishoka finally ordered a return to the spaceport. The Capellans found 'Mechs, tanks, and soldiers blocking their every turn. General Duncan, feeling confident of his position, gave the Capellans a chance to surrender, to which they responded with a demand that the Davion forces surrender.

The next 20 minutes of explosions and the thundering of running 'Mechs put all of the Capellan 'Mechs out of action, most permanently so.



New Aragon
Fort McMichael
 Heavy Guards RCT
 1st Chesterton Voltigeurs
 3rd Bn.

0 250 500 1000 2000
 Meters
 (1:50,000)



NEW ARAGON

The three battered regiments of the Chesterton Voltigeurs were ordered to destroy the warehouses on New Aragon. They had had several months to recover from their beating on Tikonov. By the time they received their orders for Operation Riposte, the warriors of the Voltigeurs were ready to redeem themselves.

The four battalions of Capellan 'Mechs were split to attack the three most likely locations of the Davion warehouses. Two regiments of infantry and a heavy tank regiment reinforced each group. The three targets formed a triangle on New Aragon's northern continent of Glastonbury, so the plan was for the three strike forces to drop and attack separately and then rendezvous with their DropShips in the center, near a town called Balton.

The Third Battalion of the First Chesterton Voltigeurs, commanded by Major William Gazen, was assigned to attack the supply depot at Fort McMichael. Dropping north of the target on January 6, Major Gazen ordered his infantry and tanks to protect the flanks as his 'Mechs marched southward. Major Gazen's plan was to strike quickly with his light 'Mechs and then move on, letting the tanks and infantry mop up any resistance.

His battalion ran into two companies of assault 'Mechs from the Davion Heavy Guards RCT. Surprised and outgunned, Major Gazen ordered his battalion to fall back, hoping to lure Davion forces forward so that his heavy tanks could attack them from the sides. Just as his plan seemed to be working, Major Gazen saw flashes on the right and left as the tanks he had been counting on were themselves attacked by Guards hovertanks responding to the Capellan sighting.

Before Major Gazen had time to devise another plan, his battalion was attacked by twelve fighters from the Heavy Guards. Even the swiftness of the Capellan 'Mechs could not save them from the accuracy of the Davion fighter pilots. In a matter of moments, the Third Battalion of the First Chesterton Voltigeurs was reduced to a handful of desperately fleeing 'Mechs.

The First Battalion of the Third Chesterton Voltigeurs fared only a little better. Assigned to attack the complex of large, recently built buildings near the spaceport of Grahamsville, warriors of the Third Chesterton speculated that the warehouses contained 30 of the new, prized *Hatchetman* medium 'Mechs. The thought of rebuilding the regiment with new 'Mechs made the warriors impatient to complete their mission.

The battalion's commander, Colonel Maxwell Leng, chose drop zones that would force him to cross the Graham River to reach his target. This did not concern the Colonel because maps showed the river as small and relatively easy to ford. Even if the river proved difficult, the Colonel felt that he would have plenty of time to find a safe way across.

Defending the supply depot at Grahamsville was the New Avalon Crucis March Militia. Nicknamed "The Little Foxes," the collection of 'Mechs, armor and infantry had always tried to style itself after the RCTs in the Brigade of Guards. Designated as a defensive unit for a region of the Federated Suns that has not seen action in hundreds of years, the Little Foxes never had a chance to prove themselves.

Operation Rat gave them their chance. Prince Davion, not wanting to use detachments of front-line units to protect conquered worlds, had decided to break with tradition and ship key Militia units to the front for garrison duty. The New Avalon Crucis March Militia was one of those chosen.

Commanding the militia was Major General Edward Valos, a 20-year veteran of the Crucis Lancers. When General Valos accepted command of the unit in 3027, he thought he was accepting a quieter post as a prelude to his retirement. Less than two years later he was on New Aragon defending empty warehouses with a collection of untested soldiers who were just as shocked as he was to be so far away from home.

The Capellan force advanced unchallenged toward Grahamsville, heightening the confidence of the Voltigeurs. Even Colonel Leng took their unhindered approach as a good omen. He changed his mind when his troops marched out of the thick forest and saw their objective and the river that ran in front of it.

The Graham River was flooded. The sudden heat of the planet's summer rapidly melted snow in the distant mountains and swelled the Graham over its banks. The Capellan soldiers also got their first look of the massive concrete wall studded with embrasures that rose from the opposite riverbank. Colonel Leng's reliance on outdated maps had given him an incredibly difficult task.

The Capellans tried to secure two bridges north and south of the logistics center, but Davion combat engineers destroyed the bridges before the enemy could seize them. The Voltigeurs did discover that the imposing wall rising from the river did not extend around the rest of the depot; it was just a floodwall that had been equipped with defenses by the Davion engineers. Colonel Leng had his 'Mechs carefully wade across the river out of range of the Davion stronghold while his hovercraft and tanks diverted their attention with attacks.

The attack got off to an inauspicious start. River currents washed away three Capellan 'Mechs and two hovercraft. The rest of the 'Mech battalion made it across. While the Capellan tanks and hovercraft continued their assault, the Voltigeurs marched northward to strike at the vulnerable belly of Grahamsville.

The Voltigeurs collided with the 'Mechs of the Little Foxes just two kilometers from their target. During the fight, which included suicide charges by the Capellan forces, the warriors piloting the aging Militia 'Mechs pushed the Voltigeurs back. General Valos and Colonel Leng both received major wounds that took them out of action.

Surprisingly, the loss of their leader hurt the Capellans more. The New Avalon Crucis March Militia, while stunned and a bit disoriented, regained composure and renewed the attack under the general's executive officer. The Voltigeurs, on the other hand, were completely demoralized by the wounding of their leader and the stiff resistance of their opponents.

The MechWarriors of the Voltigeurs broke and ran. The faster units of the militia pursued and caught up with them in a small valley. After a brief final battle, a company of warriors and many other Capellan soldiers surrendered.

The third group of Capellan 'Mechs, two battalions from the Second Chesterton Voltigeurs, dropped just south of Fort Ellison. Assuming there would be only a few defenders, the commander of the Second Chesterton, Colonel Paula Lannes, spread her forces too thin.

Defending Fort Ellison were the Aragon Borderers and six infantry and tank regiments. Upon learning of the enemy drop, the Borderers dispersed to lance and company units to wait behind hills, in gullies, and in thick groves of trees.

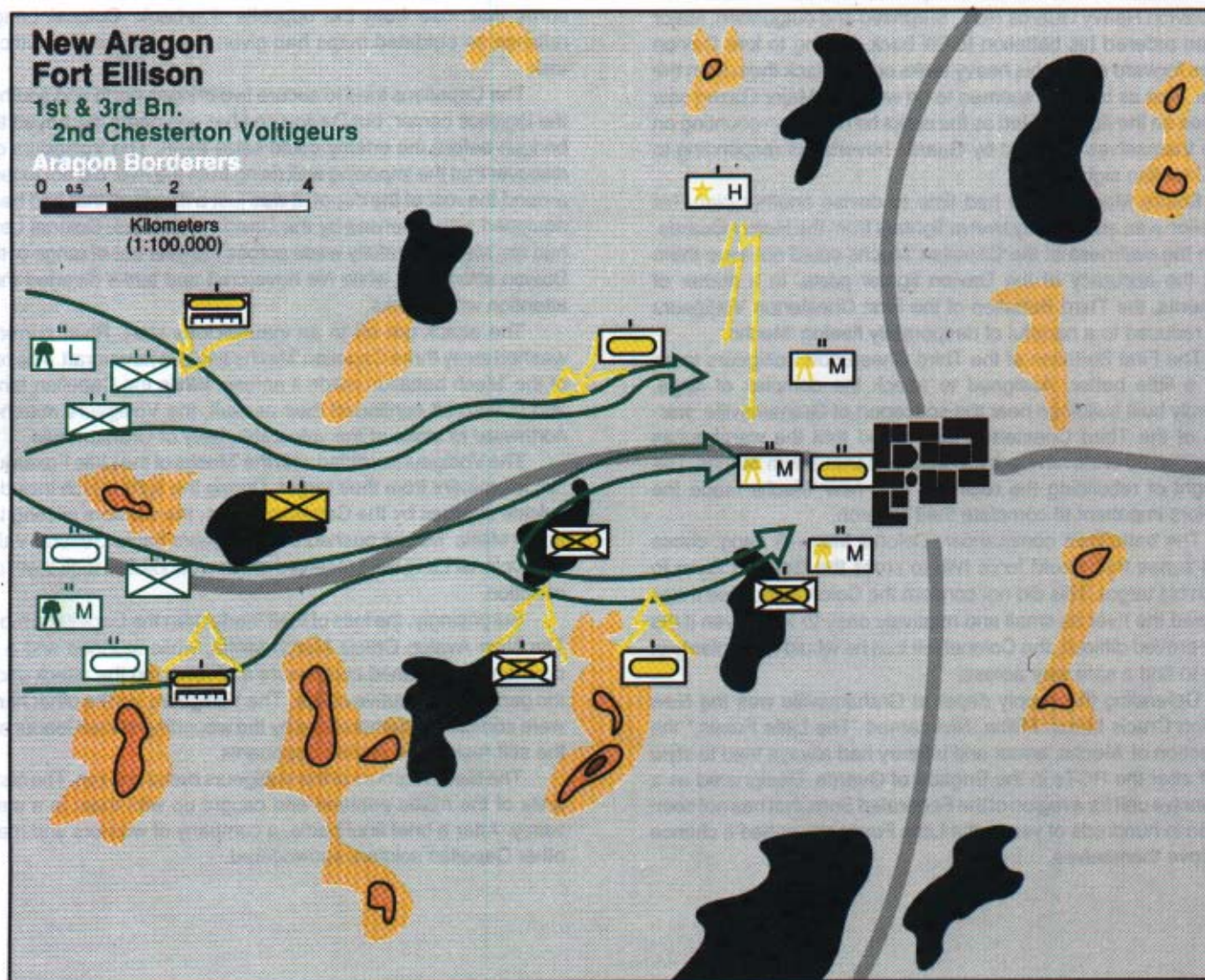
Scouting Voltigeur 'Mechs were attacked by two lances of Borderers that seemed to rise up out of a rocky slope they had just passed. Another firefight began when a lance of Voltigeurs marched past a grove of trees, only to be attacked from behind by a company of tanks that had hidden there. Ambushes such as these continued as the Capellans approached Fort Ellison.

The Voltigeurs still managed to push the Davion forces back to the outskirts of the warehouse complex. The Borderers almost had to retreat and give up the warehouses to the Capellans, a terrible loss since the warehouses at Fort Ellison were among the few that contained supplies.

Just as it seemed that the Confederation would win, the fighters of the Heavy Guards, their fight long done, arrived to begin a series of bombing runs that seized the initiative from the Voltigeurs. After regrouping, the Aragon Borderers counterattacked and pushed the Capellans back.

Colonel Lannes ordered the Voltigeurs to head for the rendezvous point. For the next two days the Capellans stayed one step ahead of their pursuers, which now included elements of the Davion Heavy Guards.

Colonel Lannes and her warriors did not realize that above New Aragon, their DropShips were being attacked by the combined fighter force of Heavy Guards, the Aragon Borderers, and the New Avalon Crucis March Militia. The remainder of the Second Chesterton Voltigeurs arrived at the rendezvous point only to witness the fiery crash of one of their DropShips. With no escape, Colonel Lannes surrendered.



NOPAH

Of the seven worlds attacked by the Capellan Confederation during Chancellor Liao's Operation Riposte, the battle for Nopah was the most evenly matched contest. Capellan commanders considered Nopah more important than the other worlds because of rumors, planted by the MIO, that there was an important AFFS communications and records center as well as two supply depots on the world. Capellan troops hoped to give the Capellan military an extra month's rest with the disruption caused by destroying the communications center.

The Third Battalion of the First McCarron's Armored Cavalry was ordered to attack the logistics center at White Hall. In a style typical of the Big Mac mercenaries, Major Ursula Ajax landed her battalion in a very tight zone almost on top of the depot. She wanted to complete her mission in the shortest time possible, even if it meant a messy fight.

Beta Regiment of the Twelfth Vegan Rangers had assembled its assault 'Mechs into battalions placed at strategic points around the depot. The Second Battalion was the first to contact the invading Capellans. Major Ajax's warriors, shocked at the presence of the Vegan Rangers, fell back. After they reorganized, the Capellans' skill and spirit took over, and in a series of well-executed counterstrokes, the Big Mac force gained the upper hand. They had almost succeeding in splitting the Ranger battalion and entering the depot when the Rangers' First and Third Battalions arrived.

Outnumbered, Major Ajax paused briefly to decide what to do. In the brief pause she failed to see the Ranger *Stalker* on her right. It let loose a salvo of fire that immediately crippled her 'Mech and forced her to eject.

The rest of Major Ajax's force attempted to hold their lines and find a way past the Vegan Rangers, but they could not. Down to two companies of 'Mechs, the Armored Cavalry tried to reach the nearby forests, but the Rangers were one step ahead of them.

The Capellan warriors knew that they could not rendezvous with their DropShips, nor did they dare surrender and shame the regiment's name. The warriors decided to fight a guerrilla action. Using the Rangers' expectation that they would try to fight their way toward the other Capellan forces, the remaining Big Mac forces eluded the Rangers in a thick fog.

Since then, the members of the Third Battalion, First McCarron's Armored Cavalry have reappeared many times to strike at military and civilian targets on Nopah, usually taking ammunition and parts with them into the hills. As of this writing, the AFFS had decided to bring in an expensive SpyEye surveillance satellite to track down the guerrillas.

The Crater Cobras were assigned to defend the large complex of warehouses near the Nopah city of Grinsanders. There are two main approaches to the city, from the north through the Grinsanders Hills and from the east through Mead Valley.

Attacking Grinsanders were two Capellan battalions, one from the Confederation Reserve Cavalry and the surviving MechWarriors from House LuSann. Instead of combining their force, the commanders decided to land at separate drop zones near Grinsanders to guarantee surprise.

The battalion from the Confederation Reserve Cavalry, commanded by Major Tinnur, approached from the east, stumbling into the 'Mechs of the Second Crater Cobras. Ambushed in what was supposed to be a surprise attack, the Capellans floundered. Attempts to execute a fighting withdrawal failed, and the Cobras' firepower quickly consumed the Reserve Cavalry.

The Cavalry commander did, however, warn the 'Mechs of House LuSann about what was happening before they entered the Grinsanders Hills. Forewarned, the officers of House LuSann faced a difficult decision: they could continue their mission, knowing that the other regiment of Crater Cobras was waiting to strike, or they could withdraw to their DropShips to fight another day.

Many warriors in the battalion were survivors of House LuSann's loss on the planet Liao. They knew that the odds of surviving against a waiting regiment of heavy 'Mechs were extremely slim and that Chancellor Liao would be best served if they withdrew. Other MechWarriors had been drawn from the House LuSann training program to fill out the battalion. Their lack of experience led them to believe that honor was best served by sacrifice. The prospect of a second loss of honor outweighed the commanders' better judgment, and the battalion continued its mission.

At a point where the hills pinched the road, the First Crater Cobras struck. Using their infantry as spotters, the Cobras called in an artillery barrage that took out a few of the Capellan 'Mechs and routed the green warriors. Then the 'Mechs of the Black Cobras, so named for their black and silver paint scheme, moved to crush their disorganized enemy.

The heavy 'Mechs of the Black Cobras, moving in companies amid the twists and turns of the hills, easily cornered most of inexperienced warriors of House LuSann. Despite their earlier quest for valor, most of the young warriors were quick to surrender.

The veterans of House LuSann, about a company, were much tougher opponents. Attacked by a battalion of Cobra heavy 'Mechs, the company skillfully withdrew and might have escaped altogether had it not been for the Cobras' fighters, which continually harassed the Capellans, slowing their retreat. The end came for House LuSann near Becker's Creek, where the Black Cobras' only light company had raced ahead of the Capellan company and blocked their path long enough for the heavier companies to catch up and deliver the coup de grace.

The most evenly matched contest on the planet occurred between the Second Capellan Hussars (The Prefecture Guard), aided by several conventional regiments, and the First Ceti Hussars RCT. The Capellans set out to destroy the spaceport and communications facility southeast of Cocula. Because of the facility's supposed importance, Chancellor Liao assigned a company of the new *Cataphract* heavy 'Mechs to the Second Hussars.

Colonel Braxton Gammon, commander of the Capellan Hussars, chose a drop zone east of Cocula. As his troops were assembling after the drop, an infantry platoon killed a Davion soldier in a village. Though the soldier died without saying anything, his uniform identified him as a member of the First Ceti Hussars RCT.



OPERATIONS RIPOSTE AND AMBUSH

The Capellan Hussars and the First Ceti Hussars had met before. During the Second Succession War, the Prefecture Guards were part of a Capellan invasion force attacking the Davion world of Aisia. During a counterattack by the Ceti Hussars, some of the Capellan Hussars broke and fled, allowing the Davion forces to cut off the rest of the Capellan units. During the ensuing fight, Chancellor Ilsa Liao was killed. Though the warriors of the Second Capellan Hussars are taught a different version of what happened on Aisia, this fiction also gives them plenty of reasons to hate the First Ceti Hussars.

The Capellan 'Mech regiment that approached Cocula was eager for revenge. In the initial engagements, the heavier Capellan 'Mechs pushed back the Ceti Hussars with an ease that both cheered and worried Colonel Gammon.

At Stongton's Crossing, with the infantry support too far ahead to aid, the lead elements of the Capellan 'Mech regiment were attacked by one-third of the Ceti Hussars RCT. A storm of infantry, tank, artillery, and 'Mech firepower reduced the Capellan Hussars by two companies. The infantry and armor units attempted to double back and counterattack the Ceti Hussars, but they were intercepted by a second group of Ceti Hussars.

Colonel Gammon regrouped his forces. Most of the Capellan warriors were incensed that they had been ambushed so easily, and they wanted to avenge their fallen comrades. The Capellan Hussars swung north in an attempt to outflank the Ceti Hussars. Meeting no resistance as they traveled through the thick forests that surround Cocula, the warriors thought that they had outmaneuvered the AFFS forces and were about to achieve their objective.

The Capellans' confidence collapsed as they emerged from the forest. Arrayed in front of them were two-thirds of the Ceti Hussars, who attacked immediately. Colonel Gammon ordered in his fighters, but they were at an airfield kilometers away. The Ceti Hussars pounded the Capellans for ten minutes before the fighters arrived. Then Davion fighters engaged them in a dogfight that prevented them from aiding the ground forces.

The 'Mechs on both sides advanced, colliding in clouds of explosions, dust, and burning 'Mech armor. At first, it seemed that the Capellans had the upper hand. The *Cataphracts* used by the command company advanced deep into the Ceti Hussars, causing them to waver.

The arrival of the Third Battalion of the Ceti 'Mechs and three tank regiments of the RCT ended the Capellans' hopes for a victory. Colonel Gammon tried to rally his forces and retreat before he was surrounded, but his forces were too involved and intertwined with the Ceti Hussars to disengage in time.

The Third Battalion of the Ceti Hussars slammed into the Capellan forces and began to cut them down. After an hour, Colonel Gammon surrendered what remained of his forces.

HALLORAN V

The 15 remaining members of the once-proud Freemont's Cuirassiers were ordered to destroy the warehouses on Halloran V. The company, commanded by Captain Jerome Freemont (whose father had been the regiment's commander), was eager to exact revenge and strike a blow for the Capellan Confederation. The company's 'Mechs, six *Marauders*, five *Javelins*, three *Stingers*, and a *Phoenix Hawk*, were well-equipped, though small in number. Captain Freemont ordered that all his 'Mechs be painted blood red and that the regiment's insignia be painted twice normal size on the front and back.

The company of 'Mechs, reinforced by two regiments of armor and infantry, dropped just south of Vanders' Halloran's largest city, during the early hours of January 13. From orbit, the Cuirassiers had seen the vast complex of buildings just outside the city and assumed that they had to be the AFFS warehouses. Captain Freemont felt the southern approach would give him the best and fastest approach. Instead, he was charting the demise of the Cuirassiers.

Twenty kilometers outside of Vanders, the scout lance of the Cuirassiers, reinforced by a company of hover tanks, ran into a company of assault 'Mechs from the Second New Ivaarsen Chasseurs. Stunned, the Capellan 'Mechs and tanks fell back in disarray. Captain Freemont ordered his troops to the west, hoping that he would be able to avoid the Chasseurs.

An hour later, he met the First Battalion of the Chasseurs. He was also being strafed by the Chasseurs' AeroSpace Fighters. Though the Cuirassiers could have pulled back and rendezvoused with their DropShips, Captain Freemont ordered an attack.

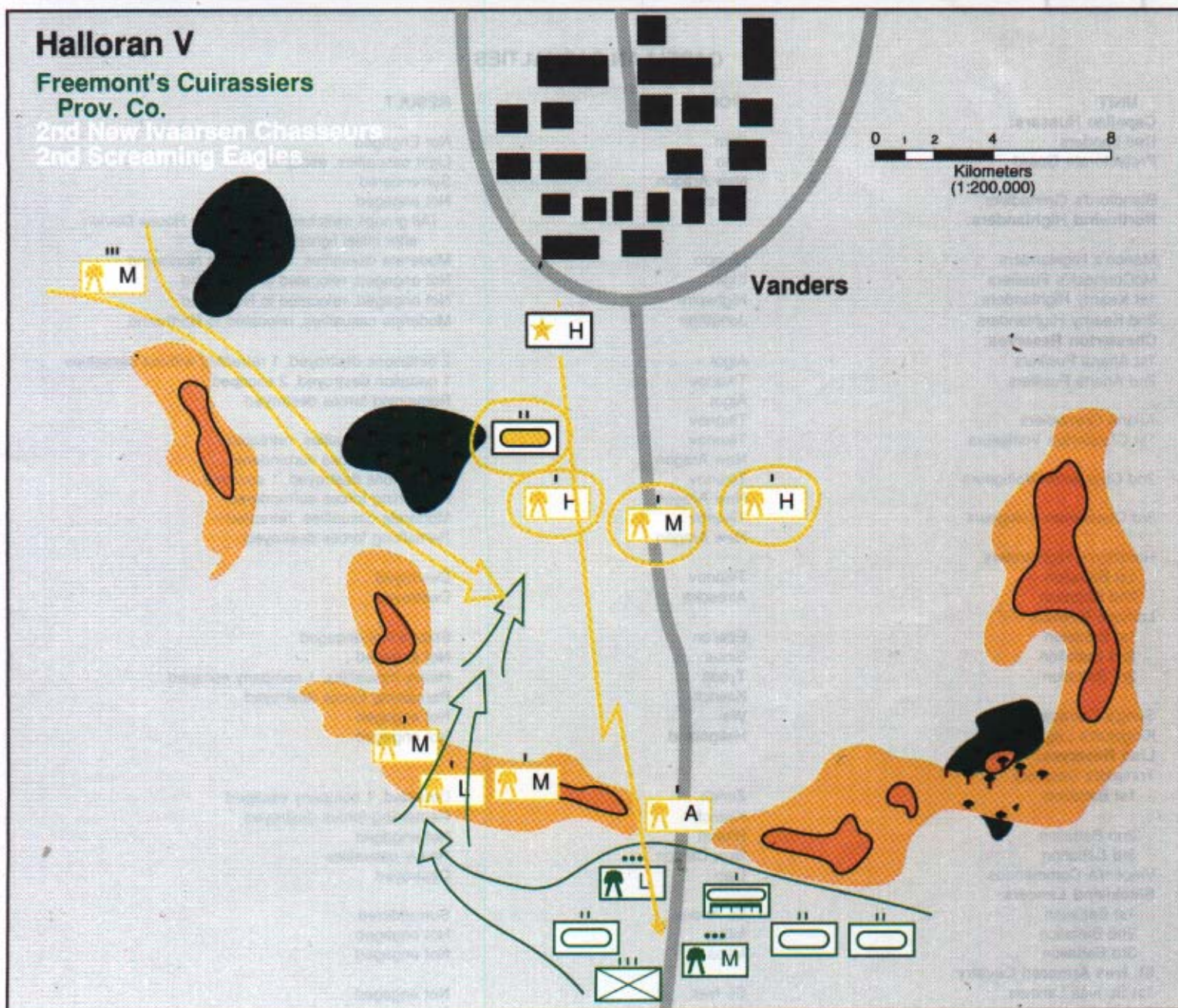
The surprised Chasseurs found that the terrain prevented them from maneuvering and bringing their superior firepower to bear on the enemy. Forced back, the Chasseurs called for help. The Second Regiment of the Screaming Eagles responded. Eager to dispel the disrepute that had followed them from New Canton, the Eagles fell upon the left flank of the Cuirassiers.

Despite the valor of the Capellan warriors, which saw Captain Freemont's *Marauder* taken down by two Davion 'Mechs, the 15 'Mechs of the Cuirassiers were destroyed and their pilots either killed or captured.

Halloran V

Freemont's Cuirassiers
Prov. Co.

2nd New Ivaarsen Chasseurs
2nd Screaming Eagles



OVERVIEW

What Chancellor Liao had thought would be his master stroke to halt the Davion offensive and regain the initiative had turned into a horror story. Because of Prince Davion's use of disinformation, the Capellan military found first-line AFFS regiments instead of warehouses full of easy booty.

The Capellan military lost six regiments of 'Mechs and AeroSpace Fighters and twice that number of tank and infantry regiments. Three DropShips were destroyed, and one was captured. A JumpShip that broke down had to be abandoned in the Halloran system.

Adding insult to injury was news that in early February, the AFFS had captured Senior Colonel Pavel Ridzik. Reports were sketchy at this writing, but this much was known: Colonel Ridzik, after his narrow escape from Tikonov, fled to Elgin. From there, he

continued to coordinate the Capellan military forces that were cut off from the rest of the Confederation by the Davion invasion. Either MIO operatives or a dissident political group on Elgin captured the Senior Colonel as he dined at a restaurant. As the Colonel was being dragged out, an explosion flattened the restaurant. His exact whereabouts remained a mystery as this work went to press.

The only success of Chancellor Liao's Operation Riposte was the Fourth Tau Ceti Rangers' successful raiding of the AFFS research labs on Axton. Unless what they captured is some dramatic bit of technology that will enable a Capellan 'Mech to fight like 20, it is unlikely that anything will compensate for the pummeling the Capellan Confederation took at the hands of the Federated Suns.



OPERATIONS RIPOSTE AND AMBUSH

CAPELLAN CASUALTIES

UNIT	WORLD	RESULT
Capellan Hussars:		
Red Landers	Sian	Not Engaged
Prefectorate Guard	Liao	Light casualties, escaped
	New Aragon	Surrendered
	Capella	Not engaged
Blandford's Grenadiers		(All groups switched allegiance to House Davion after initial fighting)
Northwind Highlanders:		
Marion's Highlanders	Ningpo	Moderate casualties, relocated to Northwind
McCormack's Fusiliers	Elgin	Not engaged, relocated to Northwind
1st Kearny Highlanders	Highspire	Not engaged, relocated to Northwind
2nd Kearny Highlanders	Jonathan	Moderate casualties, relocated to Northwind
Chesterton Reserves:		
1st Ariana Fusiliers	Algol	2 battalions destroyed, 1 retreated without casualties
2nd Ariana Fusiliers	Tikonov	1 battalion destroyed, 2 escaped
	Algol	Remaining forces destroyed
	Tikonov	Destroyed
Ariana Grenadiers	Tikonov	Moderate casualties, retreated
1st Chesterton Voltigeurs	New Aragon	Remaining forces surrendered
	Tikonov	2 battalions destroyed, 1 escaped
2nd Chesterton Voltigeurs	New Aragon	Remaining forces surrendered
	Tikonov	Moderate casualties, retreated
3rd Chesterton Voltigeurs	New Aragon	Remaining forces destroyed
Hamilton's Highlanders		
1st Battalion	Tikonov	Destroyed
2nd Battalion	Airescha	Destroyed
Lothar's Fusiliers		
1st Battalion	Epsilon	Eridani Not engaged
2nd Battalion	Sirius	Not engaged
3rd Battalion	Tybal	Heavy casualties, 1 company escaped
	Kawich	Remaining forces destroyed
Sung's Cuirassiers	Wei	Not engaged
Kingston's Legionnaires	Heligoland	Not engaged
Liao Reserves:		
Trimaldi's Secutors		
1st Battalion	Zurich	Defeated, 1 company escaped
	Kawich	Remaining forces destroyed
2nd Battalion	Bharat	Not engaged
3rd Battalion	New Canton	Heavy casualties
Vincent's Commandos	Liao	Destroyed
Blackwind Lancers:		
1st Battalion	St. Andre	Surrendered
2nd Battalion	Milos	Not engaged
3rd Battalion	Milos	Not engaged
St. Ives Armored Cavalry:		
1st St. Ives Lancers	St. Ives	Not engaged
2nd St. Ives Lancers	St. Ives	Not engaged
St. Ives Cheveau Legers	Warlock	Not engaged
Justinia's Cuirassiers	St. Andre	Surrendered
Devon's Armored Infantry	Brighton	Not engaged
Stapleton's Iron Hand	Tikonov	Moderate casualties, escaped
Cochrane's Goliaths	St. Andre	Destroyed
Shepard's Mounted Fusiliers	Texlos	Not engaged
Confederation Reserve Cavalry:		
1st Confederation Reserve Cavalry	Liao	2 battalions destroyed
	New Aragon	Remaining forces destroyed
2nd Confederation Reserve Cavalry	Palos	Not engaged
3rd Confederation Reserve Cavalry	Kawich	Destroyed
4th Confederation Reserve Cavalry		
1st Battalion	New Canton	Surrendered, then drowned
2nd Battalion	Elgin	Not engaged
3rd Battalion	Styk	Surrendered
5th Confederation Reserve Cavalry		
1st Battalion	Tsinghai	Not engaged
2nd Battalion	Larsha	Not engaged

CAPELLAN CASUALTIES

Unit	World	Result
Capellan Reserves:		
Justine's Grenadiers		
1st Battalion	Elgin	Not engaged
2nd Battalion	Sirius	Not engaged
3rd Battalion	Saiph	Destroyed
Stapleton's Grenadiers		
1st Battalion	Wazan	Not engaged
2nd Battalion	Campertown	Not engaged
3rd Battalion	Lesalles	Not engaged
Sarna Reserves:		
Hurloc's Hussars		
1st Battalion	Remshield	Not engaged
2nd Battalion	Tsingtao	Not engaged
Freemont's Cuirassiers		
1st Battalion	Hunan	Moderate casualties, retreated
	Halloran V	Destroyed
	Jonathan	Eliminated
McCrimmon's Light Cavalry:		
1st Battalion	Ningpo	Destroyed
2nd Battalion	Slocum	Heavy casualties, 1 company escaped
	Basalt	Remaining forces surrendered
	Pleione	Destroyed
MacGregor's Armored Scouts:		
1st Battalion	Tikonov	Destroyed
2nd Battalion	Alrescha	Defeated, 1 company escaped
	Basalt	Surrendered
Tikonov Reserves:		
Kincade's Rangers	Repulse	Not engaged
Kerr's Intruders		
1st Battalion	Ronel	Heavy casualties, 1 company retreated
	Basalt	Remaining forces surrendered
	Tigress	Destroyed
	Sirius	Not engaged
Mercenary Units:		
McCarron's Armored Cavalry		
The Nightriders	Arboris	2 battalions destroyed, 1 retreated
	Nopah	Heavy casualties
	Menke	Not engaged
	Menke	Not engaged
	Menke	Not engaged
	Menke	Not engaged
	Menke	Not engaged
4th Tau Ceti Rangers		
1st Battalion	Tikonov	Heavy casualties, retreated
	Axon	Light casualties, successful raid
	Sian	Not engaged
	Tigress	2 companies forcibly retreated, 1 company defected
	Kawich	Remaining forces defected to House Davion
Hampton's Hessens		
1st New Hessen Irregulars	New Hessen	2 battalions destroyed, 1 retreated
2nd New Hessen Irregulars	New Hessen	Destroyed
New Hessen Armor Scouts	Westerhand	Not engaged
Warrior House Regiments:		
House Imarra	Sian	Not engaged
House Kamata	Betelgeuse	Not engaged
House Hiritsu	Tigress	1 battalion destroyed, 1 retreated
	Kawich	Remaining forces destroyed
	Liao	1st Battalion destroyed
	New Aragon	Remaining forces destroyed
	Drozan	Not engaged
House Daiachi		
House Fujita		
1st Battalion	Grand Base	Not engaged
2nd Battalion	Styk	Destroyed
House Matsukai	Bithinia	Not engaged
House Ijori	Aldebaran	2nd Battalion destroyed
	Basalt	Remaining forces destroyed



POSTSCRIPT

When I wrote the introduction to this book, I was under the delusion that the Fourth Succession War was winding down. I started a history of the war without realizing that the final chapter could not be written. The Capellan Confederation had lost almost half its realm and many of its best regiments. The thought that House Liao could fight on was beyond comprehension.

But fight on they did. And their persistence, along with gains by the Free Worlds League and the Draconis Combine, ended any hopes for peace. The war continues with many frightening twists and turns.

I have already been contacted by Prince Hanse to continue chronicling the war. I find the idea both compelling and distasteful. I do want to chart the amazing events that have changed the complexion of the war. On the other hand, I had thought I was done writing about the misery of war.

I only hope the Fourth Succession War is not a trilogy.

Dr. B. Banzai

(Location Classified)
December 5, 3029

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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.

Lieutenant General Ardan Sortek, Order of Davion and military adviser to the Davion Family.

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Combine front, and Duchess of Gallery.

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

Norma Aliota, my bright and beautiful assistant whose wits and strength kept me going when the task seemed overwhelming.

The Department of Military Intelligence, Armed Forces of the Federated Suns: Official Situation Reports, August 3028–February 3029, Government Press, New Avalon.

— Regimental Battle Summaries, August 3028–February 3029, Government Press, New Avalon.

— Battlefield Transcripts and Visual Records, August 3028–February 3029, Government Press (AV), New Avalon.

The Department of Military Intelligence, Lyran Commonwealth Armed Forces:

Theater Action Reports, August 3028–February 3029, Government House Press (Military Division), Tharkad.

— Regimental Combat Reports, August 3028–February 3029, Government House Press (Military Division), Tharkad.

— Visual and Audio Battle Records, August 3028–February 3029, 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

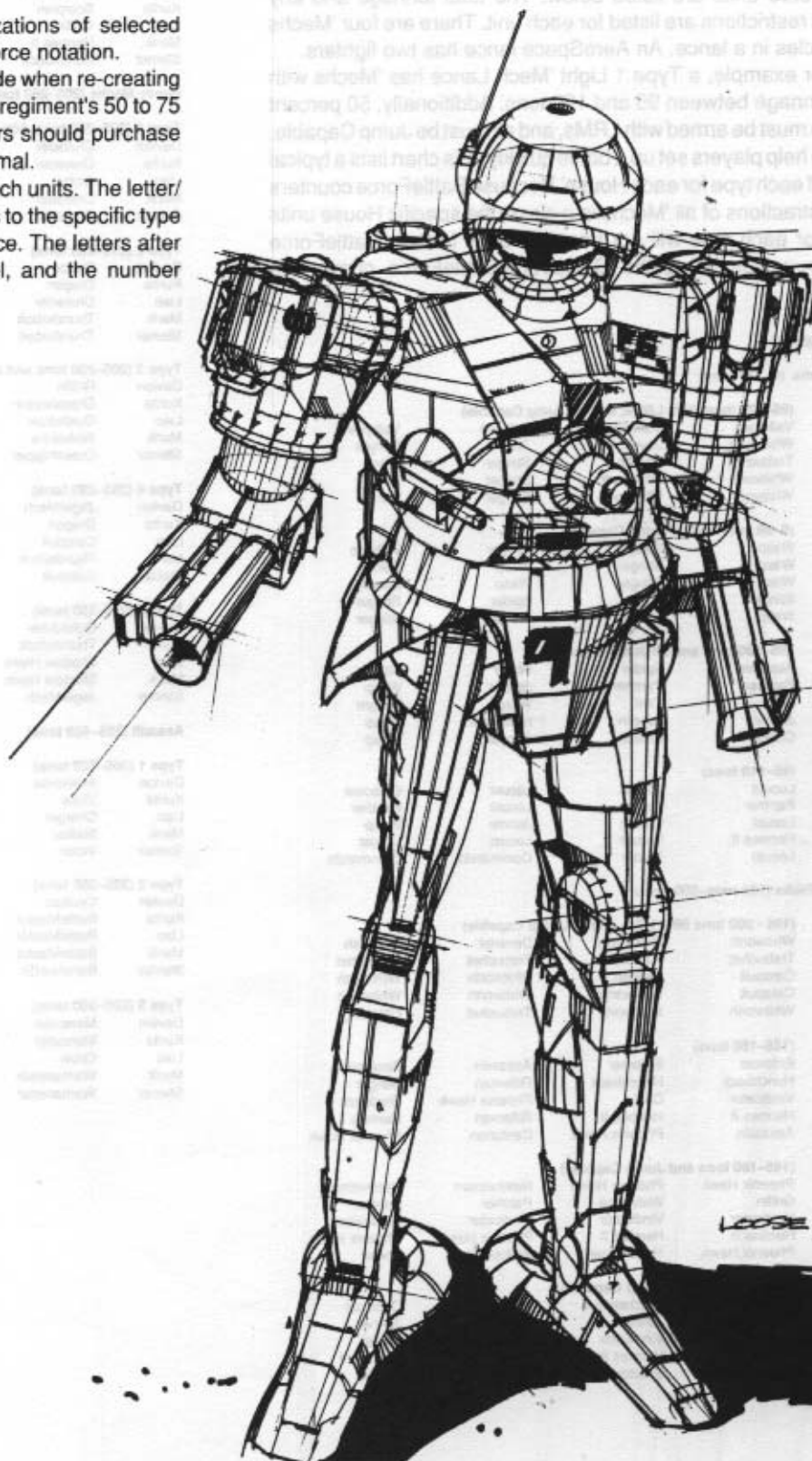
*L1-*L2	Light
*M1-*M2	Medium
*H1-*H2	Heavy

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
Marik	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
Marik	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	Wasp	Wasp	Stinger
Marik	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
Marik	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	Deverish	Deverish
Kurita	Trebuchet	Trebuchet	Trebuchet	Trebuchet
Liao	Catapult	Dervish	Whitworth	Whitworth
Marik	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
Marik	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
Marik	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	Spider	Spider
Marik	Hermes II	Hermes II	Hermes II	Hermes II
Steiner	Phoenix Hawk	Shadow Hawk	Javelin	Javelin

Type 5 (135-145 tons and Jump Capable)

Davion	Hatchetman	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	Shadow Hawk	Phoenix Hawk
Steiner	Hunchback	Hatchetman	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	Ostsol	Archer
Marik	Crusader	Crusader	Rifleman	Archer
Steiner	Crusader	Catapult	Quickdraw	Archer

Type 2 (235-250 tons)

Davion	Ostros	Rifleman	Crusader	JagerMech
Kurita	Dragon	Grasshopper	JagerMech	Griffin
Liao	Crusader	Grasshopper	Scorpion	Rifleman
Marik	Thunderbolt	Thunderbolt	Rifleman	Ostros
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	Ostsol	Thunderbolt	Archer
Kurita	Dragon	Warhammer	Rifleman	Grasshopper
Liao	Catapult	JagerMech	Warhammer	Rifleman
Marik	Thunderbolt	Rifleman	Rifleman	Warhammer
Steiner	Catapult	Ostsol	Rifleman	Marauder

Type 5 (235-250 tons)

Davion	Quickdraw	JagerMech	Griffin	Dervish
Kurita	Thunderbolt	Catapult	Ostros	Dragon
Liao	Shadow Hawk	JagerMech	Crusader	Scorpion
Marik	Shadow Hawk	Griffin	Griffin	BattleMaster
Steiner	JagerMech	Quickdraw	Crusader	Ostsol

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	Hellicat	Hellicat
Kurita	Shilone	Shilone
Liao	Hellicat	Hellicat
Marik	Stingray	Stingray
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
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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 Rat	Pack Rat	Skulker	Skulker
-----	----------	----------	---------	---------

INFANTRY

Type 1

(Rifle or MG Foot Platoon)

Type 2

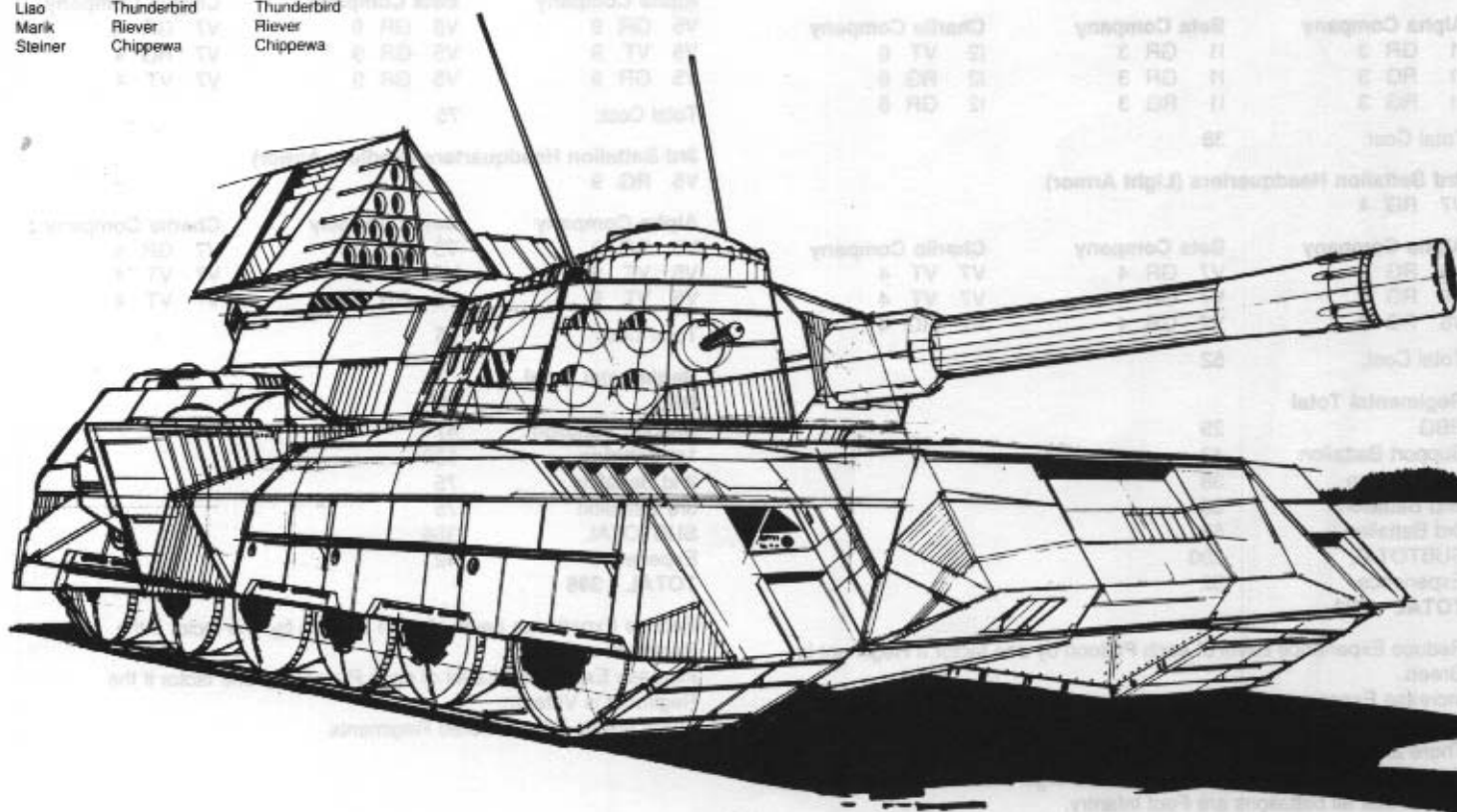
(Laser or SRM Foot Platoon)

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

Beta Company

I3 RG 4
I3 RG 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

Beta Company

I1 GR 3
I1 RG 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

Beta 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

TOTAL 232

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

Total Cost: 47

1st Battalion Headquarters (Heavy Armor)

V3 RG 16

Alpha Company

V3 RG 16
V3 GR 16
V3 RG 16

Beta 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

Beta 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

Beta 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

TOTAL 398

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.

4TH DAVION GUARDS

Commander: Marshal Eugene Drivers
Experience Level: Elite
Homeworld: Deshler

Regimental BattleGroup

M1 EL 18
M4 EL 10
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 EL 16
Ar1 VT 16
Ar1 VT 16

Total Cost: 80

Support Battalion Headquarters

L2 EL 5

Security Company

I4 VT 3
I4 VT 3
I4 RG 3

Recon Company

V6 VT 8
V6 VT 8
V6 EL 8

Tank Company

V7 EL 4
V7 VT 4
V7 VT 4

Total Cost: 50

1st Battalion Headquarters

M3 EL 14

1st Company

L3 RG 6
L4 EL 5
L4 VT 5

2nd Company

L2 EL 5
L2 RG 5
L4 EL 5

3rd Company

L1 EL 8
L2 EL 5
L4 EL 5

Total Cost: 61

2nd Battalion Headquarters

M3 VT 14

1st Company

L1 EL 8
L1 EL 8
L3 VT 6

2nd Company

L1 RG 8
L2 RG 5
L4 VT 5

3rd Company

L1 VT 8
L1 EL 8
L4 EL 5

Total Cost: 75

3rd Battalion Headquarters

M4 VT 10

1st Company

L1 EL 8
L2 EL 5
L3 EL 6

2nd Company

L1 VT 8
L1 EL 8
L4 VT 5

3rd Company

M3 EL 14
M5 EL 8
M5 VT 8

Total Cost: 80

Regimental Total

RBG	80
Support Battalion	50
1st Battalion	61
2nd Battalion	75
3rd Battalion	80
SUBTOTAL	346
Experience	311
TOTAL	657

DAVION LIGHT GUARDS

Commander: Marshal Jonathan Riffenberg
Experience Level: Veteran
Homeworld: Groveld III

Regimental BattleGroup

M5 RG 8
M6 VT 16
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 RG 16
Ar1 RG 16
Ar1 VT 16

Total Cost: 76

Air Squadron

*H1 RG 14
*H1 EL 14
*H2 VT 24

Total Cost: 52

1st Battalion Headquarters

M2 EL 17

Alpha Company

L1 VT 8
L2 VT 5
M1 EL 18

Bravo Company

L1 EL 10
L4 RG 5
M4 RG 8

Charlie Company

L2 VT 5
L3 RG 6
M6 RG 16

Delta Company

L1 RG 8
L2 VT 5
L3 RG 6
L3 VT 6
M1 VT 18
M3 VT 14

Total Cost: 155

2nd Battalion Headquarters

M4 RG 10

Alpha Company

L1 VT 8
L2 EL 5
M1 EL 18

Bravo Company

L1 VT 8
L3 VT 6
M4 EL 10

Charlie Company

L3 EL 6
L4 RG 5
M3 RG 14

Total Cost: 90

3rd Battalion Headquarters

M5 VT 8

Alpha Company

L1 VT 8
L2 VT 5
M3 VT 14

Bravo Company

L2 VT 5
L3 RG 6
M2 EL 17

Charlie Company

L3 VT 6
L4 VT 5
M1 RG 18

Total Cost: 92

Regimental Total

RBG	76
Air Squadron	52
1st Battalion	155
2nd Battalion	90
3rd Battalion	92
SUBTOTAL	465
Experience	186
TOTAL	651



4TH CRUCIS LANCERS

Commander: Major General Charles Duncan
Experience Level: Veteran
Homeworld: Klathandu IV

Regimental BattleGroup

H3 VT 16
M1 RG 18
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 EL 16
Ar1 VT 16
Ar1 RG 16

Total Cost: 86

Support Battalion Headquarters

L2 RG 5

Security Company

I4 VT 3
I4 EL 3
I4 RG 3

1st Air Squadron

*M1 RG 10
*M1 VT 10
*M2 VT 15

2nd Air Squadron

*H1 EL 14
*H1 RG 14
*M2 VT 15

Total Cost: 92

1st Battalion Headquarters

A2 EL 25

Alpha Company

H2 RG 18
H5 RG 20
A1 VT 20

Bravo Company

H4 VT 23
H5 VT 20
A3 VT 20

Charlie Company

M5 VT 8
M6 EL 16
H1 VT 21

Total Cost: 191

2nd Battalion Headquarters

M2 VT 17

Alpha Company

L2 EL 5
M3 VT 14
M4 RG 10

Bravo Company

L3 VT 6
M3 EL 14
M5 RG 8

Charlie Company

L4 EL 5
M2 VT 17
M6 RG 16

Total Cost: 112

3rd Battalion Headquarters

M3 VT 14

Alpha Company

L5 VT 5
M2 EL 17
M6 VT 16

Bravo Company

L3 VT 6
M4 RG 10
M4 RG 10

Charlie Company

L2 VT 5
M5 RG 8
M6 EL 16

Total Cost: 107

Regimental Total

RBG 86
Support Battalion 92
1st Battalion 191
2nd Battalion 112
3rd Battalion 107
SUBTOTAL 588
Experience 201
TOTAL 789

6TH CRUCIS LANCERS

Commander: Marshal Orval Gossage
Experience Level: Veteran
Homeworld: Moravian

Regimental BattleGroup

H2 VT 18
H2 VT 18
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 EL 16
Ar1 RG 16
Ar1 VT 16

Total Cost: 88

Support Battalion Headquarters

H5 EL 20

Security Company

I4 VT 3
I4 RG 3
I4 EL 3

Recon Company

V6 VT 8
V8 VT 2
V8 VT 2

Heavy Assault Company

A1 VT 23
A2 EL 25
A3 EL 20

Total Cost: 109

1st Battalion Headquarters

H1 EL 21

Alpha Company

H1 VT 21
H3 VT 16
H5 VT 20

Bravo Company

H2 VT 18
H5 RG 20
H5 EL 20

Charlie Company

A1 RG 23
A2 RG 25
A3 VT 20

Total Cost: 204

2nd Battalion Headquarters

L3 VT 6

Alpha Company

M5 VT 8
M5 VT 8
M6 VT 16

Bravo Company

L1 VT 8
L1 VT 8
L3 VT 6

Charlie Company

L1 VT 8
L1 VT 8
L3 VT 6

Total Cost: 82

3rd Battalion Headquarters

H1 VT 21

Alpha Company

M1 EL 18
M3 RG 14
M5 VT 8

Bravo Company

M4 EL 10
M5 EL 8
M5 VT 8

Charlie Company

H1 RG 21
H3 VT 16
H4 VT 23

Total Cost: 147

Regimental Total

RBG 88
Support Battalion 109
1st Battalion 204
2nd Battalion 82
3rd Battalion 147
SUBTOTAL 630
Experience 236
TOTAL 866

8TH CRUCIS LANCERS

Commander: Marshal Neale Wargo
Experience Level: Regular
Homeworld: New Rhodes III

Regimental BattleGroup

H1 VT 21
H5 RG 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 RG 16
Ar2 GR 30
Ar2 RG 30

Total Cost: 121

Support Battalion Headquarters

L4 VT 5

Security Company

I4 GR 3
I4 GR 3
I4 RG 3

Recon Company

V6 GR 8
V8 VT 2
V8 VT 2

Heavy Assault Company

H2 GR 18
H3 VT 16
A3 RG 20

Total Cost: 80

1st Battalion Headquarters

H5 RG 20

Alpha Company

H2 VT 18
H4 GR 23
H5 RG 20

Bravo Company

M1 RG 18
M3 GR 14
M5 RG 8

Charlie Company

H1 GR 21
H3 RG 16
H5 GR 20

Total Cost: 178

2nd Battalion Headquarters

M4 RG 10

Alpha Company

M3 VT 14
M3 RG 14
M5 RG 8

Bravo Company

M3 GR 14
M3 VT 14
M3 RG 8

Charlie Company

L2 VT 5
L3 GR 6
L4 GR 5

Total Cost: 98

3rd Battalion Headquarters

L3 VT 6

Alpha Company

L1 VT 8
L2 GR 5
L4 RG 5

Bravo Company

L1 RG 8
L2 VT 5
L4 RG 5

Charlie Company

M1 RG 18
M3 GR 14
M5 VT 8

Total Cost: 82

Regimental Total

RBG	121
Support Battalion	80
1st Battalion	178
2nd Battalion	98
3rd Battalion	82
SUBTOTAL	559
Experience	33
TOTAL	592

4TH DENEK LIGHT CAVALRY

Commander: Marshal Vernon Fredricks
Experience Level: Veteran
Homeworld: Harrow's Sun

Regimental BattleGroup

M1 VT 18
M5 EL 8
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 EL 16
Ar1 VT 16
Ar2 VT 30

Total Cost: 92

Support Battalion Headquarters

V6 RG 8

Security Company

I1 VT 3
I1 VT 3
I1 EL 3

Recon Company

V8 EL 2
V8 VT 2
V8 VT 2

Air Squadron

*L1 VT 6
*L2 VT 8
*L2 VT 8

Total Cost: 45

1st Battalion Headquarters

H1 VT 21

Alpha Company

H3 VT 16
H4 RG 23
H5 VT 20

Bravo Company

A1 EL 23
A2 EL 25
A2 EL 25

Charlie Company

A1 VT 23
A1 RG 23
A3 VT 20

Total Cost: 219

2nd Battalion Headquarters

M5 VT 8

Alpha Company

L1 RG 8
L2 EL 5
L2 VT 5

Bravo Company

L1 VT 8
L4 EL 5
L4 RG 5

Charlie Company

L2 VT 5
L4 RG 5
L4 VT 5

Total Cost: 59

3rd Battalion Headquarters

M2 RG 17

Alpha Company

L1 RG 8
L1 VT 8
L2 RG 5

Bravo Company

M1 EL 18
M1 EL 18
M3 RG 14

Charlie Company

L2 EL 5
L3 VT 6
L3 EL 6

Total Cost: 105

Regimental Total

RBG	92
Support Battalion	45
1st Battalion	219
2nd Battalion	59
3rd Battalion	105
SUBTOTAL	520
Experience	146
TOTAL	666



5TH DENEb LIGHT CAVALRY

Commander: Marshal Lovis Yolis
Experience Level: Regular
Homeworld: Northwind

Regimental BattleGroup

H4 RG 23
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 RG 8
Ar1 RG 16
Ar1 RG 16
Ar2 GR 30

Total Cost: 97

Support Battalion Headquarters

V2 VT 1

Recon Company

V6 RG 8
V6 VT 8
V7 RG 4

Security Company

I3 RG 4
I3 GR 4
I3 VT 4

Armor Company

V3 GR 16
V4 GR 13
V4 VT 13

Total Cost: 75

1st Battalion Headquarters

M3 RG 14

Alpha Company

M2 RG 17
M5 RG 8
M5 RG 8

Beta Company

M1 RG 18
M5 VT 8
M6 GR 16

Charlie Company

M1 RG 18
M3 RG 14
M4 VT 10

Total Cost: 131

2nd Battalion Headquarters

M3 RG 14

Alpha Company

M1 VT 18
M2 RG 17
M3 VT 14

Beta Company

L1 GR 8
L1 VT 8
L4 RG 5

Charlie Company

L3 RG 6
L3 RG 6
L4 RG 5

Total Cost: 101

3rd Battalion Headquarters

H1 RG 21

Alpha Company

H1 GR 21
H5 GR 20
H5 GR 20

Beta Company

M3 GR 14
M3 RG 14
M4 VT 10

Charlie Company

L2 VT 5
L4 RG 5
L4 VT 5

Total Cost: 135

Regimental Total

RBG 97
Support Battalion 75
1st Battalion 131
2nd Battalion 101
3rd Battalion 135
SUBTOTAL 539
Experience 36
TOTAL 575

REDFIELD RENEGADES

Commander: Colonel Tyrell Redfield
Experience Level: Regular
Homeworld: Demeter

Regimental BattleGroup

M2 VT 17
M3 RG 14
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 GR 16
Ar1 RG 16
Ar1 VT 16

Total Cost: 83

Support Battalion Headquarters

L2 RG 5

Light Armor Company

V6 RG 8
V6 RG 8
V6 RG 8

Medium Armor Company

V6 GR 8
V6 RG 8
V6 GR 8

Fighter Squadron

*L1 RG 6
*L1 VT 6
*L2 RG 8

Total Cost: 73

1st Battalion Headquarters

M3 VT 14

1st Company

M3 GR 14
M5 RG 8
M6 VT 16

2nd Company

M2 GR 17
M5 RG 8
M6 GR 16

3rd Company

L1 RG 8
L1 GR 8
L2 RG 5

Total Cost: 114

2nd Battalion Headquarters

M1 VT 18

1st Company

M1 GR 18
M2 RG 17
M4 RG 10

2nd Company

M1 RG 18
M1 RG 18
M5 VT 8

3rd Company

M1 GR 18
M4 RG 10
M5 VT 8

Total Cost: 143

3rd Battalion Headquarters

M3 RG 14

1st Company

L2 RG 5
L4 VT 5
L4 RG 5

2nd Company

M2 RG 17
M5 RG 8
M6 RG 16

3rd Company

M2 GR 17
M5 RG 8
M6 RG 16

Total Cost: 111

Regimental Total

RBG 83
Support Battalion 73
1st Battalion 114
2nd Battalion 143
3rd Battalion 111
SUBTOTAL 524
Experience 21
TOTAL 545

TEAM BANZAI

Commander: Dr. B Banzai
Experience Level: Elite
Homeworld: New Avalon

Regimental BattleGroup

A3 EL 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 VT 8
I2 EL 6
I2 VT 6
I4 VT 3

Total Cost: 47

Air Squadron

*L1 VT 6
*M1 VT 10
*M2 VT 15

Total Cost: 31

1st Battalion Headquarters

A1 EL 23

Alpha Company

A2 EL 25
A2 EL 25
A2 EL 25

Beta Company

L1 VT 8
L2 EL 5
L3 VT 6

Charlie Company

L1 VT 8
L3 VT 6
L4 EL 5

Total Cost: 136

2nd Battalion Headquarters

A3 VT 20

Alpha Company

A1 VT 23
A3 EL 20
A3 EL 20

Beta Company

L3 EL 6
L3 EL 6
L4 EL 5

Charlie Company

L2 EL 5
L2 EL 5
L3 EL 6

Total Cost: 116

3rd Battalion Headquarters

A3 VT 20

Alpha Company

A1 EL 23
A3 VT 20
A3 VT 20

Beta Company

L2 VT 5
L2 VT 5
L3 EL 6

Charlie Company

L2 VT 5
L4 VT 5
L4 VT 5

Total Cost: 114

Regimental Total

RBG 47
Air Squadron 31
1st Battalion 136
2nd Battalion 116
3rd Battalion 114
SUBTOTAL 444
Experience 276
TOTAL 720

WOLF'S DRAGOONS

Commander: Jaime Wolf
Experience Level: Elite
Homeworld: unknown

Regimental BattleGroup

H2 EL 18
V5 VT 9
V8 VT 2
I2 EL 6
I2 EL 6
I2 EL 6
Ar1 VT 16
Ar1 EL 16
Ar2 VT 30
Total Cost: 109

Alpha Regiment Headquarters

M3 EL 14

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	Black Widows	5th Prov. Co.
M1 EL 18	H2 VT 18	M2 VT 17	L2 EL 5	L1 EL 8
M4 EL 10	H3 VT 16	M5 VT 8	M4 EL 10	L1 VT 8
M4 EL 10	H4 EL 23	M5 EL 8	H4 EL 23	L2 EL 5

Total Cost: 207

Beta Regiment Headquarters

A3 EL 20

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	4th Prov. Co.	5th Prov. Co.
H1 EL 21	L1 EL 8	L1 EL 8	M4 EL 10	H1 EL 21
H4 EL 23	L4 EL 5	H3 EL 16	M4 EL 10	H4 VT 23
H5 EL 20	M2 EL 17	A2 EL 25	H2 EL 18	H5 EL 20

Total Cost: 265

Gamma Regiment Headquarters

A1 EL 23

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	4th Prov. Co.
L3 EL 6	A1 EL 23	M1 EL 18	H3 VT 16
H1 EL 21	A2 EL 25	H2 EL 18	H4 EL 23
H1 EL 21	A3 EL 20	H3 VT 16	A3 VT 20

Total Cost: 250

Delta Regiment Headquarters

H2 EL 18

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	4th Prov. Co.
A2 EL 25	L2 EL 5	L3 VT 6	M2 EL 17
A3 VT 20	M2 EL 17	M6 EL 16	H1 VT 21
H5 EL 20	H5 EL 20	H4 EL 23	H3 EL 16

Total Cost: 224

Epsilon Regiment Headquarters

A2 EL 25

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co. (Nichole's)	4th Prov. Co.
M3 EL 14	H2 EL 18	M1 VT 18	M1 EL 18
H3 EL 16	H3 EL 18	M2 EL 17	M3 EL 14
H4 EL 23	A2 EL 25	M3 VT 14	M3 VT 14

Total Cost: 232

Regimental Total

RBG 109
Alpha Regiment 207
Beta Regiment 265
Delta Regiment 250
Gamma Regiment 224
Epsilon Regiment 232
SUBTOTAL 1287
Experience 680
TOTAL 1967

TEAM BANZAI

Commander: Dr. B Banzai
Experience Level: Elite
Homeworld: New Avalon

Regimental BattleGroup

A3 EL 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 VT 8
I2 EL 6
I2 VT 6
I4 VT 3

Total Cost: 47

Air Squadron

*L1 VT 6
*M1 VT 10
*M2 VT 15

Total Cost: 31

1st Battalion Headquarters

A1 EL 23

Alpha Company

A2 EL 25
A2 EL 25
A2 EL 25

Beta Company

L1 VT 8
L2 EL 5
L3 VT 6

Charlie Company

L1 VT 8
L3 VT 6
L4 EL 5

Total Cost: 136

2nd Battalion Headquarters

A3 VT 20

Alpha Company

A1 VT 23
A3 EL 20
A3 EL 20

Beta Company

L3 EL 6
L2 EL 6
L4 EL 5

Charlie Company

L2 EL 5
L2 EL 5
L3 EL 6

Total Cost: 116

3rd Battalion Headquarters

A3 VT 20

Alpha Company

A1 EL 23
A3 VT 20
A3 VT 20

Beta Company

L2 VT 5
L2 VT 5
L3 EL 6

Charlie Company

L2 VT 5
L4 VT 5
L4 VT 5

Total Cost: 114

Regimental Total

RBG 47
Air Squadron 31
1st Battalion 136
2nd Battalion 116
3rd Battalion 114
SUBTOTAL 444
Experience 276
TOTAL 720

WOLF'S DRAGOONS

Commander: Jaime Wolf
Experience Level: Elite
Homeworld: unknown

Regimental BattleGroup

H2 EL 18
V5 VT 9
V8 VT 2
I2 EL 6
I2 EL 6
I2 EL 6
Ar1 VT 16
Ar1 EL 16
Ar2 VT 30
Total Cost: 109

Alpha Regiment Headquarters

M3 EL 14

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	Black Widows	5th Prov. Co.
M1 EL 18	H2 VT 18	M2 VT 17	L2 EL 5	L1 EL 8
M4 EL 10	H3 VT 16	M5 VT 8	M4 EL 10	L1 VT 8
M4 EL 10	H4 EL 23	M5 EL 8	H4 EL 23	L2 EL 5

Total Cost: 207

Beta Regiment Headquarters

A3 EL 20

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	4th Prov. Co.	5th Prov. Co.
H1 EL 21	L1 EL 8	L1 EL 8	M4 EL 10	H1 EL 21
H4 EL 23	L4 EL 5	H3 EL 16	M4 EL 10	H4 VT 23
H5 EL 20	M2 EL 17	A2 EL 25	H2 EL 18	H5 EL 20

Total Cost: 265

Gamma Regiment Headquarters

A1 EL 23

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	4th Prov. Co.
L3 EL 6	A1 EL 23	M1 EL 18	H3 VT 16
H1 EL 21	A2 EL 25	H2 EL 18	H4 EL 23
H1 EL 21	A3 EL 20	H3 VT 16	A3 VT 20

Total Cost: 250

Delta Regiment Headquarters

H2 EL 18

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co.	4th Prov. Co.
A2 EL 25	L2 EL 5	L3 VT 6	M2 EL 17
A3 VT 20	M2 EL 17	M6 EL 16	H1 VT 21
H5 EL 20	H5 EL 20	H4 EL 23	H3 EL 16

Total Cost: 224

Epsilon Regiment Headquarters

A2 EL 25

1st Prov. Co.	2nd Prov. Co.	3rd Prov. Co. (Nichole's)	4th Prov. Co.
M3 EL 14	H2 EL 18	M1 VT 18	M1 EL 18
H3 EL 16	H3 EL 18	M2 EL 17	M3 EL 14
H4 EL 23	A2 EL 25	M3 VT 14	M3 VT 14

Total Cost: 232

Regimental Total

RBG 109
Alpha Regiment 207
Beta Regiment 265
Delta Regiment 250
Gamma Regiment 224
Epsilon Regiment 232
SUBTOTAL 1287
Experience 680
TOTAL 1967

36TH DIERON REGULARS

Commander: General Hadji Rajpuman
Experience Level: Regular
Homeworld: Nirasaki

Regimental BattleGroup

H4 RG 23
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 VT 8
Ar1 RG 16
Ar1 RG 16
Ar2 GR 30

Total Cost: 97

Support Battalion Headquarters

V2 RG 1

Recon Company

V6 RG 8
V6 RG 8
V7 VT 4

Security Company

I3 VT 4
I3 GR 4
I3 GR 4

Armor Company

V3 RG 16
V4 RG 13
V4 VT 13

Total Cost: 75

1st Battalion Headquarters

M6 RG 16

1st Company

M3 GR 14
M4 GR 10
M6 RG 16

2nd Company

M2 GR 17
M3 RG 14
M6 VT 16

3rd Company

L3 RG 6
L3 VT 6
L3 RG 6

Total Cost: 121

2nd Battalion Headquarters

M4 RG 10

1st Company

L1 RG 8
L2 VT 5
L4 RG 5

2nd Company

M2 GR 17
M3 RG 14
M6 RG 16

3rd Company

M1 VT 18
M4 GR 10
M5 GR 8

Total Cost: 111

3rd Battalion Headquarters

H1 VT 21

1st Company

L1 VT 8
L1 RG 8
L1 RG 8

2nd Company

H2 RG 18
H2 VT 18
H5 VT 20

3rd Company

H1 GR 21
H3 RG 16
M4 VT 10

Total Cost: 148

Regimental Total

RBG 97
Support Battalion 75
1st Battalion 121
2nd Battalion 111
3rd Battalion 148
SUBTOTAL 552
Experience 43
TOTAL 595

5TH GALEDON REGULARS

Commander: General Li Dok To
Experience Level: Veteran
Homeworld: New Samarkand

Regimental BattleGroup

A1 VT 23
A3 RG 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 EL 16
Ar1 VT 16
Ar1 VT 16

Total Cost: 95

Support Battalion Headquarters

V7 EL 4

Recon Company

V6 RG 8
V8 RG 2
V8 VT 2

Security Company

I1 VT 3
I1 RG 3
I1 EL 3

Air Squadron

*L1 EL 6
*L2 VT 8
*M2 EL 15

Total Cost: 54

1st Battalion Headquarters

M3 VT 14

Alpha Company

H2 VT 18
H4 EL 23
H5 VT 20

Bravo Company

M3 VT 14
M4 EL 10
M5 RG 8

Charlie Company

L2 VT 5
M4 EL 10
M5 VT 8

Total Cost: 130

2nd Battalion Headquarters

M3 VT 14

Alpha Company

L1 RG 8
M1 EL 18
H1 RG 21

Bravo Company

M2 RG 17
M4 VT 10
M5 RG 8

Charlie Company

L2 VT 5
M4 VT 10
M5 RG 8

Total Cost: 119

3rd Battalion Headquarters

M2 RG 17

Alpha Company

L4 VT 5
M2 VT 17
M6 EL 16

Bravo Company

L4 VT 5
M6 VT 16
M6 RG 16

Charlie Company

L3 VT 6
L4 VT 5
M6 VT 16

Total Cost: 119

Regimental Total

RBG 95
Support Battalion 54
1st Battalion 130
2nd Battalion 119
3rd Battalion 119
SUBTOTAL 517
Experience 211
TOTAL 728



8TH GALEDON REGULARS

Commander: Brigadier General Victor Nicholas
Experience Level: Veteran
Homeworld: Marlowe's Drift

Regimental BattleGroup

A1 VT 23
A2 RG 25
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V2 RG 1
Ar1 EL 16
Ar1 VT 16
Ar1 VT 16

Total Cost: 100

Support Battalion Headquarters

V7 EL 4

Recon Company

V6 RG 8
V8 RG 2
V8 VT 2

Security Company

I1 VT 3
I1 RG 3
I1 EL 3

Air Squadron

*L1 EL 6
*L2 VT 8
*M2 EL 15

Total Cost: 54

1st Battalion Headquarters

M3 VT 14

Alpha Company

H2 VT 18
H4 EL 23
H5 VT 20

Bravo Company

M5 RG 8
H2 EL 18
H5 VT 20

Charlie Company

L1 VT 8
M1 EL 18
H1 VT 21

Total Cost: 168

2nd Battalion Headquarters

M6 VT 16

Alpha Company

M3 RG 14
H3 RG 16
H5 EL 20

Bravo Company

M5 RG 20
H2 RG 18
H4 VT 23

Charlie Company

M4 VT 10
M4 VT 10
M5 RG 8

Total Cost: 155

3rd Battalion Headquarters

H1 RG 21

Alpha Company

A1 VT 23
A2 VT 25
A3 EL 20

Bravo Company

L3 RG 6
L3 VT 6
M2 VT 17

Charlie Company

L1 VT 8
L2 VT 5
L4 VT 5

Total Cost: 136

Regimental Total

RBG 100
Support Battalion 54
1st Battalion 168
2nd Battalion 155
3rd Battalion 136
SUBTOTAL 613
Experience 211
TOTAL 824

12TH GALEDON REGULARS

Commander: Brigadier General Tarsus Bodoli
Experience Level: Green
Homeworld: Matsuida

Regimental BattleGroup

H1 VT 21
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 GR 2
Ar1 GR 16
Ar1 GR 16
Ar1 GR 16

Total Cost: 75

Support Battalion Headquarters

V7 RG 4

Recon Company

V6 RG 8
V8 GR 2
V8 GR 2

Security Company

I1 GR 3
I1 RG 3
I1 VT 3

Air Squadron

*L1 GR 6
*L2 RG 8
*M2 GR 15

Total Cost: 54

1st Battalion Headquarters

H5 RG 20

1st Company

M1 VT 18
M4 GR 10
M5 GR 8

2nd Company

L1 RG 8
L2 RG 5
L3 RG 6

3rd Company

M1 GR 18
M2 RG 17
M3 RG 14

Total Cost: 124

2nd Battalion Headquarters

H4 RG 23

1st Company

H3 GR 16
H4 GR 23
H5 GR 20

2nd Company

L3 GR 6
L4 RG 5
L4 RG 5

3rd Company

M1 GR 18
M2 RG 17
M3 VT 14

Total Cost: 147

3rd Battalion Headquarters

M4 RG 10

1st Company

M2 GR 17
M3 GR 14
M6 RG 16

2nd Company

M5 GR 8
M5 GR 8
M6 RG 16

3rd Company

L2 GR 5
L4 VT 5
M4 RG 10

Total Cost: 109

Regimental Total

RBG 75
Support Battalion 54
1st Battalion 124
2nd Battalion 147
3rd Battalion 109
SUBTOTAL 509
Experience -23
TOTAL 486

16TH GALEDON REGULARS

Commander: General Francisco Bevier
Experience Level: Regular
Homeworld: Oshika

Regimental BattleGroup

H2 RG 18
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 VT 8
Ar1 GR 16
Ar1 RG 16
Ar2 VT 30

Total Cost: 92

Support Battalion Headquarters

V7 RG 4

Recon Company

V6 VT 8
V7 RG 4
V8 RG 2

Security Company

I2 RG 6
I3 RG 4
I4 VT 3

Air Squadron

*M2 GR 15
*H1 GR 14
*H1 GR 14

Total Cost: 74

1st Battalion Headquarters

M2 RG 17

1st Company

L1 RG 8
L3 RG 6
L3 VT 6

2nd Company

M3 GR 14
M4 VT 10
M5 RG 8

3rd Company

M1 VT 18
M2 GR 17
M3 RG 14

Total Cost: 118

2nd Battalion Headquarters

H1 RG 21

1st Company

H2 RG 18
H4 VT 23
H5 GR 20

2nd Company

H2 GR 18
H4 VT 23
H5 RG 20

3rd Company

M1 RG 18
M2 RG 17
M3 VT 14

Total Cost: 192

3rd Battalion Headquarters

M4 RG 10

1st Company

M2 RG 17
M3 GR 14
M5 VT 8

2nd Company

M3 RG 14
M6 VT 16
M6 RG 16

3rd Company

L1 RG 8
L4 VT 5
M4 RG 10

Total Cost: 118

Regimental Total

RBG 92
Support Battalion 74
1st Battalion 118
2nd Battalion 192
3rd Battalion 118
SUBTOTAL 594
Experience 45
TOTAL 639

2ND LEGION OF VEGA

Commander: General Michael Heise
Experience Level: Regular
Homeworld: Vega

Regimental BattleGroup

H2 VT 18
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 VT 8
I2 GR 6
I2 VT 6
I4 VT 3

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 RG 10
*M2 VT 15

Total Cost: 62

1st Battalion Headquarters

M4 RG 10

Alpha Company

H4 RG 23
H5 RG 20
H5 GR 20

Beta Company

M2 VT 17
M4 GR 10
M4 RG 10

Charlie Company

L2 GR 5
L3 RG 6
L3 GR 6

Total Cost: 127

2nd Battalion Headquarters

M1 VT 18

Alpha Company

H2 GR 18
H2 RG 18
H4 RG 23

Beta Company

M1 GR 18
M1 GR 18
M4 GR 10

Charlie Company

L1 VT 8
L2 RG 5
L3 RG 6

Total Cost: 142

3rd Battalion Headquarters

H1 RG 21

Alpha Company

H1 GR 21
H2 RG 18
H5 RG 20

Beta Company

M3 RG 14
M5 RG 8
M6 VT 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
TOTAL 536

11TH LEGION OF VEGA

Commander: Colonel Theodore Kurita
Experience Level: Regular
Homeworld: Marfik

Regimental BattleGroup

H3 RG 16
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V3 RG 16
V3 VT 16
V4 VT 13
V8 RG 2

Total Cost: 67

Support Battalion Headquarters

V7 RG 4

Recon Company

V8 RG 2
V8 VT 2
V8 RG 2

Security Company

I1 GR 3
I1 VT 3
I1 RG 3

Tank Company

V7 RG 4
V7 VT 4
V7 RG 4

Total Cost: 31

1st Battalion Headquarters

H1 RG 21

Alpha Company

H2 GR 18
H3 GR 16
H5 RG 20

Bravo Company

M1 RG 18
M3 GR 14
M3 RG 14

Charlie Company

L1 VT 8
L1 GR 8
L2 GR 5

Total Cost: 142

2nd Battalion Headquarters

H2 RG 18

Alpha Company

M1 RG 18
M1 VT 18
M1 GR 18

Bravo Company

H2 RG 18
H5 VT 20
H5 RG 20

Charlie Company

H2 VT 18
H2 RG 18
H5 GR 20

Total Cost: 186

3rd Battalion Headquarters

H3 RG 16

Alpha Company

H4 VT 23
H4 GR 23
H5 RG 20

Bravo Company

H3 GR 16
H4 GR 23
H4 VT 23

Charlie Company

L1 GR 8
L4 RG 5
L4 RG 5

Total Cost: 162

Regimental Total

RBG 67
Support Battalion 31
1st Battalion 142
2nd Battalion 186
3rd Battalion 162
SUBTOTAL 588
Experience 27
TOTAL 615

14TH LEGION OF VEGA

Commander: Brigadier General Christine Nordica
Experience Level: Regular
Homeworld: Vega

Regimental BattleGroup

H2 RG 18
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 RG 2
Ar1 GR 16
Ar1 RG 16
Ar1 GR 16

Total Cost: 72

Support Battalion Headquarters

V6 RG 8

Recon Company

V8 RG 2
V8 VT 2
V8 VT 2

Security Company

I1 RG 3
I1 RG 3
I1 VT 3

Infantry Assault Company

I2 VT 6
I2 RG 6
I2 GR 6

Total Cost: 41

1st Battalion Headquarters

M1 RG 18

Alpha Company

L2 VT 5
L4 RG 5
L4 RG 5

Bravo Company

L2 RG 5
L4 GR 5
H2 RG 18

Charlie Company

M1 RG 18
M3 RG 14
H1 VT 21

Total Cost: 114

2nd Battalion Headquarters

M4 VT 10

Alpha Company

L1 VT 8
L1 RG 8
L2 RG 5

Bravo Company

L1 RG 8
L3 GR 6
L4 RG 5

Charlie Company

M2 RG 17
M3 GR 14
M3 GR 14

Total Cost: 95

3rd Battalion Headquarters

M1 RG 18

Alpha Company

L1 RG 8
L2 GR 5
L2 RG 5

Bravo Company

L1 RG 8
L2 GR 5
L2 RG 5

Charlie Company

M3 GR 14
M3 GR 14
M5 RG 8

Total Cost: 90

Regimental Total

RBG 72
Support Battalion 41
1st Battalion 114
2nd Battalion 95
3rd Battalion 90
SUBTOTAL 412
Experience 16
TOTAL 428

3RD PROSERPINA HUSSARS

Commander: General Bruce Lee Bernstein
Experience Level: Elite
Homeworld: Galedon

Regimental BattleGroup

H5 EL 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 EL 2
Ar1 VT 16
Ar1 EL 16
Ar1 EL 16

Total Cost: 74

Support Battalion Headquarters

V7 EL 4

Recon Company

V6 EL 8
V7 VT 4
V8 EL 2

Security Company

I3 VT 4
I3 VT 4
I3 EL 4

Air Squadron

*M2 EL 15
*H1 EL 14
*H1 EL 14

Total Cost: 73

1st Battalion Headquarters

M2 EL 17

1st Company

L1 VT 8
L2 VT 5
L3 VT 6

2nd Company

L1 EL 8
L3 EL 6
L4 EL 5

3rd Company

M2 VT 17
M5 EL 8
M6 EL 16

Total Cost: 96

2nd Battalion Headquarters

M6 VT 16

1st Company

H1 VT 21
H2 VT 18
H4 RG 23

2nd Company

M2 EL 17
M3 EL 14
M4 EL 10

3rd Company

M4 EL 10
M4 VT 10
M6 EL 16

Total Cost: 155

3rd Battalion Headquarters

M6 EL 16

1st Company

M1 VT 18
M2 RG 17
M4 EL 10

2nd Company

M4 EL 10
M5 VT 8
M6 EL 16

3rd Company

L1 VT 8
L1 EL 8
M4 RG 10

Total Cost: 121

Regimental Total

RBG	74
Support Battalion	73
1st Battalion	96
2nd Battalion	155
3rd Battalion	121
SUBTOTAL	519
Experience	341
TOTAL	860

2ND SWORD OF LIGHT

Commander: General Goshi Tengwan
Experience Level: Elite
Homeworld: Buckminster

Regimental BattleGroup

A3 EL 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 EL 2
Ar1 EL 16
Ar2 VT 30
Ar2 VT 30

Total Cost: 102

Support Battalion Headquarters

V6 EL 8

Recon Company

V8 VT 2
V8 EL 2
V8 EL 2

Security Company

I1 EL 3
I1 VT 3
I1 VT 3

Air Squadron

*L2 VT 8
*M2 EL 15
*H2 VT 24

Total Cost: 70

1st Battalion Headquarters

H4 VT 23

Alpha Company

H2 EL 18
H3 EL 16
H5 VT 20

Bravo Company

L2 VT 5
L3 EL 6
H2 VT 18

Charlie Company

M1 RG 18
M5 VT 8
H1 VT 21

Total Cost: 153

2nd Battalion Headquarters

H5 EL 20

Alpha Company

H2 VT 18
H2 EL 18
H5 VT 20

Bravo Company

L1 EL 8
L3 EL 6
L4 RG 5

Charlie Company

M3 RG 14
M3 EL 14
M5 VT 8

Total Cost: 131

3rd Battalion Headquarters

H2 EL 18

Alpha Company

H1 EL 21
H2 EL 18
H2 VT 18

Bravo Company

L1 EL 8
L2 EL 5
L2 EL 5

Charlie Company

M2 VT 17
M3 VT 14
M6 VT 16

Total Cost: 140

Regimental Total

RBG	102
Support Battalion	70
1st Battalion	153
2nd Battalion	131
3rd Battalion	140
SUBTOTAL	596
Experience	316
TOTAL	912



5TH SWORD OF LIGHT

Commander: General Palmer Conti
Experience Level: Elite
Homeworld: Dieron

Regimental BattleGroup

H5 EL 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 EL 8
Ar1 EL 16
Ar1 VT 16
Ar2 VT 30

Total Cost: 94

1st Battalion Headquarters

A2 VT 25

1st Company

H1 RG 21
H1 EL 21
H1 VT 21

2nd Company

H1 VT 21
H2 RG 18
H3 VT 16

3rd Company

M2 EL 17
M3 EL 14
M5 VT 8

Total Cost: 182

2nd Battalion Headquarters

M1 RG 18

1st Company

L2 EL 5
L3 EL 6
L4 EL 5

2nd Company

M1 VT 18
M5 EL 8
M5 EL 8

3rd Company

M2 EL 17
M3 EL 14
M6 EL 16

Total Cost: 115

3rd Battalion Headquarters

M6 EL 16

1st Company

L1 EL 8
L1 VT 8
L1 EL 8

2nd Company

L1 EL 8
L4 EL 5
L4 VT 5

3rd Company

M1 EL 18
M2 VT 17
M4 VT 10

Total Cost: 103

4th Battalion Headquarters

A1 EL 23

1st Company

H1 EL 21
H1 EL 21
H2 VT 18

2nd Company

L1 RG 8
L2 EL 5
L3 VT 6

3rd Company

H4 EL 23
A2 VT 25
A3 VT 20

Total Cost: 170

Regimental Total

RBG	94
1st Battalion	182
2nd Battalion	115
3rd Battalion	103
4th Battalion	170
SUBTOTAL	664
Experience	326
TOTAL	990

2ND CHESTERTON VOLTIGEURS

Commander: Colonel Paula Brighton Lannes
Experience Level: Regular
Homeworld: Tikonov

Regimental BattleGroup

M4 RG 10
H4 RG 23
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 RG 16
Ar1 GR 16
Ar1 VT 16

Total Cost: 85

Support Battalion Headquarters

V5 RG 9

Recon Company

V7 RG 4
V7 VT 4
V8 RG 2

Security Company

I1 RG 3
I3 VT 4
I3 RG 4

Armor Company

V6 RG 8
V6 RG 8
V6 GR 8

Total Cost: 54

1st Battalion Headquarters

M1 RG 18

Alpha Company

M1 RG 18
M2 GR 17
M5 VT 8

Bravo Company

H4 VT 23
H5 GR 20
H5 GR 20

Charlie Company

M3 GR 14
M4 GR 10
M4 RG 10

Total Cost: 158

2nd Battalion Headquarters

M2 RG 17

Alpha Company

M2 VT 17
M3 GR 14
M5 VT 8

Bravo Company

M1 VT 18
M2 VT 17
M4 GR 10

Charlie Company

L1 RG 8
L3 RG 6
L4 GR 5

Total Cost: 120

3rd Battalion Headquarters

M3 RG 14

Alpha Company

M1 GR 18
M1 GR 18
M3 RG 14

Bravo Company

L2 GR 5
L3 VT 6
L4 GR 5

Charlie Company

H2 RG 18
H2 VT 18
H5 VT 20

Total Cost: 136

Regimental Total

RBG	85
Support Battalion	54
1st Battalion	158
2nd Battalion	120
3rd Battalion	136
SUBTOTAL	553
Experience	28
TOTAL	581

COCHRANE'S GOLIATHS

Commander: Colonel Fiona Yare Cochraine
Experience Level: Regular
Homeworld: St. Andre

Battalion Headquarters

H2 VT 18

Alpha Company

H2 GR 18
H2 RG 18
H2 RG 18

Bravo Company

H2 GR 18
H2 RG 18
H2 RG 18

Charlie Company

H2 GR 18
H2 GR 18
H2 RG 18

Total Cost: 180

Battalion Total

1st Battalion 180

SUBTOTAL 180

Experience -1

TOTAL 179

HAMILTON'S HIGHLANDERS

Commander: Colonel Jasime LeSalle
Experience Level: 1st Battalion, Elite; 2nd Battalion, Veteran
Homeworld: 1st Battalion, Tikonov; 2nd Battalion, Alrescha

Regimental BattleGroup

M4 VT 10
H4 VT 23

V1 GR 1

V1 GR 1

V2 RG 1

V2 RG 1

Ar1 VT 16

Ar1 RG 16

Ar1 VT 16

Total Cost: 85

Support Battalion Headquarters

V8 EL 2

Recon Company

V7 EL 4

V8 VT 2

V8 VT 2

Security Company

V6 EL 8

12 EL 6

14 VT 3

Light Armor Company

V6 VT 8

V7 VT 4

V7 EL 4

Total Cost: 43

1st Battalion Headquarters

M5 EL 8

1st Company

M2 EL 17

M4 EL 10

M6 VT 16

2nd Company

M3 RG 14

M4 VT 10

M6 VT 16

3rd Company

M1 EL 18

M4 EL 10

M6 EL 16

Total Cost: 135

2nd Battalion Headquarters

M6 EL 16

1st Company

M2 EL 17

M4 VT 10

M5 VT 8

2nd Company

M2 VT 17

M2 VT 17

M3 RG 14

3rd Company

L1 EL 8

L2 VT 5

L3 VT 6

Total Cost: 118

Regimental Total

RBG 85

Support Battalion 43

1st Battalion 135

2nd Battalion 118

SUBTOTAL 381

Experience 226

TOTAL 607

FREMONT'S CUIRASSIERS

Commander: Colonel David Freemont
Experience Level: Regular
Homeworld: 1st Battalion, Hunan; 2nd Battalion, Jonathan

Regimental BattleGroup

M4 VT 10

M4 GR 10

V1 GR 1

V1 GR 1

V2 RG 1

V2 RG 1

Ar1 GR 16

Ar1 RG 16

Ar1 RG 16

Total Cost: 72

Support Battalion Headquarters

V8 RG 2

Recon Company

V7 RG 4

V8 GR 2

V8 VT 2

Security Company

I2 RG 6

I2 VT 6

I3 GR 4

Armor Company

V5 RG 9

V5 VT 9

V5 VT 9

Total Cost: 53

1st Battalion Headquarters

M2 VT 17

Alpha Company

M4 VT 10

M4 RG 10

M6 RG 16

Bravo Company

H1 RG 21

H2 RG 18

H3 GR 16

Charlie Company

M2 RG *17

M2 VT 17

M3 RG 14

Total Cost: 156

2nd Battalion Headquarters

M5 RG 8

Alpha Company

H1 RG 21

H4 RG 23

H4 GR 23

Bravo Company

M1 VT 18

M1 RG 18

M5 RG 8

Charlie Company

L1 RG 8

L2 GR 5

L4 RG 5

Total Cost: 137

Regimental Total

RBG 72

Support Battalion 53

1st Battalion 156

2nd Battalion 137

SUBTOTAL 418

Experience 27

TOTAL 445



HOUSE IJORI

Commander: House Master Hassan Ijori

Experience Level: Veteran

Homeworld: Aldebaran

Regimental BattleGroup

M3 EL 14
H5 RG 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V4 RG 13
V4 VT 13
V4 VT 13

Total Cost: 77

1st Battalion Headquarters

H4 VT 23

Alpha Company

H2 VT 18
H2 VT 18
H3 EL 16

Bravo Company

M2 RG 17
M3 RG 14
M3 RG 14

Charlie Company

M3 EL 14
M4 RG 10
M6 VT 16

Total Cost: 160

2nd Battalion Headquarters

H4 RG 23

Alpha Company

M1 VT 18
M1 RG 18
M5 VT 8

Bravo Company

M1 EL 18
M4 VT 10
M5 VT 8

Charlie Company

L1 VT 8
L2 RG 5
L3 VT 6

Total Cost: 122

3rd Battalion Headquarters

I2 VT 6

1st Assault Company

I2 VT 6
I2 VT 6
I2 RG 6

2nd Assault Company

I2 VT 6
I2 VT 6
I2 EL 6

Jump Company

I4 VT 3
I4 VT 3
I4 EL 3

Total Cost: 51

4th Battalion Headquarters

I2 EL 6

1st Assault Company

I2 RG 6
I2 VT 6
I2 VT 6

2nd Assault Company

I3 VT 4
I3 VT 4
I3 EL 4

Jump Company

I4 VT 3
I4 EL 3
I4 VT 3

Total Cost: 45

Regimental Total

RBG 77
1st Battalion 160
2nd Battalion 122
3rd Battalion 51
4th Battalion 45
SUBTOTAL 455
Experience 211
TOTAL 666

2ND KEARNY HIGHLANDERS

Commander: Colonel Darrel MacHenry

Experience Level: Veteran

Homeworld: Jonathan

Regimental BattleGroup

M5 RG 8
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 RG 2
Ar1 VT 16
Ar1 VT 16
Ar2 VT 30

Total Cost: 76

Support Battalion Headquarters

V7 VT 4

Recon Company

V8 VT 2
V8 EL 2
V8 VT 2

Security Company

I4 VT 3
I4 VT 3
I4 VT 3

Armor Company

V6 VT 8
V6 VT 8
V6 EL 8

Total Cost: 43

1st Battalion Headquarters

H4 RG 23

Alpha Company

H4 EL 23
H5 VT 20
H5 VT 20

Bravo Company

H2 RG 18
H3 EL 16
H5 VT 20

Charlie Company

M1 VT 18
M1 RG 18
M5 VT 8

Total Cost: 184

2nd Battalion Headquarters

M2 VT 17

Alpha Company

M3 EL 14
M5 EL 8
M6 VT 16

Bravo Company

M2 VT 17
M3 EL 14
M5 VT 8

Charlie Company

M2 VT 17
M3 EL 14
M4 VT 10

Total Cost: 135

3rd Battalion Headquarters

L4 RG 5

Alpha Company

L1 RG 8
L2 EL 5
L3 VT 6

Bravo Company

L3 VT 6
L4 VT 5
L4 RG 5

Charlie Company

L3 VT 6
L3 EL 6
L4 VT 5

Total Cost: 57

Regimental Total

RBG 76
Support Battalion 43
1st Battalion 184
2nd Battalion 135
3rd Battalion 57
SUBTOTAL 495
Experience 221
TOTAL 716

KERR'S INTRUDERS

Commander: Colonel Kalvin Kerr
Experience Level: Regular
Homeworld: 1st Battalion, Ronel; 2nd Battalion, Tigress; 3rd Battalion, Sirius

Regimental BattleGroup

M1 RG 18
M1 RG 18
V1 GR 1
V1 GR 1
V2 RG 1
V2 GR 1
Ar1 GR 16
Ar1 GR 16
Ar2 RG 30

Total Cost: 102

Support Battalion Headquarters

V2 RG 1

Infantry Company

I4 GR 3
I4 GR 3
I4 RG 3

Recon Company

V7 RG 4
V7 VT 4
V7 VT 4

Armor Assault Company

V5 RG 9
V5 RG 9
V5 VT 9

Total Cost: 49

1st Battalion Headquarters

H2 RG 18

Alpha Company

L2 RG 5
M2 GR 17
M5 GR 8

Bravo Company

M1 RG 18
H2 RG 18
H3 VT 16

Charlie Company

M2 GR 17
M6 RG 16
M6 RG 16

Total Cost: 149

2nd Battalion Headquarters

H3 RG 16

Alpha Company

H3 GR 16
H4 RG 23
H4 RG 23

Bravo Company

H2 RG 18
H3 VT 16
H5 RG 20

Charlie Company

M1 RG 18
M2 GR 17
M3 RG 14

Total Cost: 181

3rd Battalion Headquarters

H5 RG 20

Alpha Company

H3 RG 16
H4 RG 23
H4 GR 23

Bravo Company

M1 RG 18
M3 RG 14
M3 GR 14

Charlie Company

M1 RG 18
M2 RG 17
M3 GR 14

Total Cost: 177

Regimental Total

RBG	102
Support Battalion	49
1st Battalion	149
2nd Battalion	181
3rd Battalion	177
SUBTOTAL	658
Experience	-9
TOTAL	649

MACGREGOR'S ARMORED SCOUTS

Commander: Colonel Adam Kingston Bailey
Experience Level: Regular
Homeworld: 1st Battalion, Tikonov; 2nd Battalion, Alrescha

Regimental BattleGroup

H1 RG 21
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V6 RG 8
Ar1 RG 16
Ar1 RG 16
Ar1 VT 16

Total Cost: 81

Support Battalion Headquarters

V5 GR 9

Recon Company

V6 RG 8
V6 RG 8
V6 RG 8

Security Company

I1 VT 3
I3 RG 4
I3 RG 4

Armor Company

V6 RG 8
V6 RG 8
V6 VT 8

Total Cost: 68

1st Battalion Headquarters

M3 RG 14

Alpha Company

L1 RG 8
L3 GR 6
L3 RG 6

Bravo Company

H1 RG 21
H5 RG 20
H5 RG 20

Charlie Company

L1 VT 8
L2 VT 5
L3 RG 6

Total Cost: 114

2nd Battalion Headquarters

M1 VT 18

Alpha Company

L2 VT 5
L3 GR 6
L4 VT 5

Bravo Company

L2 GR 5
L2 VT 5
L4 RG 5

Charlie Company

H1 RG 21
H2 GR 18
H3 GR 16

Total Cost: 104

Regimental Total

RBG	81
Support Battalion	68
1st Battalion	114
2nd Battalion	104
SUBTOTAL	367
Experience	29
TOTAL	396



MCCRIMMON'S LIGHT CAVALRY

Commander: Colonel Chester McCrimmon

Experience Level: Regular

Homeworld: 1st Battalion, Ningpo; 2nd Battalion, Slocum; 3rd Battalion, Pleione

Regimental BattleGroup

M6 RG 16
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 GR 2
Ar1 RG 16
Ar1 VT 16
Ar2 RG 30

Total Cost: 84

Support Battalion Headquarters

V7 RG 4

Recon Company

V8 RG 2
V8 VT 2
V8 RG 2

Security Company

I4 RG 3
I4 GR 3
I4 GR 3

Armor Company

V5 RG 9
V5 GR 9
V5 RG 9

Total Cost: 46

1st Battalion Headquarters

M1 RG 18

Alpha Company

M3 GR 14
M3 RG 14
M5 GR 8

Bravo Company

M1 GR 18
M4 GR 10
M6 RG 16

Charlie Company

L3 VT 6
L4 GR 5
L4 RG 5

Total Cost: 114

2nd Battalion Headquarters

M4 RG 10

Alpha Company

M2 VT 17
M2 RG 17
M6 RG 16

Bravo Company

L1 RG 8
L2 RG 5
L4 RG 5

Charlie Company

L2 GR 5
L3 RG 6
L4 GR 5

Total Cost: 94

3rd Battalion Headquarters

M5 VT 8

Alpha Company

M2 VT 17
M4 RG 10
M5 GR 8

Bravo Company

M3 RG 14
M4 VT 10
M6 RG 16

Charlie Company

L1 RG 8
L2 RG 5
L3 VT 6

Total Cost: 102

Regimental Total

RBG 84
Support Battalion 46
1st Battalion 114
2nd Battalion 94
3rd Battalion 102
SUBTOTAL 440
Experience 12
TOTAL 452

STAPLETON'S IRON HAND

Commander: Colonel Pavel Ridzik

Experience Level: Regular

Homeworld: Teng

Regimental BattleGroup

M4 RG 10
H1 RG 21
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
Ar1 VT 16
Ar1 RG 16
Ar1 RG 16

Total Cost: 83

Support Battalion Headquarters

V8 RG 2

Recon Company

V7 RG 4
V7 RG 4
V7 GR 4

Security Company

I4 RG 3
I4 VT 3
I4 RG 3

Air Squadron

*L1 RG 6
*H1 RG 14
*H2 VT 24

Total Cost: 67

1st Battalion Headquarters

M1 RG 18

1st Company

H1 RG 21
H2 RG 18
H5 GR 20

2nd Company

L2 GR 5
L4 GR 5
L4 GR 5

3rd Company

M1 GR 18
M1 GR 18
M4 VT 10

Total Cost: 138

2nd Battalion Headquarters

H5 RG 20

1st Company

H2 RG 18
H4 RG 23
H5 GR 20

2nd Company

A1 RG 23
A1 VT 23
A2 RG 25

3rd Company

H2 VT 18
H3 VT 16
H5 GR 20

Total Cost: 206

3rd Battalion Headquarters

A1 RG 23

1st Company

A1 GR 23
A1 RG 23
A3 RG 20

2nd Company

A1 VT 23
A1 GR 23
A2 RG 25

3rd Company

H2 GR 18
H4 RG 23
H5 GR 20

Total Cost: 221

Regimental Total

RBG 83
Support Battalion 67
1st Battalion 138
2nd Battalion 206
3rd Battalion 221
SUBTOTAL 715
Experience 10
TOTAL 725

4TH TAU CETI RANGERS

Commander: Colonel Altman Branderberg

Experience Level: Regular

Homeworld: 1st Battalion, Tikonov; 2nd Battalion, Sian

Regimental BattleGroup

M4 RG 10
H4 RG 23
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 GR 2
V8 RG 2
V8 VT 2

Total Cost: 43

Support Battalion Headquarters

V8 RG 2

Recon Company

V8 RG 2
V8 VT 2
V8 RG 2

Security Company

I4 RG 3
I4 VT 3
I4 RG 3

Armor Assault Company

V3 RG 16
V3 RG 16
V4 GR 13

Total Cost: 62

1st Battalion Headquarters

M1 RG 18

Alpha Company

M1 RG 18
M2 GR 17
M5 VT 8

Bravo Company

M4 VT 10
M6 GR 16
M6 GR 16

Charlie Company

L2 GR 5
L3 GR 6
L3 RG 6

Total Cost: 120

2nd Battalion Headquarters

M2 RG 17

Alpha Company

M2 VT 17
M3 GR 14
M5 VT 8

Bravo Company

M1 VT 18
M2 VT 17
M4 GR 10

Charlie Company

L1 RG 8
L3 RG 6
L4 GR 5

Total Cost: 120

Regimental Total

RBG 43
Support Battalion 62
1st Battalion 120
2nd Battalion 120
SUBTOTAL 345
Experience 21
TOTAL 366

3RD ROYAL GUARDS

Commander: Leutnant-General Roman Steiner

Experience Level: Elite

Homeworld: Coventry

Regimental BattleGroup

A2 VT 25
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 VT 2
Ar1 EL 16
Ar1 EL 16
Ar1 VT 16

Total Cost: 79

Support Battalion Headquarters

V7 EL 4

1st Lightning Co.

L1 VT 8
M2 EL 17
M2 VT 17

2nd Lightning Co.

L1 EL 8
L1 EL 8
L2 VT 5

Recon Co.

V6 RG 8
V6 VT 8
V6 VT 8

Total Cost: 91

1st Battalion Headquarters

M4 VT 10

Alpha Company

M2 EL 17
M2 EL 17
M3 VT 14

Bravo Company

L1 EL 8
L1 VT 8
L2 EL 5

Charlie Company

H1 EL 21
H2 EL 18
H3 RG 16

Total Cost: 134

2nd Battalion Headquarters

H1 VT 21

Alpha Company

H2 EL 18
H2 VT 18
H5 EL 20

Bravo Company

M3 VT 14
M3 EL 14
M5 EL 8

Charlie Company

H1 VT 21
H2 VT 18
H3 VT 16

Total Cost: 168

3rd Battalion Headquarters

M1 VT 18

Alpha Company

M2 VT 17
M2 RG 17
M6 VT 16

Bravo Company

H1 RG 21
H2 EL 18
H5 VT 20

Charlie Company

L1 VT 8
L1 EL 8
L1 VT 8

Total Cost: 151

4th Battalion Headquarters

A1 VT 23

Alpha Company

H2 VT 18
H3 VT 16
H4 VT 23

Bravo Company

H1 EL 21
H2 EL 18
H2 VT 18

Charlie Company

M4 RG 10
M5 EL 8
M5 EL 8

Total Cost: 163

Regimental Total

RBG 79
Support Battalion 91
1st Battalion 134
2nd Battalion 168
3rd Battalion 151
4th Battalion 163
SUBTOTAL 786
Experience 356
TOTAL 1142

20TH ARCTURAN GUARDS

Commander: Leutnant-General Jimmie David Fuhrer
Experience Level: Veteran
Homeworld: Port Moseby

Regimental BattleGroup

M3 VT 14
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 VT 2
Ar1 RG 16
Ar1 VT 16
Ar2 VT 30

Total Cost: 82

Support Battalion Headquarters

V7 EL 4

Recon Company

V8 VT 2
V8 VT 2
V8 VT 2

Security Company

I1 VT 3
I1 RG 3
I1 RG 3

Lighting Company

L1 RG 8
L2 EL 5
L2 EL 5

Total Cost: 37

1st Battalion Headquarters

M5 VT 8

Alpha Company

M4 RG 10
M4 VT 10
M5 VT 8

Bravo Company

H2 RG 18
H3 RG 16
H5 EL 20

Charlie Company

M1 VT 18
M4 RG 10
M5 RG 8

Total Cost: 126

2nd Battalion Headquarters

M3 RG 14

Alpha Company

M1 RG 18
M1 RG 18
M2 RG 17

Bravo Company

H2 EL 18
H5 EL 20
H5 VT 20

Charlie Company

M1 VT 18
M3 VT 14
M4 VT 10

Total Cost: 167

3rd Battalion Headquarters

M1 EL 18

Alpha Company

M1 EL 18
M4 VT 10
M4 VT 10

Bravo Company

H2 VT 18
H3 VT 16
H4 VT 23

Charlie Company

M4 RG 10
M4 EL 10
M6 VT 16

Total Cost: 149

Regimental Total

RBG 82
Support Battalion 37
1st Battalion 126
2nd Battalion 167
3rd Battalion 149
SUBTOTAL 561
Experience 196
TOTAL 757

4TH DONEGAL GUARDS

Commander: Colonel Gilda Felra
Experience Level: Veteran
Homeworld: Chateau

Regimental BattleGroup

A3 RG 20
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: 88

Support Battalion Headquarters

V7 VT 4

Recon Company

V8 RG 2
V8 VT 2
V8 EL 2

Security Company

I4 VT 3
I4 VT 3
I4 VT 3

Lighting Company

L1 RG 8
L1 VT 8
L2 RG 5

Total Cost: 40

1st Battalion Headquarters

H5 EL 20

Alpha Company

H2 VT 18
H4 RG 23
H4 RG 23

Bravo Company

H1 RG 21
H2 VT 18
H2 RG 18

Charlie Company

M1 VT 18
M4 RG 10
M6 EL 16

Total Cost: 185

2nd Battalion Headquarters

H4 EL 23

Alpha Company

H2 EL 18
H4 EL 23
H5 VT 20

Bravo Company

M3 RG 14
M4 VT 10
M6 RG 16

Charlie Company

M1 VT 18
M2 VT 17
M5 EL 8

Total Cost: 167

3rd Battalion Headquarters

M1 VT 18

Alpha Company

M1 VT 18
M1 VT 18
M4 VT 10

Bravo Company

L3 VT 6
L3 VT 6
L4 RG 5

Charlie Company

L2 EL 5
L3 RG 6
L3 VT 6

Total Cost: 98

Regimental Total

RBG 88
Support Battalion 40
1st Battalion 185
2nd Battalion 167
3rd Battalion 98
SUBTOTAL 578
Experience 186
TOTAL 764

3RD LYRAN GUARDS

Commander: Leutenant-General Patrick Finnar
Experience Level: Veteran
Homeworld: Tharkad

Regimental BattleGroup

A1 RG 23
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 RG 2
Ar1 RG 16
Ar1 VT 16
Ar2 VT 30

Total Cost: 91

Support Battalion Headquarters

V7 VT 4

Recon Company

V6 VT 8
V7 VT 4
V8 VT 2

Security Company

I1 VT 3
I1 VT 3
I1 RG 3

Lighting Company

L1 RG 8
L2 VT 5
L2 RG 5

Total Cost: 45

1st Battalion Headquarters

M3 EL 14

Alpha Company

M1 VT 18
M5 VT 8
M5 VT 8

Bravo Company

M2 VT 17
M3 RG 14
M6 VT 16

Charlie Company

M4 VT 10
M5 EL 8
M6 EL 16

Total Cost: 129

2nd Battalion Headquarters

H3 EL 16

Alpha Company

M2 VT 17
M5 VT 8
M5 VT 8

Bravo Company

M1 RG 18
M1 EL 18
M2 EL 17

Charlie Company

M2 RG 17
M4 RG 10
M4 RG 10

Total Cost: 139

3rd Battalion Headquarters

H5 VT 20

Alpha Company

H4 VT 23
H4 VT 23
H5 RG 20

Bravo Company

H2 VT 18
H2 VT 18
H3 VT 16

Charlie Company

M2 EL 17
M3 RG 14
M4 RG 10

Total Cost: 179

Regimental Total

RBG 91
Support Battalion 45
1st Battalion 129
2nd Battalion 139
3rd Battalion 179
SUBTOTAL 583
Experience 186
TOTAL 769

1ST LYRAN REGULARS

Commander: Leutenant-Colonel Ostola Stellwar
Experience Level: Veteran
Homeworld: Romulus

Regimental BattleGroup

A3 RG 20
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: 88

Support Battalion Headquarters

V7 VT 4

Recon Company

V8 RG 2
V8 VT 2
V8 EL 2

Security Company

I4 VT 3
I4 VT 3
I4 VT 3

Lighting Company

L1 RG 8
L1 VT 8
L2 RG 5

Total Cost: 40

1st Battalion Headquarters

H5 EL 20

Alpha Company

H2 VT 18
H4 RG 23
H4 RG 23

Bravo Company

H1 RG 21
H2 VT 18
H2 RG 18

Charlie Company

M1 VT 18
M4 RG 10
M6 EL 16

Total Cost: 185

2nd Battalion Headquarters

H4 EL 23

Alpha Company

H2 EL 18
H4 EL 23
H5 VT 20

Bravo Company

M3 RG 14
M4 VT 10
M6 RG 16

Charlie Company

M1 VT 18
M2 VT 17
M5 EL 8

Total Cost: 167

3rd Battalion Headquarters

M1 VT 18

Alpha Company

M1 VT 18
M4 VT 10
M4 VT 10

Bravo Company

L3 VT 6
L3 VT 6
L4 RG 5

Charlie Company

L2 EL 5
L3 RG 6
L3 VT 6

Total Cost: 90

Regimental Total

RBG 88
Support Battalion 40
1st Battalion 185
2nd Battalion 167
3rd Battalion 90
SUBTOTAL 570
Experience 186
TOTAL 756



3RD LYRAN REGULARS

Commander: Leutnant-Colonel Jeffreys Saracen
Experience Level: Regular
Homeworld: Planting

Regimental BattleGroup

H4 RG 23
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V8 RG 2
Ar1 VT 16
Ar1 RG 16
Ar1 RG 16

Total Cost: 77

Support Battalion Headquarters

V7 RG 4

Recon Company

V6 RG 8
V6 RG 8
V6 RG 8

Security Company

I4 GR 3
I4 VT 3
I4 RG 3

Lighting Company

L1 RG 8
L1 RG 8
L2 GR 5

Total Cost: 58

1st Battalion Headquarters

M1 VT 18

Alpha Company

H2 VT 18
H2 RG 18
H3 GR 16

Bravo Company

M1 GR 18
M2 VT 17
M3 RG 14

Charlie Company

M1 VT 18
M2 RG 17
M4 VT 10

Total Cost: 164

2nd Battalion Headquarters

H5 VT 20

Alpha Company

M2 GR 17
M2 RG 17
M5 RG 8

Bravo Company

H1 RG 21
H1 GR 21
H2 VT 18

Charlie Company

H2 VT 18
H3 VT 16
H5 RG 20

Total Cost: 176

3rd Battalion Headquarters

M1 VT 18

Alpha Company

H2 RG 18
H2 VT 18
H5 GR 20

Bravo Company

M1 GR 18
M2 RG 17
M6 GR 16

Charlie Company

L1 RG 8
L3 RG 6
L4 GR 5

Total Cost: 144

Regimental Total

RBG 77
Support Battalion 58
1st Battalion 164
2nd Battalion 176
3rd Battalion 144
SUBTOTAL 619
Experience 41
TOTAL 660

4TH SKYE RANGERS

Commander: Hauptmann-Kommandant Kathleen Heany
Experience Level: Elite
Homeworld: Ryde

Regimental BattleGroup

A3 EL 20
V1 GR 1
V1 GR 1
V2 RG 1
V2 RG 1
V3 EL 16
V4 VT 13
V4 VT 13
V8 RG 2

Total Cost: 68

Support Battalion Headquarters

V7 EL 4

Recon Company

V6 EL 8
V6 EL 8
V8 EL 2

Security Company

I2 VT 6
I2 VT 6
I4 EL 3

Air Squadron

*L1 EL 6
*L2 EL 8
*M1 EL 10

Total Cost: 61

1st Battalion Headquarters

M5 EL 8

Alpha Company

M1 VT 18
M2 VT 17
M6 VT 16

Bravo Company

H4 VT 23
H5 VT 20
H5 VT 20

Charlie Company

M2 VT 17
M5 VT 8
M6 EL 16

Total Cost: 163

2nd Battalion Headquarters

M1 VT 18

Alpha Company

M4 EL 10
M5 VT 8
M5 VT 8

Bravo Company

M1 VT 18
M5 VT 8
M6 VT 16

Charlie Company

H2 VT 18
H2 VT 18
H4 EL 23

Total Cost: 145

3rd Battalion Headquarters

H2 VT 18

Alpha Company

H1 RG 21
H1 VT 21
M5 VT 8

Bravo Company

H1 EL 21
H4 EL 23
H5 VT 20

Charlie Company

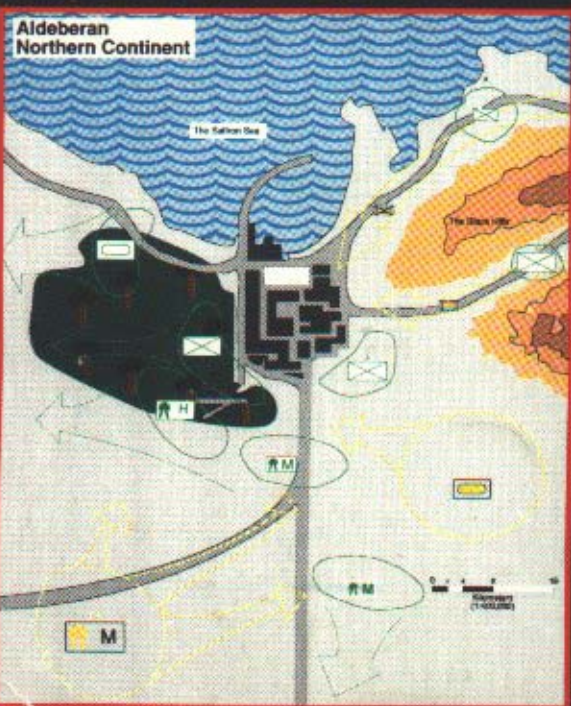
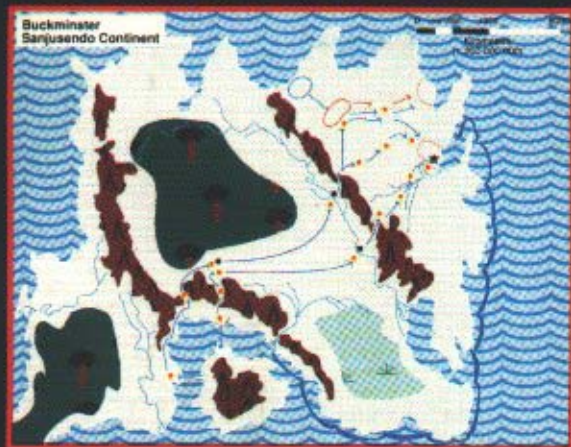
M3 EL 14
M5 VT 8
H4 EL 23

Total Cost: 177

Regimental Total

RBG 68
Support Battalion 61
1st Battalion 163
2nd Battalion 145
3rd Battalion 177
SUBTOTAL 614
Experience 306
TOTAL 920

WAR!



...I give you the Capellan Confederation.

"Husband, in honor of our marriage, in addition to this cake, I give to you a regiment of BattleMechs and the means to support them in perpetuity," spoke Melissa Steiner of the Lyran Commonwealth after her wedding to Hanse Davion.

"I thank you for the gift, beloved," began the Prince of the Federated Suns. He lifted a piece of cake in his right hand. "Wife, in honor of our marriage, in addition to this morsel, I give you a vast prize. Here, my love, I give you the Capellan Confederation!"

Wedding vows were taken, alliances were made, and the forces of Davion launched an all-out assault on the Capellan Confederation. All-out war in the Inner Sphere soon followed, beginning the cataclysmic struggle of the 4th Succession War.

This history examines the war in strategic terms. The campaigns, the tactics, and the battles, compiled from reports by the commanders and MechWarriors themselves.

Full-color maps depict the movement of forces, battlefield terrain, and the cities and other objectives they fought for. BattleForce statistics are included for over 30 key regiments, such as Wolf's Dragoons. Hundreds of BattleTech engagements can be generated from these stats using a simple conversion table.

Fight the battles of the 4th Succession War!

NAIS



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