

**CLASSIC**

35105

# BATTLETECH

**HISTORICAL**

## BRUSH WARS



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# TABLE OF CONTENTS

|                             |    |                                     |     |                               |     |
|-----------------------------|----|-------------------------------------|-----|-------------------------------|-----|
| <b>THE BLOOD SNOW</b>       | 4  | Kyalla Centrella                    | 48  | Trondheim                     | 105 |
| <b>INTRODUCTION</b>         | 6  | Maximilian Liao                     | 49  | Predlitz                      | 105 |
| <b>HOW TO USE THIS BOOK</b> | 6  | Romano Liao                         | 49  | Kandis                        | 105 |
| <b>ANTON MARIK'S REVOLT</b> | 7  | Thomas Marik                        | 49  | Heiligendreutz                | 106 |
| <b>SEEDS OF REBELLION</b>   | 7  | Duncan Marik                        | 50  | <b>THE DRAKØN'S BITE</b>      |     |
| <b>PERSONALITIES OF</b>     |    | <b>PHASE 1: THE INVASION OF THE</b> |     | <b>(APRIL-MAY 3034)</b>       | 106 |
| <b>ANTON'S REVOLT</b>       | 11 | <b>CAPELLAN CONFEDERATION</b>       | 51  | Rasalhague                    | 106 |
| Janos Marik                 | 11 | 3030: The New War                   | 51  | Skandia                       | 107 |
| Anton Marik                 | 12 | 3031: Escalations                   | 57  | Trondheim                     | 107 |
| Vesar Kristofur             | 13 | 3032: Counterblows                  | 62  | Bruben                        | 107 |
| Maximilian Liao             | 14 | 3033: Of Mice and Men               | 65  | Svelvik                       | 108 |
| Jaime Wolf                  | 15 | 3034: Death Knells                  | 66  | Numki                         | 109 |
| Joshua Wolf                 | 16 | 3035 (January-June): Object Lessons | 67  | <b>THE DRAGON'S ANGER</b>     |     |
| <b>OPENING MOVES</b>        | 18 | 3035: Crucible                      | 68  | <b>(MAY-JULY 3034)</b>        | 109 |
| <b>REBELLION</b>            | 18 | <b>PHASE 2: THE RECAPTURE</b>       |     | Alshain                       | 110 |
| Nova Roma                   | 20 | <b>OF ANDURIEN (3035-3040)</b>      | 70  | Rasalhague                    | 110 |
| Emris IV                    | 21 | 3035: The Year of Raids             | 70  | Predlitz                      | 110 |
| Matheran                    | 22 | 3036: Hammerblows                   | 72  | Engadin                       | 111 |
| Sophie's World              | 23 | Thomas' Re-appearance               | 73  | Diosd                         | 111 |
| Other Actions               | 23 | Thomas' Campaign                    | 75  | Bruben                        | 112 |
| <b>FALTERING STEPS</b>      | 24 | 3038: Preparations                  | 76  | Kandis                        | 112 |
| Sophie's World              | 24 | 3039: The Year of Two Wars          | 77  | Kempten                       | 113 |
| Matheran                    | 24 | The War of 3039                     | 78  | Tukayyid                      | 113 |
| Abadan                      | 26 | Andurien and Everything After       | 79  | Orestes                       | 113 |
| Berenson                    | 26 | First Blood                         | 80  | Memmingen                     | 114 |
| New Olympia                 | 26 | The Occupation                      | 82  | <b>END OF HONOR</b>           |     |
| Other Actions               | 27 | <b>AFTERMATH</b>                    | 83  | <b>(AUGUST-OCTOBER 3034)</b>  | 115 |
| <b>COLLAPSE</b>             | 27 | The Free Worlds                     | 83  | Predlitz                      | 115 |
| Calloway VI                 | 29 | Capellan Confederation              | 84  | Ko                            | 115 |
| Vanra                       | 29 | Magistracy of Canopus               | 84  | Kempten                       | 115 |
| Tiber                       | 30 | Other Players                       | 84  | Memmingen                     | 117 |
| Other Actions               | 30 | <b>DEPLOYMENT TABLES:</b>           |     | Radstadt                      | 117 |
| <b>FINAL MISTAKE</b>        | 31 | <b>ANDURIEN SECESSION</b>           | 85  | <b>RIPPLES AND SHOCKWAVES</b> |     |
| New Delos                   | 31 | <b>THE RONIN WAR</b>                | 90  | <b>(OCT 3034-DEC 3035)</b>    | 118 |
| <b>ASHES OF REBELLION</b>   | 32 | <b>A SAMPLING ACROSS</b>            |     | <b>DEPLOYMENT TABLES:</b>     |     |
| Park Place                  | 32 | <b>THE SPHERE</b>                   | 90  | <b>RONIN WAR</b>              | 119 |
| Emris IV                    | 32 | <b>INTRODUCTION</b>                 | 92  | <b>RULES ANNEX</b>            | 122 |
| Other Actions               | 32 | Overview                            | 92  | <b>ANTON'S REVOLT</b>         | 122 |
| <b>AFTERMATH</b>            | 32 | <b>PERSONALITIES</b>                |     | Equipment Ratings             | 122 |
| <b>DEPLOYMENT TABLES:</b>   |    | <b>OF THE RONIN WAR</b>             | 94  | Force Special Abilities       | 124 |
| <b>ANTON'S REVOLT</b>       | 32 | Haakon Magnusson                    | 94  | Battleforce 2 Command Lists   |     |
| <b>THE ANDURIEN WARS</b>    | 40 | Theodore Kurita                     | 94  | (Anton's Revolt)              | 127 |
| <b>THE MARCH TO WAR</b>     | 40 | Takashi Kurita                      | 95  | Inner Sphere in Flames Annex  |     |
| The Andurien Problem        | 40 | Marcus Kurita                       | 95  | (Anton's Revolt)              | 127 |
| The Humphreys Clan          | 40 | Vasily Cherenkoff                   | 96  | <b>ANDURIEN WAR RULES</b>     | 129 |
| The Home Defense            |    | Christian Månsdottir                | 96  | Equipment Rating              | 129 |
| Act and Its Repercussions   | 42 | Tor Miraborg                        | 97  | Battleforce 2 Command Lists   |     |
| The Reign of Janos Marik    | 42 | Myndo Waterly                       | 98  | (Andurien Wars)               | 134 |
| The Fourth Succession War   |    | Ivan Sorenson                       | 98  | Inner Sphere in Flames Annex  |     |
| and the Free Worlds         | 43 | <b>REBELLIONS AND INTRIGUE</b>      | 98  | (Andurien Wars)               | 134 |
| The "Death" of House Liao   | 43 | Dealing with the White Devil        | 99  | Leaders and Factions          | 136 |
| Strife and Secession        | 45 | Declaration and Consequences        | 100 | <b>RONIN WAR RULES ANNEX</b>  | 136 |
| Focusing the Mind           | 45 | <b>TREACHERY AND TREASON</b>        |     | Equipment Ratings             | 136 |
| Succession Crisis           | 46 | <b>(MARCH 3034)</b>                 | 102 | Force Special Abilities       | 142 |
| <b>PERSONALITIES OF THE</b> |    | Polcenigo                           | 103 | Leaders and Factions          | 143 |
| <b>ANDURIEN CRISIS</b>      | 47 | Rasalhague                          | 104 | <b>INDEX</b>                  | 144 |
| Janos Marik                 | 47 | Engadin                             | 104 |                               |     |
| Catherine Humphreys         | 47 | Memmingen                           | 104 |                               |     |

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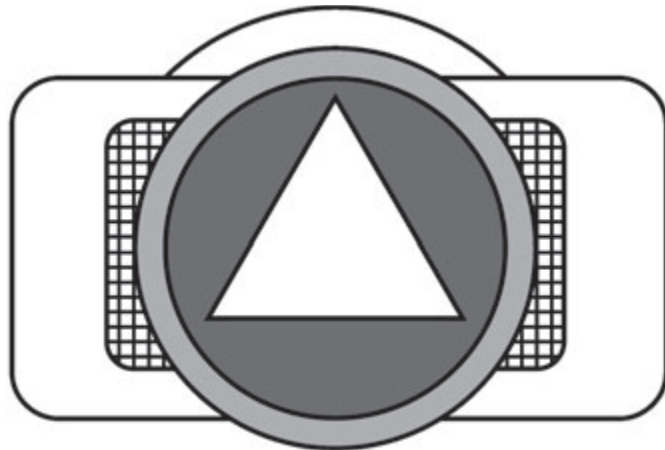
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# THE BLOOD SNOW

**Balzan Mountains,  
Xanthe III,  
Duchy of Andurien  
4 February 3037**

The transition was shocking. One moment Duncan was bathed in heat and acrid smoke, surrounded by the blinking tell-tales of multiple system failures. The next he was propelled into the frigid air, wreathed in swirling snow. The rockets of the ejector seat pressed him down into the couch as solidly as a dozen men. His arms were pinned in his lap by the g-force; thankfully they were already resting there after pulling the firing shield over his head. His neck ached, the weight of the neurohelmet pressing down on his shoulders, though the restraints that held the helmet in place saved him the agony of whiplash.

Then the pressure was gone as the motors cut out and the seat coasted to its apogee. It felt like the rockets had burned for hours when in fact it was only a few seconds. A sense of weightlessness replaced the immense pressure, and then he was falling, slowly rotating onto his back under the weight of the seat. There was a click behind and below him, followed by a whirring and a loud hissing of jets firing. The seat wobbled as the gyros and thrusters fought to keep it stable. A sick feeling crept into his stomach as gravity tugged at the seat and Duncan felt his gorge rising. There was a second sound, like tearing cloth as the canopy deployed. He braced for the sudden jerk but even so was shocked by the sudden return of gravity. Straps dug into his shoulder and torso as the sudden deceleration attempted to throw him out of the chair. Instinctively he reached up for the risers to steer his decent, then realized the futility of the task; the bulky helmet obscured his downward vision and his altitude was insufficient to allow him much steerage while the weight of the seat and the efforts of the gyro and jets fought him. Instead, he braced for the impact to come.

It was sooner than he expected—the swirling snow impeded his depth perception—and he was thankful of his preparations. The chair hit ground and fell forward. One of his feet struck a solid object, perhaps a rock or a tree trunk. The other met brief resistance, then sank into the snow. Duncan and the chair rolled onto their left side, impacting the drift with considerable force. He gasped and sucked in the cold air, which immediately triggered a burning sensation in his lungs and provoked a coughing fit. Ice granules grated on his exposed skin, so cold they seemed to burn. He hit the harness release, freeing himself from the ejection seat, then struggled in the snow, the combination of weighty helmet and unsure footing causing him to flounder and lending him the air of a drowning man. He undogged the helmet, pushing the bulky apparatus off his head then struggled to his feet. He was met by nothing but silence.

For an a few heartbeats the only sound was the whistling wind, driving snow onto his bare arms and legs. Then, from down the slope, there was a deep rumble as his dying *Orion* succumbed to its wounds and fell into the snowy slope. Flames licked at the war machine like a funeral pyre, sending out clouds of smoke that burnt Duncan's lungs as much as the cold air had. For an instant the *Orion* burned, then it appeared to convulse as the flames reached the ammunition bins. The blast tore the machine apart and sent pieces flying across the slope. Even a hundred meters away Duncan felt the heat of a blast, a brief respite from the biting cold, before the shockwave knocked him back into the drift.

The Captain-General of the Free Worlds—one of them, at least—struggled upright, spitting out a mouthful of snow. He glanced down at the depression he'd made in the drift, noting several bloody patches. He scanned his body and saw numerous grazes and cuts from the ejection and the battle. None were serious, at least not compared to the danger of freezing to death on this mountainside. His skimpy shorts and vest, while ideal for working inside the often scorching 'Mechs, were a liability here. He pulled open the emergency pack, tipping its contents onto the snow. He grabbed the lightweight jumpsuit that formed the bulk of the

pack—it was thin but would help a little—and began pulling it on over his dark leather boots. One leg went in easily, but as he stepped with the other and bent to pull the outfit to his waist several craters appeared in the snow around him, sending showers of crystals into the air.

He dived clumsily into the hole he made when he fell, twisting onto his left side as he did. The Andurien trooper who'd fired was perhaps 50 meters up the slope and dressed in shell-like combat armor. *He wouldn't be cold*, Duncan mused, *not after trekking up the mountainside in all that gear*. Without thinking, he drew his pistol and fired several shots back toward the approaching trooper. The range was poor, but the laser bursts gave the soldier reason to pause and he ducked behind a rock. Duncan wriggled onto his back and pulled the jumpsuit up to his waist, then slipped his left arm into the sleeve. Transferring the pistol to his off hand, he pushed his right arm in and pulled up the zipper. He shivered. It was still damned cold, but hopefully the suit would give him enough protection to survive until help arrived.

As if hearing Duncan's thoughts, the Andurien trooper sent another volley down the hillside, causing new fountains of snow. It was half-hearted, however, and the trooper ducked back when Duncan returned fire. Duncan then reached down into the pile of ration packs and equipment deposited in the snow and grabbed the miniature comm unit. He could try speaking, but feared the cold and wind would prevent any comprehensible words. Instead, he triggered the emergency transponder, a backup to the one on the *Orion* that he suspected had been obliterated in the ammunition explosion. That done, he took a deep breath—almost immediately regretting it in the biting cold—and began scooping up the scattered gear.

His mind raced. How long before support would get here? He had no desire to die out here on these frigid slopes. He had a war to fight and a throne to secure. Damn Catherine Humphreys for seceding, and damn Thomas Marik for surviving the bomb that killed his father and brother and was supposed to secure Duncan's place on the throne. And damn Janos, whatever hell he was in, for secretly installing that milksop boy as his heir. If Duncan had been able to take the throne at the start of this whole mess matters would be over and done with by now, but no, the boy wonder had to be in charge and take a softly-softly approach to bringing errant Andurien back into the fold. *Save the Free Worlds from military incompetents*, Duncan thought. Speed and aggression were often the keys to victory, even more than preparation and strength. An enemy who was forced off balance found it difficult to counter you, no matter his other advantages. Andurien could've been steam-rolled in short order had a true military commander like Duncan been allowed his head, and perhaps the FWLM could've continued the Secessionist's goals by crushing the hated Liaos and bringing the Capellan worlds into the Free Worlds League. But now it was too late for all that. Andurien and Liao were battle-hardened, and the wunderkind had reappeared on Atreus, unraveling Duncan's plots. His only chance now was to win, and win decisively, demonstrating his strength over the weakling.

His attention snapped back to the battlefield and he shook his head. Damn it, the cold was already affecting his brain. More lapses in attention like that and Thomas wouldn't have to worry about the succession and bringing him to trial. He fired a burst back up the slope toward the trooper who was undoubtedly hunkered down, waiting on his squadmates.

The ground rumbled and the snow shifted. A dark shape emerged from down the slope, a *Locust* striding effortlessly across the snow. The bird-like 'Mech angled toward him, the markings of the Tenth Marik Militia clearly visible on its haunches. Its chin-mounted laser flashed, and up the slope the rocks exploded. The trooper ran across the snow but the *Locust's* weapons tracked him. Machine guns chattered, and the Andurien collapsed, the snow darkening with his blood.

There was a hissing of pressure seals and the ventral hatch of the 'Mech opened. A ladder dropped down and a face appeared.

"Colonel Garibaldi's compliments Captain-General. You'd best hurry. It's a bit busy round here."

Duncan grabbed his back and waded through the snow toward his rescuer. He reached the foot of the ladder and, hefting the bag on his shoulder, put one foot on the rungs. “And the battle? How goes it?”

“The Colonel will be able to fill you in, he’s—”

A shockwave rolled over Duncan and he was blasted back into the snow. For a moment everything was dark, and then his vision returned. His ears rang. He reached up and touched them, his hands coming away bloody. And he realized that most of his jumpsuit was gone, replaced by charred fabric. His skin felt burned—real burns, not the frost—and he realized that the wisps he could see were the smoking remains of his own clothes and hair, not the swirling snow. He pulled himself up into a sitting position, dazed, and looked to where the ‘Mech had been. One leg remained upright, but little remained of its torso. The other leg lay a dozen yards away, twisted like a child’s toy. Duncan blinked at the carnage then, alerted by the creaking of artificial muscles, looked up the hill.

A Defenders of Andurien *Warhammer* stood there, one arm still pointed at the space previously occupied by the *Locust*. It seemed to relax, drawing the arm back alongside its torso, and twisted to face the recumbent man.

Duncan struggled to his feet, throwing the pistol away as he did. He raised his hands slowly, painfully. It wasn’t supposed to end like this. He was meant to lead the Free Worlds to victory, not end his days in an Andurien prison. Would Catherine allow him to write to his son? Would Thomas let the boy reply?

He took a deep breath.

“I am Captain-General Duncan Marik,” he cried out. “I hereby surrender myself to Cather—”

The *Warhammer*’s machine-guns fired.

## INTRODUCTION

We live in dangerous times.

Saying that now—with Word of Blake fanatics running roughshod all over the Inner Sphere—might seem like a no-brainer. In the Lyran state alone, in fact, Tharkad, Donegal, Coventry, and Hesperus all remain in the grip of a Blakist terror blockade, their HPGs dark while WarShips linger in orbit to blast apart any and all traffic. On Alarion, millions upon millions have died beneath a quarantine instituted when the Word infected the planet with a vicious engineered bio-plague, the likes of which have not been seen since the fall of the original Star League. Skye continues to fight for its life, fending off another fanatical assault even as the multinational gladiators on Solaris struggle to reclaim their own freedom. Beyond our realm, the story repeats, with no nation spared. Only the names and the symbols change.

Thus, with entire worlds now fighting for their lives as the Blakist juggernaut presses onward, it may seem almost ludicrous that anyone might fritter away time on matters of history. But if the old adage is true and those who forget history are doomed to repeat it, then perhaps now more than ever the lessons of the recent past demand our attention. Indeed, it may well be seen from the three conflicts featured in this book that many of the events that have come to pass in the last few years can be traced back to conflicts that raged much earlier in this century.

For instance, one might consider the implications of Anton Marik’s revolt in 3014, a civil war that embroiled the Wolf’s Dragoons and was—to many minds, at least—instigated by ComStar in order to destabilize a competing economy. Its outcome demonstrated the lengths to which the mystical adepts of ComStar would go to maintain their political dominance and a status quo that had already unleashed centuries of war upon all of humanity. More personally, Anton’s war may have also laid the first seeds of the eventual Dragoons-ComStar feud, which Word of Blake zealots would one day carry to an ultimate conclusion under the nuclear fires of Outreach.

One might say that the Andurien Secession would go even further in laying the groundwork for the horrors to come. After all, was it not the outcome of that terrible conflict—one of the longest and perhaps

most bitterly fought of the early thirty-first century—that would see the installation of a ComStar impostor to the League throne? Indeed, with the rise of the man known for over thirty years as Thomas Marik, the Inner Sphere would see the fractious Free Worlds unify as never before, growing stronger and more dangerous in a way that seemed impossible mere decades before. This revitalized League would harbor the mystical sects of the Word of Blake when they defected from ComStar in 3052 under the protection of a man seen by some as an idealist, by others a tyrant ... and by many more, in recent years, as a traitor.

And the *Ronin War* lessons? Once more, the reach of “old ComStar,” whom the Word of Blake have aspired to outdo, could be seen in their political power plays to create a new mini-state within the Inner Sphere while simultaneously fostering the internal divisions that rose among the ruling elite of the Draconis Combine. Would it, perhaps, be too strong a suggestion to bind these events to the formation of the apparently indestructible Black Dragon Society, whose membership grew powerful enough to launch a coup on Black Luthien at the very dawn of the Blakist holy war?

These three wars, seen by many as minor in scope—little more than provincial matters against the greater backdrop of Inner Sphere history—may well have been among our most recent warning signs of a holocaust to come. But at their time, “experts” across the Inner Sphere dismissed these as regional conflicts—mere “brush wars.”

Only the benefit of hindsight shows us the truth behind these conflicts, the warnings they heralded. What other lessons have we missed along the way? What dangers lurk that we may have already seen simmering beneath the surface and dismissed as harmless internal affairs?

It is with an eye toward exploring the past to prepare for the future that dedicated historians must review all conflicts great and small. And it is with that goal in mind that this volume is intended, compiled from various sources gathered across the Inner Sphere and contributed to Nashan Publishing of Gallery. At this time, we at NPG would like to thank our colleagues in the Draconis Combine and the Duchy of Oriente, as well as the generous efforts of Interstellar News Network (INN), Dobless Information Services (DIS), and the Inter-Stellar Associated Press (ISAP).

—Justin DeMarco, Editor-in-Chief, Historical Archives Division, Nashan Publishing, 14 November 3071

### HOW TO USE THIS BOOK

*Classic BattleTech Historical: Brush Wars* is a continuation of the series begun with *Classic BattleTech Historical: War of 3039*, a range of products designed to delve into the major yet little-detailed conflicts in the past of the *BattleTech* universe. Where *War of 3039* covered the events and background of a single war, however, *Brush Wars* fleshes out the background and events of three other major clashes that shaped the universe—specifically, Anton Marik’s Revolt in 3014-3015, the Andurien Wars of the 3030s, and the *Ronin War* of 3034. This sourcebook is divided into two main sections: the first is the sourcebook section that details each of these wars, while the second is the rules annex.

The three sourcebook sections (Anton’s Revolt, the Andurien Secession, and the *Ronin War*) each begin with introductory material that places their respective conflicts within the context of their eras in *BattleTech* history. Following this introductory material, a Personalities section provides short biographies on the key leaders who shaped these wars, after which the course of each war is detailed from the opening moves to their final resolution, with world-by-world briefings provided to describe the fighting. Each section concludes with an Aftermath that wraps up the final outcomes of each war, followed by Deployment Tables that show which military commands took an active role in the conflict.

After the sourcebook section, the Rules Annex covers the specific rules for each of the three wars. Special rules for *Classic BattleTech* scenarios, including random force generation rules, special force rules (if applicable), *BattleForce 2* command lists, and special rules and tables compatible with the *BattleTech Strategic Game* (also known as *Inner Sphere in Flames*) first featured in the *Combat Operations* sourcebook are included in this section.



## ANTON MARIK'S REVOLT

All too often the first casualty of war is the truth—even more so in a civil war. With friend pitted against friend and brother against brother, it is no surprise that when it comes time to pen the histories, the victors inevitably seek to publicize justifications for their actions and to paint the loser in the worst possible light. The Anton Revolt is an almost too-pure example of this tendency.

This single event, a seemingly small war, had an impact on the Inner Sphere well out of proportion to the size of the conflict. The repercussions of the revolt reached far beyond the borders of the Free Worlds League—it was arguably *the* pivotal event of the first half of the thirty-first century, for it indirectly laid the foundation for the events that would trigger the Fourth Succession War.

From a vantage point almost half a century distant, it is now becoming possible to untangle decades of distortions and resurrect the truth. Official records (previously sealed) are now becoming available. Other sources of information (including ComStar, the Word of Blake, and Wolf's Dragoons) have also been more forthcoming in recent years.

Armed with new data, it is now possible for the historian to storm the fortress of ignorance and battle the dragons of misinformation that dwell within.

—Professor Erin T. Faustberg, University of Atreus, 12 November 3060

### SEEDS OF REBELLION

During the thirtieth century, the Free Worlds League suffered under the uninspired leadership of first Thaddeus, and then Stephan Marik. The fifth to hold the post of Captain-General in as many years, Thaddeus Marik faced the unenviable task of trying to assert his authority. The rapid turnover in the Captain-General's office had left a political vacuum that Parliament had filled with disparate factions and interest groups. Piece by piece these groups were eroding the power and prerogatives of the Mariks, threatening to reduce their role to that of a mere figurehead or perhaps even overturn Resolution 288. What the League desperately needed was a skilled warrior to deal with the predations of the Capellan Confederation and Lyran Commonwealth, and an astute politician able to unite Parliament. Instead, the Free Worlds League got Thaddeus Marik.

For all his far-reaching ambitions and grandiose schemes, Thaddeus Marik lacked both the military and political skills required to realize them. Operation Killing Stroke was Thaddeus' plan to stabilize the Lyran front. Launching a three-pronged attack, the Captain-General aimed to carve out a great swath of territory and throw Archon Marco Steiner's Lyran Commonwealth onto the defensive. The campaign was doomed to failure before the first DropShip boosted to rendezvous with its JumpShip. The newly installed Captain-General's point blank refusal to accept advice alienated many in Parliament and the military. In a show of displeasure, many provinces invoked the Home Defense Act, denying Thaddeus forces he had earmarked for the operation. Forced to fall back on Federal troops, the handful of provincial forces that he still controlled, and mercenaries hired with funds from his own pocket, the force the Captain-General fielded fell far below what had been originally called for. Ignoring pleas for the operation's ambitious objective to be scaled back in line with his available assets, Thaddeus launched the campaign as originally planned. It was no surprise that it proved something of a damp squib. After months of bitter fighting, all Thaddeus had to show for the mounting casualties was the capture of Cavanaugh.

On the political front, Thaddeus' best efforts met with similar disasters. Never an adept politician, the Captain-General made no secret that he had not forgiven the provinces for frustrating his dreams of martial glory. Parliamentary sessions soon devolved into frosty affairs that achieved nothing of any real significance for the rest of Thaddeus Marik's life.

Thaddeus' son, Stephan, was just as determined as his father to achieve military success. However, Stephan at least managed to set his goals at a more realistic level. After becoming Captain-General in 2963, he launched a limited offensive against the Commonwealth, ordering a raid against Loric. Encouraged by early successes, the new Captain-General followed in his father's footsteps and chose to ignore his advisors by changing the objectives of the attack and told his raiders to now hold Loric. With that order Stephan doomed his troops—headed by the Third Regular Hussars—to three months of hell when Archon Giovanni Steiner dispatched several regiments of skilled mercenaries to contest the world.

When the battered survivors returned to the League, the political fallout was disastrous for Stephan. The Third Regular Hussars had suffered grievously, forcing Regulus (one of the few Provinces upon which Stephan could depend) to invoke the Home Defense Act. With Federal forces still licking their wounds after the Loric debacle, and with Stephan unable to call upon provincial troops, the Captain-General was forced to adopt a defensive strategy that robbed him of the initiative. The League's situation deteriorated further as the battle between the provinces and the Captain-General moved to the floor of Parliament. Constant wrangling over military budgets sapped Federal troops of supplies, and key mercenary commands upon which Stephan was depending to shore up the League's defenses chose to exercise escape clauses in their contracts when their pay and supplies were slow to appear.

Sensing the League's weakness while Stephan and Parliament remained at loggerheads, the Lyran Commonwealth and Capellan Confederation launched attacks of their own. The Captain-General took an almost perverse delight in holding back reinforcements for several weeks in a heavy-handed demonstration of power. Sparring between the Captain-General and Parliament continued until 2787, when a deep raid by Lyran forces served as a wake-up call for the obstinate Stephan. Finally accepting the necessity of having the support of Parliament in order to defend the League, Stephan acquiesced to several of the MPs' demands by enacting Special Resolution 523. Known as the Replevin Doctrine, it allowed the provinces



ANTON MARIK'S REVOLT





to participate in the division of spoils from captured territories and gave them a greater voice in the approval of military dispositions. Bolstered by fresh Provincial troops and now receiving adequate supplies, the FWLM turned the situation around with surprising speed, scoring a number of notable successes on both Lyran and Capellan fronts. However, long-lasting damage had already been done. For the moment the Captain-General had established an uneasy truce with Parliament, but factions within the government and military had become disenchanted with both Parliament and the Captain-General. By 2988 they had hatched a plot to unseat the Stephan and install his son, Janos, as the head of a military junta.

While serving with the Free Worlds Guard, Janos had experienced firsthand the problems caused by all the political wrangling for troops on the front lines. The Guards were short of spare parts, technical support, medical supplies, and ammunition. Other less-prestigious commands were in even worse shape. Deeply troubled by the situation, Janos was perhaps a little careless in expressing his dissatisfaction. When a fellow Princefield graduate attempted to enlist him in the plot, a horrified Janos denounced the conspirators. Immediately launching an investigation, SAFE rounded up a number of the conspirators, but the ringleaders' influence extended into SAFE itself, and their identities were not uncovered.

That his enemies would try to use his own son against him must have been deeply hurtful to Stephan. The extent of unrest within the military was underlined further by an unsuccessful coup attempt in Andurien. Although this plot was also unsuccessful, Duchess Morgaine Humphries was slain. The isolationist policies of her niece, Catherine, would bedevil Captain-Generals for the next half-century.

Having succeeded in forcing through the Replevin Doctrine, Parliament's united front crumbled. Seeking to promote their own agendas, representatives began to turn on each other, and parliamentary debates devolved into bouts of bad-tempered name-calling and even open brawls. Riots, strikes, and protests erupted across the Free Worlds League. Bitter and dispirited by his military failures, his defeat by Parliament, and the poor state of League affairs, Stephan Marik withdrew from public life. He died in 2991.

Janos Marik had witnessed the disastrous impact of Parliament's constant wrangling, and he knew how the Captain-General's stubbornness had affected the League's ability to defend itself. Determined to do something about it, the first years of his Captain-Generalcy were full of optimism as he worked unceasingly. Conscious of the political impasses his predecessors had created by refusing to compromise, Janos sought to build bridges to the Marik's political enemies. He toured the League with Hilda (his wife), gaining new insight into the problems that plagued the League's citizens and introducing legislation to aid League worlds that had suffered during the recent fighting. Surrounding himself with advisors drawn from a broad base, Janos built a reputation as a thoughtful and compassionate leader. In two short years he had taken significant strides in reversing the damage caused by his predecessors,

and a new optimism infused the Free Worlds League. Personal tragedy struck in 2994 when Hilda Marik died, but the grieving Janos threw himself into the task of rooting out corruption in the military and SAFE. Announcing that the approaching Millennium celebrations would be his wife's memorial, the Captain-General effectively silenced critics of the lavish affair.

The Captain-General managed to refrain from any military adventurism until the turn of the millennium. He needed time to address the domestic political situation, and the FWLM needed time to recover from the dreadful state it had fallen into under Thaddeus and Stephan. Eventually, though, the time came when Janos felt ready to test the League's revitalized military, and he launched an assault on Hesperus. Katrina Steiner (then commander of the Fifteenth Lyran Guard) thwarted the attack, but the Tenth Battle of Hesperus demonstrated a marked improvement in the performance of FWLM troops.

Archon Alessandro retaliated with an attack on Kalidasa, unwisely using elements of the Hesperus garrison. Sensing his chance to deal the Lyrans a crushing blow, Janos dispatched reinforcements to Kalidasa to pin the invaders (including Katrina Steiner and her Fifteenth Lyran Guard) in place and launched a second attack on Hesperus. Only the skill of the Eridani Light Horse prevented the Eleventh Battle of Hesperus from ending in disaster for House Steiner.

While the Hesperus assaults demonstrated improved FWLM military capabilities, they were still failures that brought little glory and no spoils of war, and as a result rumblings of discontent spread through Parliament. Janos' marriage to Ana Stewart in 2998 bound the Stewart duchy to the Mariks and counterbalanced some of that murmuring.

Following the League-wide Millennium celebrations, Janos returned his attention to finding ways to weaken the Lyran Commonwealth. He still considered Hesperus to be the key, for its loss would cause serious supply problems for House Steiner. Knowing just how close to victory his troops had come in the Eleventh Battle of Hesperus, Janos and his advisors began to look for ways to draw off elements of the garrison force. Their final battle plan called for a series of strikes up and down the front, starting with Loric in 3002.

When the Lyrans got wind of the coming offensive, they reinforced Loric. Faced with unexpectedly stiff opposition, the attack bogged down into an eight-month battle all too reminiscent of Stephan Marik's disastrous campaign. While fighting on Loric continued, Janos proceeded moved to the second phase of his plan by launching an attack on Solaris. In light of the deteriorating situation on Loric, this was to prove an ill-conceived decision. Initial landings failed to achieve their objectives, but General Willis Crawford pressed on regardless. His troops suffered dreadful casualties before even Crawford was forced to concede failure and return to the League with less than half his command.

A graduate of Princefield, Crawford's assignment had been made on the recommendation of his classmate, Anton Marik. Returning to the League, Crawford bore the full blame for the debacle. Anton appealed to his brother for leniency, but the

**UNLIKELY BEDFELLOWS**

At first glance it seems almost incredible that Anton Marik, Duke of Procyon and brother of the Captain General, would collude with Chancellor Maximilian Liao. Anton had long coveted the martial glory he could garner by smashing the hated Capellans, and his early campaigns against House Liao had shown early promise of delivering—until Janos concentrated the League's assets against Steiner.

For Anton, the execution of General Willis Crawford was the last straw. For Maximilian Liao it was a golden opportunity to neutralize the Free Worlds League as a threat (one way or another) and allow him to concentrate on the Federated Suns.

Liao agents contacted the aggrieved Duke covertly on the Chancellor's behalf. Moving with care, they sounded him out on the idea of a cease-fire on the Capellan front. Seeing little hope of achieving a military victory with much-needed supplies and reinforcements being diverted to the Lyran front, Anton warmed to the idea. The political leverage he would acquire from brokering the deal would force the Captain-General to pay more attention to his brother's opinion when formulating policy. Encouraged by Anton's responses, Liao established an ongoing dialogue during late 3003. Expanding on the cease-fire idea, Liao suggested an alliance against their enemies, cemented by the offer of the hand of the Chancellor's daughter, Candace, in marriage. The idea was attractive—Davion forces had raided the League 'Mech production facility on Kalidasa a few short years before.

From talks of alliance it was but a few short steps down the road to treason.

By the time Anton Marik and Maximilian Liao finally met face-to-face in 3014 at the Kashmir Arcology on Terra, Anton was fully committed to the removal of his brother and his own elevation to the Captain-Generalcy.

Captain-General—embroiled in political damage control—refused. Crawford was court-martialed and shot. Already unhappy with political policies riddled with compromises from his brother's political horse-trading, Anton engaged his brother in a shouting match where he accused Janos of throwing Crawford to the wolves. The rift between the brothers was further exacerbated by problems on the Capellan front. Named Duke of Procyon and given command of the entire front the year before, Anton's drive into the Tikonov Commonality was frustrated by the drain of troops and supplies on the Lyran front, which was Janos' top priority. Almost apoplectic with fury, Anton was forced to watch as his brother plundered the stockpile of men and material he had been assembling to renew the drive for Tikonov.

For Anton, the death of Crawford was the last straw. Once more sensing their chance, the ringleaders of the 2988 plot to supplant Stephan Marik contacted Anton. Their plan remained the same, but this time it was Anton who would supplant Janos. The Duke was initially non-committal, though he did not denounce them as his brother had done fifteen years before. Sensing a unique opportunity, Chancellor Maximilian Liao covertly contacted Anton. Carefully stroking Duke Anton's ego, he began the delicate task of leading the aggrieved Anton over the precipice of treason.

While the seeds of revolt were being planted, Janos once more pressed the attack against House Steiner in 3006 to take advantage of the flaws inherent in Archon Alessandro's ill-conceived "Concentrated Weakness" policy. Leapfrogging past the heavily defended Lyran border, League forces struck at poorly defended worlds in the Commonwealth's interior. While Parliament initially cheered Janos' victories, these conquests would prove to have dire consequences for the Free Worlds League in the long term. Riding a wave of public outrage, Katrina Steiner unseated Alessandro and abandoned her predecessor's disastrous policies. Faced with stiffening Steiner resistance, the FWLM could no longer expect easy victories. Needing fresh troops to shore up the Lyran border, Janos asked Anton for troops from the apparently quiescent Capellan front. Expecting another outburst from his younger brother, the Captain-General was pleasantly surprised when Anton responded without argument. Unknown to Janos, Anton used the request to rid himself of those units whose loyalty to the Captain-General was unquestionable.

Meanwhile, the brief flush of victory had passed, and Parliament was becoming disenchanted with the Captain-General's leadership. The successful raids had temporarily bolstered public morale, but with few worlds being captured there was little booty for the provinces to share. Some MPs even suggested that Janos was deliberately avoiding capturing territory in order to deny them their due. In the midst of this increasingly hostile political atmosphere, the Captain-General suffered a series of personal blows with the deaths of his wife and two children in quick succession. By 3012 Janos Marik had withdrawn to the darkened rooms of his palace, communicating with the outside solely via documents and printed messages. In his absence, Parliamentary meetings were rapidly backsliding into the anarchy of the last years of Stephan Marik's reign.

Convinced that Janos had become unfit to rule, Duke Marik set his plan to overthrow his elder brother in motion. On May 22, 3014, Anton Marik proclaimed himself Captain-General and announced his intention to unseat his brother.



## PERSONALITIES OF ANTON'S REVOLT

The following individuals played pivotal roles in Anton Marik's Revolt of 3014-15.

### JANOS MARIK

**Name:** Janos Ricard Thaddeus Marik

**Position:** Captain-General of the Free Worlds League

**Rank/Titles:** Duke of Atreus, the Marik

**Age (in 3015):** 58

Eldest son of Captain-General Stephan Marik, Janos was born into a Free Worlds League rent by internal dissension. He knew that the bitterness of the Marik's enemies in Parliament had contributed greatly to the League's woes, but Janos also understood that the stubbornness of successive Captains-General had also played its part. In what he would later dismiss as "the foolishness of youth," the young Janos was determined to do something about this and create a strong and united League.

Breaking with tradition, Janos attended Oriente's Princefield Academy rather than either Allison MechWarrior Institute or Lloyd Marik-Stanley AeroSpace School on New Olympia as his father had wished. Emerging as the top cadet in his class, Janos was enthralled by the tradition and ceremony of the Academy, vigorously defending its name whenever it was sullied. This attitude and his constant intervention on behalf of his younger brother Anton led to a number of extracurricular incidents and six duels of honor. Graduating in 2984, Janos returned to Atreus, where he was commissioned as a First Lieutenant in the Free Worlds Guards and presented with a brand-new *Rifleman 'Mech* by his estranged father.

Stationed on the Lyran front, Janos experienced the problems the schism between Captain-General and Parliament were causing first hand. Shortfalls of spare parts, technical support, medical supplies, and even ammunition plagued the League's defenders. In 2988 Jefferson Clintock, a young officer in the 1st Orloff Grenadiers, approached Janos. A fellow Princefield graduate, Clintock attempted to recruit Janos into a plot to overthrow Parliament and install a military government. Janos denounced him and his co-conspirators immediately. Later promoted to command of the First Atrean Hussars, Janos' regiment then spent its time combating general strikes, terrorism, rioting, and anti-government violence more often than Lyran raiders.

Cancer claimed Stephen Marik's life in 2991, and the thirty-three-year-old Janos was subsequently confirmed as Captain-General of the Free Worlds League. As a military hero and the son of the late Marik, Janos' face and voice were well known to the people of the Free Worlds League. In his first official address he called for unity in the face of the League's many enemies, affirmed the continuation of Resolution 288, and announced a general amnesty for all political prisoners, including many arrested following the SAFE investigation of the 2988 military plot. This, along with legislation granting humanitarian aid for recently attacked League worlds helped quell some of the civilian unrest that had marked his father's last years in power.

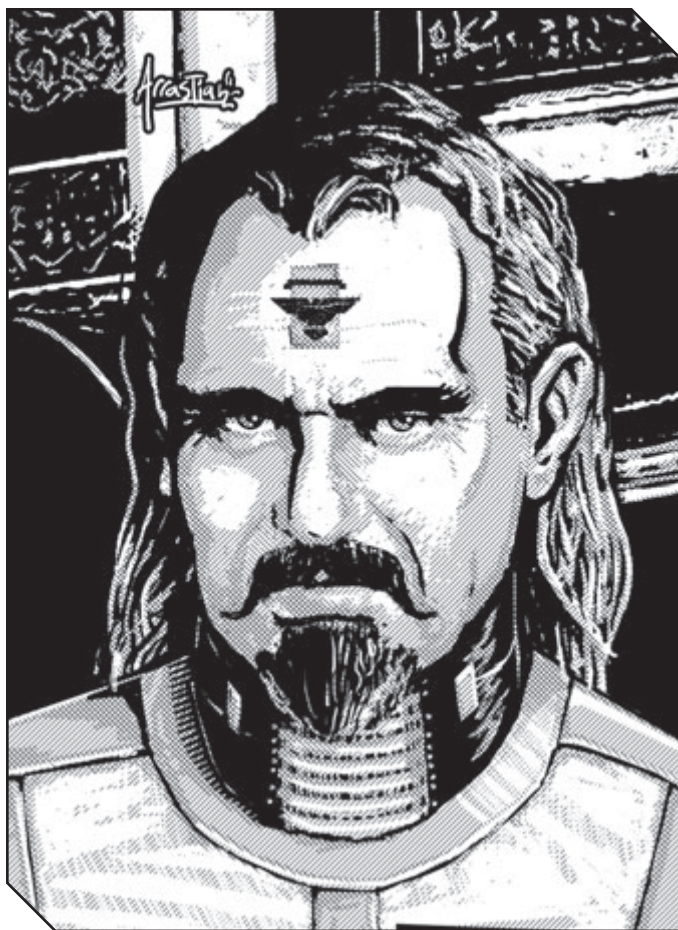
In 2991 Janos was optimistic for the future. Married, with seven strong children and in good health himself, he could rely on his brother Anton, with whom he had shared his plans for a revitalized Free Worlds League. By 3016 the Captain-General was a changed man. The failure of his plans for the League, a string of personal losses (including two wives), and the treason of not only brother, but also of his own son, Gerald, all combined to transform Janos into a bitter old man. The necessity of allying himself with Maximilian Liao after the Chancellor's involvement with his brother's revolt must have been a bitter pill to swallow, but the threat posed by the united Federated Suns and Lyran Commonwealth left the Captain-General with no other option. The internal divisions created by the Civil War (fueled further by Federated Suns MIO operations) prevented the League from making any significant contributions to its partners in the Concord of Kaptelyn during the brief Fourth Succession War.

### WOLF'S DRAGOONS

First making their appearance in Federated Suns territory in 3005, the Wolf Dragoons (or as the Inner Sphere came to know them, Wolf's Dragoons) were a reconnaissance force dispatched by Clan Wolf to ascertain the military preparedness of the Inner Sphere. Operating under the guise of a mercenary command, the Dragoons were outfitted with pre-Exodus weapons from the oldest Brian Caches. Other vehicles and equipment were retrofitted to prevent advanced technology from accidentally falling into the hands of the Inner Sphere. Deeming the task of covert information gathering to be beneath the dignity of their elite Bloodnamed Warriors, the Wolf Clan staffed the Dragoons' ranks with Freeborn troops, augmented with a handful of Trueborn volunteers. Controversially, command of the expedition was given not to a Trueborn warrior but to a pair of Freeborn brothers, Jaime and Joshua.

Assuming the surname of "Wolf," Jaime and Joshua led their Dragoons on the long journey to the Inner Sphere. Using a circuitous route to prevent their origins from being discovered, the Dragoons immediately discovered that their cover was flawed. Able to field five regiments plus support units, they were far larger and better equipped than their contemporaries. Rebuffing all enquiries as to their origins, the Dragoons took service with House Davion, then House Liao.

In early 3014 Chancellor Maximilian Liao offered Duke Anton Marik the services of Wolf's Dragoons—setting in motion a chain of events that would lead to tragedy on New Delos.



Meanwhile Janos grew ever more distrustful of those around him—especially his remaining family. With the ambitious Duggan Marik and Duncan Marik positioning themselves for their own grab at the office of Captain-General, Janos secretly designated his son, Thomas, as his heir. A member of ComStar, Thomas was far removed from the intrigues that bubbled just beneath the surface on Atréus.

After Janos suffered a debilitating major stroke in 3030, Thomas Marik was recalled from ComStar to rule in his father's place until Janos was killed in the 3035 bomb attack that also killed Duggan and seriously wounded Thomas.

### ANTON MARIK

**Name:** Anton Marik

**Position:** Commander Capellan Front, Captain-General of the Free Worlds League (presumptive)

**Rank/Titles:** General, Duke of Procyon

**Age (in 3015):** 55

In childhood Anton and Janos Marik were almost inseparable. The older of the two, Janos took the lead in embroiling the both of them in countless childhood schemes and adventures that doubtless drove their father to distraction. As they grew older, the two shared their grand plans for when Janos would become Captain-General and cure the League of the

ills that beset it. When Anton followed Janos into Princefield, the brothers' instincts for trouble ensured that the academy would not soon forget them. It was during this time that Anton became firm friends with Willis Crawford, a fellow cadet who soon became a member of the Anton's inner circle. Graduating in 2981, First Lieutenant Anton Marik cut a flamboyant figure in the Third Marik Militia. His superiors were quick to note his tactical brilliance and his magnetic charisma. Fighting on the Capellan front, Anton won a string of victories and earned fanatical loyalty from the troops serving under him. Elevated to command of the regiment, he became the youngest regimental commander in the Militia's long history. Following his brother's elevation to the office of Captain-General, Anton was promoted to General (despite vocal objection from some older officers). Forming the core of the Janos' "Council of Friends," Anton was instrumental in shaping League policy. Named Duke of Procyon, Anton was given command of the entire Capellan front and a free hand to shape League strategy as he desired.

It would be the grim realities of League politics that began to drive a wedge between the two brothers. Recognizing the need to get Parliament squarely behind his reforms, Janos became embroiled in political horse-trading in which he made far too many compromises for Anton's liking. Heated discussions between the two became more common, and tensions





were heightened when Janos reassigned forces under Anton's command to the Lyran front without first discussing the move with his brother. When Janos had Willis Crawford executed following the debacle at Solaris VII (the first military execution in the League in over a hundred years), the breach was widened into an unbridgeable chasm. As Janos became ever more deeply mired in the problems of governing the often-fractious Free Worlds League, Anton began to entertain the belief that he could do better, an opinion that his aides did little to disabuse him of. When conspirators from the failed 2988 coup resurfaced to approach Anton, he (unlike his brother) did not denounce them. With a ready-made network of supporters, Anton began at last to give serious consideration to usurping the Captain-General's office. Then Chancellor Maximilian Liao decided to take a hand in events.

With the services of Wolf's Dragoons, Anton's plans moved from the realms of speculation into reality. Meeting for the first time in a secret face-to-face on Terra, Duke Anton and Jaime Wolf quickly formed a respect for one another's strategic acumen and tactical skill. On a personal level however, their personalities proved incompatible—with disastrous long-term consequences. When rumors that the Dragoons were plotting against him surfaced, Anton sought to test Wolf by ordering him to place the Dragoons under the command of his own officers. When Wolf refused, Anton took this as proof of Wolf's duplicity. Fearing the worst, Anton had Joshua Wolf and other Dragoon personnel and dependents seized in the hope that he could yet save the rebel cause. When Joshua was killed in a struggle with his guards, Anton panicked and ordered the other prisoners executed.

Anton Marik, would-be Captain-General, died on New Delos when Captain Natasha Kerensky's company stormed his headquarters on 25 March 3015.

## VESAR KRISTOFUR

**Name:** Vesar Kristofur

**Position:** Aide to Duke Anton Marik

**Rank/Titles:** Colonel

**Age (in 3015):** 46

Born in the back streets of Tikograd on the Capellan world of Tikonov, Vesar Kristofur's family was moribund in debt. Ambitious and determined to escape the poverty of his childhood, the eighteen-year-old Kristofur joined ComStar. Demonstrating a quick and agile mind, he rose quickly through the ranks of the Adepts. Mastering the skills needed to navigate ComStar's internal politics, Kristofur transferred to ROM in 2998.

Assigned to infiltrate the Free Worlds League military in 3005, Kristofur proved exceptionally skillful in his assignment, obtaining a position on Duke Anton Marik's personal staff. Finding himself in a unique position, it appears that the fires of Kristofur's ambition were fanned anew. Duke Anton was already contemplating making a bid for the office of Captain-General, and Kristofur was able to use his ROM resources to ingratiate himself with the Duke. Why now should Kristofur be content with his role as a minor agent when he could be the power behind the throne? From behind the scenes the rogue ROM agent began to manipulate events, finally pushing the Free Worlds League over the brink and into civil war.

Vesar Kristofur survived the bloodbath on New Delos but was apprehended by ROM operatives as he fled into Capellan space. Brought before the First Circuit, he was excommunicated and exiled to the desolate Periphery world of Alpha Hydri. There are persistent rumors claiming that Kristofur survived his ordeal on Alpha Hydri and was rescued by Periphery bandits. The stories say he assumed the name Kristopher Kelly and rose to become the leader of the bandits who had saved him, and for years there came out of the Periphery tales about the marauding Kelly's Kommandos. Most accounts say Kelly was finally killed in a skirmish with another pirate band.

*[Unfortunately, it looks as if Professor Faustberg's dragons won this round. Kristofur was not the rogue agent the Word of Blake would like people to think he was. No mere agent, he was actually ComStar's Precentor ROM.]*

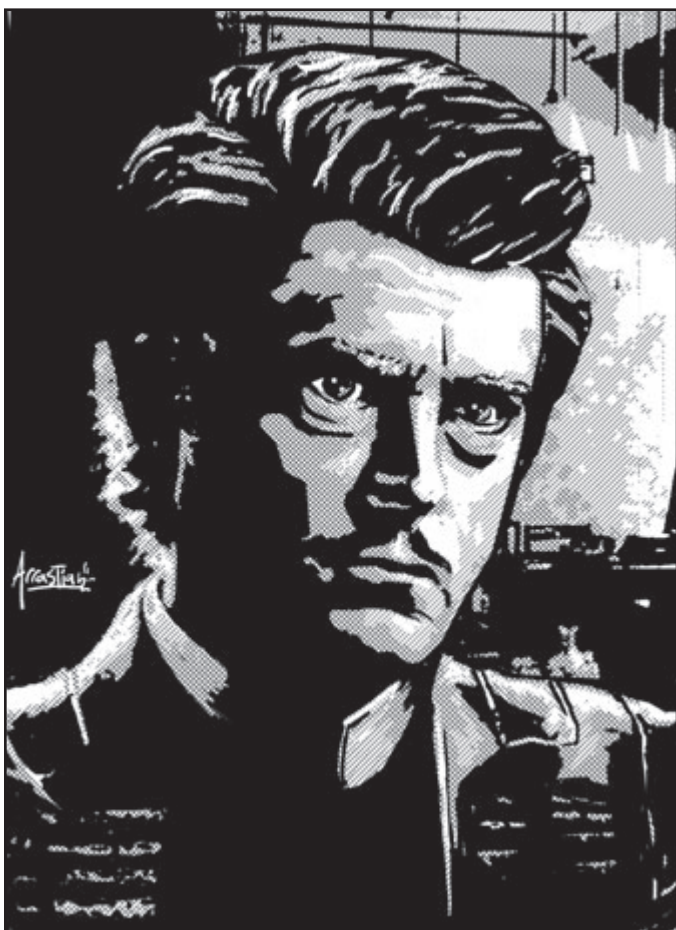
*Appointed Precentor ROM in 3005 following his predecessor's failure to penetrate the secret of the origins of Wolf's Dragoons, Kristofur was forced to adopt a more convoluted approach after conventional methods failed. The plan was to inflict as much damage as possible on the Dragoons and force them to return to their home, wherever it was. At the same time, the Marik eagle was making a strong showing against the C-bill, and the First Circuit was desperately seeking ways of rebalancing the Inner Sphere economies in ComStar's favor.*

## WAS ANTON MARIK INSANE?

While many accounts of the Anton Revolt depict Duke Anton Marik as weak-willed or mentally unstable, actual evidence for such a viewpoint is far from compelling.

In the years since the Anton Revolt's bloody conclusion, it has become clear that Anton was surrounded by aides and advisors who were working to promote their own agendas. Vesar Kristofur—a renegade ComStar ROM agent—saw Anton as a means to personal wealth and power. The eternally scheming Maximilian Liao used Anton to blunt the threat the League posed to his pitifully weak Capellan Confederation. Meanwhile, House Davion's MIIO operatives had infiltrated the Duke's staff and were seeking ways to weaken the League with internal dissension.

While Anton seriously over-estimated the level of support he could expect from across the League, and his orders to execute the captive Dragoons on New Delos smacked of desperation, his actions do not suggest he suffered from any form of mental illness.



In a bold plan that would cover both issues, Kristofur suggested that ComStar could manipulate events and get Anton Marik to launch his long-planned rebellion. With the blessing of Primus Julian Tiepolo and the First Circuit, Kristofur personally infiltrated Duke Anton's staff and was able to plant the idea of getting Chancellor Liao to commit the Dragoons to supporting Anton's revolt. The inevitable damage the Marik economy would suffer would devalue the eagle, and the situation could be manipulated so that the Dragoons would suffer sufficient casualties that a supply run home would be necessary.

Circumstantial evidence suggests that during the Anton Revolt, Kristofur planted intelligence that Jaime Wolf was planning to turn on Duke Anton, and he suggested the Duke order the dispersal of the Dragoons as a test of Wolf's loyalty. When Wolf refused, Anton was forced to believe the rumors of impending betrayal and seize hostages in a bid to keep the treacherous mercenaries under control. Kristofur also shot Joshua Wolf during a struggle in the Duke's office. It remains unclear whether this was a spur of the moment act to defend himself and Anton or a carefully orchestrated part of the plan. Certainly there could have been nothing more certain to bring the Dragoons down on New Delos (with the potential for heavy casualties amongst the mercenaries) than the death of Jaime's brother.

Ultimately Kristofur's plots proved only partially successful. The Anton Revolt indeed resulted in a devaluation of the Marik eagle, but Captain Natasha Kerensky's assault on Anton's headquarters brought the fighting on New Delos to a premature conclusion, preventing the mercenaries from suffering the kind of crippling losses that would have instigated one of their supply runs. Presumably fearing that Kristofur had his eye on the office of Primus, Tiepolo seized upon the opportunity presented by Kristofur's partial failure to rid himself of the ambitious Precentor ROM. —Ed]

### MAXIMILIAN LIAO

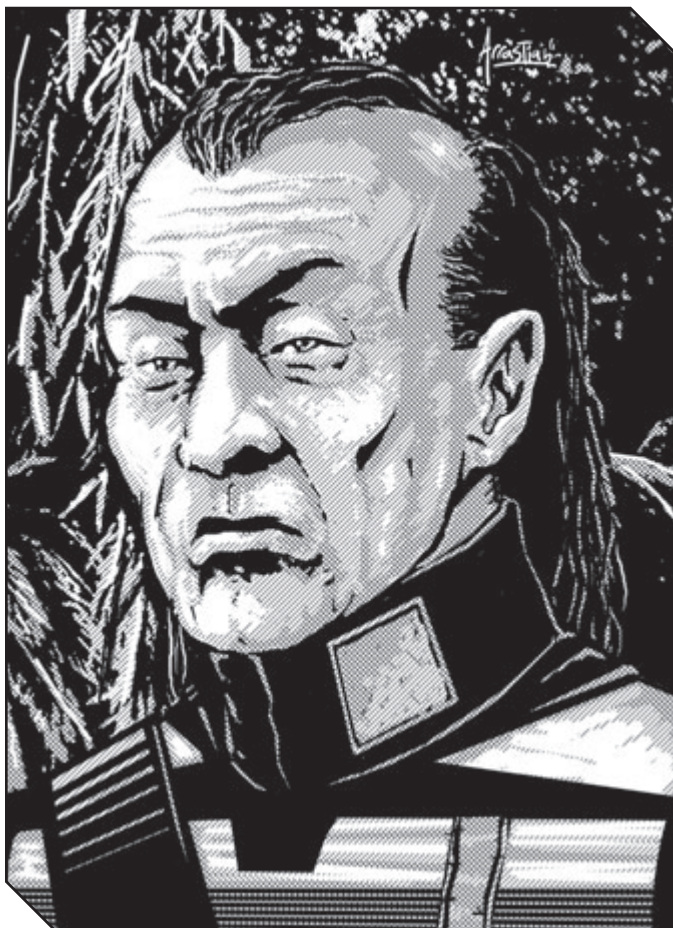
**Name:** Maximilian Liao

**Position:** Chancellor of the Capellan Confederation

**Rank/Titles:** Duke of Liao, Prefect of Sian, Lord of Tikonov

**Age (in 3015):** 51

Born on Capella in 2964, Maximilian Liao learned the lessons of the court life well. Becoming a master schemer, Liao took delight in working behind the scenes to accomplish his ends. Cunning and cold-blooded, the egotistical Maximilian was plagued by bouts of manic depression that made him all the more dangerous. Secretly backing religious dissidents, he engineered a "crisis of religious fanatics" that resulted in the downfall of his father, Tormax Liao, in 2990. Not merely content





with becoming the Twenty-ninth Chancellor of the Capellan Confederation, Liao had the broken Tormax poisoned in 2992.

Liao's fondness for pitting individuals and groups against each other soon displayed itself in the manner in which he curbed the growing power of the Capellan armed forces and their commander, Pavel Ridzik. Expanding the Warrior Houses from four to eight, Maximilian Liao created what was essentially a private army under the command of Master Karl Yadi. Several high-ranking Capellan officers protested this move, only to be dismissed (or worse)—and the Chancellor was not yet done. As a check against Master Yadi, the Maskirovka was given greatly expanded powers with which they instigated a reign of terror on the Confederation's citizens. Those who served the Chancellor soon found him to be extremely cruel and unforgiving to any who failed to carry out orders to his complete satisfaction. Demanding absolute obedience, Maximilian Liao demonstrated that he would rule the Confederation with an iron fist. Consumed with the idea of becoming First Lord of a new Star League, Chancellor Liao was forced to accept that—as leader of the weakest of the Successor States—he could never achieve his dream through force of arms. Seeing the powerful House Davion as his most serious rival, an envious Liao nursed a special hatred for the Federated Suns and its leaders. Determined to engineer the downfall of House Davion, Liao knew he must first find a way to neutralize the Free Worlds League.

To Maximilian Liao, Duke Anton Marik's growing estrangement from his brother must have looked almost too good to be true. Cynically believing that anyone could be bought for the right price, the Chancellor contacted Anton covertly in 3003. Proposing to provide Anton with financial and logistical support, Liao sweetened the deal by offering his eldest daughter's hand in marriage to Anton.

Obviously pleased with his success at setting the Free Worlds League on its ear, the Chancellor attempted to replicate the feat by suborning Duke Michael Hasek-Davion. This time the Chancellor's plotting backfired, and the Capellan Confederation would feel the full weight of the Davion war machine in the brief (but, for the Confederation, devastating) Fourth Succession War. By 3030, Chancellor Liao's realm was shattered along with his sanity. Abandoned by his eldest daughter, Candace, when she declared her St. Ives Commonality a sovereign nation, and then by his only son, Tormano, Maximilian Liao was a broken man. He died in 3036, poisoned—as rumors would have it—by his second daughter, Romano Liao. The ascent of Romano to the Celestial Throne would condemn the people of the Confederation to two decades under an insane leader even more brutal than her father.

## JAIME WOLF

**Name:** Jaime Wolf

**Position:** Commander of the Wolf Dragoons Expeditionary Force (aka Wolf's Dragoons)

**Rank/Titles:** Colonel

**Age (in 3015):** 35

The son of Wolf Clan MechWarrior Jon Vickers and Brigit (of the Merchant Caste), Jaime was born in the Wolf Clan enclave on Eden at the farming settlement of Applegate. As was customary, Jaime underwent testing at the age of ten to establish the appropriate Caste to which he would be assigned. Demonstrating superior reflexes and coordination combined with above-average intelligence, the young Freeborn was accorded the rare honor of being trained to enter the Warrior Caste. Assigned to the Gamma Ten Freeborn Sibko, the growing Jaime inherited the compact and muscular build common to the Vickers bloodline. Jaime piloted an antiquated *Archer* to victory in his Trial of Position, taking down a Trueborn-piloted *Blackhawk* before a *Thor* disabled his damaged BattleMech with well-placed laser fire.

Assigned as a MechWarrior to Epsilon Galaxy's Choyer Garrison Cluster in 3000, Jaime immediately distinguished himself in battle as he helped crush a Nova Cat Trinary while his Cluster was defending mineral rights on Circe in a Trial of Possession. His battlefield prowess against the Cats earned Jaime the opportunity to be tested for a position in a frontline command. Defeating his opponent handily through artful use of terrain, Jaime took his opponent's *Thor* as isorla and assumed the rank of Star Commander in the 328th Assault Cluster. Under the command of Star Captain Natasha Kerensky, Jaime helped administer severe drubbings to the Diamond Sharks on Paxton and the Jade Falcons on Eden, easily testing up to Star Captain following Kerensky's elevation to Star Colonel in 3003.

## PRIMED FOR FAILURE

Was Anton Marik set up to fail by Chancellor Maximilian Liao? That is a very interesting question. From Liao's standpoint, he was looking at a win-win situation. The worst-case scenario was that Anton's bid to overthrow the Captain-General would fail and the resulting turmoil would buy the Capellan Confederation a few months during which the League would be too self-absorbed to bother House Liao. On the other hand the best-case scenario would have put Anton in the Captain-General's office with Candace Liao as his wife. If Candace had been able to control Anton, then the Chancellor could draw upon the combined might of both states to further his schemes for the downfall of House Davion. Given the potential gains, would the Chancellor have deliberately done anything to lessen the chances that Anton would succeed?

In the event, what the Chancellor actually got fell somewhere in the middle. The damage—both economic and social—that the Anton Revolt would ultimately inflict on the Free Worlds League ensured that Janos Marik's nation would cease to be a threat to the Capellan Confederation for years to come, by which time the two were allied with House Kurita under the Concord of Kapteyn.

**THE DRAGOON COMPROMISE**

Nadia Winson, Khan of Clan Ghost Bear and an ardent Crusader, attempted to force the issue of the Clans' return to the Inner Sphere. Wolf Khan Kerlin Ward contended that the Clans lacked the information required to make such an important decision. As a compromise he proposed sending a Clan force, under the guise of a mercenary unit, into the Inner Sphere to provide the Grand Council with a detailed report of the strengths and weaknesses of their future opponents. The Grand Council agreed and awarded Clan Wolf the honor of mustering a force composed primarily of Freebirths and other low-regarded warriors. Freeborn "dependants" rounded out the appearance of a nomadic mercenary company and several Bloodnamed warriors (including Natasha Kerensky) volunteered for the mission.

After months of training with the Goliath Scorpion's Heartvenom Cluster, the Wolf Dragoons left for the Inner Sphere in 3004 and the rest is quite notable history.

With the promise of the creation of a Wolf Bloodname (an almost unheard-of honor), Khan Ward offered command of the Wolf Dragoons to Star Captain Jaime and his younger brother, Joshua. Many of the Clans balked at this choice, but the Grand Council decided that Clan Wolf had the right to outfit and staff the Dragoons as they saw fit.

Pausing in the Periphery to hide the WarShips and other equipment that his advanced scouts reported would tip off the Inner Sphere to the Dragoons' SLDF origins, Jaime married Ellen, one of the "dependants" assigned to the mission. The Dragoons' arrival over the Federated Suns world of Delos in April of 3005 spread panic through the local defenders, which calmed somewhat when the Dragoons' commander identified himself as Colonel Jaime Wolf and notified the local commander that his Dragoons were mercenaries in search of employment. With five well-equipped regiments and support units the Dragoons had no trouble finding work. Under Jaime's command the Wolf Dragoons rapidly built a reputation as a powerful and skillful mercenary force—all the while politely rebuffing inquiries into their origins.

While Jaime was leading Alpha Regiment against the Capellan Confederation on Styk, Ellen was giving birth to their first child, Mackenzie. Mac was joined by his younger sisters Lynn and Brigit the following year. For security reasons, Jaime hid the identities of his family from both the Inner Sphere powers and the majority of the Dragoons. His children were listed as the orphans of Curtis Wingham under the names Darnell, Callie, and Sarah. The deaths of his brother Joshua, his wife Ellen, and his daughters Lynn and Brigit at the hands of Anton Marik must have been a crushing blow to Jaime. Only Mackenzie was spared the slaughter—fortuitously, he was in the Federated Suns undergoing therapy for a speech impediment.

**JOSHUA WOLF**

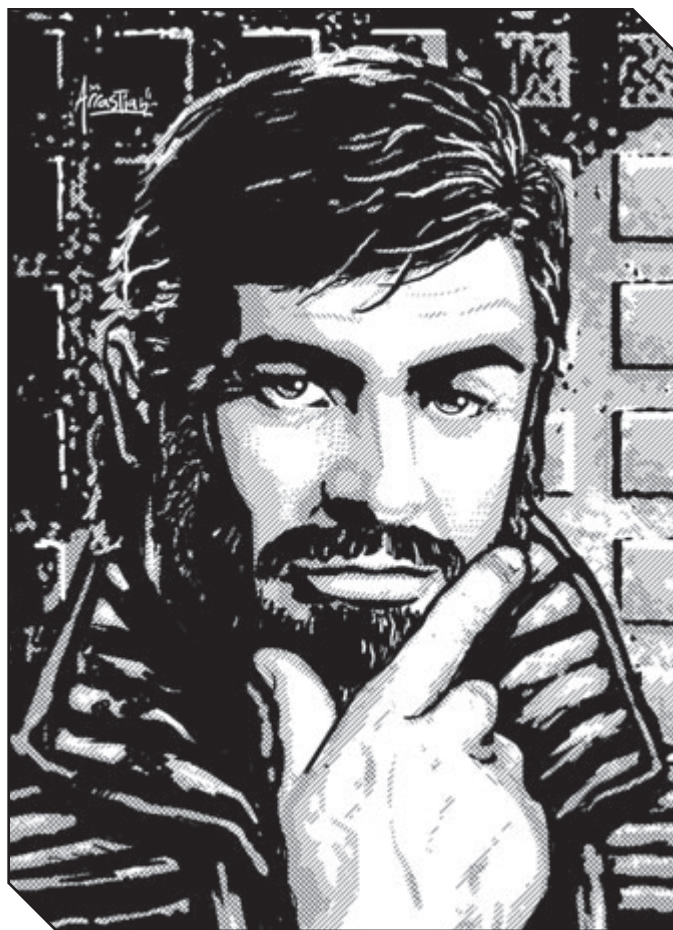
**Name:** Joshua Wolf

**Position:** Executive Officer of the Wolf Dragoons Expeditionary Force (aka Wolf's Dragoons)

**Rank/Titles:** Major

**Age (in 3015):** 34

Like his elder brother, Joshua was accorded the rare honor of being trained to enter the Warrior Caste in spite of his Freebirth origins. Following a hard fought Trial of Position, Joshua was assigned to the second-line Choyer Garrison Cluster on Circe. There he proved just as skilled as his brother, helping to hand Clan Snow Raven's Fourteenth Raven Battle Cluster an embarrassing defeat during the Trial of Possession for the Wolf Clan's Beta Three Mining Complex. Raven aerospace fighters hammered the garrison troops until one of Circe's violent storms suddenly appeared. With the Ravens' air support grounded, Joshua seized the unexpected opportunity and led the surviving members of his Trinary on an impromptu counterattack that shattered the Raven's ground forces.







### **THE SPIDER AND THE WOLF**

Initially Natasha Kerensky's interest in Joshua was purely professional. She had developed a deep respect for Jaime's skills, and when Joshua proved to be equally capable she requested him for her Trinary to replace casualties her command had suffered defeating the Diamond Sharks. Serving together in the 328th Assault Cluster, a strong bond of friendship developed between Kerensky and the Freeborn brothers.

Rising to the rank of Star Colonel in 3003, Kerensky found her career stalled. Her total lack of patience with politics meant that several high-profile assignments eluded her. Worse, her success on the battlefield began to force other Clans to stiffen their bidding to eliminate her Cluster. While this resulted in some spectacular underbidding and battlefield disasters on the part of the Wolf Clan's opponents, it also meant that Kerensky and the 328th were left watching from the sidelines as others won martial glory. Little wonder that the fiery Kerensky leaped at the chance of action and adventure in the Inner Sphere—even if the price was effectively demotion to the rank of Point Commander (Khan Ward felt that placing a Kerensky in a prominent position such as that of a regimental commander would be too blatant a clue as to the Dragoons' origins).

There is no record telling when the relationship between Joshua and Natasha changed from that of friends to that of lovers, but circumstantial evidence suggests that the affair started during the Dragoons' contract to the Capellan Confederation. Although they took pains to conceal their relationship from the other Dragoons, Jaime was apparently aware of what was going on. Clearly Joshua's death had a dramatic impact on Kerensky, for it was after the final battle on New Delos that she emerged as the self-styled "Black Widow."

For his actions on Circe, Joshua was allowed to undergo a Trial of Position and enter a frontline unit—specifically, Star Captain Natasha Kerensky's Trinary of the elite 328th Assault Cluster. Serving under Star Commander Katya (a Trueborn from the same sibko that produced Natasha Kerensky), Joshua continued to demonstrate an exceptional talent as a MechWarrior—tying up a Star of Jade Falcons for crucial minutes during one Trial on Eden in 3002, and then testing up to the rank of Star Commander in 3003.

Alongside Jaime, Joshua was offered command of the Wolf Dragoons—Joshua would play saKhan to Jaime's Khan. In the months of preparation needed to organize the Clan reconnaissance force, Joshua's talent for administrative duties came to the fore, freeing Jaime to hone the Dragoons' tactical skills to a fine point with the aid of volunteers from Clan Goliath Scorpion.

Upon their arrival in the Inner Sphere Joshua continued to serve on Jaime's staff, where he was involved deeply in all contract negotiations and liaison duties with the Dragoons' employers. Joshua was serving in that role when he and twenty-seven other Dragoons and dependents (including Jaime's wife and daughters) were taken prisoner by Anton Marik's troops and then executed.

**TO:** Colonel Jaime Wolf, Commander, Wolf's Dragoons

**FROM:** Duke Anton Marik, Captain-General of the Free Worlds League

This is to inform you that Major Joshua Wolf and 27 members of your household staff have been arrested. They will be held until such time as you comply with my orders and place your units at the disposal of my line officers. Failure to obey these orders will result in the execution of all prisoners within 14 standard days of this transmission.

**TIMELINE OF THE ANTON REVOLT****2948**

Thaddeus Marik becomes Captain-General.

**2963**

Thaddeus drowns. Stephan Marik becomes Captain-General.

**2988**

A plot to overthrow Stephan Marik and Parliament is denounced by Janos Marik. Morgaine Humphreys is assassinated. Catherine Humphreys becomes Duchess of Andurien.

**2991**[Aug] Stephan Marik dies of cancer.  
[02 Sept] Janos Marik becomes Captain-General.**2994**

Hilda Marik dies.

**2998**

Janos Marik marries Ana Stewart.

**3002**[Jan] Anton Marik is named Duke of Procyon and given command of the Capellan front.  
[Mar] Janos Marik orders an attack on Loric.  
[Sept] In the second phase of his campaign, Janos Marik orders an attack on Solaris VII.  
[Nov] FWL forces retreat from Loric.**3003**

[01 July] Following the disastrous assault on Solaris VII, General Willis Crawford is executed.

**3006**

Taking advantage of Alessandro Steiner's strategy of "Concentrated Weakness," Janos Marik launches raids deep into the Lyran Commonwealth.

**3012**

Janos Marik withdraws from public after the death of his wife, Ana, and two of his children.

**3014**

[Jan] Anton Marik and Maximilian Liao meet on Terra to finalize their plans.

**OPENING MOVES**

Captain-General Janos Marik's military and domestic policies continued to widen the rift between him and his brother. Courted by factions within the League's government and military, as well as the devious Chancellor Maximilian Liao, Duke Anton became convinced that the Free Worlds League needed new leadership—his. Commanding the Capellan front and acting as administrator of the Protectorate worlds, Anton established his headquarters on New Delos.

Retreating into seclusion in 3012, Janos left Parliament to become embroiled in petty bickering and gave Anton his chance to set long-laid plans in motion. The demand for troops on the Lyran front allowed Anton to rid himself of some commands he could not sway to his cause. Others were isolated through the simple expedient of reassigning their transports, assets Anton's forces seized in their opening moves. In addition to his Ducal Guard—four combined-arms regiments, assembled in secret—Anton could rely on the Third and Eighteenth Marik Militia. The Duke had once commanded the Third, and the Eighteenth had served under him for over ten years. The Fourth and Fifth Regular Hussars also pledged support, as did the commander of the Twelfth Atrean Dragoons. In a demonstration of how isolated the Captain-General was becoming, Gerald Marik (Janos' second son) aligned himself with Anton.

True to his word, Maximilian Liao gave Anton control of Wolf's Dragoons. In late February, the Dragoons packed up their equipment and dependents on Wright. Heading up the frontier, they jumped the border at Harsefeld. Anton's men controlled the world, using the pretext of rooting out Maskirovka cells to control access to all off-world communications. As the Dragoons passed through no word of them leaked to tip off Janos. While the Dragoon flotilla was jumping into New Delos' nadir jump point, their new employer was publicly declaring himself Captain-General.

On 22 May 3014, Anton's Revolt begin.

**REBELLION**

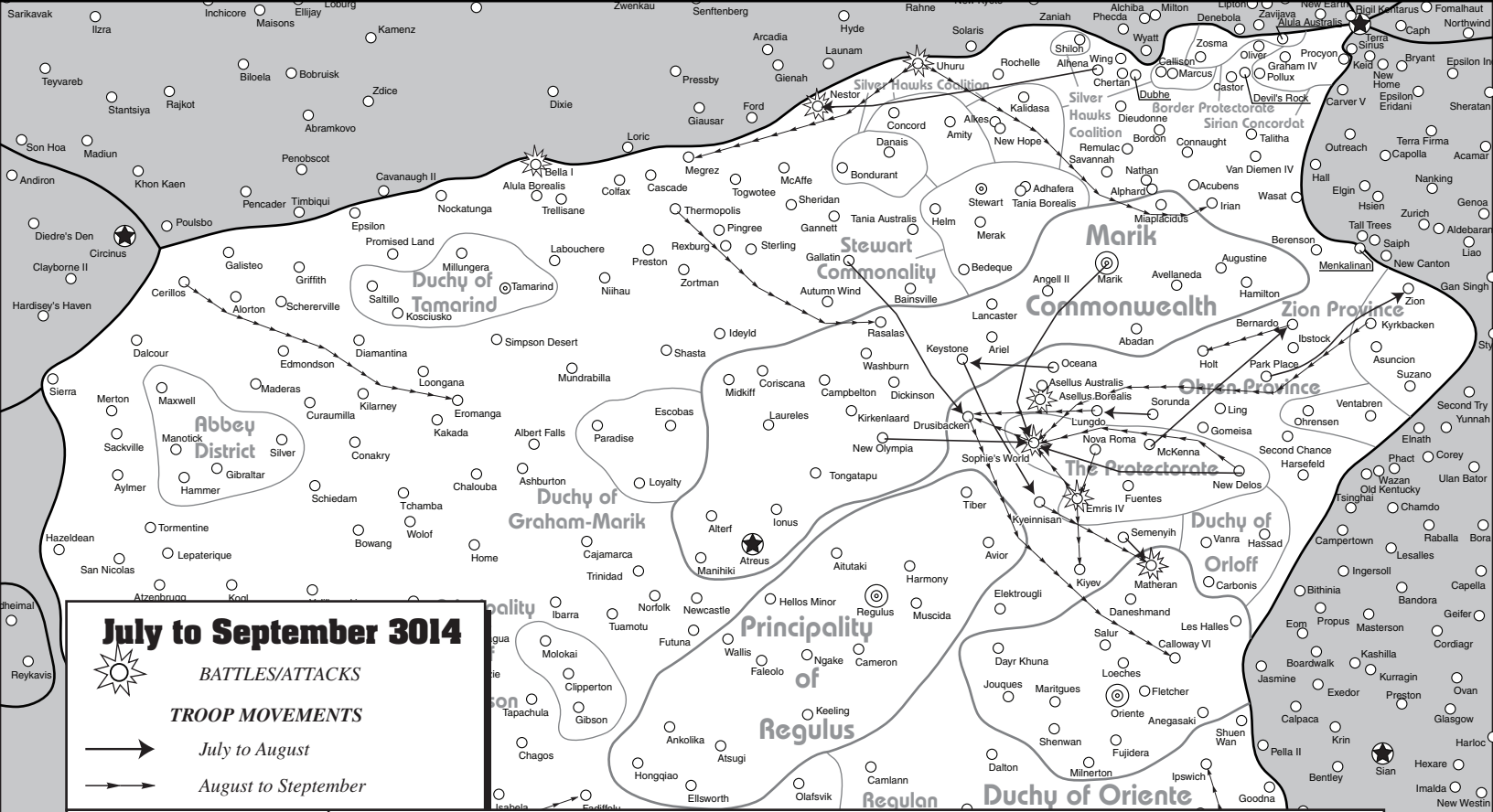
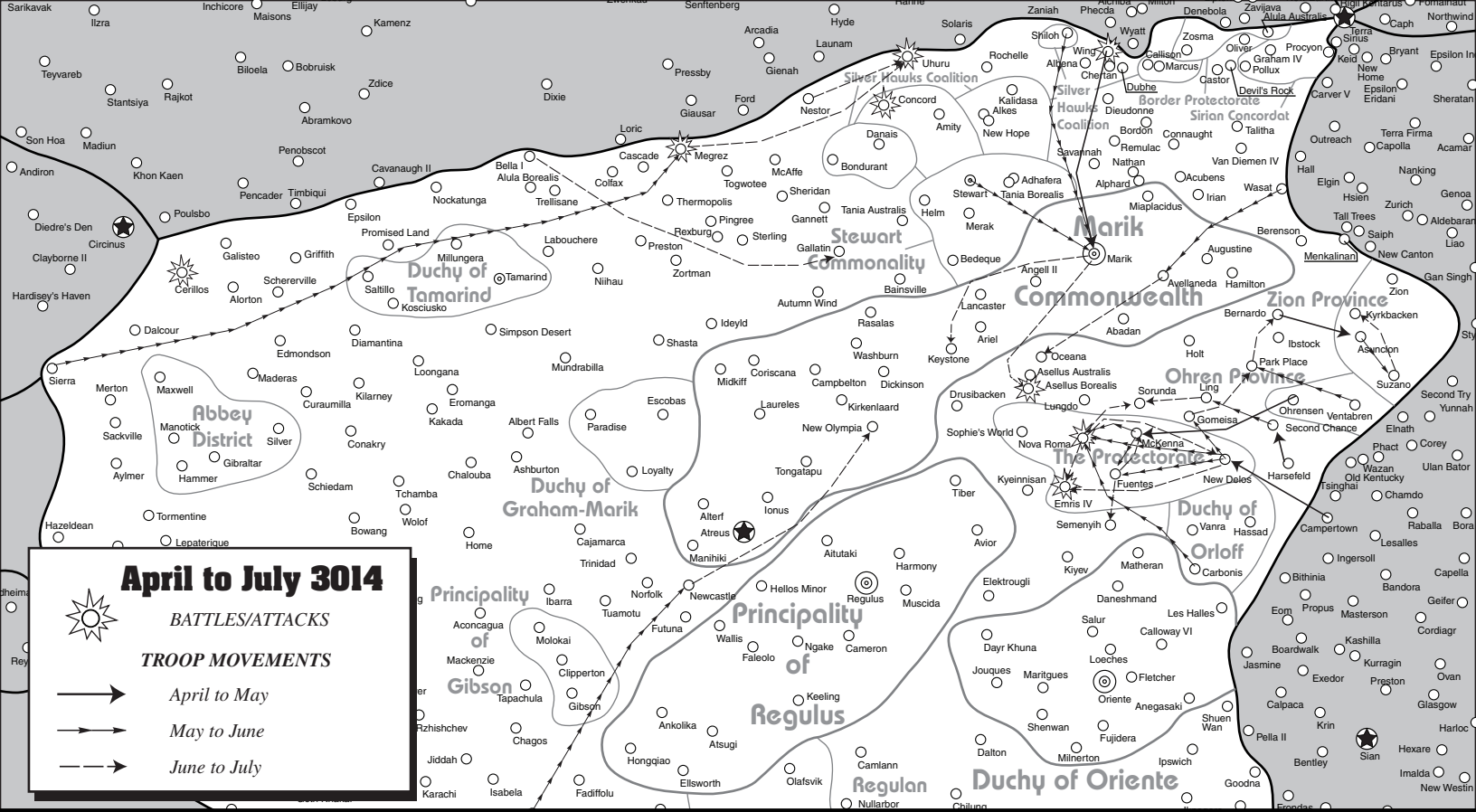
Duke Anton's plan to make himself Captain-General had two primary objectives: the capture of Atreus and of Marik. Control of these symbolic worlds would add legitimacy to his claim. As a secondary objective, Anton needed control of as much of the League's military industrial infrastructure as possible in order to secure the material needed to fuel his rebellion and deny the same to Janos' supporters. Prime targets included Asuncion, Bernardo, Emris IV, Irian, Keystone, Oliver, and Procyon.

To achieve these objectives, Anton devised a three-pronged operation. The southern thrust (code-named Eagle) would drive towards Atreus. The center thrust (code-named Peregrine) would target Marik. The northern thrust (code-named Falcon) would sweep up to take key industrial worlds and pick off isolated loyalist commands.

Word of his younger brother's treason reached the Captain-General on May 24. Witnesses reported that he was surprisingly calm, in marked contrast to his fury at the bungled Solaris operation in 3003. Janos could read a star chart just as well as Anton, and he knew Atreus would be the rebel's primary target. The Captain-General dispatched orders to commands SAFE assured him were reliable, creating a concentration of troops to act as a firebreak between New Delos and the Marik Commonwealth. Retiring for a day to gather his thoughts, Janos then addressed Parliament. Refusing to acknowledge his brother's claim to the Captain-General's office, he announced, "From this moment, I have no brother." Janos then issued Executive Order 1136, proclaiming that units and provinces siding with Anton would be considered enemies of the League and as such would be subject to the Replevin Doctrine. As a captured enemy, their lands and possessions would be seized as booty. In what would prove ultimately to be a costly mistake, the Captain-General announced that anyone siding with his brother could expect no mercy. Anton's supporters now faced a simple choice—fight or die.

*Continued on p. 20*





**PLANET KEY**

- ★ NATIONAL CAPITAL
- ⊙ DISTRICT CAPITAL
- ⊙ PROVINCE CAPITAL

**FREE WORLDS LEAGUE**  
**Anton's Revolt**  
**April to September 2014**  
 © 3067 BLAKE'S TRUTH CARTOGRAPHIC DIVISION

**LEGEND**

30 LIGHT YEARS

120 LIGHT YEARS OR 26,8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward  
 Rimward  
 Anti-spinward  
 Spinward

[March] Wolf's Dragoons depart Wright for the Free Worlds League.

[22 May] Anton Marik, Duke of Procyon, declares himself Captain-General of the Free Worlds League.

[June] Nova Roma falls to the Rebels. The Bounty Hunter ambushes Lieutenant Kerensky's Lance.

[25 June] Anton Marik makes his inflammatory speech from Nova Roma.

### 3015

[26 Feb] Colonel Jaime Wolf refuses Anton Marik's demands that the Dragoons be split up to bolster the rebel troops.

[06 Mar] Joshua Wolf, the Dragoons liaison staff, and their dependents are taken hostage by Anton Marik.

[14 Mar] Joshua Wolf, Colonel Jaime Wolf's wife, and two daughters are executed with the other 23 hostages.

[22 Mar] Wolf's Dragoons attack New Delos.

[25 Mar] Anton Marik dies.

[16 April] The six-month long New Delos Treason Trials begin.

[May] The rebellion ends.

### PROVINCIAL LOYALTIES DURING ANTON'S REVOLT

**Abbey District:** Not a military powerhouse, Abbey sided with Janos through fear of Lyran attacks. The Lyran threat also meant the only aid the District could offer the Captain-General came on the floor of Parliament.

**Border Protectorate:** Traditionally, the Captain-General received strong support for his war effort against the Commonwealth from the Border Protectorate. Janos wanted to use Protectorate troops to deal with his rebellious brother, but the Lyrans were applying too much pressure to allow redeployment.

**Duchy of Andurien:** Pursuing isolationist policies for over a quarter-century, Duchess Catherine Humphreys wanted nothing to do with the Civil War. In her mind, one Marik was just as bad as another, and Andurien would do well to be rid of the lot of them. Only Anton's apparent links with the hated Capellan Confederation finally won a lukewarm measure of support for Janos. Invoking the Home Defense Act, Dame Humphries kept all

Janos had condemned the League to a long and bloody conflict, but he had succeeded in undercutting much of Anton's backing. With eagles flashing in their eyes, mercenary MPs chose to follow the Captain-General instead of their consciences. Other provinces were cowed into neutrality, fearing ruin at the hands of their plunder-hungry neighbors if they were to support Anton.

While his brother was cutting the ground out from beneath his support in Parliament, Anton was moving to expand his holdings. Carefully arranged deals, long-planned insurrections, and swift invasions placed half the Protectorate worlds under Anton's control within a week. A quarter of the League sided with Anton, but none of the major provinces did. Some remained neutral, among them Andurien and Regulus (where Anton enjoyed support within the Regulus military).

While Anton had planned for a short, victorious war, Janos had no illusions of finding a quick resolution. Within weeks it became clear that Anton's coveted quick triumph would not come to pass.

### NOVA ROMA

A stepping stone on the road to Atreus, Nova Roma was the first target for Anton's Eagle offensive. Defended by the Ninth Marik Militia, two regiments of antiquated armor, and four more of local militia, this loyalist world was caught unprepared for the Rebel onslaught. The Fourth Regular Hussars and Third Ducal Guard landed in support of a Dragoon battle group comprising Beta Regiment, the Seventh Kommando, Special Recon Group, and Zeta Battalion.

Not wanting to get bogged down in protracted fighting, Beta's Colonel Jeremy Ellman launched probing attacks with Beta and the Fourth Hussars for the next two days. Satisfied that he had the undivided attention of the Ninth's Colonel Montague Van Castle, Colonel Ellman dispatched the Seventh Kommando to infiltrate Constantinople, capital of Nova Roma. In a daring daylight raid, the Commandos kidnapped Governor Irene Constantine and most of her cabinet. Now in Rebel hands, the Governor was coerced into ordering the loyalists to lay down their arms. Most of Nova Roma's militia complied, though a handful of troops defied the order, fleeing into the countryside to conduct a guerrilla campaign. Seeing his support troops melt away, Colonel Van Castle ordered his Ninth Marik Militia to abandon Nova Roma and fall back to Emris IV.

An elated Anton Marik traveled to Nova Roma immediately, where he recorded a speech in which Governor Constantine and members of the planetary government were coerced into a fake show of support. When the recordings of the event were seen by the loyalists, the inflammatory speech stiffened resolve far more effectively than any rhetoric being issued from Atreus. The people of Nova Roma would suffer for Anton's ill-considered broadcast. Loyalist troops later laid waste to farms, mines, and factories in retaliation for the planet's perceived disloyalty.

The main fighting had lasted just three days, but Anton's troops still had to contend with loyalist guerrillas. Elements of Beta Regiment, the Special Recon Group, and the Third Ducal Guard spent the next week hunting them down. It was during these mop-up operations that the notorious Bounty Hunter and Beta Regiment's Lieutenant Natasha Kerensky were dispatched to the rugged terrain above the Dawn River region. The Bounty Hunter and his motley crew of cutthroats were amongst the small mercenary units and freelancers contracted to pad out Anton's private forces.

Scouting a narrow ravine, the Bounty Hunter signaled the way was clear. When Kerensky brought up her heavy lance, hidden loyalist units opened fire. The Lieutenant was knocked unconscious after she was forced to eject from her *Marauder*. When she came to, she witnessed the Bounty Hunter and his crew salvaging the wreckage of her command—including her own 'Mech. Only one other member of her lance, MechWarrior Colin MacLaren, survived the ambush.

With the exception of the Bounty Hunter incident, Task Force Eagle's casualties had been light. Pushing ahead with his plans, Duke Anton ordered Task Force Eagle to proceed to Emris IV.



## EMRIS IV

Emris IV was an industrialized world that had escaped the ravages of the Succession Wars, and for Anton Marik it was more than just another world on his path to Atrous. A decisive victory here could sway some of the neutral provinces into siding with his cause—reinforcing Anton's claim to the Captain-Generalcy.

Forced to retreat from Nova Roma, the Ninth Marik Militia had also headed for Emris IV. It was the rebels' next logical target and was already defended by the Sixth Marik Militia and a brigade of Federal infantry—all stationed around StarCorp's 'Mech line at Ivanograd and the Holly Industries weapon plant in the provincial capital of Urseinova. After consulting with the Sixth's Colonel Saj Rahal, Colonel Van Castle replaced the Sixth's troops in Urseinova. Determined to avoid a repeat of Nova Roma, Colonel Van Castle moved to quickly place senior members of the government in protective custody.

Knowing the Sixth possessed a powerful aerospace element, Duke Anton assigned the FWLS *Falcon's Nest*, a rare *Vengeance*-class DropShip, and the best of his aerospace assets to support the assault. Two crack aerospace wings, supported by the Dragoons' own aerospace assets, easily pushed the Sixth Militia's aerospace wing aside. Landing with a force consisting of Alpha, Beta, and Gamma Regiments with Zeta Battalion and the Fire Support Group in support, Colonel Jaime Wolf moved Alpha and Gamma to confront the Sixth at Ivanograd while Colonel Ellman's Beta once more faced the Ninth in Urseinova—with the Fire Support Group and Zeta Battalion supporting.

Colonel Wolf probed the Sixth's defenses for over two weeks as he searched for weaknesses he could exploit, but Ivanograd was proving a tough nut to crack. Colonel Wilhelmina Korsht's Gamma Regiment was stopped cold by the Death Watch Brigade—the Sixth's elite Assault Battalion. Major Patrick Chan's Red Devils



but one regiment of her Defenders of Andurien at home.

**Duchy of Graham-Marik:** Not surprisingly, the Graham-Marik Duchy was a strong supporter of the Captain-General, providing invaluable service by placing its JumpShip fleets at his disposal.

**Duchy of Oriente:** The biggest block of support Janos Marik could call upon in Parliament, Oriente was also one of Janos' greatest supporters in his military endeavors. Like the Duchy of Orloff, Oriente troops were shuffled out of Anton's way to the Lyran front. Later in the war, it would be the massed forces of Oriente that would deliver the rebels their first major defeat.

**Duchy of Orloff:** A close ally of Oriente, Orloff was also staunch supporter of Janos. Knowing Orloff would never side with him, Anton artfully juggled their troops to the Lyran front, where they were pinned down by the threat of Steiner raids.

**Duchy of Tamarind:** A war-ravaged province, Tamarind had little to offer either faction (the rare-earth Kosciusko gold strike came during the closing stages of the rebellion). Tamarind returned disinterested with disinterest, staying neutral.

**Marik Commonwealth:** Publicly, the Commonwealth was solidly behind the Captain-General. Beneath the surface, the picture was different. The factions involved in the 2988 coup were still entrenched in both the military and the government. Only fear of SAFE's extended powers kept some of these worlds in line.

**Mosiro Archipelago:** Not as isolationist as neighboring Andurien, the Archipelago chose to remain neutral.

**Ohren Province:** Ohren was "invited" to join Anton's rebellion by the BattleMech regiments stationed there at the start of the rebellion. The puppet government established at gunpoint survived until the last months of the Civil War, when local paramilitary groups overthrew them.

**Principality of Gibson:** Virtually paranoid in all dealings with the Mariks since one Captain-General tried to infiltrate several SAFE agents

into the provincial government, Gibson stayed firmly neutral throughout the conflict.

**Principality of Regulus:** Regulus was split over the question of which faction it should support. The military favored Anton but the government was undecided. With the mixed signals coming from Regulus, the Fourth and Fifth Regular Hussars sided with Anton. The other commands remained neutral, while Regulus itself would not issue a clear statement of where its loyalties actually lay. Towards the end of the civil war, the vacillating Principality sided with the victorious Janos Marik.

**Regulan Free States:** Unkindly known as the "Regulan Not-So-Free States," this tiny federation took its lead from Regulus, maintaining unofficial neutrality, before declaring for Janos late in the civil war.

**Rim Commonality:** A long-time opponent to the Mariks and Resolution 288, the Commonality chose the route of neutrality—trusting neither brother to look out for their interests.

**Silver Hawk Coalition:** Even before the upswing in Lyran predation, the Silver Hawks had resolutely invoked the Home Defense Act. This coalition of worlds remained steadfastly neutral throughout Anton's Revolt.

**Sirian Concordance:** Nominally supporting the Captain-General, this province's location placed it under direct threat from the marauding Lyrans. Regretfully, the Concordance used the Home Defense Act to keep its troops in place.

**Stewart Commonality:** Bound to the Captain-General by blood (Janos' second wife was a member of the Stewart family), the Commonality sided with Janos from the outset, providing troops to strengthen the defenses of the Marik homeworld.

**The Protectorate:** Placed under Duke Anton Marik's administrative control when he was assigned command of the Capellan front, Duke Anton had years to sway Protectorate's worlds to his cause. Some worlds joined willingly. Others had to be coerced. With New Delos as Anton's headquarters, it was not long before the rebellious Anton had total control of the Protectorate.

(Alpha Regiment's Baker Battalion) encountered the flamboyant Captain Dick "Diver" Dickson. The confusion the Captain's jumping *Ostroc* caused as he performed reckless death from above attacks, allowing his outnumbered company to hold the line until the rest of Wilhem's Fire Battalion arrived.

Wolf's break came when his scouts discovered an abandoned drainage tunnel that the Sixth had apparently overlooked. It no longer ran all the way to StarCorp's manufacturing center, but it did run beyond the Sixth's formidably defended perimeter. Wolf knew he wasn't going to move a large battle group undetected through the tunnel, but perhaps a small command could penetrate the ring of steel the defenders had drawn around Ivanograd and cause enough confusion to allow a coordinated assault to break through. Calling for volunteers, Wolf assigned command of this dangerous undertaking to Lieutenant Natasha Kerensky. As Colonel Korsht launched a series of diversionary attacks, Lieutenant Kerensky, piloting a salvaged Loyalist *Warhammer*, led her ad-hoc company into the tunnel. The fighting raged into the night as they forced their way past obstructions and blockages, finally emerging just behind Epstein's Heavy Battalion. Confronted with an enemy to their supposedly secure rear, panic swept through Epstein's Battalion. In a heroic bid to salvage the situation, Force Commander Ethan Epstein led his command company against Kerensky's infiltrators, hoping to crush them quickly then stabilize his line. Colonel Wolf never gave him the chance. Choosing his moment with consummate skill, Wolf threw all of Alpha Regiment against the crumbling Militia Battalion. Colonel Rahal was shifting the Death Watch Brigade to plug the gap, but the lumbering Assault 'Mechs were too slow. Alpha got there first, and the loyalist line was broken.

The fighting continued until morning, but by then the Dragoons had forced the Sixth out of Ivanograd. The Death Watch Brigade and Wilhem's Fire Battalion withdrew in good order, but Epstein's Battalion was destroyed when Alpha Regiment overran their positions. Force Commander Epstein died at the controls of his *Orion*. Of Kerensky's command, only four MechWarriors (including the Lieutenant and MechWarrior MacLaren) survived. Gamma Regiment secured Ivanograd while Alpha pursued the Sixth to prevent them linking up with the Ninth in Ivanograd.

As Alpha and Gamma were investing Ivanograd, Beta Regiment, Zeta Battalion, and the Fire Support Group were meeting heavy resistance at Urseinova. The city's predominant architectural style dated from the twenty-seventh century, featuring broad streets lined with colonnaded edifices of local marble and granite that combined to make the city a MechWarrior's nightmare. Colonel Ellman's initial assault made good progress, with an assault by Zeta Battalion pushing the Ninth Marik Militia back into Urseinova. Once in the city, progress slowed to a crawl. From behind hurriedly erected defenses, infantry and armor sniped at the advancing BattleMechs. Though mauled by their encounter with Zeta, the Ninth Marik Militia continued to fight fiercely. The situation was worst in the government district, where Major Palassis' Able Battalion ran into a combination of infantry, armor, and vibrobombs. Palassis himself was wounded when his *Warhammer* fell into an ambush. Captain Alicia Fancher, commander of Palassis' assault company, assumed command of Able Battalion. Calling on all of Beta's armor for support, Fancher's BattleMechs systematically demolished strong-point buildings in a relentless drive that flushed the defenders from the city.

With both Ivanograd and Urseinova lost, Colonels Van Castle and Rahal ordered their bloodied regiments to abandon Emris IV. The Sixth's remaining AeroSpace fighters won the retreating loyalists safe passage past the rebel AeroWings but paid a high price in doing so. The Sixth headed for Sophie's World while the Ninth headed for Vanra.

## MATHERAN

An unremarkable world in the Duchy of Oriente, Matheran became a target in the Anton Revolt purely because the Eleventh Atrean Dragoons were stationed there. An inexperienced regiment consisting primarily of medium-weight BattleMechs, the



Eleventh should have presented little challenge for their sister regiment, the Twelfth Atrean Dragoons. A veteran command with several companies of heavy BattleMechs, the Twelfth was slightly under-strength when it landed on Matheran, for although the command as a whole had declared for Anton, a small cadre (including several senior officers) chose not to support the Duke.

Colonel Omar Sandusky used his DropShips to deploy the Eleventh to contest the Twelfth's LZ, trying to prevent the more experienced regiment from securing a foothold. Colonel Francis Ferdinand's Twelfth Atrean Dragoons easily repulsed Sandusky's efforts, but with too many company commanders now running battalions, the regiment was slow to pursue the loyalist Eleventh. The next month witnessed the two regiments playing a deadly game of cat and mouse through Matheran's massive equatorial forests. Time and again Sandusky would turn to fight; time and again Ferdinand's more experienced troops and heavier equipment allowed the rebels to break the loyalist line. By mid-September the loyalists were down to half strength, and it seemed only a matter of time before the Twelfth cornered them.

The arrival of Smithson's Chinese Bandits reversed the two regiments' circumstances.

The mercenaries were in the midst of renewing their contract when news of Anton's declaration arrived. Taking advantage of the League's now-precarious situation, hard-nosed Colonel Erin Viola stretched out negotiations for two weeks while she talked up her price. Fearing that Anton might make the Bandits a better offer, the League negotiators soon agreed to Colonel Viola's terms. With their loyalty now secured, Janos Marik ordered the Bandits to mobilize immediately.

The Bandits arrived over Matheran just in time. Dropping behind the Twelfth, Colonel Viola's combined arms force proved ideally suited to the close-quarters combat amidst meters-thick trunks of Goliath Pines. Her anti-Mech infantry was especially successful; the Twelfth Atrean Dragoons lacked proper infantry support. The rebels pulled back from administering the final blow against Sandusky's battered command.

Rebel and loyalist roles now reversed, the Twelfth began a fighting withdrawal through the forest's perpetual gloom with the fresher mercenaries hard on their heels.

## SOPHIE'S WORLD

Trying to stall the rebels' steady advance, the Captain-General scraped together troops to throw in their path. Janos had no illusions that the commands being concentrated on Sophie's World would be able to hold for long. The Captain-General needed to buy time, and the First Atrean Dragoons, Sixth Marik Militia, and mercenary Head Hunters were the coin he would spend to purchase it. The First Atrean Dragoons were a heavy regiment well suited to a defensive action, but the Sixth had just come from their defeat on Emris IV. The Head Hunters were a down-on-their-luck mercenary battalion of medium BattleMechs the Captain-General had scraped off the Periphery frontier almost as an afterthought. Although supported by three conventional regiments—two of them heavy armor—General Enrico Biggs (a Princefield graduate and long-time friend of the Captain-General) knew his scratch force was not going to halt the Dragoon juggernaut. Refusing to allow his brother to upset his timetable, Anton dispatched his Third Marik Militia and the Dragoons' Delta and Epsilon Regiments (previously held in reserve) to take the planet while the main assault force prepared to move against Drusibacken and then into the Marik Commonwealth.

From the moment they hit the ground, the rebels were met with a flurry of hit-and-run attacks by light 'Mech forces. Time and again fleeing loyalist 'Mechs sought to lead their pursuers into the waiting arms of First Atrean or Sixth Marik Heavy BattleMechs. Fighting between elements of the Sixth and Third Marik Militia was particularly savage, with neither unit offering nor expecting mercy.

As the Captain-General had hoped, rebel forces were starting to get pinned down in protracted fighting, buying him time to concentrate loyal forces to deliver a counterstroke to end the rebellion once and for all.

## OTHER ACTIONS

Some worlds, such as Bernardo, Harsefeld, Ibstock, Ling, and Second Chance joined Duke Anton's revolt voluntarily. Others had to be coerced by a show of military might. The Second Ducal Guard secured Fuentes while the Fourth Ducal Guard landed on Gomeisa. Ohrensen and Lungdo lacked the resolve to face the guns of the Fourth Regular Hussars, and the Fifth Regular Hussars brought Park Place and Holt into the fold as they moved from their garrison post on Ventabren towards the Marik Commonwealth border. The Twelfth Atrean Dragoons took control of McKenna and Semenyih before becoming embroiled in the protracted campaign on Matheran. Landing on Sorunda, the only opposition the Eighteenth Marik Militia faced from the predominantly Buddhist population was an intensive leaflet campaign.

On Irian, disgruntled workers seized control of the Irian Technologies Soapstone BattleMech plant with the aid of Special Ops teams sent by Anton. Fearing to endanger the manufacturing lines with a frontal assault, the First Marik Militia isolated the plant while Colonel Shanna del Rey attempted to negotiate with the rebels.

**Zion Province:** Like Ohren, Zion was quickly overrun by the very troops they had thought had been stationed in the region to protect them from the Capellans. The province was liberated late in the war.

**Minor Provinces:** Of the other provinces, Anton could count on support from the planets Aconcagua, Ashburton, Barlaston, Bismarck, Bowang, Cap Rouge, Chalouba, Cole Harbour, Conakry, Fadiffolu, Goth Khakar, Hindmarsh, Home, Jiddah, Kogl, Kwamashu, Labouchere, Maderas, Meadowvale, Nullarbor, Oceana, San Nicolas, Simpson Desert, Stotzing, Watermael, and Wilkes.

The remaining provinces were split fairly evenly between supporting the Captain-General and remaining neutral.

### **A NASTY LITTLE WAR**

On a map the division between the pro-Anton, pro-Janos, and neutral provinces looks clear enough. In reality many of those provinces suffered deep internal divisions over the question of where their loyalties should lie.

In the Sackville system, the main world declared for the Captain-General, but the mining colonies on Sackville's moons favored Anton. With no federal troops in the system, the miners used the mass accelerators (machines used to propel refined metals into Sackville orbit) to try to persuade the loyalists that they had chosen the wrong side. Soon a deadly rain of ground-car sized metallic meteorites was slamming into Sackville's cities. These attacks continued for weeks before the FWL navy could spare DropShips and marines to deal with the rebel moons.

Nor was Sackville an isolated case. World against world. Continent against continent. City against city. Even street against street and house against house. Virtually no world would be spared.

### **LYRAN PREDATION**

Exploiting the chaos into which Anton had plunged the Free Worlds League, the Lyran Commonwealth staged several raids into Marik territory. Although most were small unit raids mounted merely to test Marik resolve, others targeted specific objectives such as FWLM supply depots and vital manufacturing plants.

Other attacks were more involved affairs, intended by Commonwealth planners to pin down troops to allow smaller Lyran forces unimpeded access to their targets. On Nestor, the Fifth Orloff Grenadiers came under attack by the Fourth Donegal Guards. Defending Uhuru, the green Thirty-first Marik Militia was besieged in their own base by the Ninth Lyran Regulars and the mercenary Narhal's Raiders. The Third and Fifth Oriente Hussars rushed to the aid of the Militia.

The second half of 3014 netted the Commonwealth tons of material and tied up many Marik regiments the Captain-General desperately needed to re-deploy to deal with his rebellious brother.

Rushed from Stewart, the Juggernaut landed on Asellus Borealis, only to meet with fierce resistance from local militia who had declared for Anton at the start of the rebellion. Initially the Juggernaut's BattleMechs dominated the fighting, but when the rebels went to ground and launched a guerrilla campaign, the Stewart Dragoons regiment found itself ill suited to the task of rooting out small cells of resistance from the towering residential blocks of Asellus Borealis' cities. Months of bombings, gas attacks, and sniper activity inflicted heavy casualties on the loyalists.

Elsewhere, Anton's attempts to sway the League were less effective. None of the major provinces had announced support (though the Principality of Regulus had made no move to recall those troops that had chosen to side with him).

### **FALTERING STEPS**

By mid September Anton's troops had achieved some notable successes, but also some worrying failures. Gaining control of BattleMech plants on Irian and Emris IV and the military manufacturing industries of Bernardo and Asuncion represented a major victory for rebels, but the need to launch the Sophie's World assault had forced Duke Anton to deploy his reserves far sooner than originally planned. The reversal of fortunes on Matheran was also a matter of grave concern, threatening Anton's southern flank.

The Captain-General's efforts to concentrate forces were being frustrated by renewed action along the Lyran frontier. Janos feared that these probing attacks were testing the water for a larger offensive. Forced to maintain a strong presence to fend off House Steiner, Janos had few dependable commands he could commit to battle his brother's forces. Those troops the Captain-General did possess were instantly handicapped with the prospect of facing the apparently invincible Wolf's Dragoons, a prospect that gnawed at the morale of even the best formations.

On the political front, both brothers continued to make diplomatic overtures to the neutral provinces, especially the vacillating Principality of Regulus and recalcitrant Andurien. Like his brother before him, Anton soon discovered that Catherine Humphreys' vocabulary consisted of only one word: no. In Parliament things were going little better for Janos as he lobbied for relaxation of the restrictions of the Intelligence Act, allowing SAFE much more freedom to root out treason. He got the amendment, but in return had to agree to Parliamentary review of all SAFE operations upon their completion.

### **SOPHIE'S WORLD**

Worried that Sophie's World was proving a drain on Task Force Eagle's limited resources, Colonel Wolf diverted Alpha Regiment to bring the fight to a quick resolution. Coordinating with his troops already on the ground, Wolf brought Alpha down along the First Atrean Dragoons projected course. Caught between Alpha and Delta, the loyalists were left without room to maneuver. Knowing he was outnumbered and outgunned, Colonel Olmsted tried to break past Alpha Regiment. The First Atrean Dragoons' charge stalled in the face of withering fire from Major Kelly Yukinov's Able Battalion. Reforming for a second charge, the Atrean Dragoons were taken from behind as Delta arrived.

With the Atreans scattered, the Sixth Marik Militia and the Head Hunters wisely retreated. The First Atrean Dragoons survivors were rounded up and shipped to prison camps on New Delos.

### **MATHERAN**

Accompanied by the ragged remnants of the Eleventh Atrean Dragoons, Smithson's Chinese Bandits had been chasing the rebel Twelfth Atrean Dragoons through the undergrowth for almost a month. As on Sophie's World, the continued fighting was tying up rebel troops that should have been securing Anton's southern flank from the inevitable attacks that would launch from the Duchies of Orloff and



## September to November 3014



BATTLES/ATTACKS

TROOP MOVEMENTS



September to October



October to November

## November to January 3015



BATTLES/ATTACKS

TROOP MOVEMENTS



November to December



December to January

### PLANET KEY

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

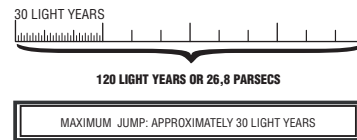
## FREE WORLDS LEAGUE

### Anton's Revolt

## September 3014 to January 3015

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## LEGEND



Oriente. Anton's failure to sway Catherine Humphreys and gain access to the Defenders of Andurien meant that he could no longer ignore this threat. His hastily conceived Operation Condor called for the new rebel strike force (headed by Wolf's Beta and Gamma Regiments) to relieve the beleaguered Twelfth Atrean Dragoons as they pushed towards Calloway VI.

Accompanying the Dragoons' line regiments was a new independent company under the command of newly promoted Captain Natasha Kerensky. Serving as a last-chance assignment for the Dragoons' criminals and discipline problems, Captain Kerensky had volunteered to lead the company, and Jaime Wolf planned to use it to do his trouble-shooting.

Unlike Sophie's World, coordination between Wolf's Dragoons and rebel troops was not fine enough to engineer a repeat of the trap that had doomed the First Atrean Dragoons. Smithson's Chinese Bandits had no illusions of their chances if caught between the Twelfth Atrean and Wolf's Dragoons. Colonel Viola pulled her command back in good order, urging Force Commander Vincent Wollam (acting commander of the Eleventh Atrean) to do likewise. Wollam refused, ordering the Bandits to hold their ground. Screaming that the Captain-General had only paid her enough to fight, not to die, Viola ignored Wollam and continued pulling back across the river Straven.

Finally comprehending his predicament, Wollam started the battered Eleventh moving, but by then it was too late. Captain Kerensky's company had grounded with Beta Regiment, but with scouts reporting no contact with the enemy, Kerensky started her troops on a forced march for the river crossing. Arriving too late to stop the Bandits, Kerensky was able to block the Eleventh Atrean Dragoons' line of retreat. Wollam tried to force a crossing, but Kerensky's company stood firm against increasingly desperate charges—even in the face of desultory attempts by the Bandits to support Wollam. Receiving reports of Beta Regiment's approach, Wollam bowed to the inevitable and surrendered to Kerensky.

That night, Smithson's Chinese Bandits loaded aboard their DropShips and departed for Carbonis.

## ABADAN

The spearhead of Taskforce Peregrine consisted of Colonel Nathan Pierce's Fifth Regular Hussars and the Second Ducal Guard. Pushing toward the world of Marik, their landing on Abadan was virtually unopposed. The Hussars secured the Austin Vale Ordinance plant the day they landed. Dietrich's Devastators, a lone company of mercenary BattleMechs employed to provide security was no match for a full regiment. With Abadan secured, the rebels began bringing up conventional troops and supplies to support the final jump to Marik itself.

The loyalists chose not to wait for the inevitable. The Stewart Dragons Home Guard had been moved to Marik at the outbreak of the rebellion. Now General Lao Jarreau-Stewart led two of his battalions and a powerful armored brigade in a spoiling raid intended to buy more time to build up Marik's defenses. Catching the rebels spread out and unprepared for an attack,

the Stewart's Heavy 'Mech Battalion pushed the Hussars second battalion out of the Austin Vale Ordinance plant with the assistance of a heavy armor regiment. A second armored regiment held off the Hussars third battalion with the aid of the Stewart's Light 'Mech Battalion.

Mistaking the loyalist raid for a full-scale counter-invasion, Colonel Pierce chose not to wait for additional intelligence and abandoned Abadan. Losses amounted to only two companies of BattleMechs, but the material that the rebels had been stockpiling was lost as they retreated to Holt.

## BERENSON

The Fifteenth Marik Militia had been isolated on Berenson since the start of the revolt by Duke Anton's manipulation of their JumpShip assignments. Warned by his advisors of the potential threat the Militia represented if Janos could get loyalist JumpShips to support them and intent on crushing the Fifteenth quickly, Anton gave General Gerald Marik his loyal Third Marik Militia and the Fourth Ducal Guard to secure the northern flank.

By now the Fifteenth was in poor shape, and Colonel Jake Hawkins knew it. His troops had been starved of supplies for months. Food could be had from local sources, but the supplies needed to keep a BattleMech regiment and supporting units running was another matter. Refusing to oblige the rebels with a stand-up fight, Hawkins played for time by staging a series of fighting withdrawals, losing a battalion in the process. Gerald Marik pursued Hawkins doggedly, determined to finish the Fifteenth no matter how long it took.

What Gerald Marik did not know was that loyalist help was on the way. The Thirty-first Marik Militia and three conventional regiments had been dispatched to link up with the Fifteenth and press the rebels' northern flank—precisely the scenario Anton's advisors had feared. The Militia troops jumped to Berenson eleven days after the fighting had started. Fearing the impact on morale the loss of his Third Militia would have, Anton ordered Gerald to retreat to Bernardo and secure the weapons factories there.

## NEW OLYMPIA

The Eighteenth Marik Militia had been "liberating" worlds between the Grand Duchy of Oriente and the Marik Commonwealth as they joined up with Task Force Eagle. In these operations they had encountered only token resistance. Driving into the Commonwealth itself, the Militia was joined by the Fifth Ducal Guard—a new formation made up of provincial troops that had flocked to New Delos following Anton's call for rebellion. Charged with securing the Eagle's flank, this combined force jumped from Drusibacken to New Olympia. General Maya Freeburg was expecting only light resistance due to the divided condition of the planet. The continent of Olympica, an independent province, had declared itself neutral, while support for the Captain-General was lukewarm in the Kasnov district, which capitulated to the rebels while Freeburg's invasion force was on final approach. Only the New Greenland district offered



any resistance in the form of the instructors and cadets of the Allison MechWarrior Institute and Lloyd Marik-Stanley Aerospace School.

With an ad hoc battalion of dismounted MechWarriors and a training battalion consisting of *Chameleons* and *Stingers* leavened with a handful of BattleMechs belonging to his instructors, Commandant Matthias knew he could not hold the entire planet against the rebels. Consulting with Commandant Lastrade (his opposite number at LMS) Matthias evolved a strategy to maximize the effectiveness of his green troops. Both academies were sited in the New Greenland mountain range. The terrain, known as the "Garden of the Gods," was quite familiar to the cadets.

The Fifth Ducal Guard quickly secured Kasnov while General Freeburg landed the Eighteenth on the coastal plains beneath the New Greenland Mountains. Attempting to resolve the situation quickly with air strikes, Freeburg was unpleasantly surprised when her heavy fighters were repulsed by a spirited defense from Lastrade's flyers. Faced with a stalemate in the air, the rebel General was left no option but to press a ground attack. Planned to neutralize the loyalist fighter cover, the first assault soon ran into trouble on the highway that led to the mountain valley in which the LMS airfield was sited. Provided with plenty of cover by the boulder-strewn terrain of a glacial valley, two companies of cadets fought tenaciously, making the Eighteenth pay dearly for every meter gained. Over the next week it cost the rebels two companies of BattleMechs and two more of armor to push the cadets back to the LMS airfield. Another two days' fighting were required to secure the airfield itself. Victory would prove elusive however, for just when General Freeburg thought she had gained the upper hand at last, another company of cadets infiltrated her rear area through a little-known pass and caught her fighters on the ground before beating a hasty retreat to the safety of the mountains. Both sides now bereft of air support, the Eighteenth was faced with the unpleasant prospect of slogging through the mountains in pursuit of the Allison MechWarriors.

In the week that followed, the Eighteenth whittled the cadets down to four lances of operational BattleMechs, but at the cost of another company's worth of equipment. Tightening the noose around the remaining loyalists, General Freeburg received unwelcome news from her JumpShips—the elite Twenty-first Centauri Lancers had just arrived. Having no illusions of her battered force's chances against a fresh mercenary regiment, Freeburg issued the order to retreat to Drusibacken.

## OTHER ACTIONS

En route to their defeat on New Olympia, the Eighteenth Marik Militia faced little resistance while capturing Drusibacken. The Fourth Regular Hussars landed on Drusibacken shortly after the world fell to the Eighteenth and began preparations for an attack on Keystone. Meanwhile, Wolf's Dragoons' Delta Regiment invaded Kyeinnisan while Epsilon landed on Asellus Australis. They did not meet significant resistance on either world.

With the Captain-General demanding an immediate resolution to the situation on Irian, Colonel Shanna del Rey was forced to abandon attempts at a negotiated settlement and

launched a night assault on the Soapstone plant. Regretfully, the First Marik Militia's lead elements had the misfortune of stumbling into a booby trap erected months before by Anton's Special Ops troops. All chance of surprising the rebels gone, Colonel del Rey ordered her 'Mechs to advance at best speed. Unlike the loyalists, the rebels felt no restraint when it came to using heavy weapons within the plant. As a result, the battle inflicted heavy damage on the Soapstone plant before the last rebels could be eliminated.

Meanwhile, Duke Anton was not so secure on New Delos as he believed. In November a loyalist flotilla emerged at a pirate point and detached DropShips. The First Ducal Guard was mobilized to prepare for a ground attack, but it never came. The raiders were the *Leopard*-class CVs of the Seventy-second Heavy Fighter Wing. Launching their *Stingrays* and *Lightnings*, the veteran Seventy-second brushed past the lighter *Cheetahs* and *Centurions* that rose to intercept them, but then made the error of splitting their forces to perform a bombing run on the Duke's headquarters and attack the Dragoons' Hephaestus Station.

The rebel's heavier fighters were getting airborne as the bombers made their final approach. A few loyalist fighters broke through to drop their bombs, but little damage was caused and Duke Anton was secure in an underground bunker. Around Hephaestus, the Orbital/Aerospace Operations Group put up a spirited defense. Supported by the modular station's upgraded weaponry, the Dragoon fighters swatted the loyalist craft from orbit. Though costly and ineffective, the Seventy-second's attack was a worrying sign that the loyalists were regaining their balance.

On Asellus Borealis, the loyalist Juggernaut regiment was still bogged down in fighting guerrilla forces. The arrival of a SAFE anti-terrorist taskforce finally gave the loyalists the skills and equipment needed to quell the rebellion on this world.

## COLLAPSE

Anton had achieved several significant military victories (primarily thanks to Wolf's Dragoons' success), but Janos was stealing the lead in the political arena. The Principality of Regulus had finally been pressured into declaring for the Captain-General, and even the stubborn Catherine Humphries had condescended to release one of her regiments for service with the loyalists—invoking the Home Defense Act to hold the other Defenders of Andurien within her Duchy "to guard against the Capellan threat." Rumors that Anton was receiving support from Chancellor Liao were becoming widespread. Catherine Humphreys was quoted saying that she found Janos preferable to a Liao puppet like Anton.

Anton's failure to sway Andurien to his cause now left the Duchy of Oriente free to threaten his already-vulnerable southern flank. Thinking to administer Oriente a knockout blow, Anton drafted plans for a fourth thrust. Codenamed Condor, the operation proved an expensive failure. Calloway VI cost the rebels irreplaceable troops and equipment. Worse, it proved that the dread Wolf's Dragoons were not invincible.

# January to February 3015

**BATTLES/ATTACKS**

**TROOP MOVEMENTS**

Loyalist / Wolf Dragoons movmets

Rebel troop movements

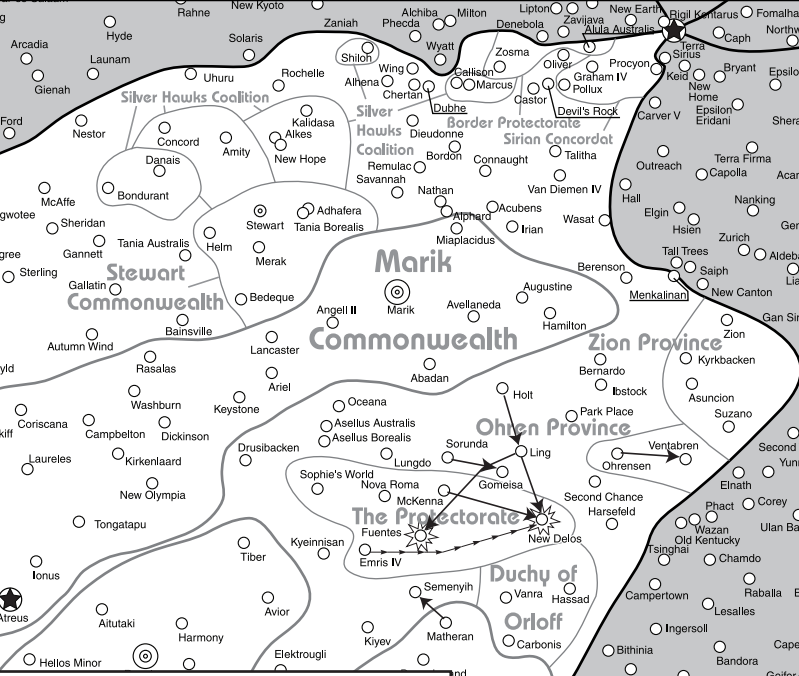
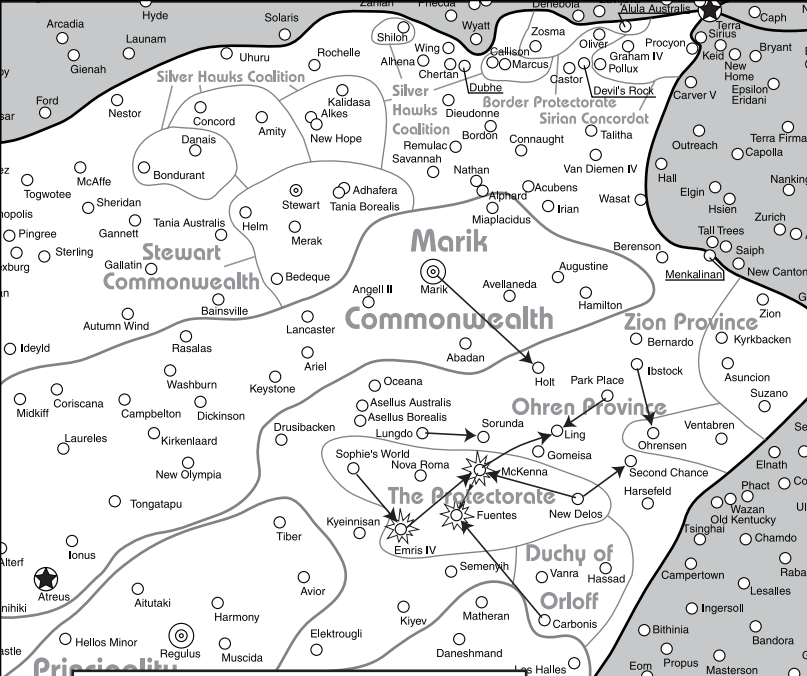
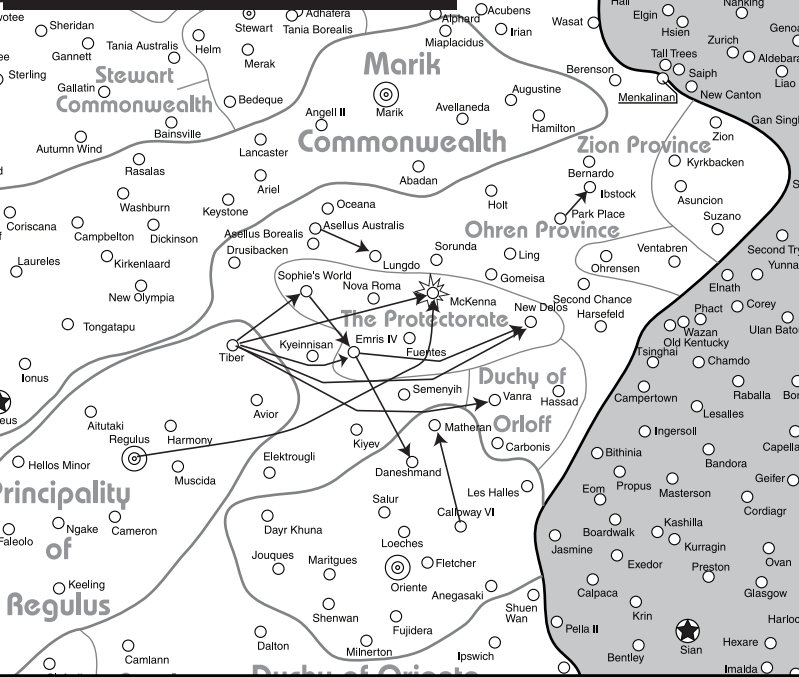
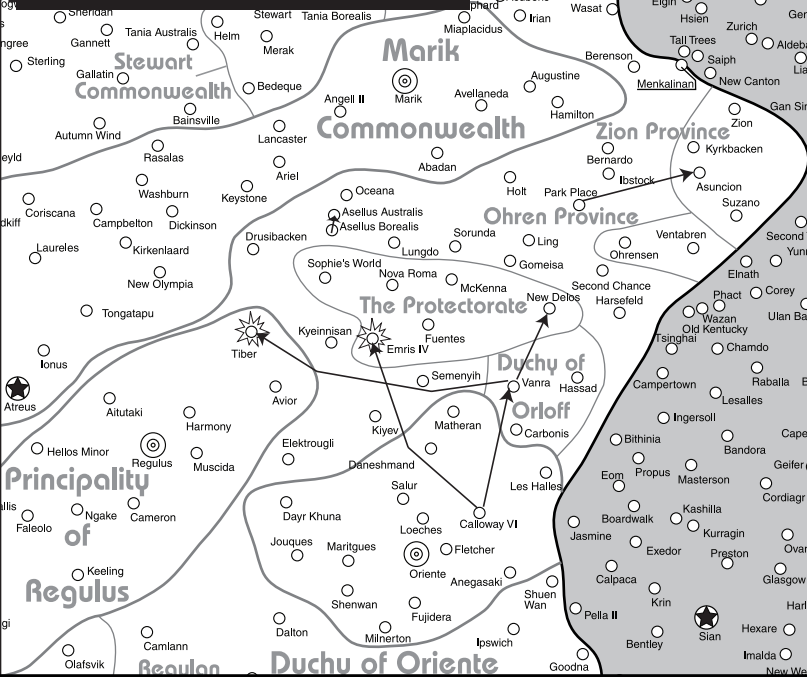
# February to March 3015

**BATTLES/ATTACKS**

**TROOP MOVEMENTS**

Loyalist / Wolf Dragoons movmets

Rebel troop movements



**March to April 3015**

**BATTLES/ATTACKS**

**TROOP MOVEMENTS**

Loyalist / Wolf Dragoons movmets

Rebel troop movements

**April to May 3015**

**BATTLES/ATTACKS**

**TROOP MOVEMENTS**

Loyalist / Wolf Dragoons movmets

Rebel troop movements

**PLANET KEY**

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

**FREE WORLDS LEAGUE**

**Anton's Revolt**

**January to May 3015**

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**LEGEND**

30 LIGHT YEARS

120 LIGHT YEARS OR 26,8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS



Following the disaster on New Olympia, Task Force Eagle made one last lunge for Atreus, but mounting pressure on other fronts had drained it of the troops and supplies. More and more the rebels were finding themselves on the defensive, and by early 3015 they had been pushed back to a cluster of worlds centered on Ling. Anton was shuffling Wolf's Dragoons from front to front to shore up his defenses, but they could not be everywhere at once. Concerned that the loyalists would strike New Delos once more, Colonel Wolf gave the order to dismantle Hephaestus station and began planning to move the Dragoons' dependents.

Meanwhile, Anton appealed to Chancellor Liao for more troops, but the devious Maximilian refused, pointing out that the arrival of Capellan troops would only unite the fractious provinces behind Janos.

Anton's rebels were running out of space and time.

## CALLOWAY VI

Calloway VI was chosen by Janos Marik as the assembly point for the forces with which he planned to deliver the killing stroke intended to end the Civil War. Five BattleMech regiments—the First, Second, and Sixth Oriente Hussars, the Oriente Fusiliers Second Brigade, and the Sixth Defenders of Andurien—were either in transit or already on world. It was precisely such a concentration that Anton's Operation Condor was supposed to prevent, but the knockout punch landed too late. Lacking accurate intelligence, Anton assigned the operation to the Dragoons' Beta and Gamma Regiments, Kerensky's Company, the battered Twelfth Atrean Dragoons, and the Third Ducal Guard.

Rebel forces faced heavy resistance from the moment they entered the Calloway system. While loyalist fighters spared their JumpShips, the invasion force's DropShips came under attack by a swarm of fighters. The already-depleted Twelfth Atrean Dragoons lost a whole company when the *Union-class Laureles' Pride* was blown apart by a squadron of *Rievers*. Additional aerospace attacks scattered the initial combat drop, and only some quick thinking by Captain Kerensky secured Beta Regiment's landing zone.

Once on the ground the situation was little better for the rebels. Driving on the Earthwerks factory nestled in the arms of the Cornelius Mountains, Beta Regiment's advance was blocked by the Sixth Defenders of Andurien. A flanking attack by Gamma brushed this resistance aside (Lieutenant General Mildred Humphries offered only token resistance after being "thrown to the Wolves"), but Beta's renewed advance stalled once again when they ran into the Sixth Oriente Hussars and the Oriente Fusiliers. Reinforcing Beta with Gamma's Baker Battalion, Colonel Ellman made to push through the Sixth Hussars and flanked the Fusiliers. The plan partially succeeded, with the medium-weight Hussars making an ill-advised stand when mobility would have served them better. The loyalist regiment was shattered, but they managed to delay the mercenaries long enough for the Fusiliers to redeploy. Halted once more, Colonel Ellman was about to commit the Atrean Dragoons and Ducal Guard against the Oriente Fusiliers when the First and

Second Oriente Hussars came boiling out of a network of concealed bunkers and drove a wedge between the mercenaries and the other rebel forces.

Assailed on all sides, the Dragoons fought on, now trying to break through to the isolated rebels. Combat continued almost non-stop through Calloway VI's endless day, but with the Fusiliers and Anduriens maintaining the pressure, the Dragoons could not prevent the surviving Oriente Hussars from enveloping first the Ducal Guard and then the Atrean Dragoons. The Ducal Guard fought on for another day, but their position was rapidly becoming hopeless. Reduced to barely two operational 'Mech companies, the rebels surrendered. Faced with elements of four separate regiments, all looking to avenge the loyalist's previous defeats, Colonel Ellman ordered his DropShips to land at a hastily prepared emergency evacuation point beyond a refinery they had captured on the second day. Falling back in leapfrog fashion through the canyons leading to the refinery, Beta and Gamma reached their DropShips. Ellman knew he needed more time to embark his troops, and so detailed Kerensky's company to hold the canyons. Captain Kerensky and her MechWarriors held off a battalion of the Second Oriente Hussars for almost an hour, buying Ellman the time he required.

The Dragoons had physically survived, but their reputation for invincibility amongst the loyalists died on Calloway VI. Ellman fell back to Semenyih.

Though Calloway VI was a loyalist victory, it had been a costly one. The Sixth Oriente Hussars had ceased to exist as a viable unit. Worse, the taskforce Janos had been assembling to deliver the final blow and end the rebellion was now in no condition to do so.

## VANRA

Instead of retreating into the Marik Commonwealth, the battered Ninth Marik Militia had moved into the Duchy, where it was joined by the Sixth Marik Militia after they were ejected from Sophie's World. With the Ninth's skilled technicians performing miracles, the Militia brought themselves up to four operational battalions. Reinforced by the First Orloff Grenadiers and three regiments of mechanized infantry, the troop concentration on Vanra represented a small but potentially deadly thorn in Duke Anton's side, and Anton diverted more elements of Task Force Eagle to deal with them. Using a pirate point, Colonel Wolf's assault force (consisting of Alpha and Gamma Regiment, supported by the Fourth Regular Hussars) arrived on 05 January 3015.

The battered Marik Militia regiments were dug in alongside the infantry on a series of high bluffs overlooking the approaches to the city of Sofia. The Orloff Grenadiers, supported by an ad-hoc combined-arms battalion thrown together from equipment and students from the Orloff Military Academy, drew themselves up around the Academy and the Orloff Hall in Sofia itself.

In a masterful display of piloting, the Dragoons' DropShips performed a low-level approach to drop Alpha and Gamma into the industrial district between the bluffs and the city proper. With Gamma's Baker Battalion demonstrating against the Grenadiers' position to pin them in place, Gamma's Able

and Charlie Battalions—now supported by the Fourth Regular Hussars—concentrated their attention on the Ninth Marik Militia while Alpha Regiment moved against the Sixth.

His troops had been defeated by the Dragoons on two previous occasions, but now Colonel Van Castle was beginning to get a feel for their tactics. Though outnumbered two to one, his battered command stubbornly resisted, refusing to give ground to the mercenaries a third time. Further south, Alpha Regiment was making heavy going of shifting Colonel Rahal's Sixth Marik Militia. After a day of fighting, Major Kelly Yukinov was on the verge of driving a wedge between the Death Watch Brigade and Wilhem's Fire Battalion when the situation changed radically.

The Fourth Regular Hussars' taste for revolution had been waning following the news of the heavy losses suffered by the Fifth Regular Hussars on Holt the previous month. The Principality of Regulus itself had been unofficially neutral, refusing to publicly announce what its position actually was. In the aftermath of Duke Anton's broadcasts from New Delos and murmurs of collusion with the hated Capellan Confederation, the Principality had finally declared its support for Captain-General Janos Marik. Seizing the moment, the Fourth Regular Hussars turned their coats and attacked the Dragoons' Gamma Regiment. The only thing that saved the Dragoons was that the loyalists were just as surprised at the sudden shift of allegiance as were the Dragoons.

Major Arthur Dumont's Charlie Battalion bore the brunt of the Hussar's attack. His second company survived the onslaught for mere seconds, but it was long enough to raise the alarm. A by-the-book officer, Dumont wheeled his surviving two companies to face the Hussars while giving ground and reporting the situation to Colonel Wolf.

Outnumbered and surrounded, Jaime Wolf's swift actions caught his opponents off guard. Smoothly disengaging from the Marik Militia and Orloff Grenadiers, Wolf drove straight through the Hussars, blasting the turncoat regiment apart. Too late, the loyalists comprehended what was happening, and when the Grenadiers and Marik Militia came charging out of their prepared positions to catch the fleeing Dragoons, the jaws of their impromptu trap closed on thin air.

Not yet finished, Wolf reversed direction and fell upon the loyalists. Now strung out and in the open, the Sixth and Ninth Marik Militia stood no chance. A few shattered companies escaped the bloodbath, but by the end of the day both regiments has ceased to exist as viable combat commands. The First Orloff Grenadiers were luckier, having been slower to advance from their positions in Sofia. Seeing the hopeless position the Marik Militia had got themselves into, Colonel Andre Shlokovich wisely fell back to Sofia. Now outnumbered by the victorious Dragoons and seeing no real hope of victory, Colonel Shlokovich headed to rendezvous with the other Oriente Grenadier regiments, then proceeded to Tiber.

## TIBER

With the betrayal of the Fourth Regular Hussars and Regulus now in his brother's camp, Duke Anton launched what was to be the last offensive of his rebellion. With his attacks

into the Marik Commonwealth meeting universal failure, Anton now decided to do an end-run through Regularan space to strike at Atrous. In late January Wolf's Dragoons' Beta Regiment, supported by Zeta Battalion, Fire Support Group, Kerensky's Company, and the hastily formed Sixth and Eight Ducal Guard, captured Tiber and the Earthwerks BattleMech factory in the face of stiff resistance from local conventional troops.

The Captain-General had not been idle. His forces on Calloway VI had been momentarily stalled, but a reduction in Lyran attacks had allowed him to pry loose the other Orloff Grenadier regiments. Linking up with the First Regular Hussars, the Grenadiers arrived hard on the heels of the Rebel force.

The Hussars were first to land. In the face of devastating artillery fire and determined attacks by the gargantuan BattleMechs of Zeta Battalion, they somehow secured a foothold. By the time the Orloff Grenadiers had arrived, the Hussars had been battered down to a single battalion of 'Mechs. Pushing out from their hard-won beachhead, the Fifth Grenadiers began a drive to secure the Earthwerks factory, but they were blocked by the Dragoons' Beta Regiment. The Eighth Grenadiers moved up to support their fellows, only to be ambushed by Zeta Battalion. Fighting continued for a week with neither side gaining an advantage.

While their comrades battled the mercenaries, the Grenadier's First and Sixth Regiments engaged the Ducal Guards. Hastily formed from a handful of survivors from Calloway VI and what troops Anton had been able to scrape together, the Guards lacked both the strength and cohesion required to withstand the loyalists for long. The loyalist advance was slowed by repeated strikes against their supply lines by Kerensky's Company, but the Ducal Guards were steadily giving ground. His position threatening to become untenable, Colonel Ellman requested reinforcements.

Anton had none to send. The fighting on Vanra had consumed the last of his reserves. An exchange of messages between the Duke's headquarters and Colonel Wolf's forces on Vanra finally persuaded Anton that Tiber could not be held. Launching one final assault with Zeta Battalion to throw the loyalists off balance, Colonel Ellman pulled his troops back to their DropShips and departed for Sophie's World.

The two weeks of fighting had effectively destroyed the Ducal Guards involved. The loyalist victory came at a heavy price; of the twelve Grenadier Battalions that started the battle two weeks before, only seven remained.

## OTHER ACTIONS

Following the rebel disaster on Calloway VI, the Stewart Dragoons Home Guard and the Head Hunters pursued the Fifth Regular Hussars to Holt. Still smarting from being so easily ejected from Abadan, the Hussars launched an ill-conceived attack that ran afoul of two supporting loyalist regiments of heavy armor. Their line broken, the Hussars tried to pull back, but the Home Guard proved impossible to shake off. The end came when the Head Hunters skirted the rebel flank and tore up the Hussars' command company. In the following confusion only four ragged companies of the Fifth Regular Hussars retreated with



the Second Ducal Guard. The Guard fell back to Ling while the Hussars made for McKenna, where their sister First and Second Regular Hussar regiments forced them to flee yet again.

Smithson's Chinese Bandits raided Fuentes, catching the mauled Fifth Regular Hussars and the recently formed Seventh Ducal Guard in disarray. Only the arrival of Wolf's Dragoons' Epsilon Regiment forced the loyalist mercenaries from completely destroying the rebels.

The Fifteenth and Thirty-first Marik Militia pursued Anton's Third Marik Militia to Bernardo. The no-quarter fighting lasted for three weeks before a heavily damaged Third was forced to retreat to Park Place.

The Fusiliers of Oriente's Second Brigade attempted to raid Emris IV, but they were beaten back with heavy losses by Wolf's Dragoons' Delta and Epsilon Regiments.

The next month the First and Second Regular Hussars were forced back off McKenna by the arrival of a massive Wolf's Dragoons task force.

## FINAL MISTAKE

The situation now looked hopeless for Anton. The loyalists were squeezing his forces into an ever-smaller pocket and his support was melting away by the hour. Presented with evidence that the Dragoons were planning to abandon him, Anton sought to test Wolf's loyalty. Summoning the Colonel to his Cienfuegos headquarters, Duke Anton ordered Wolf to disperse his mercenaries to bolster his Ducal Guards. Wolf refused, citing a clause in the Dragoons' contract that Dragoon forces would not be placed directly under the command of Anton's officers. The mercenary then went on to propose an alternate strategy of using the Dragoons to strike beyond the loyalist front at their lines of supply and slow their advance.

Seeming to back down, Duke Anton allowed the Dragoons to depart with their dependents for McKenna, only requesting that Wolf have members of his staff remain to brief him on the proposed operation and continue to act a liaison. Now certain that Wolf intended to abandon him, Anton had the liaison staff—headed by Joshua Wolf—arrested. Anton then sent a message to Wolf at McKenna's nadir jump point demanding that the Dragoons be redeployed as he had ordered originally. The liaison staff and their dependents would be hostage to the Dragoons' obedience. In response, Jaime Wolf sent Epsilon Regiment, the support battalion, and Special Recon Group on to Second Chance with the Dragoons' dependents. The rest of the Dragoons would follow Wolf back to New Delos.

Exactly what happened next is a subject of conjecture. Unsubstantiated accounts suggest that Joshua Wolf attempted to kill Duke Anton or perhaps just escape after being brought to the Duke's office for a personal interview. After seizing a gun from one of the guards, Joshua was shot by Vesar Kristofur. Whatever actually happened, Joshua Wolf was dead and Anton Marik panicked. He had the hostages executed on the charge of treason. Unbeknown to the Duke, Jaime's wife Ellen and his daughters Brigit and Lynn were among the slain.

Incensed beyond reason, the Dragoons descended on New Delos in a murderous fury.



## NEW DELOS

After months of fighting, the Dragoon's Alpha, Beta, Gamma, and Delta Regiments were no longer at full strength. Likewise Zeta Battalion had not made up its losses from Tiber. Of the Dragoons commands that landed on New Delos, only the Fire Support Group was anywhere near full strength.

All Anton had left to face them was a battalion of the Eighteenth Marik Militia and what remained of the First, Second, and Fifth Ducal Guard. Taking refuge in his heavily defended headquarters at Cienfuegos, Anton tried to ride out the storm as Alpha and Gamma Regiment attempted to batter down the ferrocrete walls. Elsewhere, Delta was fighting to secure the spaceport where elements of the First Ducal Guards seized several DropShips and fled rather than face the Dragoons' wrath. Meanwhile, Beta Regiment and Zeta Battalion were held as a ready reserve.

Lacking the troops to hold his entire perimeter against two Regiments, Anton ordered the tinder-dry forests behind Cienfuegos torched. The plan appeared to work—Alpha and Delta were forced to attack along a narrow frontage, allowing the Rebels to concentrate their fire with telling effect. Zeta Battalion was brought up, but it looked like even they could not crack Duke Anton's defenses. What Anton did not know was that Captain Kerensky's company was dropping into the burning forests that he considered impassible. Kerensky's command was already below establishment, and they lost two more 'Mechs in their seemingly suicidal maneuver, but it worked.

Anton's rear walls were virtually unmanned. Unhindered, Kerensky's surviving BattleMechs smashed their way into the compound and went on the rampage, destroying command posts, generators, and any of Anton's troops foolish enough to get in their way. With no power, the fixed weapons holding back the rest of the Dragoons fell silent. By the time Colonel Wolf and Alpha Regiment broke into the fortress, Anton Marik, Duke of Procyon and would-be Captain-General of the Free Worlds League, was dead.

In a three-day orgy of destruction, the Dragoons left no stone in Cienfuegos untouched.

## ASHES OF REBELLION

Duke Anton Marik was dead, but the flames of civil war would burn on for another six weeks. The heart had gone out of Anton's troops but it would take time to bring the rebellious provinces scattered across the League to heel.

### PARK PLACE

The Fifteenth Marik Militia, the Stewart Dragoons Home Guard, and the Head Hunters pursued the surviving members of the Third Marik Militia to Park Place. Faced with overwhelming odds, the Third had no hope. What remained of the command—including General Gerald Marik—was forced to surrender after two weeks of brutal fighting.

### EMRIS IV

The Sixth and Eighth Orloff Grenadiers made short work of the Eighteenth Marik Militia and the Fifth Ducal Guard. Only three companies of the Eighteenth survived, fleeing to New Delos.

### OTHER ACTIONS

The Sixth and Eighth Orloff Grenadiers recaptured Sophie's World before moving on the secure Emris IV.

Smithson's Chinese Bandits returned to Fuentes. This time the Dragoons did not come to the rescue and the Fifth Regular Hussars and Seventh Ducal Guard were forced to surrender.

## AFTERMATH

In a civil war neither side can ever claim to be the victor—only the survivor. The Free Worlds League survived the Anton revolt, but the cost was heavy. The New Delos treason trials started in mid April of 3015 and lasted for six months. The surviving rebels received little mercy, and many of Anton's senior officers and supporters were executed. Among them was Governor Constantine of Nova Roma. Other rebels were exiled to prison planets or condemned to hard labor.

Militarily, the FWLM was a shambles. Defections and combat losses had depleted Federal forces, while the mauling of loyal Provincial forces left the Captain-General no reserves. Other damage wreaked by the Anton Revolt was less obvious. There remained an atmosphere of suspicion between those

commands that had demonstrated their loyalty by fighting for Janos and those that had not—either because they remained defending the Lyran front or belonged to “neutral” provinces. The resulting lack of cohesion would cost the FWLM dearly in decades to come.

In a surprise move, Janos bolstered his weakened forces by offering a contract to Wolf's Dragoons. The Captain-General showed no animosity toward the mercenaries over Anton's death. Indeed he expressed his own regret for the death of Joshua Wolf in a personal note to Jaime. The move sparked a political firestorm in Parliament, but renewed rumblings from across the Lyran border served as a rude reminder of the League's desperate need for troops. The furor died down and Janos unleashed the Dragoons on House Steiner in a succession of raids that culminated in the Thirteenth Battle of Hesperus.

Politically, the Civil War destroyed much of the unity Janos Marik had succeeded in creating upon his ascension to the Captain-Generalcy. Gone was the optimism of the final years of the thirtieth century, replaced by a divided Parliament and the resurgence of the incessant bickering between the provinces. The populace had previously held the Captain-General in high regard, but the harsh measures instigated against those who had supported Anton (and to a lesser extent those who had remained neutral) now left Janos' reputation tarnished. From an economic perspective the damage was even worse. The eagle, previously enjoying a strong exchange rate with ComStar's C-bill, had taken a beating. Thankfully the League's manufacturing base remained mostly undamaged, but the Civil War had disrupted interstellar commerce. Factories sat idle waiting for shipments of vital components. Mountains of finished goods sat in warehouses waiting to be shipped to markets starved of anything to sell.

The eternally scheming Maximilian Liao and the Capellan Confederation came out as clear winners. The Free Worlds League was in turmoil and would be in no position to threaten House Liao for years to come. Now free to concentrate his efforts against the Federated Suns, Liao launched a number of overt and covert operations. Seeking to repeat his success in the League, Liao attempted to pit Duke Michael Hasek-Davion, ruler of the Capellan March, against the newly crowned First Prince Hanse Davion. In the end the “Fox” would prove the more cunning of the two. The Chancellor's machinations would only serve to bring the full might of the AFFS down on his realm.

The revolt left Janos Marik a broken man. Bad enough that his brother had turned upon him, but his second son had sided with Anton. Gerald shared the fate of the other surviving rebel leaders and was executed on New Delos. These betrayals and disappointments—combined with the loss of his wife and other children—had a profound impact on the Captain-General. Gone was the vigorous and optimistic leader, and in his place was a tired old man who viewed the surviving members of his family with suspicion.



## DEPLOYMENT TABLES: ANTON'S REVOLT

The following table lists the movements and assignments of each BattleMech unit involved in Anton's Revolt, where they fought, and what their status was at the end of the battle. The table is divided into two different sections, each broadly related to the major military powers involved in the fighting: the loyalist Free Worlds League Military (FWLM), and the rebels led by Duke Anton Marik. Mercenary units in the employ of either power are listed along with their faction's "regular" units (based on the affiliations at the start of the conflict).

The movements shown on this table are based on approximate timeframes. "Pre-Revolt" indicates where the unit was stationed in 3014 prior to the start of the conflict. Dashes "-" indicates worlds where the unit remained after its latest moves. Some units have multiple world names indicated in some of their moves; if these names are placed on a different line or are separated by a slash ("/"), that indicates that the unit traveled to all of those worlds within that period.

Battle damage is indicated in [brackets]. [L] is light damage and indicates losses up to ten percent of the unit's combat strength. [M] is moderate losses, up to twenty-five percent combat strength; [H] is heavy casualties, up to forty percent combat strength; [S] is serious casualties, up to sixty percent combat strength; [D] means the unit has effectively lost its ability to function as a combat unit, having sustained more than sixty percent damage.

Other indicators on this table are <W>, which means the unit effectively eliminated opposition on the world (by destroying it, forcing it underground or forcing an opposition retreat from the world); <S>, which means the unit surrendered to its opposition; and <R>, which means the unit retreated from the world.

Worlds in *italics* indicate Lyran Commonwealth raids.

**Note:** The battle damage indicators on this table take into account both complete losses (dead personnel and completely destroyed equipment) as well as returnable casualties (injured personnel and equipment that could be repaired); in most cases, after several weeks of rest and repairs, a unit that sustained moderate or even heavy losses could easily reduce its effective battle damage to light. Likewise, units indicated as destroyed on this table were not actually completely destroyed but were reduced to a strength where they were no longer able to function as an independent command; most were absorbed into the organizations of other friendly units for the duration of the campaign. Following the war, almost all of these destroyed units were rebuilt and returned to active duty.

### FREE WORLDS LEAGUE MILITARY (APRIL-JULY 3014)

| UNIT                     | EXP.  |         | EQUIPMENT (PRE-REVOLT) |             | MAY   | JUNE              | JULY         |
|--------------------------|-------|---------|------------------------|-------------|-------|-------------------|--------------|
|                          | LEVEL | LOYALTY | RATING                 | APRIL 3014  | 3014  | 3014              | 3014         |
| <b>Free Worlds Guard</b> |       |         |                        |             |       |                   |              |
| 1st Guard                | Elite | Fan     | 1                      | Wing        | Marik | —                 | —            |
| 2nd Guard                | Vet   | Ques    | 1                      | Bella I     | —     | —                 | —            |
| 3rd Guard                | Reg   | Rel     | 1                      | Atreus      | —     | —                 | —            |
| <b>Atrean Hussars</b>    |       |         |                        |             |       |                   |              |
| Atrean Hussars           | Reg   | Rel     | 1                      | Scarborough | —     | —                 | —            |
| <b>Atrean Dragoons</b>   |       |         |                        |             |       |                   |              |
| 1st Dragoons             | Reg   | Fan     | 1                      | Marik       | —     | —                 | —            |
| 11th Dragoons            | Grn   | Fan     | 1                      | Matheran    | —     | —                 | —            |
| <b>Marik Militia</b>     |       |         |                        |             |       |                   |              |
| 1st Marik Militia        | Vet   | Fan     | 1                      | Irian       | —     | —                 | —            |
| 2nd Marik Militia        | Grn   | Rel     | 2                      | Wasat       | —     | Avellaneda        | Oceana       |
| 5th Marik Militia        | Reg   | Rel     | 3                      | Les Halles  | —     | —                 | —            |
| 6th Marik Militia        | Vet   | Fan     | 2                      | Emris IV    | —     | —                 | Emris IV [L] |
| 9th Marik Militia        | Reg   | Rel     | 2                      | Carbonis    | —     | Nova Roma [L] <R> | Emris IV [L] |
| 10th Marik Militia       | Vet   | Rel     | 2                      | Thermopolis | —     | —                 | —            |
| 13th Marik Militia       | Reg   | Ques    | 2                      | Dieudonne   | —     | —                 | —            |
| 15th Marik Militia       | Reg   | Rel     | 2                      | Berenson    | —     | —                 | —            |
| 20th Marik Militia       | Reg   | Rel     | 2                      | Concord     | —     | —                 | Concord [L]  |
| 23rd Marik Militia       | Grn   | Ques    | 3                      | Merak       | —     | —                 | —            |
| 30th Marik Militia       | Reg   | Rel     | 2                      | Wing        | —     | Wing [L]          | —            |
| 31st Marik Militia       | Grn   | Rel     | 2                      | Uhuru       | —     | —                 | Uhuru [L]    |

# ANTON MARIK'S REVOLT

| UNIT                          | EXP.  |         | EQUIPMENT (PRE-REVOLT) |                    | MAY<br>3014 | JUNE<br>3014 | JULY<br>3014         |
|-------------------------------|-------|---------|------------------------|--------------------|-------------|--------------|----------------------|
|                               | LEVEL | LOYALTY | RATING                 | APRIL 3014         |             |              |                      |
| <b>Marik Guard</b>            |       |         |                        |                    |             |              |                      |
| Marik Guard                   | Elite | Fan     | 1                      | Van Diemen IV      | —           | —            | —                    |
| <b>Fusiliers of Oriente</b>   |       |         |                        |                    |             |              |                      |
| Ducal Guard                   | Elite | Fan     | 1                      | Tamarind           | —           | —            | —                    |
| 1st Brigade                   | Elite | Fan     | 1                      | Griffith           | —           | —            | —                    |
| 2nd Brigade                   | Vet   | Rel     | 2                      | Calloway VI        | —           | —            | —                    |
| 3rd Brigade                   | Vet   | Rel     | 2                      | Promised Land      | —           | —            | —                    |
| 4th Brigade                   | Reg   | Ques    | 2                      | Oriente            | —           | —            | —                    |
| 5th Brigade                   | Reg   | Rel     | 1                      | Sheridan           | —           | —            | —                    |
| <b>Protectorate Guard</b>     |       |         |                        |                    |             |              |                      |
| Iron Guard                    | Reg   | Fan     | 2                      | Alula Australis    | —           | —            | —                    |
| Steel Guard                   | Grn   | Rel     | 2                      | Kosciusko          | —           | —            | —                    |
| <b>Sirian Lancers</b>         |       |         |                        |                    |             |              |                      |
| 1st Lancers                   | Grn   | Ques    | 3                      | Pollux             | —           | —            | —                    |
| 2nd Lancers                   | Reg   | Ques    | 1                      | Procyon            | —           | —            | —                    |
| 3rd Lancers                   | Grn   | Ques    | 3                      | Megrez             | —           | Megrez [L]   | —                    |
| <b>Silver Hawk Irregulars</b> |       |         |                        |                    |             |              |                      |
| Falcons                       | Grn   | Ques    | 2                      | Callison           | —           | —            | —                    |
| Gryphons                      | Reg   | Ques    | 2                      | Kalidasa           | —           | —            | —                    |
| <b>Oriente Hussars</b>        |       |         |                        |                    |             |              |                      |
| 1st Oriente Hussars           | Vet   | Rel     | 1                      | Anegasaki          | —           | —            | —                    |
| 2nd Oriente Hussars           | Reg   | Rel     | 2                      | Oriente            | —           | —            | —                    |
| 3rd Oriente Hussars           | Grn   | Rel     | 2                      | Nestor             | —           | —            | Uhuru [L]            |
| 4th Oriente Hussars           | Reg   | Rel     | 2                      | Atreus             | —           | —            | —                    |
| 5th Oriente Hussars           | Grn   | Rel     | 2                      | Sierra             | —           | Megrez       | Uhuru [L]            |
| 6th Oriente Hussars           | Reg   | Rel     | 2                      | Bella I            | —           | —            | Gallatin             |
| <b>Defenders of Andurien</b>  |       |         |                        |                    |             |              |                      |
| 1st Def. of Andurien          | Vet   | Ques    | 1                      | Andurien           | —           | —            | —                    |
| 3rd Def. of Andurien          | Reg   | Ques    | 2                      | Shiro III          | —           | —            | —                    |
| 4th Def. of Andurien          | Vet   | Ques    | 1                      | Sadumi             | —           | —            | —                    |
| 5th Def. of Andurien          | Reg   | Ques    | 2                      | Xanthe III         | —           | —            | —                    |
| 6th Def. of Andurien          | Vet   | Ques    | 1                      | Andurien           | —           | —            | —                    |
| <b>Stewart Dragons</b>        |       |         |                        |                    |             |              |                      |
| Home Guard                    | Vet   | Rel     | 1                      | Stewart            | —           | Marik        | —                    |
| Juggernaut                    | Reg   | Rel     | 1                      | Stewart            | —           | Marik        | Asellus Borealis [L] |
| <b>Orloff Grenadiers</b>      |       |         |                        |                    |             |              |                      |
| 1st Orloff Grenadiers         | Reg   | Rel     | 2                      | Vanra              | —           | —            | —                    |
| 5th Orloff Grenadiers         | Reg   | Rel     | 2                      | Alhena             | —           | —            | —                    |
| 6th Orloff Grenadiers         | Vet   | Fan     | 2                      | Cerillos           | —           | —            | Cerillos [L]         |
| 8th Orloff Grenadiers         | Reg   | Rel     | 2                      | Lesnovo            | —           | —            | —                    |
| <b>Regulan Hussars</b>        |       |         |                        |                    |             |              |                      |
| 1st Regulan Hussars           | Elite | Ques    | 2                      | Avior              | —           | —            | —                    |
| 2nd Regulan Hussars           | Reg   | Ques    | 2                      | Regulus            | —           | —            | —                    |
| 9th Regulan Hussars           | Grn   | Ques    | 2                      | Raiding Liao Space | —           | —            | —                    |
| <b>Mercenaries</b>            |       |         |                        |                    |             |              |                      |
| 21st Centauri                 |       |         |                        |                    |             |              |                      |
| Lancers                       | Elite | Rel     | 1                      | Thermopolis        | —           | —            | —                    |
| Smithson's                    |       |         |                        |                    |             |              |                      |
| Chinese Bandits               | Vet   | Rel     | 2                      | Shiloh             | —           | Marik        | Keystone             |
| Clifton's Rangers             | Grn   | Ques    | 2                      | Rochelle           | —           | —            | —                    |
| Langendorf Lancers            | Reg   | Ques    | 3                      | Colfax             | —           | —            | —                    |
| Head Hunters                  | Grn   | Ques    | 3                      | Campoleone         | Hiratsuka   | Newcastle    | New Olympia          |
| Carson's Renegades            | Reg   | Ques    | 3                      | Oliver             | —           | —            | —                    |



# ANTON MARIK'S REVOLT

## REBELS (APRIL-JULY 3014)

| UNIT                   | EXP.  |         | EQUIP. (PRE-REVOLT) |                   | MAY           | JUNE              | JULY         |
|------------------------|-------|---------|---------------------|-------------------|---------------|-------------------|--------------|
|                        | LEVEL | LOYALTY | RATING              | APRIL 3014        | 3014          | 3014              | 3014         |
| <b>Ducal Guard</b>     |       |         |                     |                   |               |                   |              |
| 1st Ducal Guard        | Vet   | Fan     | 1                   | N/A               | New Delos     | —                 | —            |
| 2nd Ducal Guard        | Reg   | Fan     | 1                   | N/A               | New Delos     | Fuentes           | McKenna      |
| 3rd Ducal Guard        | Reg   | Fan     | 2                   | N/A               | New Delos     | Nova Roma [L] <W> | —            |
| 4th Ducal Guard        | Grn   | Fan     | 2                   | N/A               | New Delos     | Gomeisa           | Park Place   |
| 5th Ducal Guard        | Grn   | Fan     | 2                   | N/A               | N/A           | N/A               | New Delos    |
| 6th Ducal Guard        | Grn   | Fan     | 3                   | N/A               | N/A           | N/A               | N/A          |
| 7th Ducal Guard        | Grn   | Fan     | 3                   | N/A               | N/A           | N/A               | N/A          |
| 8th Ducal Guard        | Grn   | Fan     | 3                   | N/A               | N/A           | N/A               | N/A          |
| <b>Marik Militia</b>   |       |         |                     |                   |               |                   |              |
| 3rd Marik Militia      | Vet   | Fan     | 1                   | Bernardo          | Asuncion      | Suzano            | Kyrkbacken   |
| 18th Marik Militia     | Reg   | Fan     | 1                   | Harsefeld         | Second Chance | Ling              | Sorunda      |
| <b>Regulan Hussars</b> |       |         |                     |                   |               |                   |              |
| 4th Regulan Hussars    | Vet   | Ques    | 2                   | Ohrensen          | McKenna       | Nova Roma [L] <W> | Sorunda      |
| 5th Regulan Hussars    | Vet   | Rel     | 2                   | Ventabren         | Ventabren     | Park Place        | Bernardo     |
| <b>Atrean Dragoons</b> |       |         |                     |                   |               |                   |              |
| 12th Atrean Dragoons   | Reg   | Fan     | 1                   | McKenna           | —             | Fuentes           | Semenyih     |
| <b>Mercenaries</b>     |       |         |                     |                   |               |                   |              |
| <i>Wolf's Dragoons</i> |       |         |                     |                   |               |                   |              |
| Alpha Regiment         | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | Emris IV [L] |
| Beta Regiment          | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | Nova Roma [L] <W> | Emris IV [L] |
| Gamma Regiment         | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | Emris IV [L] |
| Delta Regiment         | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | —            |
| Epsilon Regiment       | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | —            |
| Zeta Battalion         | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | Nova Roma [L] <W> | Emris IV [L] |
| Kerensky's Company     | Vet   | Rel     | 1                   | N/A               | N/A           | N/A               | N/A          |
| Fire Support Group     | Vet   | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | Emris IV [L] |
| Orbital/Aerospace      |       |         |                     |                   |               |                   |              |
| Operations Group       | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | —            |
| Special Recon Group    | Vet   | Rel     | 1                   | Campertown (Liao) | New Delos     | Nova Roma [L] <W> | —            |
| Support Battalion      | Vet   | Rel     | 1                   | Campertown (Liao) | New Delos     | —                 | —            |
| Seventh Kommando       | Elite | Rel     | 1                   | Campertown (Liao) | New Delos     | Nova Roma [L] <W> | New Delos    |

## FREE WORLDS LEAGUE MILITARY (AUGUST-DECEMBER 3014)

| UNIT                     | AUG 3014         | SEPT 3014          | OCT 3014               | NOV 3014 | DEC 3014      |
|--------------------------|------------------|--------------------|------------------------|----------|---------------|
| <b>Free Worlds Guard</b> |                  |                    |                        |          |               |
| 1st Guard                | Marik            | —                  | —                      | —        | —             |
| 2nd Guard                | Bella I          | Bella I [L]        | —                      | —        | Bella I [L]   |
| 3rd Guard                | Atreus           | —                  | —                      | —        | —             |
| <b>Atrean Hussars</b>    |                  |                    |                        |          |               |
| Atrean Hussars           | Scarborough      | —                  | —                      | —        | —             |
| <b>Atrean Dragoons</b>   |                  |                    |                        |          |               |
| 1st Dragoons             | Sophie's World   | Sophie's World [M] | Sophie's World [D]     | —        | —             |
| 11th Dragoons            | Matheran [M]     | Matheran [M]       | Matheran [H] <S>       | —        | —             |
| <b>Marik Militia</b>     |                  |                    |                        |          |               |
| 1st Marik Militia        | Irian            | —                  | —                      | —        | Irian [L] <W> |
| 2nd Marik Militia        | Keystone         | —                  | —                      | —        | —             |
| 5th Marik Militia        | Les Hallas       | —                  | —                      | —        | —             |
| 6th Marik Militia        | Emris IV [M] <R> | Sophie's World [M] | Sophie's World [M] <R> | Vanra    | Vanra         |
| 9th Marik Militia        | Emris IV [M] <R> | Kiyev              | —                      | —        | Vanra         |
| 10th Marik Militia       | Thermopolis      | —                  | —                      | —        | Thermopolis   |

# ANTON MARIK'S REVOLT

| UNIT                          | AUG 3014             | SEPT 3014                | OCT 3014               | NOV 3014            | DEC 3014         |
|-------------------------------|----------------------|--------------------------|------------------------|---------------------|------------------|
| 13th Marik Militia            | Dieudonne            | —                        | —                      | Dieudonne [L]       | —                |
| 15th Marik Militia            | Berenson             | —                        | Berenson [M] <W>       | —                   | Bernardo [L] <W> |
| 20th Marik Militia            | Concord              | —                        | —                      | —                   | —                |
| 23rd Marik Militia            | Merak                | —                        | —                      | —                   | —                |
| 30th Marik Militia            | Wing                 | —                        | Wing [L]               | —                   | —                |
| 31st Marik Militia            | Uhuru                | Irian                    | Berenson               | —                   | Bernardo [M] <W> |
| <b>Marik Guard</b>            |                      |                          |                        |                     |                  |
| Marik Guard                   | Van Diemen IV        | —                        | —                      | —                   | —                |
| <b>Fusiliers of Oriente</b>   |                      |                          |                        |                     |                  |
| Ducal Guard                   | Tamarind             | —                        | —                      | —                   | —                |
| 1st Brigade                   | Griffith             | —                        | —                      | —                   | —                |
| 2nd Brigade                   | Calloway VI          | —                        | —                      | Calloway VI [M] <W> | —                |
| 3rd Brigade                   | Promised Land        | —                        | —                      | —                   | —                |
| 4th Brigade                   | Oriente              | —                        | —                      | —                   | —                |
| 5th Brigade                   | Sheridan             | —                        | Sheridan [L]           | —                   | —                |
| <b>Protectorate Guard</b>     |                      |                          |                        |                     |                  |
| Iron Guard                    | —                    | —                        | —                      | —                   | —                |
| Steel Guard                   | Kosciusko            | —                        | —                      | —                   | —                |
| <b>Sirian Lancers</b>         |                      |                          |                        |                     |                  |
| 1st Lancers                   | Pollux               | —                        | —                      | —                   | —                |
| 2nd Lancers                   | Procyon              | —                        | —                      | —                   | —                |
| 3rd Lancers                   | Megrez [L]           | —                        | —                      | —                   | —                |
| <b>Silver Hawk Irregulars</b> |                      |                          |                        |                     |                  |
| Falcons                       | Callison             | —                        | —                      | —                   | —                |
| Gryphons                      | Kalidasa             | —                        | —                      | —                   | —                |
| <b>Oriente Hussars</b>        |                      |                          |                        |                     |                  |
| 1st Oriente Hussars           | Anegasaki            | —                        | —                      | Calloway VI [H] <W> | —                |
| 2nd Oriente Hussars           | Oriente              | —                        | —                      | Calloway VI [H] <W> | —                |
| 3rd Oriente Hussars           | Uhuru                | Uhuru [L]                | —                      | —                   | —                |
| 4th Oriente Hussars           | Atreus               | —                        | —                      | —                   | —                |
| 5th Oriente Hussars           | Uhuru                | Megrez                   | Sierra                 | —                   | —                |
| 6th Oriente Hussars           | Drusibacken          | Calloway VI              | —                      | Calloway VI [D]     | —                |
| <b>Defenders of Andurien</b>  |                      |                          |                        |                     |                  |
| 1st Def. of Andurien          | Andurien             | —                        | —                      | —                   | —                |
| 3rd Def. of Andurien          | Shiro III            | —                        | —                      | —                   | —                |
| 4th Def. of Andurien          | Sadumi               | —                        | —                      | —                   | —                |
| 5th Def. of Andurien          | Xanthe III           | —                        | —                      | —                   | —                |
| 6th Def. of Andurien          | Wallacia             | Ipswich                  | Calloway VI            | Calloway VI [L] <W> | —                |
| <b>Stewart Dragoons</b>       |                      |                          |                        |                     |                  |
| Home Guard                    | Marik                | —                        | Abadan [L] <W>         | —                   | Holt [M] <W>     |
| Juggernaut                    | Asellus Borealis [L] | Asellus Borealis [H] <W> | —                      | —                   | —                |
| <b>Orloff Grenadiers</b>      |                      |                          |                        |                     |                  |
| 1st Orloff Grenadiers         | Vanra                | —                        | —                      | —                   | —                |
| 5th Orloff Grenadiers         | Nestor [L]           | Nestor [L]               | —                      | —                   | Bedeque          |
| 6th Orloff Grenadiers         | Cerillos             | Eromanga                 | Manihiki               | Atreus              | Tiber            |
| 8th Orloff Grenadiers         | Lesnovo              | Fadiffolu                | Newcastle              | Atreus              | Tiber            |
| <b>Regulan Hussars</b>        |                      |                          |                        |                     |                  |
| 1st Regulan Hussars           | Avior                | —                        | —                      | —                   | —                |
| 2nd Regulan Hussars           | Regulus              | —                        | —                      | —                   | —                |
| 9th Regulan Hussars           | Raiding Liao Space   | —                        | —                      | —                   | —                |
| <b>Mercenaries</b>            |                      |                          |                        |                     |                  |
| 21st Centauri Lancers         | Thermopolis          | Rasalas                  | New Olympia            | —                   | Drusibacken      |
| Smithson's Chinese Bandits    | Kyeinnisan           | Matheran [L]             | Matheran [L] <R>       | Carbonis            | Fuentes [L] <R>  |
| Clifton's Rangers             | Rochelle             | —                        | Rochelle [L]           | —                   | —                |
| Langendorf Lancers            | Colfax               | —                        | —                      | —                   | —                |
| Head Hunters                  | Sophie's World       | Sophie's World [L]       | Sophie's World [M] <R> | Keystone            | Holt [L] <W>     |
| Carson's Renegades            | —                    | —                        | —                      | —                   | —                |



# ANTON MARIK'S REVOLT

## REBELS (AUGUST-DECEMBER 3014)

| UNIT                   | AUG 3014         | SEPT 3014          | OCT 3014               | NOV 3014            | DEC 3014         |
|------------------------|------------------|--------------------|------------------------|---------------------|------------------|
| <b>Ducal Guard</b>     |                  |                    |                        |                     |                  |
| 1st Ducal Guard        | New Delos        | —                  | —                      | New Delos [L] <W>   | —                |
| 2nd Ducal Guard        | Bernardo         | Holt               | Abadan [L] <R>         | Holt                | Holt [M] <R>     |
| 3rd Ducal Guard        | Nova Roma        | Emris IV           | —                      | Calloway VI [H] <S> | —                |
| 4th Ducal Guard        | Zion             | Zion               | Berenson               | Bernardo            | Bernardo [M] <R> |
| 5th Ducal Guard        | Sophie's World   | Drusibacken        | New Olympia [L] <R>    | Drusibacken         | Sophie's World   |
| 6th Ducal Guard        | N/A              | New Delos          | —                      | Semenyih            | —                |
| 7th Ducal Guard        | N/A              | N/A                | N/A                    | New Delos           | Fuentes [M]      |
| 8th Ducal Guard        | N/A              | N/A                | N/A                    | New Delos           | Semenyih         |
| <b>Marik Militia</b>   |                  |                    |                        |                     |                  |
| 3rd Marik Militia      | Kyrkbacken       | Sophie's World [M] | Sophie's World [M] <W> | Berenson            | Bernardo         |
| 18th Marik Militia     | Lungdo           | Drusibacken        | New Olympia [M] <R>    | Drusibacken         | Sophie's World   |
| <b>Regulan Hussars</b> |                  |                    |                        |                     |                  |
| 4th Regulan Hussars    | Lungdo           | Drusibacken        | —                      | —                   | Nova Roma        |
| 5th Regulan Hussars    | Bernardo         | Holt               | Abadan [L] <R>         | Holt                | Holt [H] <R>     |
| <b>Atrean Dragoons</b> |                  |                    |                        |                     |                  |
| 12th Atrean Dragoons   | Matheran [L]     | Matheran [M]       | Matheran [L] <W>       | Calloway VI [H] <S> | —                |
| <b>Mercenary</b>       |                  |                    |                        |                     |                  |
| <i>Wolf's Dragoons</i> |                  |                    |                        |                     |                  |
| Alpha Regiment         | Emris IV [L] <W> | —                  | Sophie's World [L] <W> | Emris IV            | —                |
| Beta Regiment          | Emris IV [L] <W> | —                  | Matheran [L] <W>       | Calloway VI [M] <R> | Semenyih         |
| Gamma Regiment         | Emris IV [M] <W> | —                  | Matheran [L] <W>       | Calloway VI [M] <R> | Semenyih         |
| Delta Regiment         | New Delos        | Sophie's World [L] | Sophie's World [L] <W> | Kyeinnisan          | Emris IV         |
| Epsilon Regiment       | New Delos        | Sophie's World [L] | Sophie's World [L] <W> | Asellus Australis   | Fuentes          |
| Zeta Battalion         | Emris IV [M] <W> | —                  | —                      | —                   | Semenyih         |
| Kerensky's Company     | N/A              | Emris IV           | Matheran [L] <W>       | Calloway VI [M] <R> | Semenyih         |
| Fire Support Group     | Emris IV [L] <W> | —                  | —                      | —                   | Semenyih         |
| Orbital/Aerospace      |                  |                    |                        |                     |                  |
| Operations Group       | New Delos        | —                  | —                      | New Delos [M] <W>   | —                |
| Special Recon Group    | Nova Roma        | Emris IV           | —                      | Sophie's World      | —                |
| Support Battalion      | New Delos        | —                  | —                      | —                   | —                |
| Seventh Kommando       | New Delos        | —                  | —                      | —                   | —                |

## FREE WORLDS LEAGUE MILITARY (JANUARY-MAY 3015)

| UNIT                     | JAN 3015    | FEB 3015 | MAR 3015 | APRIL 3015 | MAY 3015 |
|--------------------------|-------------|----------|----------|------------|----------|
| <b>Free Worlds Guard</b> |             |          |          |            |          |
| 1st Guard                | Marik       | —        | —        | Holt       | Ling     |
| 2nd Guard                | Bella I     | —        | —        | —          | —        |
| 3rd Guard                | Atreus      | —        | —        | —          | —        |
| <b>Atrean Hussars</b>    |             |          |          |            |          |
| Atrean Hussars           | Scarborough | —        | —        | —          | —        |
| <b>Atrean Dragoons</b>   |             |          |          |            |          |
| 1st Dragoons             | —           | —        | —        | —          | —        |
| 11th Dragoons            | —           | —        | —        | —          | —        |
| <b>Marik Militia</b>     |             |          |          |            |          |
| 1st Marik Militia        | Irian       | —        | —        | —          | —        |
| 2nd Marik Militia        | Keystone    | —        | —        | —          | —        |
| 5th Marik Militia        | Les Hallas  | —        | —        | —          | —        |
| 6th Marik Militia        | Vanra [D]   | —        | —        | —          | —        |
| 9th Marik Militia        | Vanra [D]   | —        | —        | —          | —        |
| 10th Marik Militia       | Thermopolis | —        | —        | —          | —        |
| 13th Marik Militia       | Dieudonne   | —        | —        | —          | —        |

# ANTON MARIK'S REVOLT

| UNIT                          | JAN 3015                         | FEB 3015         | MAR 3015       | APRIL 3015       | MAY 3015        |
|-------------------------------|----------------------------------|------------------|----------------|------------------|-----------------|
| 15th Marik Militia            | Park Place [M] <W>               | —                | —              | Ling             | Fuentes [L] <W> |
| 20th Marik Militia            | —                                | —                | —              | —                | —               |
| 23rd Marik Militia            | Marik                            | —                | —              | —                | —               |
| 30th Marik Militia            | Wing                             | —                | —              | —                | —               |
| 31st Marik Militia            | Bernardo                         | —                | —              | —                | —               |
| <b>Marik Guard</b>            |                                  |                  |                |                  |                 |
| Marik Guard                   | Van Diemen IV                    | —                | —              | —                | —               |
| <b>Fusiliers of Oriente</b>   |                                  |                  |                |                  |                 |
| Ducal Guard                   | Tamarind                         | —                | —              | —                | —               |
| 1st Brigade                   | —                                | —                | —              | —                | —               |
| 2nd Brigade                   | Calloway VI                      | Emris IV [S] <R> | Daneshmand     | —                | —               |
| 3rd Brigade                   | Promised Land                    | —                | —              | —                | —               |
| 4th Brigade                   | Oriente                          | —                | —              | —                | —               |
| 5th Brigade                   | Sheridan                         | —                | —              | —                | —               |
| <b>Protectorate Guard</b>     |                                  |                  |                |                  |                 |
| Iron Guard                    | Alula Australis                  | —                | —              | —                | —               |
| Steel Guard                   | Kosciusko                        | —                | —              | —                | —               |
| <b>Sirian Lancers</b>         |                                  |                  |                |                  |                 |
| 1st Lancers                   | Pollux                           | —                | —              | —                | —               |
| 2nd Lancers                   | Procyon                          | —                | —              | —                | —               |
| 3rd Lancers                   | Megrez                           | —                | —              | —                | —               |
| <b>Silver Hawk Irregulars</b> |                                  |                  |                |                  |                 |
| Falcons                       | Caillison                        | —                | —              | —                | —               |
| Gryphons                      | Kalidasa                         | —                | —              | —                | —               |
| <b>Oriente Hussars</b>        |                                  |                  |                |                  |                 |
| 1st Oriente Hussars           | Calloway VI                      | —                | Matheran       | —                | Semenyih        |
| 2nd Oriente Hussars           | Calloway VI                      | —                | Matheran       | —                | Semenyih        |
| 3rd Oriente Hussars           | Uhuru                            | —                | —              | —                | —               |
| 4th Oriente Hussars           | Atreus                           | —                | —              | —                | —               |
| 5th Oriente Hussars           | Sierra                           | —                | —              | —                | —               |
| 6th Oriente Hussars           | —                                | —                | —              | —                | —               |
| <b>Defenders of Andurien</b>  |                                  |                  |                |                  |                 |
| 1st Def. of Andurien          | Andurien                         | —                | —              | —                | —               |
| 3rd Def. of Andurien          | Shiro III                        | —                | —              | —                | —               |
| 4th Def. of Andurien          | Sadumi                           | —                | —              | —                | —               |
| 5th Def. of Andurien          | Xanthe III                       | —                | —              | —                | —               |
| 6th Def. of Andurien          | Calloway VI                      | Vanra            | —              | —                | —               |
| <b>Stewart Dragons</b>        |                                  |                  |                |                  |                 |
| Home Guard                    | Park Place [M] <W>               | Asuncion         | —              | —                | —               |
| Juggernaut                    | Asellus Borealis                 | —                | —              | —                | —               |
| <b>Orloff Grenadiers</b>      |                                  |                  |                |                  |                 |
| 1st Orloff Grenadiers         | Vanra [L] <R><br>/ Tiber [M] <W> | Tiber [S] <W>    | Vanra          | —                | —               |
| 5th Orloff Grenadiers         | Tiber [H]                        | Tiber [S] <W>    | Vanra          | —                | —               |
| 6th Orloff Grenadiers         | Tiber [H]                        | Tiber [H] <W>    | Sophie's World | Emris IV [M] <W> | —               |
| 8th Orloff Grenadiers         | Tiber [H]                        | Tiber [H] <W>    | Sophie's World | Emris IV [M] <W> | —               |



# ANTON MARIK'S REVOLT

| UNIT                       | JAN 3015           | FEB 3015          | MAR 3015        | APRIL 3015      | MAY 3015  |
|----------------------------|--------------------|-------------------|-----------------|-----------------|-----------|
| <b>Regulan Hussars</b>     |                    |                   |                 |                 |           |
| 1st Regulan Hussars        | Tiber [S]          | Tiber [L] <W>     | McKenna [H] <W> | Ling            | —         |
| 2nd Regulan Hussars        | Regulus            | —                 | McKenna [H] <W> | Ling            | —         |
| 9th Regulan Hussars        | Raiding Liao Space | —                 | —               | —               | —         |
| <b>Mercenaries</b>         |                    |                   |                 |                 |           |
| 21st Centauri Lancers      | Asellus Borealis   | Asellus Australis | Lungdo          | Sorunda         | Gomeisa   |
| Smithson's Chinese Bandits | Carbonis           | —                 | —               | Fuentes [L] <W> | —         |
| Clifton's Rangers          | Rochelle           | —                 | —               | —               | —         |
| Langendorf Lancers         | Colfax             | —                 | —               | —               | —         |
| Head Hunters               | Park Place [L] <W> | —                 | Ibstock         | Ohrensen        | Ventabren |
| Carson's Renegades         | Oliver             | —                 | —               | —               | —         |

## REBELS (JANUARY-MAY 3015)

| UNIT                   | JAN 3015       | FEB 3015         | MAR 3015        | APRIL 3015       | MAY 3015          |
|------------------------|----------------|------------------|-----------------|------------------|-------------------|
| <b>Ducal Guard</b>     |                |                  |                 |                  |                   |
| 1st Ducal Guard        | New Delos      | —                | —               | —                | New Delos [D]     |
| 2nd Ducal Guard        | Ling           | —                | —               | —                | New Delos [D]     |
| 3rd Ducal Guard        | —              | —                | —               | —                | —                 |
| 4th Ducal Guard        | Park Place [D] | —                | —               | —                | —                 |
| 5th Ducal Guard        | Emris IV       | Emris IV [M] <W> | —               | Emris IV [H] <R> | New Delos [D]     |
| 6th Ducal Guard        | Tiber [M]      | Tiber [D]        | —               | —                | —                 |
| 7th Ducal Guard        | Fuentes        | —                | —               | Fuentes [S] <W>  | Fuentes [L] <S>   |
| 8th Ducal Guard        | Tiber [M]      | Tiber [D]        | —               | —                | —                 |
| <b>Marik Militia</b>   |                |                  |                 |                  |                   |
| 3rd Marik Militia      | Park Place [D] | —                | —               | —                | —                 |
| 18th Marik Militia     | Sophie's World | —                | Emris IV        | Emris IV [H] <R> | New Delos [D]     |
| <b>Regulan Hussars</b> |                |                  |                 |                  |                   |
| 4th Regulan Hussars    | Vanra [D]      | —                | —               | —                | —                 |
| 5th Regulan Hussars    | McKenna        | McKenna          | McKenna [H] <R> | Fuentes [H] <W>  | Fuentes [L] <S>   |
| <b>Atrean Dragoons</b> |                |                  |                 |                  |                   |
| 12th Atrean Dragoons   | —              | —                | —               | —                | —                 |
| <b>Mercenary</b>       |                |                  |                 |                  |                   |
| <i>Wolf's Dragoons</i> |                |                  |                 |                  |                   |
| Alpha Regiment         | Vanra [M] <W>  | New Delos        | —               | McKenna [L] <W>  | New Delos [M] <W> |
| Beta Regiment          | Tiber [M]      | Tiber [M] <R>    | Emris IV        | McKenna [L] <W>  | New Delos [M] <W> |
| Gamma Regiment         | Vanra [M] <W>  | New Delos        | —               | McKenna [L] <W>  | New Delos [M] <W> |
| Delta Regiment         | Emris IV       | Emris IV [L] <W> | New Delos       | McKenna [L] <W>  | New Delos [M] <W> |
| Epsilon Regiment       | Emris IV       | Emris IV [M] <W> | New Delos       | Second Chance    | Second Chance     |
| Zeta Battalion         | Tiber [M]      | Tiber [M] <R>    | Emris IV        | McKenna [L] <W>  | New Delos [H] <W> |
| Kerensky's Company     | Tiber [M]      | Tiber [M] <R>    | New Delos       | McKenna <W>      | New Delos [H] <W> |
| Fire Support Group     | Tiber [M]      | Tiber [M] <R>    | Emris IV        | McKenna <W>      | New Delos [L] <W> |
| Orbital/AeroSpace      |                |                  |                 |                  |                   |
| Operations Group       | New Delos      | —                | —               | McKenna <W>      | New Delos [L] <W> |
| Special Recon Group    | New Delos      | —                | —               | Second Chance    | Second Chance     |
| Support Battalion      | New Delos      | —                | —               | Second Chance    | Second Chance     |
| Seventh Kommando       | New Delos      | —                | —               | McKenna <W>      | New Delos [M] <W> |

# THE ANDURIEN WARS

Uncle Thomas,

It surprised me that there was little written about the troubles that beset the realm in the 3030s, in particular your ascension to the Captain-Generalcy, and at papa's urging I've spent some of my leave working on a short treatise. I'm no Thelos Auburn or Albrecht Kiel, but I hope I've avoided the pitfalls and biases of some of the recent retellings of League history. I've used Parliamentary and Andurien archives for most of the background information, but Isis' mother allowed me access to the Ruiz archives to fill in some of the gaps, and Isis herself shared information gathered from discussions with Sun-Tzu and Talon Zahn, even though she was never allowed access to the Liao Archives. I'm sure that with your long tenure as Captain-General and your time in service to ComStar, you'll be able to add details at some of the other points where I've had to speculate, and I would appreciate—if your free time and national security permits—your thoughts and clarifications on this draft.

—Corinne Marik,  
Atreus, 9 June 3067

## THE MARCH TO WAR

While a number of recent histories of the Free Worlds have covered the War of Andurien Secession, most have examined it purely in a post-Fourth Succession War context. Doing so, while covering the facts of the conflict itself, does not do justice to the history and causes of the war. Saying that the war was a clash of ambitions—those of Catherine Humprey's, Kyalla Centrella, and Duncan Marik among others—is essentially correct but grossly understates the reasons for those ambitions. To fully comprehend the motivations of the various parties requires knowledge of League history, in particular the relationship between the Free Worlds and the Capellan Confederation and the relationship between Federal and provincial authorities. The following sections provide a primer on those subjects for those less familiar with the League.

## THE ANDURIEN PROBLEM

The expansion of the Free Worlds in the twenty-fourth century brought them into conflict with their neighbors, first a succession of minor states and later the Capellan Confederation and the Lyran Commonwealth. Key among these conflicts was Allan Marik's 2366-69 campaign that brought a collection of spinward worlds into the League, including Zion, Berenson, and Andurien. The last of these would become the focus of Capellan-League relations for centuries to come.

Peter Marik, who became Captain-General in 2396, disdained Atrean politics in favor of the life of a battlefield commander. When the Capellan Chancellor, Kurnath Liao, declared war on the FWL in 2398 to recover the "Capellan" world of Andurien, his action inaugurated what would become known as the Age of War, a century and a half in which war rather than diplomacy would be the primary tool of statecraft across the Inner Sphere. The First Andurien War (2398-2404) was eventually judged a success for the Free Worlds who, after negotiations with Aleisha Liao and a subsequent referendum of the worlds' population, retained control of Andurien and its satellites.

Andurien escaped major conflict for the next century, but

in 2528 the Second Andurien War erupted, initially focusing on the contested system but eventually expanding to encompass the entire Marik-Liao border. Albert Marik led a valiant defense against Liao aggression, a mix of grim determination and cunning stratagems maintaining the border. However, Albert could not force Mica Liao to give up her claims (or end military operations). In 2531, Ian Cameron of the Terran Hegemony finally stepped in, brokering a truce on New Delos against the expectations of both the combatants and observers. The provisions of the First Andurien War were upheld, as were a succession of other border issues. It briefly appeared that negotiation would supplant conflict as the preeminent tool of international relations. Unfortunately, it was not to be.

In 2551, the Third Andurien War erupted. Again the Hegemony intervened, but it was Albert who provided the resolution, furthering joint ambitions of the Mariks and Camerons for a unified humanity: he gave sovereignty of the Andurien worlds to Terrence Liao, paving the way for the Confederation's signing of the Star League accords. Throughout the golden age ushered in by the Star League, Andurien remained a bone of contention between the Mariks and Liaos, but the presence of the SLDF and Star League diplomacy maintained the peace.

The Amaris Coup and Kerensky's Exodus removed the damping rods from the Andurien dispute, and in short order the campaigns of Kenyon and Thaddeus Marik brought Andurien back into the Free Worlds. Even in the darkest days of the Succession Wars that followed (most notably the ComStar War of 2837-8), Andurien remained one of the Free Worlds.

Until, that is, the events of September 3030.

## THE HUMPHREYS CLAN

With relatives on the TAS *Pathfinder*, Sir George Humphreys was a member of one of the oldest interstellar families and served several terms as representative for New Delos in the Alliance Senate (where he came to know both Charles Marik and Tomás Allison). When the Alliance abandoned its colonies, Humphreys played a key role in the establishment of the





Federation of Oriente. When the Federation came into conflict with its neighbors, Humphreys' diplomatic skills were called upon to negotiate a settlement with his old colleague Charles Marik and the Selaj family of Regulus. The result was the Free Worlds League itself, which he served as Speaker of Parliament until 2276.

Sir George's son, Richard, was equally skilled as a diplomat, serving as a representative to several neighboring nations and securing the incorporation of several into the Free Worlds. His successes led to the family's ennoblement and the granting of estates on Kanata (though after the First Succession War Xanthe III became the family seat). When Allan Marik brought the contentious Andurien worlds into the Free Worlds in the mid-twenty-fourth century, the Humphreys were a natural choice to serve as governors (and later dukes) of the new province.

For much of the Free Worlds' history the Dukes of Andurien were close supporters of the Mariks, though the sacrifice of Andurien to entice the Capellan Confederation soured relations somewhat as the Humphreys were left to serve as leaders of the remnant of the Duchy of Andurien, centered on Kanata. Nonetheless, the clan weathered the perceived insult of the loss of Andurien, rendering solid service to the Free Worlds and Star League. Melissa Humphreys, Duchess of Xanthe and Andurien, rose to become a highly respected diplomat and administrator in the Star League, serving as governor of the occupied Magistracy of Canopus between 2588 and 2604. It was Humphreys who ensured that the Magistracy was rebuilt and modernized after the war (something the FWL later came to regret as it slid into recession in the early twenty-seventh century as it was out-produced by the more up-to-date Canopus) and though the Duchess was disdained by some citizens of the Periphery realm, a solid relationship grew up between Melissa and Magestrix Rinalla Centrella. Indeed, together with the Magestrix, Duchess Humphreys played a key role in protecting Captain-General Rhean Marik from the worst of the scandal that afflicted her reign. *[Isis doesn't know the details of that bit of history, despite the parallels to her own. –Thomas]*

The Humphreys regained control of Andurien in the First Succession War and soon exerted their diplomatic skills on the political stage. In 2882 Arthur Humphreys played a key role in bringing peace after the death of James Marik, smoothing over the difficulties between Elisabeth Marik, newly returned from ComStar, and Admiral Lloyd Marik-Stanley. His successors worked less well with the Federal authorities, however, and they invoked the regional security laws of the Home Defense Act on numerous occasions.

In 2988, a military coup sought to unseat the Humphreys clan, and Duchess Morgaine Humphreys was killed in a hail of bullets. The conspirators might have succeeded in their plan save for the determination of one woman: Catherine Humphreys, Morgaine's niece and heir. Catherine's defiance served as a focal point for resistance to the coup, and the uprising soon faltered. Catherine rejected offers by Captain-General Stephan Marik to send peacekeepers to the province under the command of his son, Janos, insisting the matter was internal to

the Duchy. Janos, who succeeded his father three years later, and Catherine fought a series of political battles but there were occasional rapprochements, including Catherine's attendance at the funerals of both of Janos' wives.

*[Catherine still played political games at such events; ComStar allowed me home to attend Faith's funeral in 3012, and I recall Catherine working the guests, commenting on how tired and drawn your grandfather looked and the like. She had little time for Anton though—she was a shrewd judge of character—and told him where to go when he sought to suck her into his revolt. –Thomas]*

## THE HOME DEFENSE ACT AND ITS REPERCUSSIONS

Having effectively dealt with her rival for power, Arthur Humphreys, Elisabeth Marik went on to become one of the FWL's best-loved leaders. The pinnacle of her reign was the Red Rover campaign of 2901-2910 and this, together with her diplomatic skills, earned her good relations with Parliament and the provincial authorities. In an effort to secure the continued goodwill for her successors, she authorized the Home Defense Act, a constitutional provision that allowed member provinces to retain up to 75 percent of their regional troops for home-defense if designated as "immediately threatened by military attack" by Parliament. Elisabeth's act, while seen as extremely generous at the time, would eventually be shown to be shortsighted and divisive.

At first the act was used responsibly, but when Thaddeus II alienated Parliament in 2952, they designated all worlds within two jumps of the border as under threat of attack, allowing them to invoke the act. Despite this, the Captain-General was able to browbeat a number of provinces into cooperating with his plans for an offensive against the Lyran Commonwealth. Others, however, saw Thaddeus' arrogance and aggression as a reason to band together and enact the Act.

Located in the heart of the Free Worlds, Regulus—a long-standing foe of the Mariks—was unable to use the Act's provisions to guarantee the security of their province and the integrity of its troops. However, when Stephan Marik succeeded in 2963 his lack of military acumen caused problems even for such "secure" worlds. The invasion of Loric inflicted grievous damage on the Regular Hussars, and Prince Cameron-Jones applied to parliament for his province to be designated as a threatened state. Fearing Stephan would repeat his father's belligerence, Parliament agreed and effectively crippled the FLWM, forcing them to rely almost exclusively on Federal troops for offensive operations.

## THE REIGN OF JANOS MARIK

Janos Marik succeeded his father in September 2991, touring the League with his wife, Hilda Lauber of Dalton, and ruling with consideration and compassion. His unwillingness to use military force save as a last resort helped rebuild relations with many provinces, though Regulus and Andurien remained opposed to his rule. The death of Hilda in 2994 brought Janos'



world crashing down, but after a funeral attended by friends and enemies alike he set about eliminating corruption in the military and intelligence services. His efforts quickly demonstrated the worth of his endeavors with the offensives against Hesperus (the Tenth and Eleventh Battles) and the defense of Kalidasa against an LCAF counter-offensive.

Initially more a political arrangement than a love-match, the marriage of Janos Marik and Ana Stewart bound the Duchy of Stewart to the Marik Commonwealth. Romance soon blossomed, however, and a succession of children joined the seven from his first marriage. The death of his son Cartwright (his fifth child with Hilda) soured the celebrations somewhat, but did not detract from Janos' efforts to lead the League into the new Millennium.

Janos' friendship with his brother Anton, long a trusted military advisor, grew strained in the wake of the disastrous Loric campaign and the indictment (and execution) of Anton's friend, Willis Crawford. The two continued to work well together—the deep raids against House Steiner in 3006 targeting Coventry and Pollux unseated Archon Alessandro Steiner and allowed Katrina Steiner to seize power—but by 3010 the relationship was strained.

The death of Ana in 3011 and the loss of his daughter Faith to drugs a year later shattered Janos' resolve, and he largely withdrew from public life. Egged on by the Capellan Chancellor and ComStar, Anton saw this as his opportunity to take control of the Free Worlds League. "Anton's Revolt" of 3014-15 is well-documented elsewhere, but on the eve of the Fourth Succession War a decade later the scars still remained on League society with many provinces and military formations looking on their peers with suspicion. The Revolt also marked a more ruthless stance for the Captain-General: his son Gerald had sided with Anton and was among those leaders of the conspiracy executed on Janos' orders. Janos refused to name a successor. *[Publicly. Documents were drawn up and witnessed by ComStar and key members of Parliament naming me as heir. —Thomas]*

In 3020 Katrina Steiner sought to build a new peace across the Inner Sphere by issuing a peace proposal to the leaders of the Successor States. Most of the House Lords—including Janos—rubbished the proposal. Hanse Davion, however, entered into an alliance with the Archon, though the extent of their agreement would not become apparent until 3028. As a counter-balance to the Steiner-Davion accord, the Draconis Combine, in the form of ISF director Subhash Indrahara, proposed an alliance. At a later meeting on Terra, Takashi Kurita made it clear that this would be a tripartite alliance between the remaining Great Houses. The involvement of the hated Liaos was poison to the Captain-General but Kurita made it clear that Liao *would* be involved. The result was the Concord of Kapteyn.

## THE FOURTH SUCCESSION WAR AND THE FREE WORLDS

The announcement of a dynastic marriage between Prince Hanse Davion of the Federated Suns and Archon-designate Melissa Steiner of the Lyran Commonwealth sent shock waves across the Inner Sphere. The wedding, to be held on Terra in

August 3028, saw invites issued to all of the House Lords and was to be the largest gathering of political leaders since the fall of the Star League. It was not, however, to be the joyous occasion touted by the Steiners and Davions: on 20 August, as the happy couple exchanged gifts, their nations launched simultaneous offensives against the Draconis Combine and the Capellan Confederation.

The Free Worlds was spared attack by the new alliance, but found itself called upon by its Kapteyn partners to take action against the Steiners in an effort to relieve the pressure on the Draconis Combine. The military action was half-hearted and of mixed success, the LCAF extracting a high price for the territory they lost. Katrina Steiner bore the losses with good grace, accepting the loss of a few worlds on the League border in exchange for massive gains on the Combine front. Nonetheless, as the only nation not significantly engaged in the war, the FWL posed a clear threat to the Alliance. Exploiting Janos' reticence to wage war and the fractious nature of the Free Worlds, Prince Davion and Archon Steiner conceived a two-phase plan to hobble the FWL and forge stronger ties between their own nations.

Initially utilizing the troops of the "independent" Tikonov Free Republic, the Steiner-Davion alliance launched a series of assaults against the League worlds nearest Terra. The operation, backed by the LCAF, threatened to cut off a number of crack troops and Janos, fearing the Steiner-Davion juggernaut might annihilate these units, ordered them to pull back, abandoning a swathe of worlds to the enemy.

## THE DEATH OF HOUSE LIAO

While the Fourth Succession War was a painful lesson for the Free Worlds, it very nearly brought about the demise of House Liao and the Capellan Confederation. I'm not going to go into too much detail about the campaigns that took place (for all their political bias, the twin NAIS War Atlases provide comprehensive coverage of the actions) but the political, military, and social repercussions were far-reaching.

The Capellan Confederation Armed Forces (CCAF) were eviscerated by the two-year war, reduced from 150 battalions to a scant 41; 65 had been destroyed, 35 had defected (to the Federated Suns, St. Ives, or the short-lived Tikonov Republic) and another dozen had surrendered to the Davion juggernaut and melted away. Additionally, the Confederation had lost 107 star systems—three of its five Commonalities—and even Sian itself had been the target of a daring raid by the Kathil Uhlans. Though still a Great House, the Confederation occupied less physical space than the Magistracy of Canopus or the Taurian Concordat.

Although not revealed until much later, the war also brought about a de facto change in leadership of the Liaos. Though Maximilian Liao continued to serve as Chancellor until 3036, from 3030 the state was effectively in the hands of Romano Liao, the only child of the Chancellor who had not defected to the Federated Suns during the war. Official Liao histories make no mention of it, but Maximilian suffered some form of mental collapse at the end of the war. (The breakdown, according to information Isis gleaned from Victor, was evidently precipitated

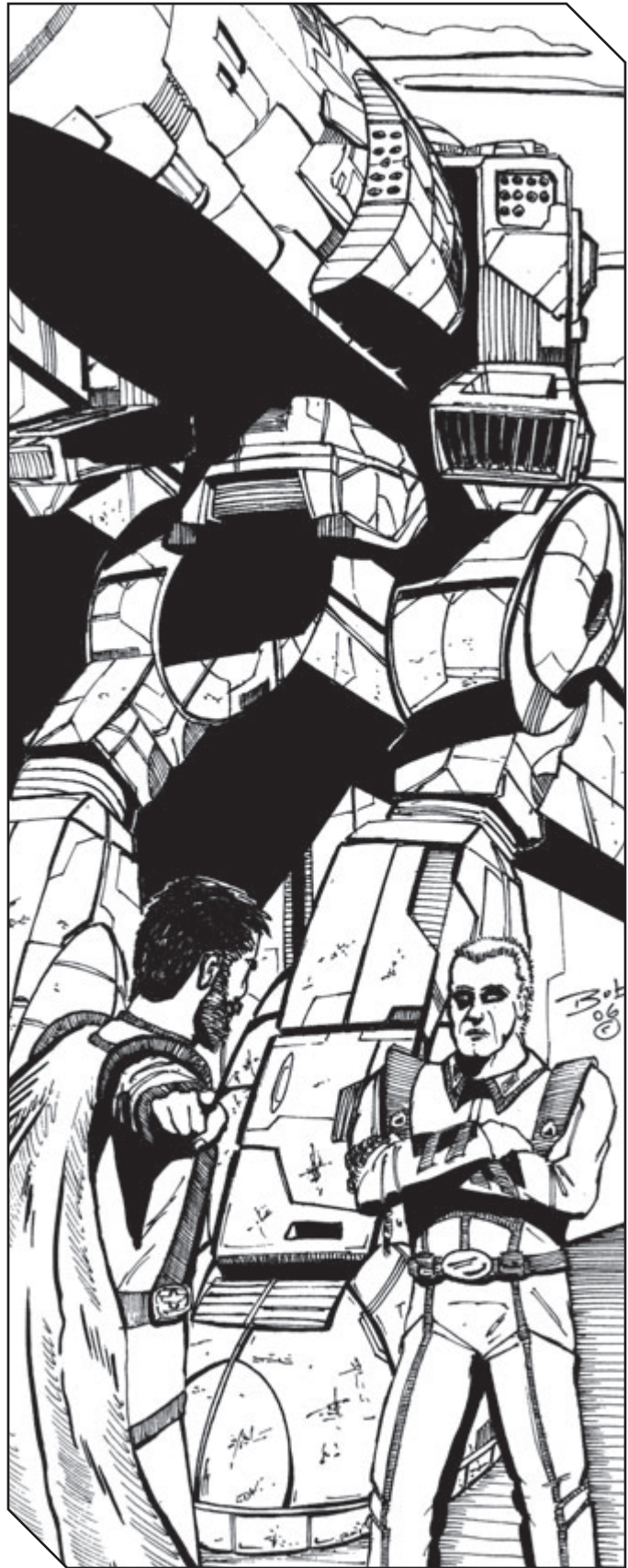
**THE FOX'S GAMBIT?**

Almost as soon as Andurien seceded, accusations were leveled at the Federated Suns, who had meddled in FWL affairs in the years after the AFFS invasion of Kalidasa at the dawn of the fourth millennium. New Avalon denied any involvement in provoking the invasion, and no hard evidence was ever uncovered, but the timing and effect of the Andurien-Canopus operation served the Steiner-Davion alliance as well as the invaders. Some analysts went as far as to suggest that the Steiner-Davion alliance gained more from the action.

If all went well, House Liao would be further denuded, if not destroyed; at very least the invasion would hamper any efforts to rebuild after their near-annihilation in the Fourth Succession War. Additionally, the sole Inner Sphere power that had not suffered major material or economic loss in the war, the Free Worlds, would be preoccupied for several years, long enough for the alliance to take a breath before embarking on efforts to remove the only other threat to their dominance of the Inner Sphere, the Draconis Combine (an operation documents secured by SAFE in the 3050s indicated was scheduled for 3034).

*[An entertaining theory, but ComStar records show that Cat was entertaining the idea of secession as early as the late 30-teens. Anton's Revolt seems to have set the seed in her head, and she attempted to build alliances with Regulus in 3018. When that floundered—Cameron-Jones was more concerned with making himself Captain-General than with creating a new nation—the Duchess turned to her old friend, the Magistris. Catherine is a talented politician, but like most of her clan Kyalla was a master seducer and knew exactly what to dangle in front of Andurien. Whether the Magistris ever truly meant for a merging of the two powers is debatable—I think she was too shrewd and ambitious for that—but crushing Liao would further both their goals. —Thomas]*

With the benefit of hindsight, another possible culprit was ComStar, whose meddling in the Fourth Succession War and the Clan Invasion only became known after the Schism that split the order into ComStar and the Word of Blake. Past meddling also came to light, including their role in Anton's Revolt, as did the Order's ambition to divide and conquer, so perhaps it was they who engineered the Secession as they had Anton's Revolt. *[I understand that bashing ComStar is in vogue, but use your brains. ComStar had effectively ensured the next Captain-General was a member of their Order—me—so why would they destabilize the Free Worlds? —Thomas]*





by a message from Hanse Davion revealing the cause of the war. Ironically, after the Clan Invasion, Sun-Tzu apparently repeated that same stunt when he informed Davion of his engagement to Isis.) Despite the best efforts of the Maskirovka, however, some details of the Chancellor's indisposition leaked out.

House Davion refused to level a final crushing blow against the Confederation, instead regarding it as emasculated and no longer capable of causing harm to the Federated Suns and leaving it as a buffer state. Others were less kindly inclined toward the Liaos; with a shattered military, their spirit broken, and their leadership in turmoil, they appeared to be a fruit ripe for the picking.

Often overlooked in the turmoil is the short spat between Andurien and the Liaos at the end of 3028 that should've set alarm bells ringing on Atreus. According to the subsequent SAFE investigation, Catherine pretty much opened hostilities with the Liaos by bombing the Capellan hospital that the Captain-General had allowed to be established on Scarborough. This attack prompted CCAF units on-world to rise up in protest, and this uprising, though quickly suppressed by the Fourth Defenders, gave her *casus belli*, and Andurien troops invaded the Confederation. They occupied Palladaine and struck at several other worlds before being persuaded to withdraw in early 3029.

## STRIFE AND SECESSION

The repercussions of the Fourth Succession War in the Free Worlds Parliament were immense: Motions of Censure were threatened, and several provinces said they would enact the Home Defense Act to cripple the FWLM. Others saw Janos' actions as a sign of fatal weakness, vowing to take unilateral action to protect their holdings and to deal with "old enemies." Andurien was among the most vocal opponents of the Captain-General, though initially they did so from within the Free Worlds. Catherine Humphreys called on the Captain-General to "grow a backbone" and retake the worlds lost to the Federated Commonwealth, and also to send troops against the Confederation to, as she eloquently described it in Parliament, "put a sick animal out of its misery." Though it garnered support across the League, particularly in light of the CCAF's poor performance against the Defenders of Andurien after Scarborough, the motion failed.

Arguments raged for weeks about the position of the Captain-General, with Derick Cameron-Jones going so far as to propose a Parliamentary motion to strip Janos of his powers and to install a non-Marik Captain-General. Like the Andurien motion, there was considerable vocal support for this move but when it came to a vote the support evaporated; people seemed willing to discuss replacing the Captain-General, but when it came to doing it they were less certain.

On 11 September 3030, however, Humphreys' patience with the Free Worlds political process ran out. Asserting that the Act of Incorporation was null and void, the Duchy declared its independence from the Free Worlds and entered into a partnership with their pseudo-allies, the Magistracy of Canopus. Together, this new entente hoped to do what Hanse Davion had shied away from—destroy, once and for all, the Capellan Confederation, transforming themselves into a new Successor State with a unified Centrella-Humphreys nobility (it was proposed that one of Catherine's sons would marry Emma Centrella, though no marriage ever took place).

## FOCUSING THE MIND

The Andurien Secession brought the political battles in Parliament to a crashing halt. They now faced not just a theoretical change of leadership, but a very real secession and threat to the Free Worlds. The declaration of Andurien Independence threatened the fabric of the Act of Incorporation (and in the months that followed several minor provinces also sought to part ways with the Free Worlds, only to be met with overwhelming force by the FWLM). All eyes turned to Janos. Would the Captain-General act decisively this time?

He did. As if waking from a long sleep, he became animated and strode about the palace determinedly. He addressed Parliament the day after the Secession, promising swift and decisive action, though the reality that faced him was another matter. The FWLM was in disarray after the Fourth Succession War—most stockpiles had been shifted to the border with the Lyran Commonwealth and were poorly placed to facilitate a campaign against Andurien. Additionally, a large proportion of the transport fleet was in the Terran marches, having been pressed into service to evacuate the forces threatened by the Lyran-Tikonov assault. It would be months before the military could move against Andurien. In the meantime, the Captain-General set about dealing with the political situation.

Aided by his sons Duggan and Paul and his nephew Duncan, Janos waged a swift political campaign against the Marik's parliamentary opponents. Suggesting their resistance to Janos' rule was unpatriotic, the Mariks undermined the opposition. This was not enough

## THE INTERNAL EMERGENCY ACT OF 3030

**Article 1:** For the duration of the crisis, no military force within the Free Worlds (excepting those of the Duchy of Oriente and the Principality of Regulus) shall fail to recognize the authority of the Captain-General.

**Article 2:** No member-state shall seek to dissolve any political alliances or arrangements established by the Federal Government. All member-states shall remain bound by the Act of Incorporation unless released by a two-thirds vote of the Federal Parliament.

**Article 3:** All member-states (excepting the Duchy of Oriente and the Principality of Regulus) shall provide whatever materials the Captain-General and his deputies deem necessary to prosecute their war effort while the crisis remains in effect.

**Article 4:** No member-state (excepting the Duchy of Oriente and the Principality of Regulus) shall pass any legislation without the approval of Parliament or the Captain-General.

**Article 5:** Parliament and the Captain-General shall exercise a duty of care regarding matters concerning the cultural and social identity of member-states.

**Article 6:** Federal law shall in all cases take precedence over local legislation.

**Article 7:** The Captain-General shall determine when the crisis has ended and the provisions of this Act shall be suspended.

for the Captain-General, however. He knew that many loopholes remained in the legal infrastructure of the Free Worlds, gaps that others might exploit. He also knew that laws such as the Home Defense Act would effectively cripple his efforts to bring Andurien back into the fold. With great speed and utmost secrecy he drafted legislation to deal with these matters, an act that would ultimately become the Internal Emergency Act of 3030. He presented it to Parliament as a *fait accompli*, allowing minimal debate of its provisions. Oriente and Regulus were spared its most onerous provisions—the former for their longstanding support, the latter to avoid driving them into the Andurien camp and triggering a full-blown civil war—and acceptance of the Act was touted as a patriotic duty. It passed easily, Parliament once again attempting to solve a problem with legislation, little realizing the implications for their own sovereignty. To all intents, the Free Worlds now consisted of four bodies: Marik, Oriente, Regulus, and the Federal Authorities. The act effectively relegated all other authorities to an advisory role. With the political angles addressed, Janos turned his attentions to the matter of waging war.

### SUCCESSION CRISIS

On 22 October 3030, less than a month after the passage of the Internal Emergency Act, Janos Marik suffered a massive stroke. Medical reports would later suggest that it was not his first—one may have occurred prior to Anton's Revolt, and another during the Fourth Succession War—but this one was life-threatening. The Captain-General was swiftly hospitalized and when it became apparent that he was incapable of discharging his duties (and he would remain so for a considerable time), the divisions within the Marik clan soon came to the fore.

Though Janos had no acknowledged heir, his son Duggan, the Minister for Trade, immediately attempted to assume the

powers of the Captain-Generalcy, assuming that Parliament would recognize his claim. He was swiftly disabused of that notion as Parliament declared "it was for the Captain-General and his entire family, not a single member of the family, to decide the succession." In truth, though popular with some elements in Parliament, Duggan's manipulative nature [*You mean openly corrupt nature, I think –Thomas*] made his efforts to secure the throne an uphill struggle, particularly when faced with an equally charismatic rival in the form of his cousin, Duncan. A decorated military officer and head of the Marik Militia, Duncan's renown as a military commander appealed to many in Parliament though his claim, as the son of Janos' sister Sylvia, was less strong. Parliament was deadlocked over which candidate to choose, a situation that could have lasted for months.

When Thomas Marik appeared before Parliament on 11 January 3031, both Duncan and Duggan found their ambitions crushed. Aware of Janos' provisions for the succession, Duke Christopher Halas had contacted ComStar and Thomas as soon as Duncan and Duggan began jockeying for power. The First Circuit met to consider the situation but knew the benefits their deal with Janos would bring for the order and allowed Thomas, serving as Precentor of Son Hoa in the Lyran Commonwealth, to leave for Atréus. Equipped with verigraphed documents to support his claim and backed by Duke Halas, MP Shane Eastwick and SAFE director Jaime Cornel, Thomas was appointed regent by Parliament, named "Warden of the Perimeter Defenses" while his father retained the title of Captain-General.

*[It wasn't quite as smooth a sailing as you portray here. Cameron-Jones was particularly dismayed, and many of the minor provinces were up in arms, having finally woken to their disenfranchisement by the Internal Emergency Act, but faced with a designated successor—and a very real crisis—they had little choice. –Thomas]*





## PERSONALITIES OF THE ANDURIEN WARS

The following individuals played pivotal roles in Andurien Wars of the 3030s.

### JANOS MARIK

**Title:** Duke of Atrous, Captain-General of the Free Worlds League

**Birthplace:** Marik

**Age (in 3030):** 73 (born 2957, dies 3035)

The elder statesman of the Successor Lords, Janos Marik always struggled to balance the responsibilities of the Free Worlds. A tolerable administrator and military commander, he managed to keep the Free Worlds functioning for almost forty years despite numerous coups, assassination attempts and revolts. His mannerisms and demeanor hampered his leadership—he swung from imperious and dictatorial to sullen and withdrawn, neither of which were conducive to politics in the fractious League—and the Andurien Secession, like Anton's revolt before it, was to a significant degree the result of Janos' poor people skills and his efforts to get his own way while not listening to the needs and desires of others in the Free Worlds.

Janos experienced considerable tragedy in his life—both his wives died at a young age, several of his children died young, and one, Gerald, betrayed him in Anton's revolt and was executed—which colored his outlook. In the years after the Revolt he knew he had to fight his own family as much as the other leaders in the League, and after the assassination of his heir, Martin, in 3018, he deliberately obfuscated the succession. His intention was to keep his various children off-balance and at each other's throats, while in reality the succession was assured through the son believed lost to ComStar, Thomas. In practice, this divide and conquer strategy backfired, making Dame Catherine (and others) believe the Mariks were hopelessly divided against themselves and also hampering the chain of command when Janos was struck down with a stroke in 3030. Indeed, Duncan's murderous ambitions can probably be traced to the expectations he nurtured throughout the 3020s.

Medical experts believe the crippling stroke Janos suffered in the early stages of the war was not his first, but rather the first that impeded his ability to rule. They suspect that some of his prior behaviors may be attributed to minor incidents that went largely unnoticed. His eventual recovery is a testament to Janos' determination (and the skill of the League's doctors), though his murder may have saved the League from further internecine conflict.

### CATHERINE HUMPHREYS

**Title:** Duchess of Andurien, Duchess of Xanthe

**Birthplace:** Andurien

**Age (3030):** 79 (born 2951, dies 3040)

Gracious and dignified (even when assassinating someone's character), Catherine succeeded her aunt as duchess in 2989. She ruled Andurien for more than half her life, continuing Morgaine's isolationist policies and opposition to the Mariks. Her antipathy toward Janos Marik, often very bitter





and personal, dominated their relationship for the forty years previous to the Andurien Secession, thawing only occasionally during personal tragedies like the deaths of Ana Stewart and Hilda Lauber, Janos' wives. Though trying to advance her own private agenda, Catherine refused to be drawn into the schemes of the other opposition provinces such as Regulus. To her, the interests of Andurien and *only* the interests of Andurien were relevant. If these coincided with the ambitions of others, well and good, but if not, tough, and Regulus' desire to usurp the authority of the Captain-General was not in Andurien's interests.

Two issues were central to Catherine's agenda and thinking: neutralizing House Liao and establishing Andurien as a viable independent state. The failure of her efforts to drag the Free Worlds into a war to crush the Capellan Confederation during and after the Fourth Succession War pushed her into advancing the latter: if the Captain-General and the provinces were too timid to end the Liao threat once and for all, she'd do it herself. Ironically, to do this she had to seek external allies—the Magistracy of Canopus—despite knowing that the Centrallas wished to exploit Andurien for their own ends.

### KYALLA CENTRELLA

**Title:** Magestrix (3012-3040), Royal Defender of the Magistracy of Canopus (3012-3040)

**Birthplace:** Canopus

**Age (3030):** 49 (born 2981, dies 3044)

Sleek and elegant, Kyalla Centrella exuded an aura of power and charisma that she used to manipulate the court after succeeding her mother, Tamara, in 3012. Despite the hedonistic tendencies that run through Canopus, Kyalla proved to be a forward-looking ruler, undertaking social and economic reforms within the Magistracy while simultaneously seeking to build relationships with other powers on a quid pro quo basis. Unfortunately, her judgment was clouded with regard to the Free Worlds League, or more specifically House Marik, whom she and her family held responsible for the misfortunes that beset the Magistracy.

The mutual seduction with Catherine Humphreys set the Magistracy on a slippery slope: Catherine sought Canopian strength to guarantee her independence from the League and to crush House Liao. Kyalla wished to use Andurien as a tool to destroy the Free Worlds League once and for all. Attaining the wealth of House Liao would be a nice bonus for Kyalla, but it was secondary to the chaos secession would engender within the League. And, of course, she had no intention of shedding Canopian blood to protect Andurien.





**MAXIMILIAN LIAO**

**Title:** Duke of Liao, Prefect of Sian, Lord of Tikonov, Chancellor of the Capellan Confederation (2990-3036)

**Birthplace:** Capella

**Age (in 3030):** 66 (born 2964, dies 3036)

Legally still the twenty-ninth Chancellor of the Capellan Confederation, Max Liao was incapacitated since the closing days of the Fourth Succession War. His realm gutted and his family sundered, Max learned that the brutal and largely one-sided war was a response to his own stratagems to undermine House Davion. Overwhelmed by the scale of the disaster and Hanse Davion’s revelations regarding the war, Max lost his grip on reality and though never formally removed from office, his reign effectively ended in 3029.

The official Capellan line is that Maximilian committed suicide on 21 April 3036, taking poison when left unattended for a few minutes by his nurse (who was executed for her negligence). Unofficially, an increasingly paranoid Romano was the likely perpetrator of her father’s death, leaving her in uncontested command of the Confederation.

**ROMANO LIAO**

**Title:** Lady of Highspire, Duchess of Liao (3036-3052), Prefectress of Sian (3036-3052), Lady of Tikonov (3036-3052), Chancellor of the Capellan Confederation (3036-3052)

**Birthplace:** Wei

**Age (in 3030):** 38 (born 2992, dies 3052)

Spiteful and impulsive, with sociopathic characteristics, Romano Liao always presented a stark contrast to her elder sister, Candace, and her brother, Tormano. As a child, she strove to convince her father of her primacy over her more skilled and intelligent (and stable) siblings. The Fourth Succession War and the abandonment of the Confederation by both Tormano (coerced by the Federated Suns) and Candace (willingly, to join her lover Justin Allard) placed Romano at the pinnacle of Liao affairs, no matter how unlikely a proposition it had seemed just a few years earlier.

Romano’s rise to power coincided with her father’s fall, and when Maximilian lost his grip on reality she stepped into the breach as Chancellor-regent. Her rule should have been disastrous as Romano wasn’t one for forward planning or rational thought—it has been suggested she conceived her two children, Sun Tzu and Kali, simply so she wouldn’t be outdone by Candace’s burgeoning family—but her consort, Tsen Shang, tempered Romano’s insanity and advanced several stratagems that saved the day for the Confederation.



**THOMAS MARIK**

**Title:** Precentor (-3030), Deputy Warden of the Perimeter Defenses (3030-3035), Duke of Atreus (3036-), Captain-General (3036-)

**Birthplace:** Marik

**Age (in 3030):** 40 (born 2990)

In many regards Thomas Marik was a throwback to the Middle Ages when the younger sons of noble families dedicated themselves to a life in the church. Bookish and a student of the sciences, Thomas gravitated toward ComStar and—with his father’s blessing—enrolled in the Order when he was sixteen. Particularly interested in medical science and astrophysics, he pursued these studies within the order and also spent time as a member of the Explorer Corps. His father’s decision to nominate him as heir surprised Thomas when the arrangement was made in 3021, but the secret provision allowed him to continue his studies and remain aloof from the League infighting while receiving briefings on Free Worlds affairs and instructions in the art of diplomacy and negotiation.

His assumption of the regency after his father’s stroke shocked many—not least his brothers and cousins, who found their path to the throne blocked—but if any thought the forty-year-old Precentor would be naïve and easily manipulated, they were quickly disabused of that notion. Thomas soon stamped





his authority on the League government, making it clear even to ComStar that he intended to be his own man. The attack in 3035 that killed his father and brother was, most likely, mainly aimed at removing Thomas from the picture as much as eliminating Janos, clearing the way for Duncan's accession. Thomas' second appearance before Parliament in late 3036 proved even more shocking than the first, and though bearing the physical and mental scars of the attack, Thomas' steady leadership proved to be a key factor in bringing Andurien back into the Free Worlds.

### DUNCAN MARIK

**Title:** General, Supreme Commander of the Marik Militia (-3036)  
Captain-General (3035-3036)

**Birthplace:** Marik

**Age (in 3030):** 44 (born 2986, dies 3037)

Janos' nephew through his younger sister, Sylvia, Duncan shares many of the character traits (and flaws) with his uncle. Ambitious and determined, Duncan thought nothing of using his family connections to bolster his combination of skill and brash charm, rising to command the Marik Militias. With the succession seemingly wide open, Duncan made little effort to hide his desire for the Captain-Generalcy, stating in several interviews

that he *would* succeed his uncle one day. Ironically, this very drive and determination persuaded Janos to view Duncan as a threat to his rule, reinforcing the opinion that Thomas' secret nomination was the right path to follow.

Fighting a bitter war of words with Duggan Marik, Thomas' brother, over the regency, Duncan was stunned by Thomas' appearance and elevation to the role. Nonetheless, he bided his time with an outward display of loyalty while covertly making plans to seize the reins of power. The gathering on Marik in June 3035 was too much of a temptation, and Duncan took the opportunity to eliminate all those who stood in his way, simultaneously stoking the flames of war with Andurien, whom he blamed for the attack. He got his wish, ruling as the forty-ninth Captain General for a little under eighteen months, but he found the reality of the situation a far cry from his dreams. Parliament and the provinces refused to cooperate with his plans, and so he departed for the front to lead the war effort personally. As such, he could do little to oppose Thomas when he appeared, instead gambling all on a last-ditch effort to cover himself in glory. Unfortunately, much of the glory he'd accumulated in his early career was misappropriated, Duncan taking credit for the work of others, and when he truly needed to shine he was found woefully—and fatally—wanting.



## PHASE 1: THE INVASION OF THE CAPELLAN CONFEDERATION

Although widely regarded as an opportunistic alliance brought to fruition by the poor state of the Confederation after the Fourth Succession War, the Canopian-Andurien pact had been discussed in secret conferences for more than a decade. No sooner had her efforts to ally with Regulus failed than Catherine made overtures to Kyalla Centrella, Magestrix of Canopus. It was an alliance that benefited both parties; Andurien could call on Canopus' military to bolster its defenses in the event of a secession attempt, and Canopus gained Andurien cooperation for an attack on the Capellan Confederation. The groundwork was thus laid years before the Fourth Succession War; its aftermath and the political turmoil in the Free Worlds merely provided the final impetus, launching a conflict that would span a decade.

The plan devised by the duchess and Magestrix was simple; they would smash the Confederation's ability to wage war, seizing its military-industrial complexes and command and control centers. Geography conspired against the allies, however. They would not easily be able to cooperate, at least in the early stages of the conflict, but rather would have to pursue their own objectives. The skilled Defenders of Andurien would go for the jugular, moving against the key Capellan military and industrial centers while the Canopian forces concentrated on absorbing the periphery regions of the Confederation and establishing a bridge to the Andurien forces.

The gamble of the two powerful women was that each would be able to achieve their goals before the CCAF could mount an effective defense. The Fourth Succession War was an immense help in this, with the Liao's political and military command in ruins—Sian itself had been raided by the AFFS less than a year earlier—and many CCAF units were in ruins, exhausted of parts and ammunition, or incapable of functioning because supplies and transport assets had been committed to the war effort. Additionally, rumors reached Jojoken that the strain and losses of the war had driven the Chancellor insane and that the succession to the Celestial Throne was in crisis. The circumstances couldn't be better suited to the alliance's goals.

### 3030: THE NEW WAR

On 13 September, just two days after the Andurien Secession, the Duchy's forces jumped the border and struck at key targets in the Confederation. There was little finesse in the initial attacks; rather, they were attempts to shatter the Confederation's resistance before they realized the new war had begun. Four worlds were targeted in the initial wave, with two more attacked at the end of the year once the initial CCAF response had been measured and found lacking.

For these offensive operations Catherine had four Defender regiments (the First, Third, Fourth and Sixth, the Fifth having to first extricate themselves from garrison duties on Nestor and then cross half the Free Worlds) and two mercenary units, Carson's Renegades and the Tooth of Ymir. There would be no reserves and only one unit was held back to guard the capital, though even this unit was pressed into service once the slow pace of the Marik's response—and the chaos following Janos' stroke—became apparent.

### WISFUL THINKING

While on the surface matters seemed stacked against the Confederation, Dame Humphreys and the Magestrix neglected several key points.

Firstly, while the CCAF's performance in the Fourth Succession War had been abysmal, Capellan strategic planning had been compromised by the presence of two Davion agents at the pinnacle of the command structure, Justin Xiang-Allard and Alexi Malenkov (aka Alex Mallory). Individual Capellan units had performed well, though they were usually grossly outnumbered and outclassed. The Andurien-Canopus alliance would have neither advantage.

Secondly, it was assumed that the Chancellor's condition would hamper the Liao war effort, much as had Takashi Kurita's obsession with Wolf's Dragoons in the Fourth Succession War. What they hadn't counted on was that that Maximilian's grip on sanity was so tenuous that while he remained the Chancellor in title, a regent managed the day-to-day affairs of state.

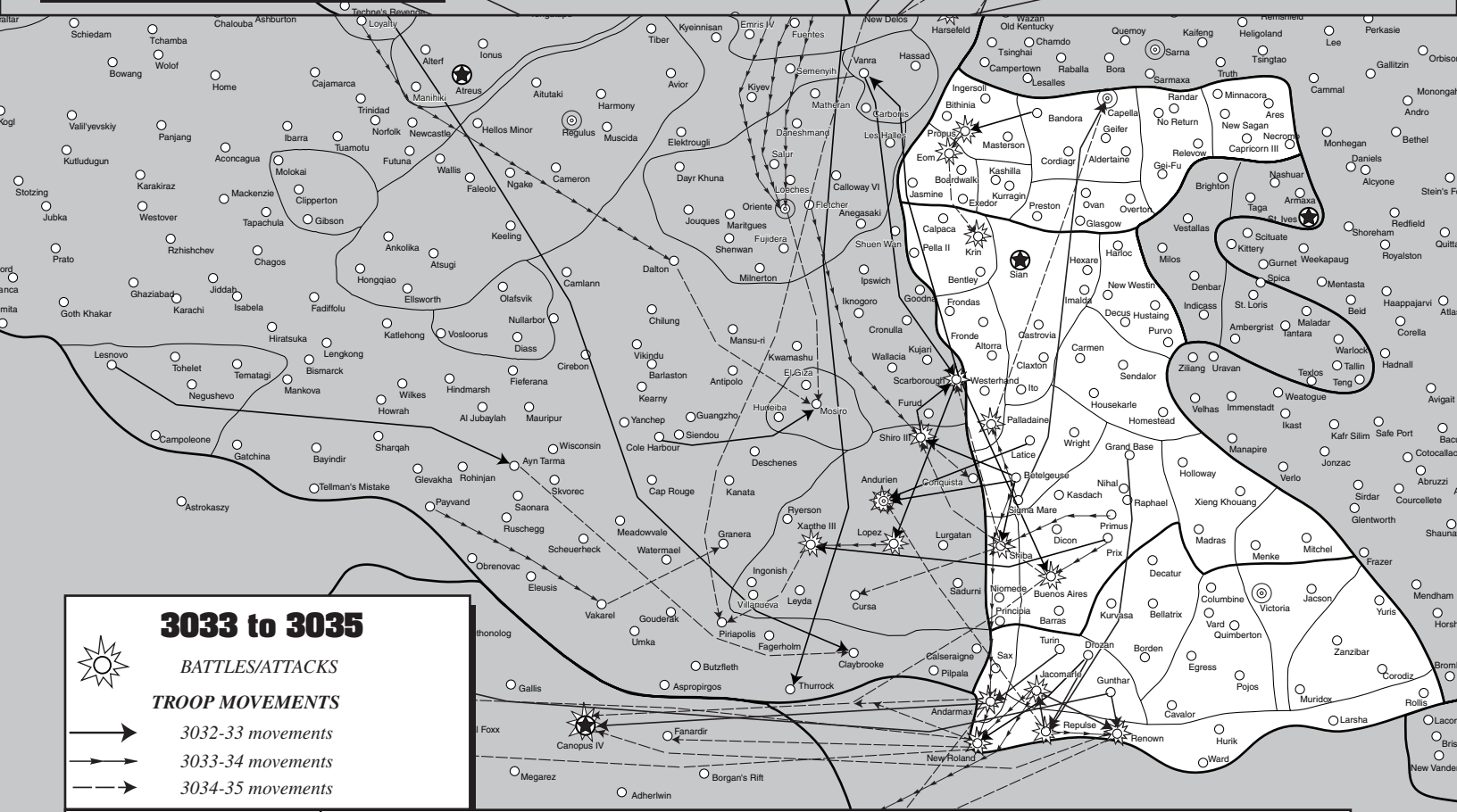
The regency could have worked in the allies' favor, but the internecine squabbling that had typified the royal family in the run-up to the war had been rendered moot by the conflict; Tormano Liao had been captured by the AFFS and was a "guest" on New Avalon while his sister, the heir-presumptive Candace, had fled the Confederation with her lover, Justin Allard. That left the middle child, Romano, as the sole candidate. To all intents, Romano was the Chancellor after 3030, aided by her consort, the skillful Tsen Shang, but the pretence of her father's rule continued until 3036.

*[Anderson neglects to mention that Max's second wife, Elizabeth Jordan-Liao, disappeared in mysterious circumstances during the war. The intelligence isn't clear, but SAFE believes Romano had her executed for some indiscretion. He also doesn't mention that while Max had lost his grip on reality, Romano was no less insane. She'd demonstrated signs of psychotic behavior in the 3020s, including links to the Thuggee assassin cult, and added megalomania and paranoia in the 3030s. Unlike her father, however, she remained functional, Shang and the palace staff concealing the extent of Romano's mental problems. —Thomas]*

Finally, the allies underestimated the resolve of the Capellan people. They expected to find them weak and broken, ripe for the picking. Instead they found a people who felt dishonored and ashamed of what had happened to their nation but who were determined it would not happen again. Had the allies struck immediately at the end of the war, it seems likely the Confederation would've folded in short order, the population's fragile egos shattered beyond hope. Instead, the eleven-month cessation in hostilities allowed dismay and fear to turn into anger and determination.

Andurien and Canopus thought they were pulling down fatally wounded prey. In truth, the prey was cornered and desperate with nothing to lose and everything to gain, nor would the Eagle stand by and let the Free Worlds be torn apart.

—J N Anderson, *Analysis of the Fourth Andurien War*, Charybdis Publishing, 3063.



**PLANET KEY**

- ★ NATIONAL CAPITAL
- ⊙ DISTRICT CAPITAL
- ⊙ PROVINCE CAPITAL

**Capellan Confederation**  
**The Andurien War**  
**3028 to 3035**

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**LEGEND**

30 LIGHT YEARS

120 LIGHT YEARS OR 26,8 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward  
 Spinward  
 Rimward  
 Anti-spinward



While the Andurien attacks were designed to break the Capellan spirit, shattering their economy and military, the Canopian contribution to the invasion was simpler: capture and hold as much territory as possible. As such, they attacked on a much broader front than the Anduriens, targeting eight worlds, many of which had minimal garrison forces. While ostensibly facing weaker opponents, and on many worlds no significant opposition, the scale of the task facing the Canopians was not to be underestimated, the strategic goal being to take most (if not all) of the Capellan worlds rimward of the Palladaine-Homestead axis and anti-spinward of a line from Homestead to Ward, somewhere in the region of 30 worlds.

### **Primus (September)**

The first military operation of the war saw a battalion of the mercenary Tooth of Ymir drop onto the agrarian world of Primus. Little resistance was expected or present at the landings, and the Tooth quickly established control over the few major urban centers. The small planetary militia faded away, but an underground movement grew up in its place, determined to resist the “Davion perfidy.” This idea grew up because Primus’ population assumed the mercenary landings were a continuance of the Federated Suns’ invasion of the Confederation, and while the major population centers soon learned different, it would be some months before rural districts followed suit, and even at the liberation some farmsteads talked of the “Davion occupation.” This resistance movement could do little to oppose the Tooth militarily, and instead sought to sabotage the Andurien war effort, harassing the supply shipments routed through Primus—the principal reason for occupying Primus was to use it as a supply distribution hub and source of foodstuffs—and intimidating those farmers who chose to cooperate with the invaders. In the months that followed the occupation, attacks on the Andurien troops were minimal (aside from the odd sniper attack or mugging) but reports of lynching of collaborators became an everyday occurrence.

### **Prix (September)**

Simultaneously with the occupation of Primus, a second Tooth battalion struck at Prix. More industrial than its neighbor, Prix was nonetheless not expected to put up much resistance to the occupation, and the predictions proved accurate. Within hours of the Tooth’s landings, a governmental delegation met with the mercenary commanders to discuss terms. Fears for their commercial infrastructure, particularly with a liberation by CCAF troops unlikely, prompted this capitulation and allowed the Andurien force to seize control without firing a single shot. Indeed, the Prix government and commercial interests became willing collaborators with the occupiers, aiding the planet’s transformation into a major re-supply hub for the invaders. It would, however, have severe consequences for the population in later years when the Liaos retook Prix and set about punishing the “traitors.”

### **Grand Base (September-Ongoing)**

The first significant military operation of the invasion, the attack on Grand Base was as symbolic as it was strategic. The site of the largest ‘Mech manufacturing complexes in the Confederation, a major training center and the base world of the Death Commandos, taking the world would be a body-blow to the CCAF war effort. Grand Base hadn’t been on the original Andurien invasion plans, but rumors of the Commandos’ destruction on Kathil (or New Avalon; both were attributed to the elite Liao force) and the relocation of garrison troops to shore up the defenses against the AFFS meant that only one unit, the single battalion of House Fujita, guarded the strategic world. It was too much of a temptation for Dame Humphreys. *[With this move Catherine overreached herself. Had she focused on taking Betelgeuse, adding the Sixth to the force there, it seems likely they would have prevailed. Instead, by attempting both targets Andurien would eventually fail on both. –Thomas]*

The Sixth Defenders of Andurien, commanded by Catherine’s third child, her eldest daughter Mildred Humphreys, jumped into the Grand Base system on 29 September and immediately faced Liao opposition in the form of a fighter and DropShip forces guarding the jump points. The first Andurien vessels into the system came under sustained fighter assault with even, it is alleged, their JumpShips fired upon by the desperate CCAF troops. The naval engagement at the nadir point lasted a scant three hours before the last of the CCAF aerospace forces were neutralized, but the zenith battle raged for nineteen hours and culminated with a vicious boarding action against the recharge station located there, the Andurien marines neutralizing the CCAF forces who sought to use the invaders’ unwillingness to fire upon the priceless station against them.

With the extent of these battles, little could be done to prevent a warning reaching Grand Base itself, and when the Sixth made landfall a week later they fully expected a suicidal defense of the landing zone. The absence of any such challenge was unnerving, and after securing their bridgehead the Sixth were hesitant in their advance toward the capital. On 12 October contact was made between the Sixth and elements of House Fujita, a series of short sharp clashes erupting along the line of advance. For the most part these were probing attacks by the CCAF unit, designed to test the Andurien resolve and to draw stragglers into a killing ground. Neither force could claim victory, each losing a handful of ‘Mechs in engagements through the rest of October. Andurien probes to determine the location of the Warrior House proved ineffectual, though it slowly emerged that Fujita was working closely with the planetary militia. In absolute terms, the Liao force had a substantial edge in numbers, though most of that was scattered across the planet, monitored from orbit by Andurien DropShips who attempted to warn the Sixth of any major troop movements. The Anduriens, on the other hand, had a three-to-one advantage in BattleMechs.

The Anduriens’ plan was simple: crush Fujita and the militia would fold. With this in mind, the Sixth didn’t press on toward the ‘Mech factories as quickly as they could, choosing instead to attempt to pin down the Warrior House troops who posed a

significant threat to their rear. The cat-and-mouse game between the two veteran units is often studied in League academies, used to illustrate the difficulties in pinning down a force that doesn't wish to be caught and has near limitless space in which to operate. Fujita kept one step ahead of the invaders, fading away when attacked and launching its own stinging counterblows whenever the Sixth was overextended. As November segued into December, frustration set in among the Andurien commanders who decided to split their forces, retaining a third to hunt Fujita while sending the other two battalions against the Earthwerks 'Mech plant and the CCAF training facilities, including those of the Death Commandos. Resistance was expected at both, but nothing the well-trained and equipped forces couldn't handle.

The operation against Earthwerks went well. Several militia units attempted to block the Defenders' advance and were dispatched quickly and efficiently. Only when the Sixth moved into the industrial complex did serious trouble arise, with dug-in armor and infantry contesting the Andurien advance. Nonetheless, the outer complexes fell to the invaders after only a few days fighting, though with resistance stiffening as they approached the 'Mech factory it seemed like the objective of taking the complex before the end of 3030 wasn't going to be achieved.

Entering the CCAF training grounds, the Sixth's Gamma Battalion encountered an eerie silence. No CCAF personnel were to be seen. Tools appeared to have been dropped where techs were working and meals were left half-eaten. It was as if in one instant the inhabitants had disappeared (some weeks beforehand, judging by the state of the food remains). Was this the source of the uncharacteristically stiff planetary militia? Had the CCAF recruits bolstered the planetary regiments? Whatever the whereabouts of the staff, the Anduriens pressed on, though the need to check every structure in the ten thousand square kilometers of the complex slowed operations considerably; a quick pass by light 'Mechs to flush out any CCAF troops was completed in short order (and with no quarry appearing), but checking every building would take weeks. Gamma Battalion decided to establish its HQ in the former Death Commando compound, equally deserted, while the security sweeps took place. The need for caution soon became apparent as first individual troops and then whole squads began to go missing. In some cases there were signs of fighting, but in most cases the soldiers simply vanished. When a sentry disappeared within the HQ complex on 21 December, rumors began to circulate within the Sixth: were the Death Commandos as dead as they thought?

### Repulse (September-Ongoing)

On 19 September the first MAF forces crossed the frontier and struck at Capellan targets on the Periphery border. This Taskforce Duo comprised the Second Canopian Light Horse, Second Canopian Cuirassiers, and the Second Canopian Fusiliers, and it struck at Kincade's Rangers on Repulse. Formerly part of the Tikonov Reserves, the Rangers had been reallocated to the newly formed Periphery Guard on the orders of Romano Liao. Magistracy intelligence had reported both battalions of the Capellan force had been badly depleted during the Fourth Succession War and would pose little resistance to

the invasion force. What they neglected to learn, however, was that the "troop depletions" were scheduled rotations to serve with the Death Commandos. Though outnumbered, the Rangers would punch well above their weight.

The Light Horse quickly learned this lesson after their landings on 1 October, when Major Sharon Lasonpiri's force quickly came under attack from a Kincade detachment who'd been close enough to react to the landings and hit the Canopians while they were still scattered and disorganized. In the chaos, the Light Horse lost several lances of 'Mechs, possibly even a full company, while the Rangers suffered damage to roughly a company of 'Mechs, all of which were easily repairable. Though that Ranger detachment was forced to surrender, it was not an auspicious start to the Canopian campaign. *[And the Rangers still deny the surrender took place. -Thomas]*

The heavier Fusiliers fared somewhat better against the Rangers, their added resilience and firepower allowing them to weather the hit-and-run strikes that the Rangers came to favor over the next few months. Grossly outnumbered, the Rangers refused Canopian attempts to draw them into a field engagement, on one day striking at a Canopian detachment in the south and the next at one several hundred miles north or west. By the end of October the Canopians controlled the major population centers but could hardly be said to control the planet.

The Liao troops also refused to limit themselves to one form of combat. 'Mechs remained the principle heavy weapon but the Rangers showed that they still had a weakness: the soft, biological pilot inside. Bombings, sniper attacks, poisonings, and the like all targeted the Canopian MechWarriors. Paranoia set in: Was that really a flower vendor on the street, or a Ranger's assassin waiting to pull a hidden pistol? Was that waiter smiling at you because he wanted a tip, or because he'd laced your soup with botulinin toxin? The frustration manifested itself in an unwillingness to venture out of the military compound save when duty required and a mistrust (and usually harsh treatment) of the civilian population, the latter of which helped push people into the Rangers' camp.

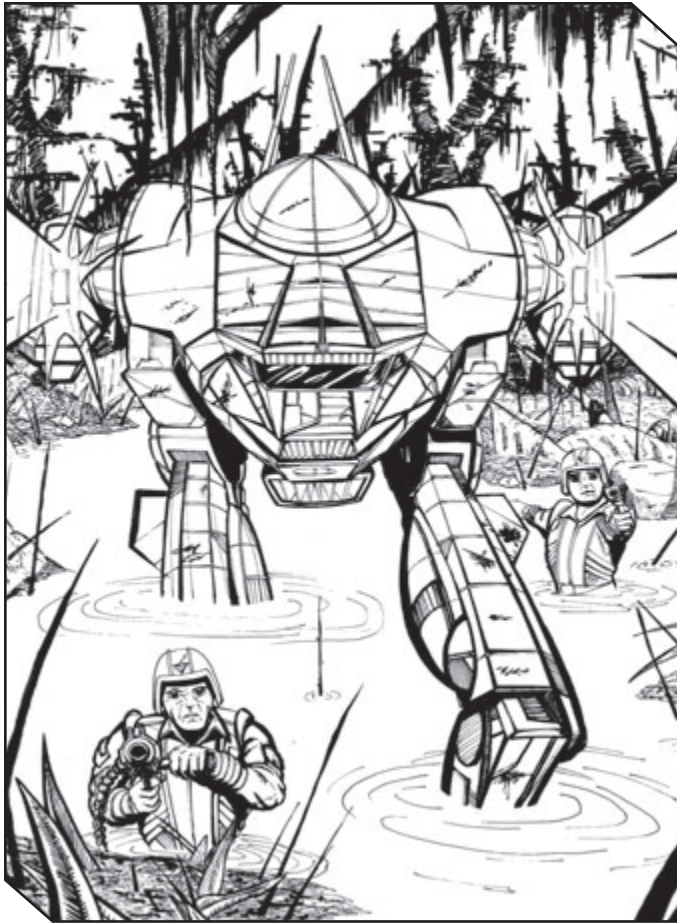
### Palladaine (October)

With little in the way of resources or industry, there was not much to draw attention to Palladaine. Its position on the coreward flank of the Andurien incursion gave it considerable strategic importance, and thus Dame Humphreys dispatched the Third Defenders of Andurien to secure it and, she hoped, serve as a bulwark against any attempt by the Capellans to counterattack into the Duchy or to reinforce the targeted worlds. Although one of the less experienced Andurien units, the Third quickly occupied the world, brushing aside a few half-hearted attempts by the local militia to impede their progress. Ten days after the landing, all key political and military sites were in Andurien hands.

### Drozan (October-Ongoing)

The deepest assault of the Canopian first wave (and ultimately of the whole Canopian war effort), the detachment sent





to Drozan under the command of Major Cynthia Evans had little illusions about the task ahead. Three units—the First Canopian Light Horse, the single battalion of Harcourt’s Aliens, and the mercenary Caesar’s Cohorts—were tasked with neutralizing Warrior House Dai Da Chi. The Warrior House was the lynchpin of the CCAF defenses on the border, and if they (along with the Rangers on Repulse and the Fifteenth Dracon on Gunthar) could be dealt with then there would be little to stop the Magistracy troops from driving through the Confederation and linking up with the Andurien assaults.

Ordinarily a three-to-one advantage would have given the invaders a decent chance of victory, but House Dai Da Chi’s warriors were determined, well-trained, and highly motivated. As on Repulse, the Warrior House warriors refused to fight on the invaders’ terms, announcing their determination even before the Canopians had landed, with a commandeered shuttle colliding with and destroying a Harcourt’s armor transport even before landing operations had begun. Used to fighting ragged periphery units, the Light Horse and Harcourt’s Aliens were ill-prepared to deal with the skill and cohesion of the CCAF unit, repeatedly underestimating them in the few clashes Dai Da Chi allowed and always coming off worse. Caesar’s Cohorts, having left the employ of the FWLM during the Fourth Succession War [*I was still in ComStar at the time, but I understand Major Orosco came*

*dangerously close to mutiny during the Fourth War, after which the Cohorts’ contract was terminated and they were expelled from the League. –Thomas], were much more familiar with Inner Sphere operations and tactics and performed markedly better than their colleagues. By the end of December, the sparring on Drozan had cost the two Canopian line units around a quarter of their strength. The Cohorts had lost less than ten percent of their number, and a number of those were salvageable. Intelligence estimates suggested House Dai Da Chi’s losses were around fifty percent, though post-war analysis of the battles indicated the Liao unit was little worse off than the mercenaries. [*I had chance to speak to House Master Muhammed Deringé at the second Star League conference, and he refused to be drawn out on the losses he’d sustained on Drozan. –Thomas]**

By the end of the 3030, the Canopians controlled a sizeable portion of Drozan, including many aqua-farming complexes and food processing plants, but the Warrior House troops maintained solid control of their mountain fastness and several key cities. Control of the rural areas, though notionally held by the Canopians, was suspect due to Dai Da Chi infiltrators and sympathizers.

### Renown (October)

The first of the pro-forma Canopian invasions, the First Canopian Fusiliers and Jenkin’s Armored Cavalry struck at Renown at the end of October, quickly overwhelming the garrison forces. With the military campaign over, Major Sandra Aupriz set about winning the peace via a hearts-and-minds campaign designed to demonstrate all the freedoms the former Capellan citizens would gain under the open and enlightened rule of the Magistracy. Many reveled in the social and political freedoms this presented, but the direct and uninhibited nature of the Canopians did not rest well with many middle- and upper-class citizens, many of whom came to regard their “liberation” as a descent into a morass of licentiousness.

### New Roland (October)

Although only battalion strength and lacking combat experience, Clayborne’s Commandoes overran the garrison forces on New Roland in little under sixteen hours, smashing the armor and infantry force for the loss of one ‘Mech (and that to a mechanical breakdown). Two days after her troops landed on the world, Major Pali Fitzengraber received New Roland’s surrender and officially declared it part of the Magistracy of Canopus.

### Altorra and Fronde (November/December)

While Dame Humphreys suspected that the Capellans were a spent force, she had no intention of letting the remnant state overrun her much smaller nation. The CCAF was broken, she believed, but it still retained substantially more troops than she could command. As such, a key strand of the invasion plan attempted to keep the Liaos guessing, targeting a variety of worlds and then pulling back. The unit assigned this operation in the opening stages of the war was the mercenary Carson’s Renegades, who had been displaced in the FWLM withdrawal from worlds near Terra and had accepted a two-year contract

with the independent Duchy. Their initial target would be Altorra, coreward of the line of advance but a potential target, the raiding of which might draw off CCAF troops.

The renegades met no resistance to their landings on Altorra and little after they'd secured their landing zone. The short, sharp campaign that followed could easily have forced the world's capitulation, and the world's government broadcast a request to treat with the invaders, but the mercenary commander followed his orders precisely, making their presence clearly visible while causing minimal damage and loss of life. At the end of the November they boosted off-world and struck at their next target, Fronde, with equal success.

### **Gunthar (November-Ongoing)**

The third of the key Canopian campaigns, Gunthar showcased the poor Canopian understanding of Inner Sphere military operations. While employing mercenaries themselves, the MAF had little illusion as to their determination and reliability, especially when faced with their own annihilation. They assumed that a mercenary force would rather break contract and run than be crippled—a perception reinforced by many of the mercenary forces that ended up in the Periphery—assuming, that is, a hefty bribe couldn't persuade them to abandon their post in the first place. That they attempted to both bribe and intimidate the Fifteenth Dracon only underlined their folly.

The Fifteenth, originally part of the SLDF, had served the Confederation since the Kerensky Exodus and, though technically mercenaries, were de facto house troops. A trait of the Dracon under their current commander, Samuel Shimosa, was the building of strong ties to the local community, and Gunthar was no exception. Expecting the Fifteenth to turn coat or to flee was thus never a realistic prospect, as the Third Canopian Fusiliers soon found to their cost. What was expected to be either a short, sharp campaign or a complete non-event turned into one of the longest and most hard-fought battles of the war.

The Fusiliers' landings were unopposed, and the Canopian troops set about preparing a defensive perimeter, though few expected to need the preparations. On 11 November, two days after the landing, Major Wilhelm Archal made his "proposal" to Colonel Shimosa, expecting to engage in a negotiation that transferred the world to Canopian control. The tirade he received from "Sir Samuel" shocked him, sounding more like an outraged Warrior House Master than a sell-sword. Even more surprising was the assault, some six hours later, on the bridgehead. Many of the MAF troops were asleep and wakened to the sound of battle and chaos. The Dracons, having moved into position over the previous days, came close to smashing the Fusiliers' position, with only the massed guns of their grounded DropShips preventing the mercenaries from pressing home their advantage. After two hours, the Dracon withdrew leaving the Canopian camp in disarray.

In the short, sharp engagement the Fusiliers lost over a company of 'Mechs, a number of them destroyed while unpowered and parked, along with massive quantities of ammunition and supplies. Dracon losses were relatively light, which abruptly made the campaign much more evenly balanced. The

mercenaries pulled back from the landing zone and began a series of raids designed to test the Canopian defenses and to draw the Fusiliers out from under the guns of their DropShips. Realizing the tenuous nature of his position, Major Archal refused to take the bait and dispatched several of his companies on counter raids, hoping to wear down the mercenaries while waiting for reinforcements.

### **Betelgeuse (December-Ongoing)**

The second-largest military manufacturing world in the Confederation and responsible for the production of a third of its consumer goods, Betelgeuse was the key objective of the Andurien assaults. Taking the world would put the Liao economy and military under massive strain and hopefully be the knockout blow Catherine desired. The attack of Betelgeuse was assigned to the premiere Andurien unit, the veteran First Defenders. Intelligence reported that their opponents would be the two battalions of Warrior House Kamata, a skilled formation and easily a match for the larger Defenders, though the Andurien combined-arms regiment was intended as little more than a pinning force, allowing additional Andurien troops to land unmolested.

The First Defenders struck on 2 December, arriving at a pirate point less than eight hours from the principal world. The Capellan orbital defenses were half-hearted and quickly swept aside by the invaders. 'Mechs dropped in ablative cocoons ran the gauntlet of the Kamata air defenses to establish a landing zone for armor and infantry transports. Most of these troops were due to land around 200 kilometers west of the capital, Bidan, but a targeting error meant that one company landed a scant dozen kilometers from Bidan and came under immediate attack by Capellan Home Guard troops and warriors of House Kamata. The errant company was annihilated in less than thirty minutes.

General Garibaldi gathered the main Andurien force at the city of Avin Lake, easily beating back a succession of militia probes and then launching a counter-offensive that threw the Home Guard into disarray. By mid-December the Defenders controlled a broad swathe of territory around Avin Lake, including a number of key industrial complexes. The major military centers were at Bidan, however, and gaining control of those would require a head-to-head confrontation with the Kamatas, something Garibaldi was loath to do. The decision was removed from his hands, however, when on 29 December a Kamata battalion struck the supposedly secure rear area of the Andurien positions. Bloody skirmishes over the next five days demonstrated the skill and determination of both parties, though there was no clear winner. The Kamata force withdrew at dusk on 2 January, leaving a battered First Defenders to lick their wounds.

### **Jacomarie (December)**

Long's Light Lancers landed on Jacomarie on 12 December, fighting a week-long campaign that reduced the planetary militia to scrap. The Canopian commander called on the Capellans to surrender on several occasions, but they refused to do so and had to be hunted down one by one. The Lancers took few casual-



ties, but the coursing of the militia left an indelible mark on their psyche; if planetary militia fought so hard, what would a line unit do, let alone a Warrior House?

### **Sax (December)**

Built from refugees from the Rim Worlds Republic, MacGraw's Marauders, like their fellow Canopian Highlanders, had little affection for the Inner Sphere, a prejudice that quickly became apparent in the Sax campaign. The unit quickly overran the local militias but found themselves targeted by snipers, bombings, and other terrorist acts even after the planet's official surrender. Their response was brutal: for every one of their troopers killed, a dozen natives were rounded up and executed. The brutality of their actions quickly brought a reprimand from the MAF high command, and the Marauders were relocated to Andarmax, but by then the damage was done and Sax was a hotbed of resistance to the Canopians.

### **Andarmax (December)**

The Killer Bees, formed shortly before the Fourth Succession War by former Cal-Boeing pilots, left Lyran employ in 3027 for a three-year cadre contract in the Magistracy of Canopus. When the Magistracy declared war on House Liao shortly before their contract expired, the MAF offered the Bees a follow-on contract to fight alongside their students, the Magistracy Militia, in the campaign. This brought the two units to Andarmax, an "easy target" intended to give the inexperienced Militia the opportunity to test their skills. Though notionally subordinate to the Canopian line unit, the Killer Bees guided the Militia to a swift and relatively bloodless victory, taking command of Andarmax less than a week after landing.

## **3031: ESCALATIONS**

Four months after invading the Confederation, the Andurians had made significant gains but had yet to achieve all of their First Wave objectives as the fighting on Betelgeuse and Grand Base was bogged down. Despite this, encouraged by the lack of response from Atreus, Dame Humphreys decided to press on with a second wave of assaults, expanding the occupied territories. Arriving from the Lyran border, the Fifth Defenders bolstered Andurien strength, exploiting a path from the coreward districts of the League to sow chaos in the Confederation, targeting worlds in the Capellan Commonality and forcing the CCAF to think before shifting their forces rimward to oppose the Andurien and Canopian assaults.

The MAF plan called for a broadening of their targeted worlds in the second phase of the invasion, but the ongoing campaigns on Repulse, Drozan, and Gunthar made them reconsider (with good reason, as it turned out). They refrained from targeting new worlds, instead focusing supplies and personal replacements on the three worlds already invested, a strategy they hoped would break the deadlock and allow an expansion of the invasion area later in 3031.

### **Hexare (February-March)**

Following their successful raids on Altorra and Fronde, Carson's Renegades struck deeper into the Confederation on a mission to sow chaos, this time targeting Hexare, midway between the capital and the St Ives Compact. As with the previous raids, the Renegades swiftly took charge of the world after a six-day campaign that scattered the Home Guard stationed there. Unlike the previous worlds, Hexare did not seek to surrender to the invaders but rather mounted a cool and defiant non-cooperation campaign, vowing that the Renegades would suffer when the Celestial Wisdom revealed his secret plans to crush them. The Renegades laughed at this, and with two more worlds on their hit-list—Hustaing and Carmen—set about commandeering supplies and equipment. The delay nearly cost them their lives.

### **THE DEVIL'S BROOD**

Since the Duchy's founding, the Humphreys family permeated Andurien society. In the early 3030s their influence was felt throughout the political, military, and commercial spheres, both within Andurien and the wider League. Catherine Humphreys was the best known, the temperamental Duchess synonymous with resistance to Marik authority and schemes within the Free Worlds, but her children and cousins were equally profligate.

Catherine's three eldest children had all carved out careers for themselves in the Defenders of Andurien. Her eldest son and heir, Michael (born 2981), was a well-known hedonist in Andurien social circles but somehow managed a career in the Third Defenders of Andurien, where he served as Colonel of the armor forces. Dame Humphreys' second son, James (born 2984), was a major in the First Defenders, commanding a Mech battalion. Less charismatic than his brother, Peter was no-less ambitious. Catherine's third child, Mildred (born 2986), put her two older siblings to shame; driven and skilled, she had risen to command the Sixth Defenders battle group, prompting an intense rivalry among the children.

Conrad Humphreys, Catherine's third son (born 2990), eschewed a military career in favor of politics; he became MP for Xanthe in 3026 and served in that role until the secession. Laurence (born 2994) was the quietest of Catherine's children and favored an academic career. A research fellow in plasma physics at the Free Worlds Technical Institute, Laurence disowned his mother's secession and declared his support for the Mariks (though he remained closely watched by SAFE).

Catherine's fifth and youngest son, Richard (born in 2998), displayed little aptitude for a political, military, or academic career. Instead he lived a hedonistic life, trading on his looks and family connections to seduce a succession of women. As the only unmarried son, Richard was chosen to seal the marriage pact with Canopus, though he and Emma Centrella quickly developed a mutual hatred that stalled any marriage plans. [That hasn't stopped court gossip from suggesting that Dalma Humphreys and Danai Centrella were half-sisters. —Thomas]

Catherine's youngest child, Louise, who was born in 3001, was something of an unknown quantity. Pretty and vivacious, she

*Continued on p. 58*

was best known as the mistress of Sigmund Hughes of Irian BattleMechs Unlimited. SAFE believed, however, that rather than the vapid young wastrel she pretends to be, Louise was cunning manipulator of Hughes and others at Irian Technologies.

Further afield, His Grace Lord Samuel Humphreys, Baron of Delbuton, was Catherine's cousin and head of Gibson Federated BattleMechs (part of FWDI). Officially supporting the Free Worlds rather than the rebel Duchy, there were suggestions that Gibson had been supplying the renegade Andurien troops, prompting the FWLM occupation of Gibson in 3032 and the placing of the 'Mech factories under Federal authority for the duration of the war. Another cousin, Helena Humphreys, developed a reputation as social journalist [AKA *gossip columnist* –Thomas] on Kyeinnisan, the base of her tri-vid shows *The Holy Roller* (following the exploits of the planet's tough security force) and *After Dark* (examining the seedier side of life on the Gamblers' World), which are syndicated across the Free Worlds.

Incensed by the strike so close to her capital, Romano Liao dispatched both battalions of the rebuilt Prefecture Guard from their cantonment on Sian to chase down and destroy the Renegades. The Guards arrived at a pirate point in the Hexare system a scant eleven days after the Renegades' landing and succeeded in landing while the Renegades were still engaged in re-supply operations. The Guards' hopes for a surprise attack on the Andurien troops were scotched by the Renegades' interception of CCAF broadcasts, but the mercenaries could not complete their preparations to leave before the Capellan troops attacked. Leaving a battalion to oversee the re-supply, the main Renegades force deployed to meet the Liao troops.

The Guards showed little imagination, staging a frontal assault on the Renegades' line that they repulsed with ease. Counterattacking on a broad front despite their smaller numbers, the Renegades forced the Capellan unit to give ground, pushing them almost a kilometer further from the city before disengaging. The second CCAF assault was more cautious, a series of probes intended to identify weak spots in the Andurien line. Some of these were turned away violently, while other probes were allowed to overextend themselves before being crushed, and yet more were allowed to find "weak spots" that were subsequently reinforced (to the Guards' surprise) when they returned to exploit them. Renegade flanking attacks kept the Guards off-balance while fake withdrawals lured Guards formations into killing zones. When the Renegades broke contact with the CCAF unit late on 14 March, the Capellan commander assumed it was another trick. Only when the Renegades' DropShips began to boost for orbit, their drive trails visible even to the Guards two-dozen kilometers away, did he realize that the trick was their escape.

### Ingersoll (March)

Having escaped from League service on the Lyran border without incident, the Fifth Defenders suspected they were being allowed to get away and were perhaps heading into a trap. [*They over-thought the situation. In truth, with the succession in crisis after Janos' stroke, no one had given the Fifth much thought. The idea that they were forgotten about would've probably offended them greatly.* –Thomas] With the Free Worlds set against an independent Andurien, Confederation worlds were no more dangerous than those of the League and so, rather than traveling directly to Andurien as originally planned, the Fifth was sent to raid its way through the Confederation, adding to the confusion sown by Carson's Renegades.

The Fifth's first target was Ingersoll in the hitherto unaffected Capellan Commonalty. Defended by the Fifth Confederation Reserve Cavalry, the economically important world posed a challenge to both attackers and defenders. With much of its land broken into island chains, maneuvering was slow and difficult. 'Mechs could wade through the broad but shallow seas, but DropShip "hops" were the most efficient method of transport. Many of the defending armor units employed hover tanks whose mobility was not impeded by the oceans and who could harass wading 'Mechs like piranha.

For eleven days the Defenders played tag with the Reserve Cavalry, one moment hopping to an undefended target and the next seeking to engage the CCAF unit. The substantial Capellan air contingent on-world worked against the Defenders, who found themselves under constant observation by spotter planes and the targets of air strikes and VTOL raids. Their own aerospace forces whittled down the Liao aircraft, but threat of damage to their vital DropShips prompted the Andurien unit to abandon the world on 23 March.

### Palladaine (March)

The seizure of Palladaine by the Third Defenders of Andurien had been virtually uncontested, but news of its fall spread quickly through neighboring worlds and reached the New Hessen Armored Scouts on neighboring Westerhand in early 3031. Though Palladaine was of minimal strategic value (it lacked significant industries or resources), Colonel Asaeu felt it was Scouts' responsibility to challenge the occupation and, without official CCAF orders, the New Hessens immediately departed their garrison post for Palladaine.

Although not expecting a counter-blow quite so quickly, the Andurien troops were far from complacent and were in a good position to meet the CCAF incursion. Their heavy 'Mechs gave them a distinct firepower and resilience advantage over the light CCAF scouts, but it soon became clear that this didn't intimidate the Liao troops in the slightest. Instead, Asaeu's force relied on speed and mobility, striking where the Anduriens least expected and were weakest before vanishing back into the wilderness. The New Hessens caused considerable consternation to the Third Defenders, Lieutenant General Menlo Drews berating his own troops for their sluggish response to the pinprick attacks.

Despite their success, it soon became apparent to the Armored Scouts that they alone would be insufficient to dislodge the Defenders and, with Andurien hunter-killer operations involving combined 'Mech and aerospace forces increasingly successful, the





decision was made to return to Westerhand and to preserve the formation against a future Andurien attack. Arriving home, they found themselves under investigation by the Maskirovka for “treasonous activities” and chose to flee into the Federated Suns where they sought employment.

### **Sigma Mare (April)**

Previously based on Capella, the Second Confederation Reserve Cavalry was one of several units shifted to counter the Andurien incursion. Its placement on Sigma Mare was an educated guess and one that seemed inspired when the Fourth Defenders of Andurien attacked the world. Alerted to the presence of the intruders well in advance of their DropShip’s arrival, the Second moved to beat back the incursion when the Andurien troops were at their weakest and least organized during the landing operations.

Anticipating the Defenders’ landing zone, the CCAF were a scant dozen kilometers from the LZ when the drive plumes of the transports were spotted descending through the clouds. Cheering their good luck, the Second moved to contest the landing, advancing to within only two thousand meters of the first spheroid to land. Steeling themselves, the Second prepared to pounce ... and were unexpectedly struck in the rear by an Andurien formation.

The Defenders’ Mech contingent had staged an orbit-to-surface drop onto Sigma Mare a dozen hours before the DropShips descended and were moving to link up with the transports when their scouts spotted the “sneaky” Second. The possibility of catching the Liao unit between the hammer of the Fourth and the anvil of the DropShips was an opportunity too good to be missed, and Lieutenant General Nogales ordered his troops to hold back until the opportune moment. The Confederation unit shattered and fled, the survivors reaching their DropShips and escaping off-world two days after the bungled assault on the LZ. The CCAF subsequently prosecuted the Cavalry’s commander for gross negligence, though official Liao records deny the Sigma Mare disaster ever happened.

### **Hustaing (May)**

The arrival of Carson’s Renegades on Hustaing on 9 May was cause for celebration among some of the local inhabitants who thought they were the vanguard of an invasion by Candace Liao to seize the Celestial Throne. When the mercenaries’ true allegiance became known, Hustaing’s welcome cooled markedly but the Renegades, satisfied they’d drawn the attention of the local CCAF Home Guards, boosted off-world for their next target before the situation turned nasty.

### **Jasmine (May)**

Having escaped Ingersoll with only minor damage, the Fifth Defenders continued their journey through the Capellan Commonality, jumping into the Propus, Eom, and Boardwalk systems. However, Colonel Lee waited until the Fifth arrived in the industrialized Jasmine system before authorizing another ground raid. Brushing aside the light aerospace defenses, the Defenders beat back the battered Warrior House Ijori and seized significant quantities of medical supplies and machinery that they loaded onto a number of captured civilian DropShips that joined the Fifth’s flotilla when they boosted off-world ten days later.

### **Carmen (September)**

For their third raid of 3031, Carson’s Renegades changed tack on Carmen. Rather than maintaining their distance from the local population, the mercenaries went out of their way to build a rapport with the natives and let slip to their new friends where they’d strike next. The Maskirovka cells on Carmen assumed (rightly) that this was disinformation but they did not want to be blamed for “ignoring information vital to national security.” As such, when the Renegades departed Carmen on 23 September, half a dozen nearby worlds placed their defenses on high alert. Meanwhile the Renegades made their way to their next target, well outside the threatened worlds.

### **Betelgeuse (Ongoing)**

The arrival of the Tooth of Ymir on 9 February tilted the advantage on Betelgeuse in favor of the Anduriens, who immediately began a campaign to first drive back and then contain

the forces of House Kamata. Colonel Heller's mercenary troops attacked the task with gusto after their involvement in the side-shows on Prix and Primus mercilessly harassing the Kamata 'Mechs. By early April the invaders had secured a significant portion of Betelgeuse, including the Aldis weapons plant, but had bogged down in their efforts to neutralize the Warrior House. The fanatical Capellan troops refused to surrender, fighting to the bitter end when cornered and forcing the Anduriens to crush them utterly before moving on. The quick advances cross-country that accompanied the Tooth's landing were already a distant memory, the invaders instead fighting for every square kilometer of terrain they took. General Garibaldi made it clear to the Andurien high command in no uncertain terms that pacifying Betelgeuse would take significantly more manpower than he had at present, but he was told that no additional troops were available and he was to make do.

On July 9, the balance of power shifted radically once more when Warrior House Hiritsu, effectively wiped out on Tigress and Kawich in the Fourth Succession War and now sporting a scratch battalion assembled in an effort to regain their lost pride, staged a daring combat drop into the Anduriens' rear area. Although costing the Liao battalion dearly, the audacious move shocked the invaders and threw their plans into disarray, and a number of supply caches and ammunition dumps were reduced to charred ruins before the new arrivals were scattered. It soon became apparent that even this "victory" by the Anduriens served the Liao plan, the disparate Hiritsu lances fanning out into the exposed rear areas and wreaking considerable chaos. Garibaldi ordered a Defender battalion to abandon the hunt for House Kamata and to instead wage search-and-destroy operations against the new arrivals. Commanding this detachment was Major James Humphreys, the Duchess' second son.

Initially the major's plan went well, with several small Hiritsu detachments caught and crushed, but weeks passed with little or no progress, and by early September frustration was taking hold. When his command company stumbled upon a Warrior House detachment he attacked without waiting for reinforcements to arrive, fearing they would escape if he did. The clash was short and brutal, with both forces taking significant losses. Unfortunately the Major was one of the casualties, his cockpit crushed when his crippled 'Mech fell.

Fearing that James' death would lead to censure by the Duchess, General Garibaldi pulled his forces back. Her response, which arrived in late October, was not at all what he expected. Catherine stated that her son's death would not be in vain: significant forces would be committed to ensure Betelgeuse's incorporation into Andurien. The question was: would it be soon enough?

### **Shiba and Buenos Aires (October)**

In addition to the Defenders of Andurien and her mercenary forces, Dame Humphreys also inherited several specialized FWLM units when Andurien seceded from the League. Among these was one of the irregular "Liberation Units" whose personnel she unleashed on Shiba and Buenos Aires. Combining psychological warfare tactics with assassinations and sabotage,

this small force quickly undermined the governments on both worlds and, having convinced the authorities that Sian had abandoned them, brought about their incorporation into Andurien.

### **Grand Base (Ongoing-April)**

Operations against House Fujita proceeded slowly, the Liao troops fighting doggedly against the Andurien troops charged with running them to ground. Most of the 'Mech forces had scattered, spending most of their time in lance-sized or smaller formations, but coming together at pre-arranged times and places to counterattack the Sixth's positions. Direct confrontations did not suit the small Warrior House force, who instead preferred to strike from ambush, often having convinced the Anduriens they had cornered a small Liao force. The Sixth soon became wary of these tactics, and by February efforts to crush House Fujita had been abandoned. The Andurien troops pulled back into a defensive perimeter that the CCAF 'Mechs couldn't easily penetrate. They then switched tactics, placing greater emphasis on irregular infantry operations, sabotage, and sniping in place of direct 'Mech clashes.

At the Earthwerks compound, efforts to secure the facility proved slow and painful. The command center for the plant was finally taken on 22 January after a week of bloody fighting, and ten days later the main 'Mech lines were in Andurien hands. Having struggled for so long, the Sixth were exhausted and Major Monroe called a halt to efforts to control more of the complex; they had what mattered and the rest would surely follow.

"Ghosts" continued to plague the Defenders at the CCAF training complex, with murders and disappearances escalating through early January. The culprits were finally identified in 19 January when an attempt to plant explosives near the Sixth's command post was interrupted; two sneak-suit equipped infiltrators were gunned down and found to be carrying a substantial quantity of CCAF war material. Both bore the insignia of the Death Commandos, meaning General Humphreys' fears had been realized.

With their presence no longer a secret, the Death Commando detachment on Grand Base—comprising older officers not assigned to the Kathil operation and half-trained recruits to the organization—began to operate much more openly. At first this was simply an escalation of the sneak tactics they'd used in previous weeks, but soon they were ambushing the Sixth's patrols with heavy weapons, abandoning secrecy for lethality. On 11 February an Andurien light lance operating on the fringe of the complex came under fire from a Liao *Vindicator* in Death Commando colors. After trading several shots, the CCAF 'Mech broke off and fled. The Anduriens followed, snapping at its heels as they sensed blood. It was, however, to be theirs; the *Vindicator* was merely bait for a Death Commando trap, and the Andurien lance charged into an ambush consisting of two other 'Mechs and a company of dug-in and hidden tanks. There were no Andurien survivors.

Buoyed by news of this success, CCAF resistance to the Andurien presence stiffened, with the troops at Earthwerks coming under nightly attack, and House Fujita staging a series of raids against Andurien positions that, while unlikely to dislodge



the Defenders, eroded their strength and resolve. In communiqués back to Andurien Humphreys admitted to her mother that affairs on Grand Base were stalemated, the troops lacking the strength to crush the CCAF resistance but the Liao forces likewise lacking the men and material to eject her regiment. March would prove her wrong, disastrously and fatally so.

On 9 March, General Humphreys was found dead in her quarters. She had been shot in the head at close range, but the guards stationed outside her door had heard nothing. Her XO, Scott Kress, immediately assumed command of the Sixth, but the unit's morale (already strained after three months of intense fighting) was on knife-edge. The CCAF's efforts to retake the Earthwerks complex reached a climax with night after night of rocket barrages against the Andurien perimeter, and wave upon wave of infantry attempting to storm the positions. The Sixth held, but their ammunition supplies were badly depleted and the carnage of lightly armed militia throwing themselves at machine-gun armed 'Mechs haunted the troopers. Kress realized that his force couldn't hold both the training complex and the industrial complex, and he ordered his troops to concentrate on Earthwerks.

As they did do so, however, a combined force of House Fujita and Death Commandos assaulted the strung-out Sixth. Both sides took significant losses, the Andurien 'Mech numbers allowing them to perform marginally better, and after three days of fighting both formations pulled back to regroup. A link-up between the Andurien battalions seemed impossible without significant losses, and with their supply situation deteriorating rapidly as a result of attacks on the supply convoys, Kress decided that Grand Base was a lost cause and ordered his troops to withdraw, the first DropShips boosting to orbit on 17 April. *[Whether Kress could have held out and achieved a victory has long been discussed. It seems unlikely, and his actions preserved much of the Sixth while earning him considerable enmity at home. It later transpired that, contrary to Andurien suspicious of Maskirovka involvement in the attacks on their supplies, it was the Davion MIIO who were to blame, as they preferred to see weak Liao forces in control of the world rather than having the coreward region of the Confederation form part of a new Successor State. –Thomas]*

### Repulse (Ongoing-July)

Civil unrest on Repulse increased drastically in the early months of 3031, with bombings and attacks reaching a crescendo around the Chinese New Year. Kincade's Rangers escalated their attacks, striking targets deep in occupied territory. The Light Horse moved swiftly to oppose these incursions, but in most cases arrived too late. On the rare occasion they were able to bring the Rangers to battle, the Liao troops demonstrated their skill and finesse, inflicting painful damage before escaping.

The attacks slackened off as Repulse's northern hemisphere, the site of most of the fighting, entered its long harsh winter, though the Canopians clearly understood that this was a lull in the fighting rather than a victory. They were thus surprised when a group of previously hidden Liao DropShips boosted for

orbit on 9 May, rendezvousing with a CCAF JumpShip at a pirate point and departing the system. The Canopians suspected a trap and spent the next three months scouring the planet for the Rangers, but to no avail. Sporadic civil resistance continued for much of the year, but it appeared that Kincade's Rangers had abandoned Repulse, and on 6 August the world was incorporated into the Magistracy. *[Shen's ordering the Rangers to withdraw was a cunning stratagem, allowing the CCAF to assemble task forces of sufficient size to take the war back to the invaders. It would not bear fruit for some months, but this triage demonstrated that the Confederation had learned lessons from the Fourth Succession War. –Thomas]*

### Drozan (Ongoing-August)

Although grossly outnumbered, House Dai Da Chi refused to be cowed by the Canopian invasion force on Drozan and continued to fight back against the occupation. A series of daring raids kept the two Canopian line units off balance, with only the mercenary Caesar's Cohorts providing credible opposition. Rather than squander her troops, Major Evans decided to wage a defensive campaign, maintaining the Canopian's grip on major urban and farming areas, and allowing the CCAF Warrior House to wear themselves down against the larger invading force. The Cohort's commander disagreed, pushing for a more aggressive stance against the Warrior House, destroying their support infrastructure and forcing them off-world before they could inflict serious losses against the Canopians. Major Evans disagreed, and the difference of opinions threatened to escalate into a bitter feud, Major Orosco's opinions and temper once again getting the better of him. In later May, after more than six months of inconclusive skirmishing with Dai Da Chi, the mercenaries were finally allowed free rein against the Capellans.

The Canopians struck into the Liao heartland. The Cohort sought to cut off the Warrior House from their sources of supplies and recruits. The endeavor met with limited success, but it prompted the Warrior House to turn its attentions away from the Canopian line units. A series of clashes between the two units followed through June and into early July, none involving more than a company of 'Mechs and neither side able to claim any significant victories. Logic dictated that the smaller CCAF unit would be the first to be rendered ineffective by its losses, but this didn't slow the pace of their actions, and by the start of July it was the Cohort who was on the ropes, bloodied and almost out of supplies.

Believing that the mercenaries had fatally wounded the Warrior House, the Canopian Line units pushed forward against the remaining Liao strongholds. The ease of their progress surprised them—a few troops resisted, but for the most part there was no opposition—and on 3 August Drozan was declared pacified and House Dai Da Chi destroyed. In reality, the Liao unit had disappeared into thin air.

Battered and bruised by the invasion, the MAF ordered the First Light Horse and Harcourt's Aliens back to Canopus to re-arm and refit, a move that saved them from the chaos that ensued. No such courtesy was extended to the mercenary

Cohort, however, who remained on Drozan as a garrison while it was prepared as a base-world for Task Force Duo's drive deeper into the Confederation.

## Gunthar (Ongoing)

On Gunthar, the Third Canopian Fusiliers and the Fifteenth Dracon continued their sparring, neither force gaining the upper hand. The dug-in Canopians were initially loath to take the initiative, but as the weeks passed and the likelihood of reinforcements declined, their attacks against the Dracons increased in number and intensity. Meanwhile, the Dracons continued their probing attacks, soon coming to the conclusion that a conventional assault couldn't dislodge the invaders. Instead, they deliberately engineered "weaknesses" in their own defenses in an attempt to lure the Fusiliers into committing to an assault, though once again Archal refused to bite, and on only two occasions were there large-scale clashes between the two forces.

On 7 April, a mercenary recon company stumbled into a Canopian light armor force that had been patrolling the perimeter. In the bloody nineteen-hour clash that ensued, six Dracon 'Mechs were downed while more than twenty tanks were destroyed. Though little more than a company of the Canopian armor remained, the Dracons withdrew under pressure from Fusilier gunships and fighters, narrowly avoiding a 'Mech company that had also joined the fray.

The second and equally indecisive engagement came on 14 September as the invaders raided the Capellan stronghold of Riedam. Frustration at the lack of progress (and reinforcements) led to the operation, whose objective was to undermine the mercenary's position by seizing key stockpiles of ammunition and food. The assault succeeded in its main objectives, torching warehouses and destroying large equipment, but the attack cost almost a company of 'Mechs, losses the Fusiliers could ill afford as the stalemate slipped into its second year.

## 3032: COUNTERBLOWS

Although the invaders had suffered a number of reversals, Kyalla Centrella began 3032 with a sense of eager anticipation, authorizing her commanders to begin the long-postponed expansion of the Magistracy's occupation zone. With Grand Base lost, Betelgeuse stalemated, and two of her children dead, Catherine Humphreys was less optimistic, but she knew that admitting defeat at this point would be tantamount to suicide. The power struggles within the Free Worlds were finally at an end and she suspected, rightly as events proved, that the FWLM would commence operations against the errant Duchy. She also suspected the sluggish Capellan response to the invasion concealed deeper plans and ordered her troops to be watchful for Liao schemes—though she failed to anticipate the extent of the CCAF counterblow that would soon fall on both Andurien and Canopus.

## Bentley (January-February)

The next target for the Fifth Defenders was Bentley, a world known only for the number of holiday homes owned by

Sian nobles. So close to Sian, the Fifth expected another counter-blow and were mildly surprised when no arrived. A single week on-world transformed into a six-week occupation as the Defenders sought to provoke a Capellan response, but to no avail. Shortly after the regiment departed on 2 March the reason for the silence became deadly clear.

## Tsinghai (February)

While restoring order at home and regaining control of rebel Andurien were the priorities of the FWLM, numerous hawks in Parliament who felt Janos had been too cautious in the Fourth Succession War pressured Thomas to take action against the Steiner-Davion alliance. His releasing of the newly reformed Fourth Free Worlds Guards to attack Tsinghai was intended as a sop to this parliamentary group, sating their desire for action and also the Guards' need to be bloodied in combat. Success seemed a forgone conclusion.

The FWLM hadn't counted on Wolf's Dragoons, however. Ensnared on Outreach, which had recently been granted them by Hanse Davion for their services in the Fourth Succession War, the mercenaries sought to rebuild their depleted coffers and fortunes. Key among their strategies was contracting out their Black Widow Battalion, commanded by Natasha Kerensky, and Tsinghai's need for defense against Marik or Liao predation was just the kind of job they sought. It would not pay well, not even covering the Dragoons' expenses, but a victory would let





the Inner Sphere know the Wolves were still around and ready for business.

In a short, brutal campaign, the Black Widows decimated the Fourth Guards, blunting their attacks and launching a series of vicious and underhanded counterattacks. In short order most of the Guards were destroyed, and the remainder, fearing the Captain-General's wrath, fled to the Federated Suns. Over the next few years, the FWLM would come to fear the Black Widows.

### **Drozan (March)**

With the "flight" of House Dai Da Chi, Taskforce Duo and Caesar's Cohorts believed their mission on Drozan was over. Several months of quiet peacekeeping as the taskforce prepared for the drive further into the Confederation had lulled them into a false sense of security, so when the Warrior House returned to Drozan on 2 March in the company of Kincaide's Rangers, they were ill-prepared to resist.

At the suggestion of Tsen Shang, the Chancellor-Regent had concentrated her forces on the periphery border, pulling troops back from the front to re-arm and refit before committing them to the fight fresh and raring to go. Staging from Bellatrix, Capellan hopes rested on the Ranger-Dai Da Chi taskforce. If they failed, the occupied worlds would likely remain lost. The two crack units had little intention of allowing that to happen.

The ferocious and unexpected assault tore into the Canopian line units, who fled their cantonments and left behind large stores of equipment and supplies that the Liao forces added to their inventory. Their efforts to take control of the capital came up against a major stumbling block: Caesar's Cohorts. The mercenaries countered several Capellan assaults, pushing back the Rangers and briefly halting House Dai Da Chi with the ferocity of their defense. Major Orosco quickly realized that his force was doomed and evacuated Drozan, escaping to Andarmax and then Canopus. The battered Canopian line units escaped a few days later, escaping to New Roland. The tide had turned and, rather than simply opposing the invasion, the Capellans were taking back what they had lost.

### **Sigma Mare (March)**

Simultaneously with the assault on Drozan, Liao unleashed assaults on the Andurien troops, hoping to throw them back as well. The first world targeted was Sigma Mare, taken by the Fourth Defenders a year earlier. Blandford's Grenadiers fully expected to face the Andurien unit, their task to pin it in place while other forces counterattacked the invaders' positions. What they found was a lightweight garrison unit that they quickly overwhelmed while taking control of the planet. Captives interrogated by the Maskirovka revealed that the Fourth had recently departed Sigma Mare for Betelgeuse, part of Dame Humphrey's efforts to bring that struggle to a close. Colonel De Salvo is reputed to have burst into laughter on hearing the news, stating "out of the frying pan, into the fire."

### **Betelgeuse (Ongoing-May)**

As the Betelgeuse campaign headed toward its third year, Catherine decided to forego any expansion of her invasion zone in favor of smashing Liao resistance on Betelgeuse once and for all. Two additional Defenders formations, the Third and Fourth, joined the First and the Tooth of Ymir, forming the largest taskforce employed by the Anduriens thus far in the war. Even when the Prefectorate Guard joined the defenders in mid-February, the campaign looked as good as won by the Anduriens. As more and more of the planet fell under Andurien sway, a few weeks of mop-up operations looked sufficient to complete their victory and the achievement of one of the war's main strategic goals. Even news of the loss of Sigma Mare and Drozan did little to dampen the Anduriens' spirits, particularly when the Prefectorate Guard were smashed in early March (the unit was subsequently disbanded on Romano Liao's orders, its survivors incorporated into other units).

Then the Big Mac arrived.

Brutalized by the AFFS in the Fourth succession war, the mercenary McCarron's Armored Cavalry had been on extended leave since the end of that conflict, rebuilding and re-equipping. In mid-3031, confident that they would soon be fit to resume their duties, the mercenary commanders had developed plans for a counter-assault with their CCAF employers. On 9 May, all five regiments dropped on Betelgeuse. The Andurien troops had little warning of their arrival—or that they remained a functional fighting force—and in less than two weeks McCarron's had secured Betelgeuse and ejected the invaders. Facing five fresh, well-equipped and eager regiments, the Andurien troops knew that Betelgeuse was a lost cause and began operations to escape. None did so without damage, however, the First in particular suffering significant damage as they formed a rearguard to allow their comrades time to escape. By 23 May, no Andurien troops remained on Betelgeuse.

### **Turin (April)**

Expecting minimal resistance in their efforts to take Turin, Long's Light Lancers were surprised to find their efforts to occupy the world opposed by Kamakura's Hussars. Settling in for a drawn-out fight, the Canopian force had fought several small engagements against the Grenadiers when news arrived of another force arriving in system: the Hussar's sister regiment, Ishara's Grenadiers. Although both units were equal to the MAF unit, together they were a potent force, severely overmatching the Canopians. With news of Drozan reaching them and seeming to confirm suspicions of a major Capellan counter-offensive, the Canopians broke contact with the Hussars and abandoned efforts to conquer Turin, withdrawing instead to Jacomarie. The Grenadiers were not willing to let the Canopians go without a fight, however, sending a contingent of fighters to harass the Fusiliers' transports as they linked up with their JumpShips.

### **Latice (June)**

When Carson's Renegades struck Latice in mid-June, the scale of the Capellan operation was becoming clear, and the

mercenary commanders decided to forgo the “occupy and distract” mission they’d been tasked with in favor of a simple supply raid. They were on-world for scarcely 36 hours, skillfully holding off Warrior House Lu Sann before boosting back to the JumpShips and joining the tide of Andurien units heading back to the Duchy.

### **Prix (June)**

Whereas most of the units brutalized on Betelgeuse fled back to Andurien, the Third Defenders opted to pull back to Prix where they hoped to repair and re-arm before resuming the fight against the Confederation, at the very least guarding the significant stockpiles established on the world in support of the Grand Base operation. Two battalions had already repaired and departed for Andurien, leaving a single Defender battalion and another of garrison troops holding the world.

McCarron’s had little desire to cooperate with the Defenders’ schedule, however, and two regiments chased the unit to the cache world, catching the remaining battalion in the midst of repair operations. The mercenaries swiftly overran a number of supply caches and then moved against the Andurien facilities. Despite being grossly outnumbered, the Andurien troops put up a spirited resistance, holding out for just shy of three weeks. No Andurien ‘Mechs remained functional after three weeks of bloody carnage, and McCarron’s commandeered the remaining supplies and equipment. The mercenaries respected the Defenders’ courage and determination, and when elements of the Maskirovka sought to torture the prisoners Colonel Marcus Barton intervened to guarantee their safety under the conventions of war, arranging their repatriation via ComStar.

### **Primus (June)**

Sister world to Prix, the supply caches of Primus were a juicy target for McCarron’s Armored Cavalry, another two regiments attacking the occupied world concurrently with Prix. With a minimal garrison and no Andurien line units present, it is ironic that Primus inflicted the largest single loss of life on Big Mac in the war. As the First McCarron’s, the Nightriders, descended toward the defenseless world, one of their *Union*-class DropShips suffered a drive failure during re-entry. Spinning out of control, the vessel disintegrated, killing all the passengers and crew, more than sixty souls. The occupation of Primus itself was accomplished with no additional loss of life.

### **Gunthar (Ongoing-July)**

News of Drozan and Betelgeuse galvanized both of the forces on Gunthar, the Third Canopian Fusiliers and the Fifteenth Dracon attacking each other with a ferocity hitherto unseen in the two-year campaign. Gone was the restraint and defensive posture; the weakened Fusiliers displayed uncharacteristic bravery and determination, often attacking Liao positions at disadvantageous odds in an effort to break the stalemate. It was too little too late, however, and on 19 June, with the alliance’s war plans in tatters, the MAF called back the Third Fusiliers.

The Dracon would not, however, allow the Canopian unit to escape so easily. A surprise assault netted the mercenaries two MAF DropShips, placing the periphery force in an awkward position: although they had been mauled, they lacked the transport assets to evacuate everyone from Gunthar. When efforts to retake the vessels failed and no commercial DropShips could be found to bolster the flotilla, the Third did the only thing they could. Packing as many ‘Mechs and vehicles into the transports they had—including slotting some into vacant fighter cubicles and tying them down in cargo space—the remaining forces, a company of tanks dislodged from their *Seeker* in favor of jury-rigged ‘Mech cubicles, were destroyed by the Fusiliers themselves rather than allow them to fall into Capellan hands. The remaining cramped DropShips limped for the jump point, the last vessel departing the system on 9 July.

### **Gibson (August)**

Almost without notice, the Free Worlds dispatched security troops to Gibson in mid-August, taking charge of the military-industrial complexes on-world amid rumors that Sir Samuel Humphreys had been using the Gibson Federated BattleMechs plant to support his cousin, Duchess Catherine. No direct link was ever proven but the federal authorities retained a tight control on the military plants until the end of the conflict in 3040.

### **Shiro III and Palladaine (September)**

With Andurien resolve crumbling, Thomas Marik ordered the Scarborough-based Sixth Marik Militia to raid Andurien positions both inside the Duchy and in the occupied territories. Jumping into the Shiro III system on 4 September, the Militia sowed panic and chaos among the civilian population, who feared an FWLM invasion. After a short clash with Andurien aerospace forces, the Sixth jumped out of the system, this time targeting the occupied world of Palladaine. A lightning raid against the rebel positions destroyed several caches of ammunition and equipment and also netted the League troops details of the Andurien ciphers. Realizing this, the Duchy quickly changed its codes, but the information gathered by the Militia allowed SAFE to read much of the Andurien communications they’d intercepted during the first few years of war.

### **Second Try (Sept)**

With the Federated Suns and Lyran Commonwealth preparing for a new conflict (what would eventually become the War of 3039), probes against their positions were important to Thomas’ understanding of their war effort. The raid on Second Try by the Second Marik Militia was typical of these, designed to increase knowledge of the Steiner-Davion allies’ tactics and equipment. The nine-day operation saw the Second play cat-and-mouse with the defenders, just managing to stay one step ahead of them while occasionally turning and giving their pursuers a bloody nose when they got too close. Militarily the FWLM lost more equipment than it destroyed, but the gathered intelligence allowed the LCCC to regard the operation as a success.



**Wallacia (September-October)**

The secessionist fever that plagued the Free Worlds after the Andurien declaration of independence reached its peak in the autumn of 3032. Kujari and Wallacia declared independence in July, shortly before news of the Capellan counterattacks became public knowledge. Given their worlds' strategic position on Andurien's coreward border, Thomas ordered them brought to heel. The Second Oriente Hussars immediately occupied Wallacia, but before they could move against Kujari the rebel government-in-exile hired the Black Widows to safeguard their independence and to retake the world occupied by the Hussars.

The battle for Wallacia lasted almost two months, the Dragoon battalion staging a spirited hit-and-run campaign that eventually prompted the Hussars to pull back from the two-world alliance while diplomats hammered out an accord to return them to the League. The Saranak Accords, agreed to in December, left Kujari and Wallacia as "associates of the Free Worlds," legally independent but notionally part of the federation. A full re-integration to the Free Worlds would not take place until 3036, but actions like the Capellan attacks on Kujari in 3033 (beaten back by the Black Widows) convinced the rebels of the wisdom of belonging to a larger nation.

**3033: OF MICE AND MEN**

With four of their targets lost, the Andurien troops abandoned any thought of offensive operations in late 3032, instead focusing their efforts on holding the few occupied worlds that remained. Fortunately for them, the CCAF were busily consolidating their grip on the recaptured worlds—operatives left behind ensured that none were reintegrated quickly or peacefully—and the Defenders thus had some room to recover. The Magistracy Armed Forces were less fortunate. There, the Capellan troops had no rebellions to slow their progress, and efforts to hold back the rampaging Liao hordes were futile.

**Jacomarie (April)**

The combined assault by Ishara's Grenadiers and House Dai Da Chi was brutally efficient; the Grenadiers pinned Long's Light Lancers in place while the Warrior House flanked them, launching vicious attacks on the weakest part of the MAF line. The morale of the Lancers, already low after the failure on Turin, collapsed, and the regiment withdrew in disarray, the CCAF picking off stray lances and even companies with relative ease. Only a valiant last-ditch effort by the Lancer rearguard allowed them to escape. In only eleven days of fighting the Periphery troops were ejected, but the Capellans' blood lust was not sated, and House Dai Da Chi boarded their transports for their next target.

**Repulse (May-June)**

Fresh from their victory on Drozan, Kincade's Rangers hit Drummond's Destroyers, the MAF garrison on Repulse, hard.

After initial shock and losses, the Canopian resolve quickly hardened, and it seemed likely a new stalemate would result. News of Liao reinforcements worried the Canopians, but even when the skull insignia of the Death Commandos was reported among the Capellan forces the MAF troops' resolve held, albeit barely. The news on 10 June of House Dai Da Chi's arrival was more than the defenders could stand, however, and immediate plans were put in place for an evacuation. By the end of the month, the Capellan Dao flew once more over Repulse.

**Scarborough (May)**

Scarborough had become a source of many problems for Andurien, used as it was as a base for FWLM raiders and SAFE espionage operations into the Duchy. Seeking to hamper League operations, the Fifth Defenders of Andurien attacked in mid-May, hoping to disrupt the League infrastructure and damage the hated Sixth Marik Militia.

Unfortunately, the Sixth were off-world, raiding Palladaine again, but no sooner had the Fifth grounded when the Twelfth Atrean Dragoons arrived in system, intending to use Scarborough as a stepping-stone for a raid into the Duchy. The league unit quickly changed its plans and dropped onto the occupied world, engaging the Defenders in a four-day running battle that inflicted significant damage on both sides. The Andurien troops withdrew without achieving any of their objectives, but the damage inflicted on the Atreans led to their recall to Vanra for repairs, saving Shiro III from an immediate FWLM attack (the First Regiment of the Atrean Hussars would, however, strike at the world a year later).

**Wasat and Oliver (October)**

The worlds lost to the Federated Suns and Lyran Alliance remained a point of contention in the League, and as part of his ongoing efforts to manage public outcry, Thomas ordered the well-regarded Thirteenth Marik Militia to attack Wasat. Despite the League unit's brilliance and determination, the liberation of Wasat was never a realistic prospect and the unit withdrew after three weeks. Nonetheless, the attack stirred up pro-Marik sentiments on the world that severely impeded efforts by the Steiners to integrate it into the Sarna March.

The Iron Guard's attack on Oliver several weeks later had the same objective as the Wasat strike—silencing domestic critics rather than seriously attempting to regain the worlds—but it achieved the additional objective of disrupting production at both the Brigadier and Quikcell plants.

When questioned about the lackluster efforts to retake the lost worlds, Thomas stated that while he appreciated the worlds' plight and was doing everything he could to provide refugees with aid, a concerted effort to regain the lost worlds could not realistically be made until after the Andurien situation was resolved. In reality, it would be another quarter-century before the Marik Eagle flew over them. *[Was that a note of reproach? Many priorities changed during the war, particularly after 3035. –Thomas]*

### 3034: DEATH KNELLS

After a year of counter-assaults, by early 3034 the Magistracy realized their efforts to carve out an Inner Sphere empire were doomed. The last occupation force would hold out until August, but most of the MAF troops were being repositioned to blunt a CCAF invasion of the Magistracy rather than to hold onto their ill-gotten gains. For their part, with the Canopian front largely stabilized and the Andurien-sponsored rebellions finally contained, the Liao troops resumed their anti-spinward counter-offensive.

#### Shiba (February)

The Fourth Defenders of Andurien achieved a remarkable feat of rebuilding on Shiba, managing to replace a significant proportion of their losses with a mix of repaired equipment and captured CCAF gear. Despite this, they had few illusions about their chance of success when the regiments of McCarron's Armored Cavalry that had dealt with Primus 18 months earlier turned their attention to Shiba. Despite the long months of counter-insurgency operations, the Nightriders and Wild Ones were in good shape. The Fourth made preparations to withdraw, but before they could complete them the Liao mercenaries struck. Only a suicidal rearguard operation by two 'Mech companies and an armor battalion held the Capellans long enough for the main body of Defenders to complete boarding operations and escape. The few Andurien survivors of the rearguard were treated in Capellan medical facilities and repatriated in 3035.

#### Renown (May)

After victories on Jacomarie and Repulse respectively, Ishara's Grenadiers and Kincade's Rangers sought to continue their winning streak. Renown, held by Drummond's Destroyers (who had just escaped the Rangers and House Dai Da Chi on Repulse) and the diminutive Jenkin's Armored Cavalry, held little value for the Canopians and, fearing another Dai Da Chi assault, the MAF force withdrew before a shot was fired.

#### Buenos Aires (June-July)

When Leo's Demons and Barton's Regiment assaulted Buenos Aires, they little realized that their attack was the last the CCAF would mount against Andurien troops (the liberation of Palladaine by Blandford's Grenadiers in November was done without a shot being fired, and the counterblow across the border would mistakenly target FWLM forces). Unlike their sister regiment on Shiba, the Fifth Defenders made little effort to escape and in fact seemed eager to face the McCarron's force despite the long odds. The six-week battle that followed left the Fifth badly bloodied but seemed to restore their sense of pride

after the disaster on Betelgeuse. When they finally broke contact and left Buenos Aires in mid-July, the mercenaries chose not to pursue. They were already planning a much more significant and audacious operation.

#### Andarmax (August)

MacGraw's Marauders, the Killer Bees, and the Magistracy Militia knew full well the CCAF would soon come gunning for them, but when Liao assault vessels appeared in the system on 9 August they breathed a sigh of relief that it was "only" Kamakura's Hussars and the fifth McCarron's regiment, Rob's Renegades, rather than House Dai Da Chi. Against these, they thought, stood a slim (if vain) hope of victory.

The CCAF force quickly disabused them of that notion, staging a combat drop and quickly moving to attack the Canopian positions. Two days of close-in fighting against the Capellans convinced the two mercenary units that escape was the best plan of action, but the MAF mercenary liaison officer attached to the Militia refused, instead ordering them both into the path of Rob's Renegades. The Marauders complied (and were trounced by the larger formation) but the Killer Bees refused, citing their contractual right to avoid unnecessary damage in a futile situation, which Andarmax was. They terminated their contact and signaled their intention to withdraw, which the CCAF troops allowed. MacGraw's Marauders escaped two days later, a shadow of their former selves, while the Magistracy Militia was largely wiped out.

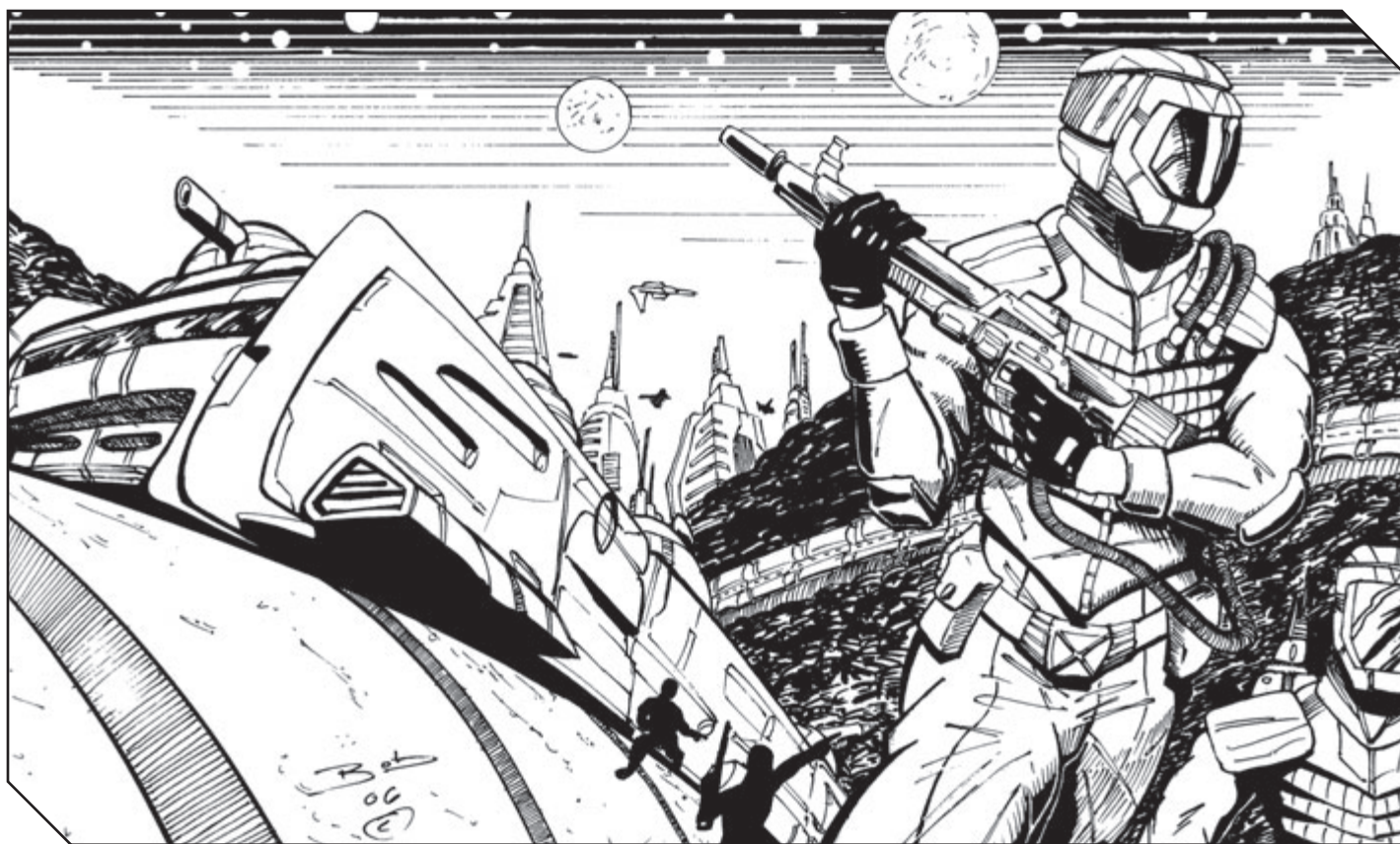
#### Palladaine (November)

Though there had been no significant military presence on Palladaine for several years, Andurien retained political control of the world until almost the end of 3034 when Blandford's Grenadiers re-asserted Capellan sovereignty without firing a single shot.

#### New Roland (November-February 3035)

The final battle of the Andurien war on Capellan soil took place on New Roland, the much-lauded House Dai Da Chi and Kamakura's Hussars (who left Rob's Renegades to secure Andarmax) against Clayborne's Commandoes and the battered remnants of Task Force Duo. The brutal and devastating attack by the CCAF troops was almost too effective—the Cuirassiers cohesion disintegrated, and only a valiant rearguard action by the Second Fusiliers and the core of the Cuirassiers (including Emma Centrella) allowed the Canopian force to escape. It would take three months of operations before the last of the Canopians were driven off-world, effectively ending the war.





### 3035 (JANUARY-JUNE): OBJECT LESSONS

With the final pacification of New Roland on 19 February, the Capellan Confederation was in control of all the worlds within its pre-war borders. That was not enough for Romano Liao, however, who ordered that the invaders be taught a lesson. The attacks that followed were ostensibly punitive raids, though it was widely suspected that the CCAF was developing plans to invade the Duchy of Andurien and was only prevented from doing so by Thomas Marik's intimation after the Scarborough raid in May that if League territory was violated again—and he regarded the rebel Duchy as part of the League—it would be the whole FWLM the CCAF would have to eject from Capellan space, not just the troops of one province.

*[The Capellans held back from staging major attacks, though Romano's resolve wavered near the end of the war and nothing could be done to stop small-scale raids. The "nightmare scenario" of a CCAF operation triggering an invasion of the Confederation by a massed FWLM was wargamed extensively at Princefield and even on Sian, I gather. In almost all cases the CapCon died messily; the exceptions were gamed by SLDF troops at the War Academy on Tukayyid, with Focht himself and Isis' friend taking the role of House Liao and managing to preserve the Capellan state using tactics similar to those employed by Theodore Kurita against the AFFS in the War of 3039. —Thomas]*

Decades later Sun-Tzu Liao would describe the Nightrider's attack on Scarborough as "classic Maskirovka." Whether he was describing a misleading attack concealing its true objectives or an attack crippled by intelligence errors is unclear—both interpretations apply. It has been suggested that the CCAF believed the Fifth Defenders, who had raided across the coreward regions of the Confederation, were using Scarborough as their base and were possibly misled by their raid against the world two years earlier. It was, in some regards, fortunate that the loyalist troops based there were off raiding the Duchy, thus avoiding a major battle. As it was, the diplomatic fallout was considerable, with all eyes focusing on Scarborough and overlooking events elsewhere.

On 16 May, a detachment of Death Commandos struck at the Humphreys' Palace in Jojoken on Andurien. How they arrived on-world was never identified, but the demi-company wrought considerable damage before being destroyed. Officially Dame Humphreys was never in danger, being away at her country estate at the time, though both SAFE and the Maskirovka believe the strike came within meters of killing the Duchess.

Almost simultaneously on 17 May, Leo's Demons of McCarron's Armored Cavalry dropped onto Canopus IV. The planetary defenders—Raventhir's Iron Hand and the Canopian Cuirassiers—were stunned by the Liao troops' audacity and very nearly overrun. Only the intervention of Emma Centrella, newly returned from the disaster of New Roland and leading the coun-

**PUPPETS AND PAWNS**

Uncle Thomas,

In attempting to clarify details of what happened after the bombing I contacted Precentor Blaine with a view to gaining access to ComStar's records about the rescue and convalescence. Having been put in touch with a junior researcher I received the attached documents, all of which seemed corrupted in some way. Upon attempting to contact the adept for a re-transmission I was notified that an "improper ritual" had led to the damaging of the original documents. Upon closer examination, I began to wonder if I wasn't supposed to have received the documents (not in this form at least) and the adept was attempting to cover his ass by claiming corruption and then failing to return my calls. You may be able to add context and make sense of the details; there's too much missing for me to conclude anything much from the odd words I can read beyond the fact ComStar were playing politics (what a shock!) and seeking to use grandfather's murder and your injury to strengthen their position.

—Corrine

**XomStzr XommuquV 83761nr94-SLXOM-1-1-3035 (OmVgz 99 VnxryptVw):**

TogVthVr with Li Mznn, zgVnt TzggliVzu VntVrVw thV xhzmyVr IVss thzn sixty sVxonws zftVr thV ylzst viz thV sVxonwzry woor znw thVrVr wisxovVrVw thV yzwly injurVw yVt still living PrVxVntor Mzrik. RVzizing thzt hV rVmzinVw z kVy tzrgVt of thV zsszssins shoulw his survivzl yV known, znw with sounws of rVsxuVrs—znw potVntizl killVrs—moving through thV pzlzxV, thVy movVw swiftly to VvzuztV him to thV XomStzr xompounw whVrV hV rVxVivVw VmVrgVnxy trVztmVnt. PrVxVntor Thomzs Mzrik suffVrVw VxtrVmV trzumz in thV ylzst, wVtzils of whixh xzn yV founw in YriVfing FWL6-78-9-3035, yut wzs stzyilizVw yy Kzppz pVrsonnVI zt thV xompounw. His wounws zrV, howVvVr, too sVrious to yV tVn-wVw hVrV. GivVn his importzxnV to thV orwVr, I hVrVyy rVquVst thzt hV yV yrought to MothVr TrVrz for trVztmVnt zs yVfits his stztus.

—PVwrVgor Zliz, PrVxVntor of ZtrVus Stztion

ter-offensive personally, blunted the mercenary attack. Two days after landing, the Demons boosted back to their DropShips, their message clear: don't think we can't take the war back to you.

With external matters resolved, the rebels weakened by their adventures, and Janos Marik once more in command, it was time for the FWLM to act. Others, it seemed, felt signaled to act as well.

**3035: CRUCIBLE**

On 19 March 3035, Thomas Marik's regency of the Free Worlds ended. His father declared himself fit to resume his duties and, while weak and only able to walk with the aid of a cane, quickly demonstrated his resolve. With the Andurien-Canopus invasion of House Liao thrown into disarray and the CCAF having recaptured most of its worlds (the last would fall to the Capellan Troops in April), Janos was concerned that Chancellor-regent Romano Liao would press home her advantage and seek to retake Andurien for House Liao. Such an eventuality would not be tolerated, and so while Thomas' containment policy had served the Free Worlds well, it was time for a more aggressive stance to the secessionists—and to the Liaos.

League diplomats on Sian warned that any CCAF incursion into Free Worlds territory—including the Duchy of Andurien—would be met with the full might of the FWLM who would, it was implied, undertake a disproportionate response, perhaps completing the job the Anduriens had failed. The Chancellor-regent was furious but nonetheless saw the consequences in seeking to take Andurien. In an act of defiance, a regiment of McCarron's Armored Cavalry raided Scarborough and another struck Canopus IV, but otherwise the Liaos halted their advance at the pre-war borders. It was time for the FWLM to take action.

Janos met with his senior commanders—including Thomas, Duggan, and Duncan—on 1 June. Members of the diplomatic corps were also present, having just returned from back-channel discussions with Duchess Humphreys. Despite the failure of her endeavor, Catherine refused to bow to Janos, nor would she allow her territory to rejoin the Free Worlds. War was the only option.

About thirty minutes into the planning session, news arrived regarding the withdrawal of the Nightriders from Scarborough, and Duncan, as head of the Marik Militia, excused himself for a more detailed briefing. As he approached the secure chamber a few minutes later, a blast ripped through the gathering. There were no survivors.

Duncan himself dug through the rubble, despite the injuries he'd suffered in the blast, and helped extricate the bodies of his uncle and cousin Duggan. There was little recognizable of Thomas and several other of the attendees, though DNA evidence served to identify some of their remains. The harrowing tri-vid footage of Duncan's battered and burned face as he addressed the media on the Captain-General's death became one of the most iconic images of recent Free Worlds history. It was little surprise therefore that, with Janos' children Paul and Kristen showing little desire for the throne, it was Duncan who was nominated and confirmed as the forty-ninth Captain-General of the Free Worlds. *[The less charitable among the commentators—including some who cheered loudest for him at the time—suggested that Duncan's involvement in the rescue was to satisfy himself that his rivals for power were dead. —Thomas]*

Still bearing the scars of the blast, Duncan personally oversaw the investigation of its causes, and in 27 June, just under four weeks since the blast and nine days after his installation, the Captain-General announced incontrovertible proof of Andurien involvement. He declared the time for diplomacy over; Andurien would be brought back into the Free Worlds by force of arms.



**XomStzr XommuniquV 84567nr94-SLXOM-1-6-3035 (OmVgz 99 VnxryptVw):**

Yring him. Z suitV znw mVwixzl tVzm stznm rVzwy zt Koryo.  
[SignVw] WztVrly.

**XomStzr XommuniquV 86405nr94-SLXOM-10-6-3035 (OmVgz 99 VnxryptVw)**

Primus,

ThV Mzrik invVstigtion hzs yVt to gVt unWVrwzy, yVt puylix opin-  
ion sVVms to lzy thV ylmV zt thV foot of XzthVrinV HumphrVys znw  
thV ZnwuriVn SVxVssionists. Wunxzn Mzrik looks sVt to yV instzllVw  
zs thV nVxt Xzptzin-GVnVrzl—sinxV wV xzn't rVvVzl PrVxVntor Mzrik's  
survivil zt this junxturV—znw sVVms sVt to "VxpVwitV" thV invVstigt-  
tion to support his mztizl zgVnwz. ZtzxhVw zrV thV trznscripts wV  
rVxorwVw yVtwVnVn himsvlf znw his suyorwintVs thzt xonfirms thV  
ROM stztion xhivf's suspixion of his xulpzyily in this mztVr. WV  
xoulw rVvVzl this now through onV of our zgVnts, in VffVxt yloxking  
his zsxVnsion, yut thzt woulw not sVrvV us wVll. Pzul, KristVn, or  
ThVrVsV woulw yV forxVw to tzkV up thV rolV, nonV of whom hzV  
shown zny inwixtion of politixl zmyition or strztVgix lVzVrship in thV  
pzst. Zllowing Wunxzn to xzim thV thronV zt this junxturV mzy yV thV  
most VxpVwiVnt mVzsurV: whilV z poor politixizn, hV shoulw zt lVzst  
yV zylV to prosVxutV thV wzr VffVxtivVly, lVzving PzrlizmVnt frVv to  
zxt. KnowlVwVgV of his xomplixity in thV zsszsinztion givVs us z strong  
yrgzining xhip shoulw wV nVVw to influVnxV his zxtions—or VvVn  
rVmowV him from powVr.

—PVwrVgor Zliz, PrVxVntor of ZtrVus Stztion

**XomStzr XommuniquV 84567nr94-SLXOM-13-6-3035 (OmVgz 99 VnxryptVw)**

ZgrVwV. Zllow Wunxzn to xzim thV thronV znw fill thV powVr vxuum.  
HV xzn wo littlV hzrm in thV short timV hV will hzvV. PrVxVntor Mzrik  
will yV kVpt informVw of politixl wVvVlopmVnts in thV LVzguV, zt lVzst  
in so fzr zs his xonwition zllows. Zs you will no wouyt sVV whVn you ztt-  
Vnw thV First Xirxuit zt thV Vnw of thV month, hV rVmzins intVrVstVw  
in zffzirs in his homVlznw wVspitV thV VxtVnt of his injuriVs. WV will  
hzvV to wisxuss thV Pollux XontingVnxV.

[SignVw] WztVrly.

**XomStzr YriVfing 9-Y-15-3035-7-29:** ThV Pollux XontingVnxV

It sVVms unlikVly zt this junxturV thzt thV SuyjVxt will rVxovVr  
suffixiVntly to rVsumV his wutiVs without VxtVnsivV orgzn trznspznts  
znw mVxhznixl prosthVtixs. ThV pVrxVptions within his nztivV stztV  
mzy prVxluwV him from holwing offixV, zs too mzny pVoplv rVgzrw  
thV yionix prosthVtixs zs wVhumznizing znw zs possiyVl triggVrs to  
somV form of psychosis. Suxh supVrstitions zrV rVsisztnt to rztionzl  
wisxussion, znw thus wV will nVVw to yV xzrvful with his rVturn znw  
intVgrztion.

I woulw suggVst thzt in thV short tVrm thV SuyjVxt rVmzins  
hVrv zt Koryo for trVztmVnt znw thzt Pollux is yriVfVw for z long-tVrm

wVploymVnt. HV hzs zlrVzwy sVrvVw zs z yowy-wouyV for thV SuyjVxt  
on sVVVrzl oxzszions, though thVsV hzvV only yVvVn for z fVw hours  
zt z timV. FortunztVly, his fzmilizrity with thV SuyjVxt znw thVir shrzVw  
history givVs us xonfiwVnxV in his zyily to mzintzin z mzsquVrzwV of  
suffixiVnt wurztion to zllow us to xomplVtV work on thV SuyjVxt znw  
thVn to rV-suystitutV him for Pollux. WV rVxommVnw, howVvVr, thzt  
sVVVrzl zwwitionzl stVps yV tzkVn yVyonw thV surgixl znw informztion  
prVpzrztion Pollux hzs unWVrtzkVn:

- 1) WVTzilVw xognitivV znw psychologixl work: Pollux nVVws to  
know zs muxh zs possiyVl of thV SuyjVxt's lifV znw history, his  
knowlVwVgV znw his opinions, so thzt hV xzn xzrry out his tzsks  
VvVn with xlosV xonfiwznts znw fzmily of thV SuyjVxt. FortunztVly,  
his mznnVrism znw spVvVxh work is zlrVzwy zs goow zs xzn yV  
hopVw for, znw thV SuyjVxt's long zysVnxVs wuV to his tVnurV  
in our sVrvixV will rVwuxV thV winwows of lVzrning wV nVVw to  
fokus on.
- 2) Zs Pollux will no wouyt yV suyjVxt to mVwixzl sxrutiny wV will  
nVVw to Vnzxt surgixl mowifixztions to zpproximztV thV SuyjVxt's  
injuriVs, yut without thV nVVw for yionixs or orgzn rVplzxVmVnt.  
This will tzkV somV timV—possiyly sVVVrzl months—wuring  
whixh hV will not yV zylV to xzrry out thV rVquirVw xognitivV znw  
psychologixl work. Zs suxh, thV timVlinV for this proxVss will yV  
zpproximztVly z yVzr hVrv zt Koryo.
- 3) WV zlo rVxommVnw thzt zs Pollux is zlrVzwy yVing prVppVw for  
thV mVwixzl tVsts thzt will no wouyt yV xzrrivw out on him, stVps  
zrV tzkVn rVgzrwing thV WNZ znw yiomVtrix tVsts thzt will yV run.  
ThV proxVwurVs zrV outlinVw in thV zwwVnwum, yVt whilV thVrV  
is no nVVw for yonV-strukturV mztxhing thznks to our prior work,  
thV rVtinzl znw WNZ-xhimzVrism mowifixztions zrV yVyonw thV  
xppzyilitiVs hVrv zt Koryo. Zs suxh, wV yVliVvV thzt Pollux must  
unwVrgo trVztmVnt zt Fzxility Y on JzrwinV, znw must zt thV szmV  
timV yV kVpt ignorznt of thVir VxistVnxV.
- 4) Z wirVxt lizison yV VstzylishVw yVtwVnVn Pollux znw thV SuyjVxt  
with z viVw to fostVring xommunixztion znw unWVrstzning.  
Pollux will hzvV to zxt on his own initiztivV muxh of thV timV, yVt  
his zgVnwz will yV thzt of thV SuyjVxt. Pollux will yV thV SuyjVxt's  
mouthpiVxV, yut xznnot yV unthinking nor xzn hV zllow his own  
yVliVfs znw prioritiVs to VxlipsV thosV of thV SuyjVxt or thV  
OrwVr.

*[Wilson, if my simple cryptographic skills hold true it seems another  
piece of the puzzle has fallen into place. Someone needs to look into  
this. What was that name you mentioned before? Stevens? —Thomas]*

[Editor's Note: This exchange of communiqués was not part of the origi-  
nal documentation obtained from ISAP-FWL Archives, but was submit-  
ted (without verification or explanation) from an INN affiliate on Skye.  
The material was included as is, as it appears to mesh with the original  
material and may shed light on historical ComStar-League political  
activities of the era. Readers are, however, cautioned to view this mate-  
rial with some degree of skepticism and draw their own conclusions.]

## PHASE 2: THE RECAPTURE OF ANDURIEN (3035-3040)

No sooner had he attained the office of Captain-General and carried out the investigation of Janos' murder than Duncan shifted the Free Worlds onto a war footing. He ordered the redeployment of numerous troop formations to the districts around Andurien, seeking to cow the Anduriens with the vast array of forces facing them. Duchess Humphreys is reputed to have derided Duncan's efforts at intimidating her, saying, "he may be a half-decent MechWarrior and tactician, but he has as much strategic sense as old Janos did in his little finger." Upon hearing this, the Captain-General is alleged to have directed SAFE to find a way of eliminating the secessionist leader, though no written record of such an order has been produced.

Almost immediately the new Captain-General fell afoul of Parliament as he tried to secure funding for the war. While only the troops of Oriente and Regulus could decline his orders, the regional authorities were not obliged to provide logistical support for their troops when under federal command, leaving the FWLM to foot the bill. Duncan's de facto demand for a blank check raised the hackles of many MPs who didn't want to see their worlds facing an open-ended tax bill. Thomas' regency had seen charm and guile used to disarm parliament, but Duncan's authoritative stance—reminiscent of his great-grandfather, Thaddeus II—expected unquestioning compliance, something Parliament would never grant him. It took significant diplomatic maneuvering by the Duke of Oriente and Speaker Stewart to secure funding for the war, albeit not the limitless amount the Captain-General sought.

Selecting Mosiro as his advance base, the Captain-General departed Atrous for the front, leaving Parliament to deal with the "petty matters of politics" (as Duncan regarded it). As the forces gathered, he organized a series of exercises on El Giza and Kwamashu designed to get the disparate forces used to operating together, something particularly needed given the disastrous performance of the FWLM in the Fourth Succession War. By mid-October, though many troops were still en-route to the region, the Captain-General judged matters sufficiently advanced to begin operations against the renegade Duchy.

### DUNCAN'S CAMPAIGNS

#### 3035: THE YEAR OF RAIDS

While not the first blows of the war—FWLM troops had been interdicting supplies since 3031, and SAFE had been undertaking espionage and sabotage missions almost as long—the campaigns of 3035 were the first coordinated blows aimed at regaining control. Initially there was little to identify this as the start of the "big push," but records captured on Andurien at the end of the war made clear that Catherine Humphreys had little doubt about Duncan's preparations and intentions.

#### Conquista (October)

Staging from their base on Furud as they had for the last five years, the raid by the First Atrous Dragoons' Alpha Battalion

against Conquista was a far cry from their previous attacks. Rather than targeting supply dumps and communications infrastructure as they had done in four prior incursions, the unit probed the defenses of key military sites across the planet. They avoided significant engagements, breaking contact when challenged by a substantial Andurien force, and departed in less than a week. Though neither side took significant casualties, the FWLM had a better insight into the deployment and resolve of the Duchy's forces.

#### Shiro III (October)

While their sister battalion struck at Conquista, the First Atrous Dragoons' Beta battalion dropped on Shiro III, initially aping previous raids on supply bases but then suddenly shifting objectives to a regional command center. Unlike the feint-and-withdraw tactics on Conquista, the Atrous attacks on Shiro III deliberately sought an engagement, pressing on the defenses until the determination of the First Defenders of Andurien was clear and the Fifth Defenders began to shift their deployments in support of their sister formation. After only five days on world, the Atrous withdrew to their DropShips and escaped, having lost two lances of 'Mechs in the raid. Their mission was considered a success, however, as it netted significant information on the strength and deployment of the two Andurien units, information that was vital to the war effort. Though they didn't yet know it, Shiro III was earmarked as the first of Duncan's key objectives, and the FWLM would be back in force within a few months.

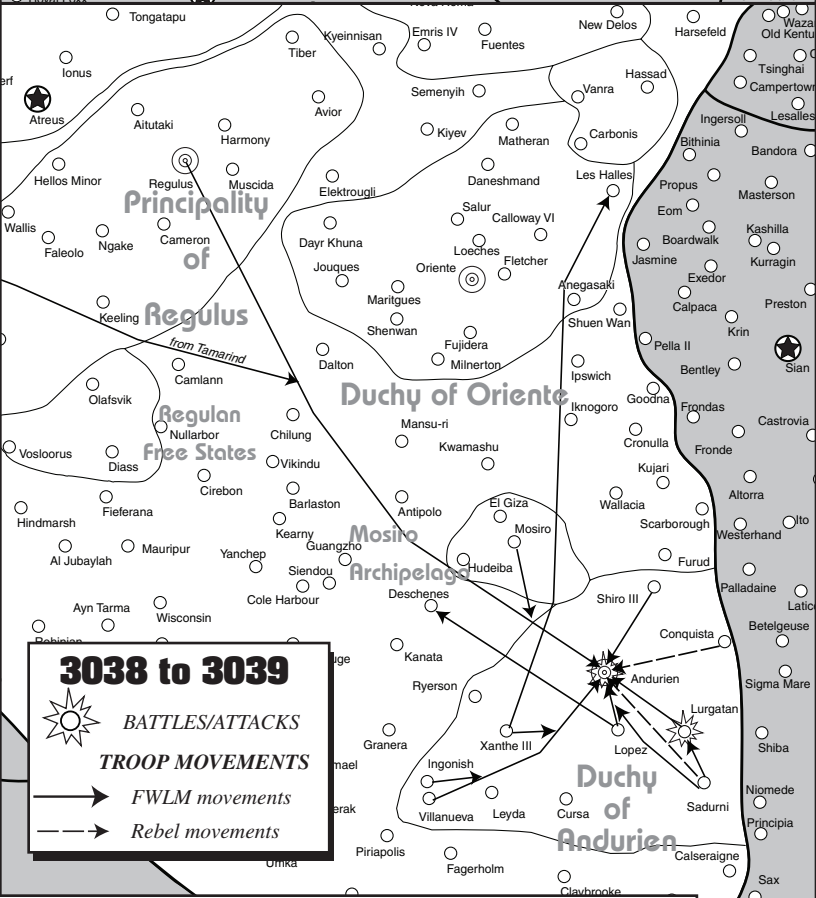
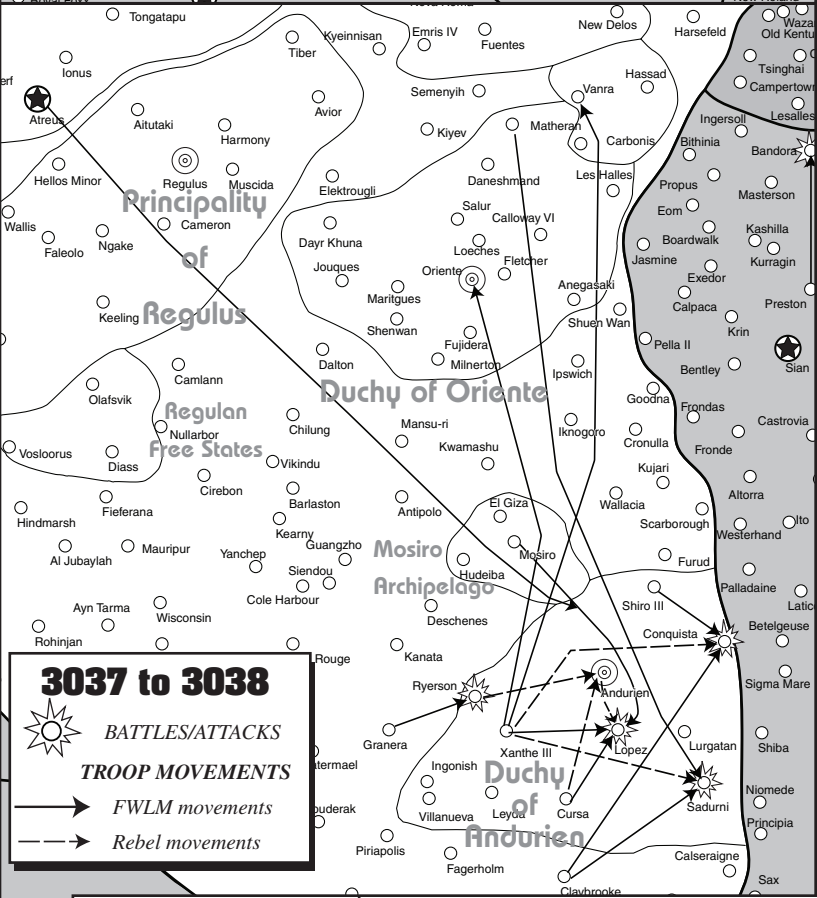
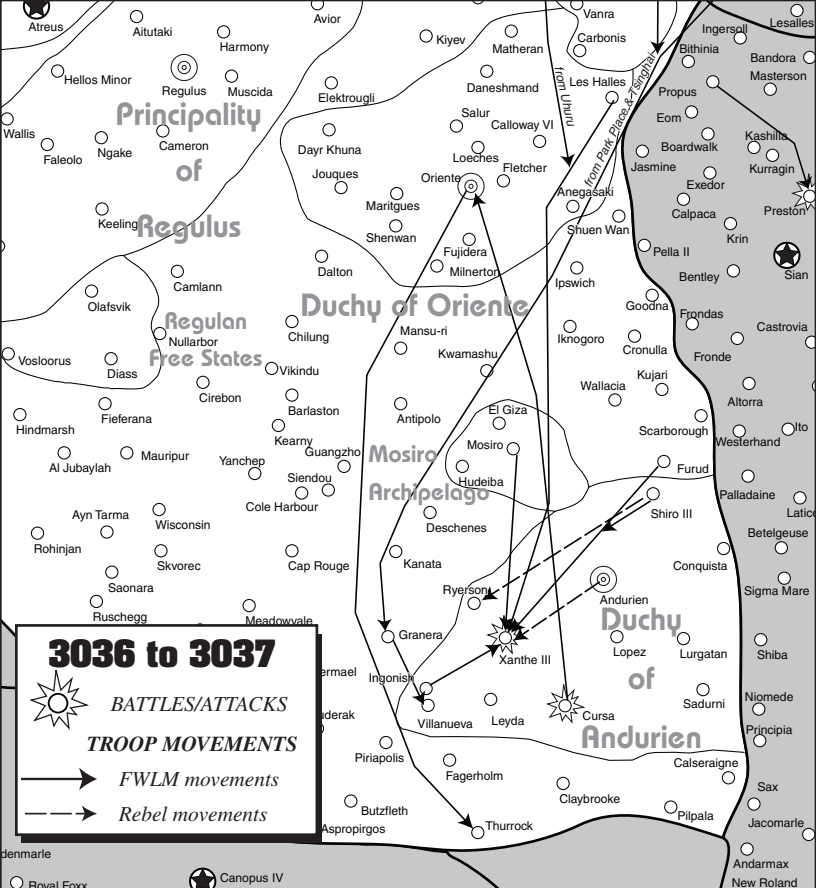
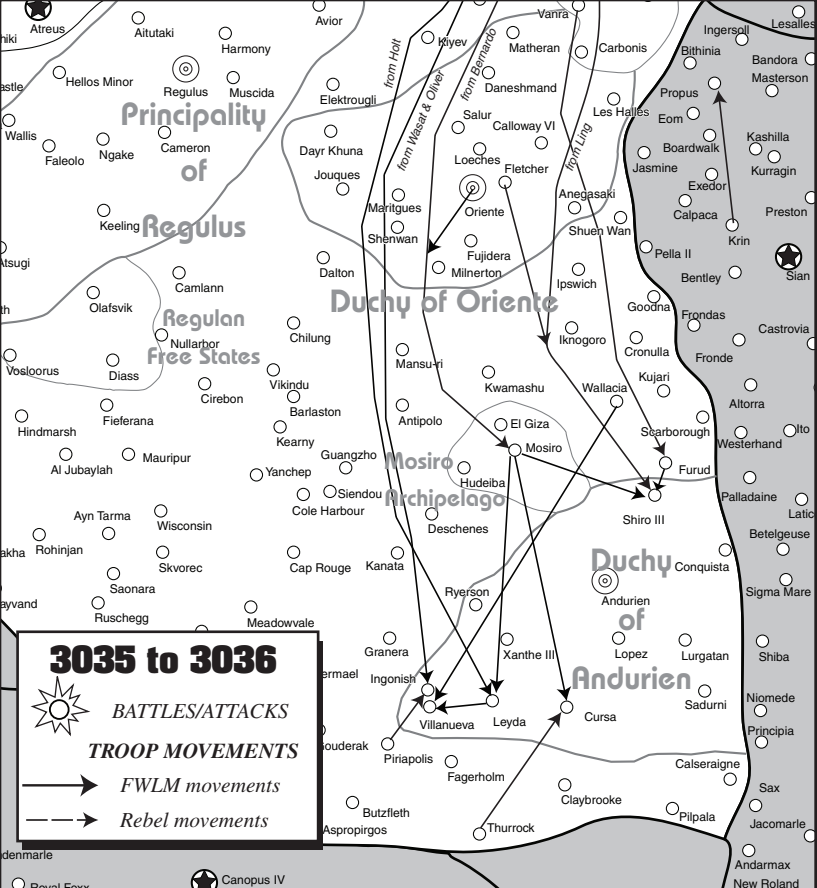
#### Milton (November)

While dealing with Andurien was the Captain-General's primary focus, he knew that keeping the Federated Commonwealth and Capellan Confederation off-balance was of vital importance. Takashi Kurita made it clear to Duncan that he regarded the Concord of Kapteyn to still be in effect and he expected the Mariks to do their part against their common foe. Duncan did not like being pressured in this manner, but he understood the military benefits. The Fifth Regular Hussars had already carried out numerous raids into the troubled Skye region of the Lyran Commonwealth, wracked by secession fever in the wake of Rasalhague's formation, but their attack against Milton in mid-November succeeded in overrunning a number of LCAF supply dumps, material that was transported back to the League for use in the Andurien campaign. The Fifth were bloodied, but the LCCC authorized significant equipment and personnel to return them to full strength, a move that also mollified Prince Cameron-Jones.

#### Nestor (November)

Ever open for opportunities to exploit, the possibilities offered by a distracted Free Worlds prompted Archon Katrina Steiner to keep a close eye on the border despite her own difficulties in Skye and the preparations for a renewed offensive against the Draconis Combine. The raid on Nestor was one of a succession of probing attacks carried out by units such as the Second and Third Republicans on the orders of the canny archon, but the Fifth Brigade of the Fusiliers of Oriente turned





**PLANET KEY**

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

Free Worlds League  
**Andurien War**  
**3035 to 3040**

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**LEGEND**

30 LIGHT YEARS

90 LIGHT YEARS OR 20.1 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward  
 Rimward  
 Spinward  
 Anti-spinward

back the raid with minimal losses. The clash was, however, only the first that Lew Konoslev and his troops would face over the next few years.

### **Harsefeld (November)**

A second objective of raids by the Steiner-Davion alliance, Harsefeld threatened to escalate into a major conflict. Redeployed to Ibstock after the loss of their homeworld in the Fourth Succession War, the First Sirian Lancers moved against the incursion, seeking bloody vengeance for their loss despite the relatively poor state of their equipment. A series of short and brutal engagements demonstrated their determination—albeit at the expense of precious equipment—and, faced with such fanatical opponents, the Steiner-Davion forces quickly disengaged and boosted off-planet.

### **Sierra (November)**

Perhaps encouraged by LIC operatives, the Circinus Federation chose the tail end of 3035 to resume their raiding against the Free Worlds. The Trinity worlds bore the brunt of these raids, the most significant of which was against Sierra. Although considered outsiders by the native population, the Fifth Oriente Hussars fought valiantly despite the dishonorable tactics employed by the invaders. A counter-raid against Clayborne II that leveled several military facilities (and the palace of a petty lord) convinced the Circinians to cut back on their attacks while solidifying the relationship between the Fifth and the Sierran population.

### **Palladaine (December)**

Having narrowly avoided the CCAF attack on Scarborough (as they were raiding targets inside the Duchy of Andurien), the Sixth Marik Militia were nonetheless infuriated by the damage inflicted on their staging area. Having occupied the world since 3032, they'd developed a certain fondness for the population and shifted their attention to Palladaine. Held until recently by the Andurien forces and the target of two previous Militia raids, Palladaine hosted a military cantonment that was well known to the FWLM troops, a force that staged a surgical strike that destroyed significant CCAF material.

## **3036: HAMMERBLOWS**

If 3035 was the soft prelude to the assault on Andurien, 3036 was the loud fanfare. The assaults Duncan unleashed were neither small nor restrained but rather designed to overwhelm the planetary defenders quickly and efficiently. However, of the seven worlds targeted, only Shiro III was known to have first-line troops among the defenders, though any complacency the FWLM troops had about the other defenders would soon be erased.

### **Ingomish (January)**

The first world scheduled to be liberated from Andurien control, Ingomish came under attack by the Third Free Worlds Guard, the Thirteenth Marik Militia, and the Protectorate's Iron Guard. Staging a daring combat landing at Moncastro in the Luga

Hills, the Iron Guard brushed aside the disorganized resistance and secured a landing zone for the DropShips of the Thirteenth Militia and the Free Worlds Guard. The ultra-loyal Marik forces—the Thirteenth's commander had attended the academy with the new Captain-General—systematically reduced their opposing planetary militias, taking command of all key governmental and military facilities in under five days. It would be another two weeks before the world was considered pacified, but it seemed that Duncan's invasion had gotten off to a storming start.

### **Leyda (April)**

Targeted by the First Oriente Hussars and the 18<sup>th</sup> Marik Militia, Leyda was no better defended than Ingomish, and the Andurien forces surrendered in short order when faced with the over-strength Hussars and the determined Marik Militia. Neither unit lost 'Mechs to enemy fire, though both had a number of infantry troops fall to snipers and improvised explosives in the weeks that followed. By May, Leyda was no more troublesome than any other League World, and the Hussars were withdrawn and assigned to Villanueva.

### **McAffe (May)**

Having failed to make headway on Nestor, the LCAF targeted the world of McAffe to stir up League politics—the world was garrisoned by a Regular unit—and to observe the Free Worlds' response. The Fifth Brigade, which had driven back the Nestor incursion, found themselves deployed once more in support of the green Ninth Regular Hussars. No sooner had they landed on McAffe and begun to coordinate with the Hussars—hitherto little more than a punching bag for the raiders—than the LCAF troops withdrew. A fighter lance from the Fifth made several passes over the Steiner positions but was prevented from engaging the ground troops by the Lyrans' own aerospace craft.

### **Shiro III (May)**

With two "victories" already, Duncan had high hopes for the invasion of Shiro III but knew that, unlike the two previous campaigns, his forces faced battle-hardened troops. Three regiments were tasked with the assault—the Atrean Hussars, the First Marik Militia, and the First Fusiliers of Oriente—each with attendant armor and infantry forces. Theoretically they significantly outmatched their opponents, the First and Fifth Defenders of Andurien, who had been brutalized by five years of war against House Liao. However, while officially listed as veteran and regular respectively, post-campaign reports suggest both of the combined arms regiments were veteran or elite.

Over-eager, the Atrean Hussars and its attendant armor and infantry regiments moved to encircle the Fifth Defenders, believing their victory against the smaller force would be quick and easy. They were soon disabused of that notion as the battle-hardened Andurien troops counterattacked viciously, throwing the Hussars' advance into confusion and leaving their supply dumps and command post in flames. Despite outnumbering their opponents three or four to one, the Hussars might have been shattered by the formidable Andurien troops, but the



approach of the less impetuous Marik Militia and the Fusiliers of Oriente prompted them to disengage and withdraw to their DropShips, boosting off-world for Xanthe III.

The First Defenders of Andurien, situated in the city of Mina, were in better shape than the Fifth, fielding perhaps five companies of 'Mechs, but, facing a less impetuous foe, they would have little chance to brutalize the Marik troops. They had also been the focus of much of the planning concerning Shiro III, battleplans refined and updated with the information from the 3035 raids. Counterbalancing this were their defensive positions and pre-planned artillery barrages that would exact a heavy toll from any attackers. The first stage of the offensive against the First was a series of probing attacks that the Defenders met and repulsed easily. A similar pattern followed over the next week, as first the Fusiliers and then the Marik Militia staged operations against Mina. Some days there were three or four raids, on others none. The Defenders, while suffering only minor losses, were forced to remain on alert continuously while the two FWLM regiments, backed up by the Atrean Hussars, could maintain the pressure indefinitely. If the pattern continued for long, exhaustion would cripple the Andurien troops, allowing the loyalists to walk in, but any effort to withdraw would be met by two relatively fresh regiments. Desperate measures were called for.

On June 7, two weeks after the landings, Alpha Provisional Battalion of the First Defenders of Andurien launched an assault on the Oriente positions, pushing them back from Mina. Simultaneously Beta battalion engaged the Marik Militia, the speed and ferocity of the attack threatening the command post. As the battle raged, none of the FWLM troops noticed that it was only the Andurien 'Mech forces that were engaging them; the armor and infantry were using the attackers' preoccupation to board their transports. The sudden boosting of their conventional troop transports was the Defenders cue to disengage and withdraw, and for the first few minutes their flight was unimpeded. As the first troops loaded onto their DropShips, however, the Fusiliers of Oriente and Marik Militia (and even some of the Atrean Hussars) brutalized the rearguard. More than a company of Andurien 'Mechs fell in the forty-minute engagement, but the vast majority of the Andurien troops escaped to Ryerson.

### **Villanueva (May)**

The First and Second Oriente Hussars invested Villanueva in the second week of May. Recently rebuilt after the disastrous battle on Wallacia, the Second Hussars saw this action as their blooding and were keen to engage the enemy, though Colonel Calderon Benge knew his force was subordinate to the more experienced First Hussars. Employing the regiment's fast medium 'Mechs, he sated both desires with a series of lightning raids on garrison positions that provided valuable intelligence. Whereas the Second had been rapiers, leaving a host of small wounds on their opponents, the First were a sledgehammer. Their three reinforced battalions quickly overwhelmed the opposition, crushing everything in their path. Only one engagement threatened the First when two battalions of Andurien armor tried to overrun the Hussars' Beta Battalion. Expecting a substantially

less numerous foe, the militia were horrified by the Hussars' return fire and quickly withdrew; the First lost three 'Mechs, while the militia lost fifteen tanks. Within two weeks, the campaign was over and Villanueva judged pacified.

### **Uhuru (August)**

Another probe by Lyran forces triggered a pitched battle with the Twentieth Marik Militia on Uhuru. Expecting only light resistance, the Skye forces were surprised to encounter the forward-deployed Militia. The planned objective raid turned into a three week running battle that cost each side approximately a company of 'Mechs before the Steiner troops could link up with their DropShips and escape.

### **Cursa (December)**

The last invasion of 3036, launched on 4 December, the "liberation" of Cursa was expected to be as easy as that of Ingomish or Leyda. Indeed, a succession of clashes with the garrison troops ended in the invaders' favor and the two units—the green Twenty-fifth Marik Militia and the elite First Free Worlds Guards—prepared for an uneventful occupation.

The bomb that ripped through the Guards' command center a month after the invasion was a complete surprise to the FWLM troops. The experienced Guards were effectively decapitated by the strike and were ill-prepared for what followed: an all-out assault on their positions by Andurien troops, and not the planetary garrison but rather elements of the Fourth Defenders of Andurien who had been on-world when the invaders landed but who had remained hidden.

Both loyalist units took a drubbing—the Militia was reduced to battalion strength, and only the assumption of command by Force Commander Alfred Gradjeda prevented them from being overrun. Gradjeda would go on to wage a three-month campaign against the Anduriens, fighting with only the resources available as events elsewhere in the League threw the FWLM command structure into chaos, eventually driving the remaining Fourth Defenders off-world in May 3037 (they withdrew to Andurien). The humiliation of the unit's brutalization by the Andurien forces would remain with the First Guards for some time, coloring their actions later in the war. The Twenty-fifth, rendered combat-ineffective by the campaign, were withdrawn to Oriente.

## **THOMAS' RE-APPEARANCE**

On 5 December 3036, Thomas Marik reappeared before Parliament. Clearly still in some discomfort after the injuries he'd suffered eighteen months earlier, Thomas was nonetheless a forceful presence in the chamber, and immediately after his presentation and acceptance by Parliament he gave an account of his escape and convalescence. Among the information he revealed was that ComStar did not believe Andurien culpable for bomb attack that killed his father, and while he didn't go so far as to name the culprit it was widely suspected that Duncan was to blame. Impeachment and prosecution were suggested.

Thomas' appearance was met with skepticism in some quarters. Some asked how he survived the bomb, while others,

though accepting the stories of his rescue and rehabilitation asked if he was still human—a concern unique to the Free Worlds. The issue of bionics and their dehumanizing effect was a concern to many, and to put the public’s mind at rest Thomas underwent a full medical scan, which also allowed DNA and biometric testing to confirm his identity. It was shown beyond doubt that not only was this Thomas, but also that, though badly injured, he had not needed bionic or organ replacements. Unfortunately, rumors of the “bionic Captain-General” continued to circulate through the League for years.

News reached Duncan on Mosiro of Thomas’ survival and his rapturous welcome by Parliament. Duncan had little time for the political body, and his high-handedness had earned him their enmity. He suspected they would throw their power behind his cousin and seek to unseat him. Even if Thomas had no evidence of his complicity in the assassination [*Which I did, though I never had to reveal it. –Thomas*], Parliament would be at his heels like a pack of ravening dogs, bringing him down with numbers and persistence. He had to prove quickly and decisively that he was the only viable choice as Captain-General. He had to win the war, and he had to do it with style. No longer would his troops be chasing mediocre targets. Instead, they would go for a world that was second only to Andurien in the eyes of the rebels: Xanthe, fief of Humphreys family.

### **Xanthe III (Phase 1, February 3037)**

Unlike the previous operations, Duncan chose to lead the invasion of Xanthe personally, dropping with the Tenth and Fifteenth Marik Militias and the Head Hunters mercenaries against, it was believed, the Third Defenders of Andurien. Unbeknownst to them, however, substantial elements of the Fifth Defenders were also on-world, having retreated there from Shiro III (loyalist intel believed them to be on Conquista). The invaders had a numerical edge, but the Anduriens had the advantage of home defense and several years’ recent combat experience.

The initial landings went well, the two militia units working well together while the mercenaries raided outlying districts, and clashes with the local militia went in the loyalists’ favor. However, probing attacks and recon flights failed to pin down the exact position of the Third Defenders, and the slow pace of operations to determine the enemy’s deployment rankled Duncan, who egged his commanders on. The Captain-General pushed his troops toward the city of Estan in the foothills of the Balzan Mountains and the rumored HQ of the Third Defenders, where he expected to fight a decisive battle for control of the world.

So confident was Duncan in his assessment of the Andurien tactics that he dismissed several probing attacks on the left flank of his formation by Andurien ’Mechs as a desperate attempt to draw his troops away from Estan, sending the Head Hunters (whose abilities he did not regard highly) to chase down the raiders while the FWLM troops moved against the city. The mercenaries’ efforts to deal with the probes quickly turned into a game of cat and mouse that trailed across half the continent.

As expected, Estan was surrounded by defensive works, including long trench systems and both anti-vehicle and anti-armor emplacements. The two loyalist regiments began work to isolate the defenders from the outside world, encircling the reported two battalions of Andurien ’Mechs. The Marik artillery began laying down barrages, and aerospace craft attempted precision strikes against the Defenders. The Andurien forces refused to rise to the bait, however, instead remaining for the most part in their bunkers with only scattered lances visible to recon over-flights. If his dream of a swift and decisive victory was to be achieved, Duncan realized, his troops would have to go in after the rebels. He ordered both regiments to begin a slow street-by-street advance into the city.

The initial resistance was light, but as the two forces pushed their way deeper into Estan they came under heavy fire from anti-armor infantry and tanks, as well as a number of heavy ’Mechs. The progress was satisfactory, however, and Duncan’s hopes rose. After two days of fighting the loyalists had pushed their way to about a kilometer from the city center, where it seemed an Andurien battalion had prepared a redoubt. Advancing the last kilometer took another five days, and during the last days the loyalists came under fire from an Andurien artillery battery sited on the mountainside overlooking the city. Leaving his troops to maintain the advance, Duncan personally led an attack on the artillery position in his *Orion*. The outcome was a turning point in recent League history.

Rather than the light shielding force he expected to overrun with ease, Duncan’s detachment encountered two battalions of the Fifth Defenders. On 4 February, the forty-ninth Captain-General of the Free Worlds League died in the snows of the Balzan Range, gunned down after he ejected from his ’Mech.

Having dealt with Duncan, the Fifth Defenders then charged into the rear of the Marik Militias, and the Third, who had been conserving their strength until the Fifth arrived, counterattacked vigorously. The regular Fifteenth Militia shattered under the pressure, fighting as lances and companies rather than a cohesive force, but the Tenth fought tenaciously. Their commander, Samuel Garibaldi, took command of the FWLM taskforce and struggled to hold them together. Trapped between the two Andurien regiments, he knew his force would quickly be ground down, so he focused his heavy ’Mechs on a point of the line where two of the Third’s battalions met, breaching the line and allowing his light company to enter Andurien rear areas. With their command center and stockpiles threatened by the fast machines, the Defenders slackened the noose on the loyalists, who broke out of the encirclement and established a defensive position in Estan’s industrial quarter. More than a third of the Tenth’s ’Mechs were lost in the desperate disengagement, and more would fall before reinforcements arrived. Less than half of the Tenth made it out of the city, though many of their ’Mechs were captured intact by the Defenders. Ironically, of the loyalist forces only the disparaged Head Hunters remained intact, becoming the bulwark of the FWLM defense in the coming weeks.



### THOMAS' CAMPAIGN

Even before Duncan's death Thomas was flexing his political muscle. Having been kept abreast of events in the League by ComStar, he was perhaps better informed than many of the representatives, and with Parliament regarding him as the leader of the League, Thomas addressed the gathered MPs on several occasions. He pointed out the problems that the friction between Duncan and Parliament—and even between the MPs and his father, Janos—had caused for the effort to recapture Andurien. He proposed a solution, an addendum to the Act of Incorporation, which further centralized power and made it easier for the Captain-General to wage war, simultaneously abolishing the Home Defense act that had been the bane of the League's military leaders for the last century.

Scared by the instabilities within the League and the repercussions of the secession, many of the minor provinces represented in Parliament once again sought to abrogate their responsibilities, placing the burden on the federal government. Regulus, and to a lesser extent Oriente, opposed the move, appreciating that it stripped away their special status under the Internal Emergency act, but neither could stand against the tide of the unaligned provinces. Rather than fighting a bitter political campaign that he'd lose, Duke Halas acquiesced to the proposal and in doing so preserved his working relationship with the Captain General. Regulus voted against the Addendum but could not hope to prevail.

### Xanthe III (Phase 2, March-May)

Learning of Duncan's death on 8 February, Thomas took immediate command of the military (even though Parliament wouldn't confirm him as Captain-General until the eleventh) and took action to save the situation on Xanthe. The First Fusiliers of Oriente, still licking their wounds after the Shiro III campaign but preparing for an assault on Conquista later in the year, were ordered to take up positions to support the remaining Marik Militia until full-scale reinforcements could be deployed. On 14 February, the Fusiliers staged an orbit-to-surface drop onto the foothills of the Balzans, moving to support the Tenth and allowing the broken Fifteenth to escape off-world to Oriente. However, with less than a battalion of the Tenth remaining functional, even the Fusiliers, under-strength as they were, were insufficient to push back both Defenders of Andurien regiments. All they could do was hold their opponents until more reinforcements arrived.

Unfortunately the first troops to arrive on Xanthe were the Tooth of Ymir mercenary regiment in the employ of Andurien. Bloodied by the fighting on Betelgeuse, they nonetheless posed a grave threat to the FWLM. Fortunately the Iron Guard arrived on March 29, making the Andurien forces pause for thought, and the Fifth Marik Militia and the 12<sup>th</sup> Atrean Dragoons both landed on 2 May to give the loyalists a decisive edge. On 5 May, the Anduriens disengaged from Estan and began a fighting withdrawal into the Balzans, chased by the Fusiliers and Fifth Militia while the Iron Guards and Dragoons secured Estan. Initially the rebels withdrew in good order, but as the loyalists pressed



them hard, the Anduriens abandoned many of their supplies in order to speed their disengagement, a bloody last stand at New Barstow the rebels' only resistance to the onslaught. By the end of the month, both Defender units had departed Xanthe (the Third for Sadurni and the Fifth to Conquista) while the battered and bloodied Tooth (mercenary Colonel Heller died leading the Andurien rearguard and was succeeded by Susan Shadwell) made for Outreach, their contract completed and invitations to extend their employment declined by their new colonel.

The loyalists paused to take stock of their situation, with Thomas calling a halt to all offensive operations for the rest of the year to develop a cohesive strategy that would conclude the war successfully. Thomas, acknowledged as the fiftieth Captain-General, did not want to take chances to win quickly. He wanted to win as efficiently as possible, and also—as would become a trademark of his rule—sought to give diplomacy one last chance.

### 3038: PREPARATIONS

The six-month suspension of military operations allowed Thomas and the LCCC to plan a cohesive strategy for the reduction of Andurien's defenses. 3038 would tighten the noose around the rebel Duchy, stripping away the outer ring of worlds in preparation for an assault on Andurien itself the next year. Thomas readied forces to strike at four worlds but only attacked one at a time, learning the lesson of Xanthe and keeping the troops for the latter assaults available to support the initial invasions as needed. As it happened, such caution was not needed, but his preparations for the battles for Conquista and Sadurni proved to observers that even though he'd never served in the armed forces, the military prowess of the Mariks bred true in Thomas.

#### Sadurni (February)

Landing on Sadurni on 11 February, the Eleventh Atrean Dragoons and the Eighth Orloff Grenadiers faced a single battalion of the Third Defenders. They were warned against over-confidence, however, as the Third had put up stiff resistance on Xanthe despite equally poor odds. The Third proved as tough an opponent as predicted, but without backup they were unable to repeat their success on Xanthe. They did, however, extract a price.

Rather than staging a stand-up fight, they broke into lance-sized units and scattered, forcing the pursuers to likewise break into miniature task forces to hunt them down. Working to a pre-arranged schedule, several of these lances would come together for a raid against a loyalist force before scattering again, inflicting a host of small wounds whose effect grew steadily. These hit-and-run tactics could have continued indefinitely but the Eighth Orloff, already infamous on the Periphery border, fought back mercilessly, caring little for collateral damage to people and property. After less than two weeks of fighting, realizing that their tactics would only lead to civilian carnage, the Third Defenders abandoned Sadurni and chose instead to focus their efforts on protecting Andurien *[The Eighth were warned over their tactics, but resources were too scarce to keep them out of the operation so instead they were employed where their tactics would cause least damage. —Thomas]*.

#### Lopez (August-October)

Although only two battalions of the heavy Sixth Defenders of Andurien were on Lopez (a battered third was reforming on Andurien), the rebels had managed to assemble a formidable amount of armor and infantry to supplement their integral combined-arms force. The three invading League units were justifiably wary of the gathered forces. In a pitched battle, the odds were in the favor of the Defenders and their plethora of conventional units; as used to be said by the Russians of Terra, "Quantity has a quality all its own."

Rather than facing the "monster" (as they came to call the Sixth) on its own terms, the loyalists instead chose to fight a mobile campaign with considerable emphasis on raids and fast actions rather than getting bogged down. The Fourth Oriente Hussars and the First Free Worlds Guards led this effort, favoring night attacks and ambushes to whittle down the Defenders and other independent militia units. The Thirtieth Marik Militia remained in reserve, tasked with securing the FWLM's DropShips and supplies, though small detachments accompanied the two more experienced units.

On two occasions, matters looked like they might spiral out of control into the massive engagement the FWLM feared, once during operations near the Mahon manufacturing complex when the First Guards were very nearly pinned in the industrial park, and in mid-September on the shores of Lake Segovia when detachments of the Sixth Defenders and the Fourth Hussars stumbled into each other, each calling in reinforcements. Fortunately the FWLM forces managed to break contact in both cases before overwhelming numbers of Defenders could be brought into play, and by early October defections were causing more damage to the Sixth than was combat.

On 21 October, with their manpower badly depleted, the Defenders bolted. Abandoning the planetary militia, they suddenly broke contact with the loyalist forces and made a lightning dash toward their DropShips. Had they reached them they could have joined with the other Defenders on Andurien. Unfortunately for them, the commander of the Fourth Oriente Hussars correctly judged their intentions and maneuvered a battalion of his troops to block their path. Exhausted and dispirited after three months of fighting, the Sixth had little heart for a fight, and, after failing to break through the Hussars and with the remainder of the FWLM troops approaching at speed, they surrendered. The Loyalist commanders were surprised to learn that scarcely a battalion of Defender 'Mechs remained operable. The Hussars received the Oriente Legion of Merit for their actions but were so badly bloodied that they sat out the rest of the war, spending their time on a garrison duty many regarded more as punishment than reward.

#### Ryerson (August)

Gathering on Granera before invading Ryerson, the Second and Fourth Marik Militias expected to face the elite (but badly mauled) First Defenders as well as planetary militias. Fortunately for them, Dame Catherine realized the need to husband her forces for the final battle on Andurien, and she withdrew the



Defenders once the fate of Conquista and Sadurni was clear. They still had to overcome the militia defenders, but this was a task they achieved quickly and efficiently, securing the world in just over four days—the fastest victory of the campaign. The speed and maneuverability of the Fourth Militia was central to the victory, allowing the loyalists to scout enemy positions. The Second would then maneuver into position for a conventional assault, pinning the militia in place while the Fourth struck the flanks and rear. Most of the militia units disintegrated when faced with such tactics, and 100 hours after the FWLM troops began operations the planetary authorities surrendered to the Captain-General.

### Conquista (November-December)

The Sixth Marik Militia spearheaded the invasion of Conquista on 9 November 3038, making a contested orbit-surface drop through swarms of the renowned Andurien aerospace forces. The battle in orbit of Conquista was the sole acknowledged naval engagement of the Andurien war, with fighters and combat DropShips of both sides swarming around the lumbering transports. Most of the Sixth's 'Mech forces landed on Conquista despite the enemy action, though two armor transports and one of infantry were lost. With the Sixth having secured a foothold on Conquista and their aerospace forces victorious in the orbital superiority clash, the Second Free Worlds Guards and the Atrian Hussars made landfall, and the campaign to liberate the world began in earnest.

After several skirmishes with planetary militia, the three regiments converged on the core of the resistance to the occupation, the Fifth Defenders of Andurien, who were in poor shape after the Liao campaign and the battles on Shiro III and Xanthe. Working methodically, the FWLM troops corralled the Defenders, forcing them into a steadily shrinking perimeter on the plains west of the capital. Had the plan been followed to the letter, it seems likely that the Defenders would have been contained and reduced in short order. Unfortunately, the Hussars' commander wanted a measure of revenge after their brutalization on Shiro III at the hands of the Fifth. Advancing too quickly, they allowed a gap to form, through which the Fifth sallied several companies, promptly running roughshod over the rear areas of the Sixth Marik Militia. The regiment turned and beat back the Anduriens, but not before the rebels had broken out of the cordon and escaped onto the plains.

With the Sixth licking its wounds and the Hussars deemed a liability (they would be rotated off-world before the end of the campaign as tensions between them and the Sixth rose to boiling point), the pursuit fell to the Second Guards, who, though more than sufficient to harass the Fifth, lacked the numbers to crush them completely. Captain Urien Domei [*That would be your cousin Photon in his incognito days. —Thomas*] commanded a daring series of raids that kept the Defenders' off-balance, but by 10 March the rebel unit had escaped off-world, and the two remaining Loyalist units exerted control over the rest of the planet.

### Other actions

3038 saw a handful of other actions as the FWLM raided its neighbors and was raided in turn. The Fifth Fusiliers of Oriente fought off another probe directed at Nestor while the Third Fusiliers found themselves embroiled in a short but vicious campaign on Epsilon against mercenaries in the employ of the House Steiner.

On Galisteo, almost as far from Andurien as was possible while remaining in the Free Worlds, Swann's Cavaliers came under attack by the Thumpers, a regiment unit in Lyran employ. After an initial assault that very nearly saw the Lyran troops overrun their HQ—the Cavaliers were scattered across the planet—the mercenaries rallied and the two units fought a war of nerves and maneuvers that lasted several weeks. The animosities engendered in the campaign would fester over the years that followed, resulting in a number of repeat engagements as the two units raided and counter-raided.

Of more immediate concern to the LCCC were the series of raids by the LCAF's Ninth Lyran Regulars, Second Republican, and Third Republican regiments against industrial targets in the Terran marches. Prior raids against Connaught and Alphard had put the FWLM troops on high alert, but the attack on Irian in mid-3038 threatened to ignite a whole new front in the war as the media of the industrial world clamored for vengeance against the interlopers. Thomas was able to calm the situation, however, and while raiding continued over the next decade, all-out war with the Steiner-Davion allies was averted until Operation Guerrero.

## 3039: THE YEAR OF TWO WARS

The last full year of war dawned with only two worlds under Andurien control. One, Lurgatan, was considered little more than a distraction, but the other—Andurien itself—promised a battle of titanic proportions.

### Lurgatan (April)

Lurgatan was regarded as little more than a nuisance, all Defender formations having pulled back to the capital. It could have been ignored but the Capellan Confederation, now solidly in the hands of Romano Liao, was making noises about seizing Andurien worlds as reparations for the attacks on their territory. Lurgatan could not therefore be left open to Liao opportunism, but neither did Thomas wish to deploy a significant troop formation. Instead, he hit on way of maximizing his forces while bringing the errant world into line: he ordered the infamous Eighth Orloff Grenadiers to secure Lurgatan, then sent a personal message to the planetary government informing them of the unit he'd dispatched. With their reputation preceding them, Lurgatan had no desire to be brutalized by the Eighth, and no sooner had they landed than a government delegation met the Orloff commander and surrendered the planet.

### Les Halles (August)

In mid-August the Fifth Marik Militia pushed back a Liao probe against Les Halles, widely believed to be a response to

the Ninth Marik Militia's raid on Capella. The CCAF attack was half-hearted and failed to inflict any significant damage on the Militia or the market world's infrastructure.

### THE WAR OF 3039

As the FWLM geared up for the assault on Andurien, the Steiner-Davion alliance launched the long-expected war against the Draconis Combine. Although many regard this as a war of the Steiner-Davions vs. the Kuritas, the Free Worlds (and even the Capellan Confederation) were embroiled in the military action. The Free Worlds' involvement is better covered elsewhere, most recently in Anastasius Focht's *War of 3039*, but as it took place concurrently with the Andurien war some knowledge of the operations are essential here, both to explain why more troops weren't committed to these operations and also to explain why some of these forces which were later used on Andurien were not at full strength

While some of the worlds targeted were merely raids, following the pattern of the previous decade, most were—unusually—attempts to liberate worlds that had formerly belonged to the Free Worlds. Six worlds were targeted for liberation attempts, while six FedCom worlds (and one of House Liao) were raided.

#### Menkalinen (May)

The first (and only successful) operation to liberate a former League world saw the Fifteenth and Thirtieth Marik Militias recapture Menkalinen on 5 May, 3039. This returned to League control a world it had shared with House Liao until the Fourth Succession War had ejected both parties. The Steiner-Davion allies protested the occupation but made no move to retake the world.

#### Hsien (July-August)

Targeted for liberation by the Third Free Worlds Guards, Hsien quickly turned into a nightmare for the FWLM forces. When the noble ruler of the planet died in FWL custody (of natural causes), accusations of murder were rife, and resistance to the occupation degenerated into a guerrilla war. The needs of the Andurien campaign hampered efforts to deploy garrison troops (they remained on Oriente as part of the reserve), and with news that two regiments of Wolf's Dragoons had been contracted to recover Hsien, the Third withdrew.

#### Callison (August)

After facing nothing but Steiner and Davion raiders for the duration of the Andurien War, the Thirty-first Marik Militia departed their base on Uhuru and seized Callison with minimal effort. They found the population cool to their presence, though as news of more former FWL worlds struck by the Mariks filtered through, the population became more accepting. Unfortunately, Callison's proximity allowed the AFFS to take swift action, releasing the Davion Assault Guards from their staging post on Caph. Scarcely ten days after liberating the world, the green Free Worlds unit was facing the elite Davion Assault Guards RCT. There was little doubt as to the outcome of the battle, and a pro-forma engage-

ment satisfied the Davion's sense of honor, costing the Militia two companies to the single lance of fallen Guards.

#### Marcus (September-October)

Efforts to liberate Marcus were doomed from the outset when the Twenty-fifth Marik Militia landed to discover that, rather than the local militia they expected, they instead were up against the Third Crucis Lancers RCT. Outnumbered and outgunned, the Militia attempted to escape but were cut off from their DropShips and forced to fight a four-week holding action before they were able to rendezvous with their transports and flee. Scarcely half the troops that landed on 10 September returned to the FWL.

#### Hall (December)

With the War of 3039 largely over, the attack on Hall was poorly considered (and even less well executed). The Eighteenth Marik Militia successfully seized the world, but rather than preparing for the inevitable counter-assault, the troops allowed themselves to be drawn into the holiday festivities. When the Wolf's Dragoons' Black Widow Battalion struck on Christmas Eve they met minimal resistance. Natasha Kerensky captured one battalion of the Militia before the others knew she was on-world, and she then challenged Colonel Jerome Merz, betting that her sole battalion could beat his remaining two for control of Hall. Merz accepted and Kerensky's reinforced-battalion—a Clan Cluster as we now know it—shattered the remainder of the FWLM force. Only two companies returned to the League.

#### Alioth and Cor Caroli (July-September)

Released to raid into Skye to distract the Steiner forces involved in the War, the Silver Hawks' Gryphons regiment under the now-legendary command of Martha Zuritas successfully raided both Alioth and Cor Caroli. Their occupation of Alioth lasted only six days until the local authorities paid a levy for the Marik raiders to depart. Their occupation of Cor Caroli was a more protracted affair, the authorities refusing to bribe the unit for almost a month. However, when the prospect of a counter-invasion and damage to valuable industrial complexes loomed, the authorities capitulated and the Gryphons returned home both successful and richer.

#### The Phact Finding Mission: Chamdo, Old Kentucky, Raballa (May), Phact (June-July)

The audacious raid across the Sarna March by the Second Oriente Hussars has become a legend in the FWLM, targeting a series of lightly defended worlds before the Beta battalion was ambushed. SAFE claimed the Fifteenth Arcturan Guard were on Caph, so their presence on Phact was an unpleasant surprise, though a three-week mobile campaign allowed the light Hussar force to escape with minimal casualties.

#### Capella (July)

Officially raids into the Capellan Confederation had ended by this stage of the Andurien War, but the Ninth Marik Militia,



loaded on transports to go to the aid of the Second Oriente Hussars on Phact, found themselves at a loose end with the Hussars' escape. Rather than standing down, they chose to exploit a loophole in their recent orders (to raid Capellan worlds within 60 light years to distract them from Andurien) and launched a raid-in-force against Capella. The assault took Blandford's Grenadiers by surprise, and they were only able to offer token resistance. The commonality capital was too valuable for the CCAF to leave in enemy hands, however, and the Ninth knew that if they stayed too long they could expect a devastating counter-blow. After two days on world, and satisfied to have bloodied the Capellans, they withdrew.

## ANDURIEN AND EVERYTHING AFTER

Even as the Eighth Orloff Grenadiers brought Lurgatan to heel, Thomas pushed forward with his plans to complete the re-conquest of Andurien. Hitherto the campaign had gone essentially as the Captain-General planned, with a minimum of collateral damage. Though tenacious defenders, the Andurien troops always had an off-world fallback position that prevented them from making any form of futile last-stand. On Andurien, however, there would be no fallback position; this would be the final battle of the campaign. And as with assaults on an enemy heartland throughout history, it was likely to see a valiant—if not suicidal—defense of every last inch of ground by the remaining Andurien troops and quite possibly massed citizen militias.

Assaulting such fanatical defenders would cause immense casualties to both sides, in particular the ill-prepared and poorly trained civil volunteers. This was something Thomas wished to avoid at all costs.

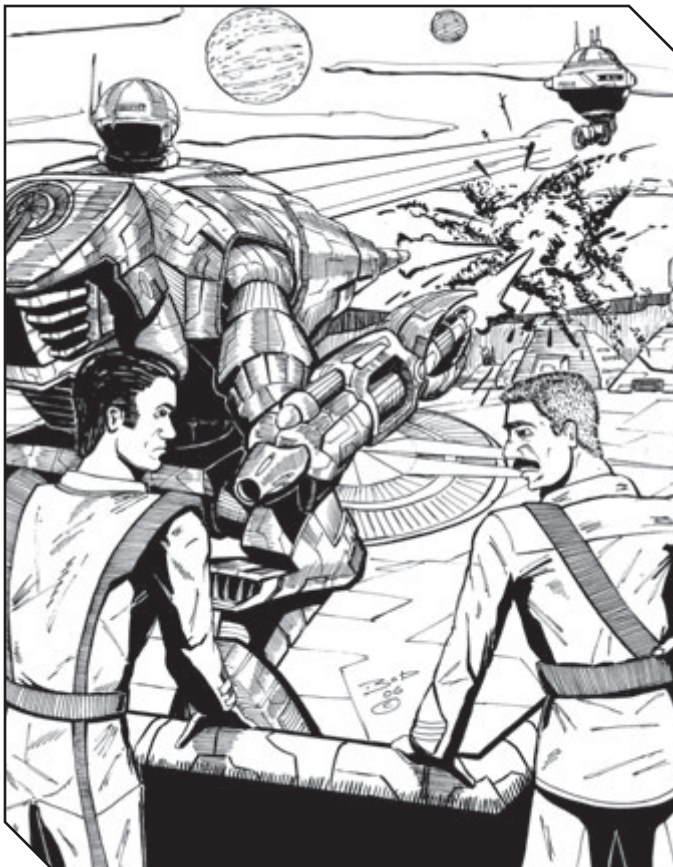
Free Worlds negotiators met with their Andurien counterparts throughout late April and May, ComStar serving as neutral arbiters in the meetings in Geneva. At first the matter seemed intractable, with neither side willing to compromise: Andurien would not accept Marik suzerainty nor the disbanding of its armed forces, and the Free Worlds would not allow Catherine Humphreys and the conspirators to go free, nor would Andurien escape reparations to the Free Worlds. Both sides, however, dismissed House Liao's claims for restitution, and this one point of agreement became the focus of negotiations.

The government representatives made it clear that so long as Andurien refused League overlordship it would be responsible for its own predicament, but that if it rejoined the League the Federal authorities would safeguard it from external threats (while simultaneously denying liability for the secessionist Duchy's invasion of the Confederation). A pre-condition of any re-joining would be the disbanding of the Defenders of Andurien and their replacement with a Federal military body, and the surrender of Catherine and her supporters to Federal justice. As negotiations moved into the second week of May it was this last point that proved intractable. While they might have tolerated the dishonor implicit in the disbanding of their military, Andurien officials refused to surrender their leaders. Both sides realized they had reached an impasse. The government negotiators then spelled out in detail the trade sanctions and naval blockade they had established around Andurien. Humanitarian supplies would be allowed, carried—after inspection—by ComStar's neutral DropShips and JumpShips. The Andurien diplomats made it clear that any invasion of what they considered their sovereign territory would be resisted strenuously.

On 19 May, Primus Waterley attended the summit in a last-ditch effort to broker a solution. She failed, but she made it clear that the nascent ComGuard military would protect not only the Andurien HPG complex but would also safeguard key medical centers in Jojoken, the planetary capital, and establish safe havens for the civilian population. The ComGuard forces, including 'Mechs, would be armed and would be free to take action against forces that attacked or threatened them or their charges. The Primus made it clear that who was right and who was wrong did not matter to her: the newly armed ComStar would act in defense of themselves and their charges. As if to make her point, she invited both delegations to view a ComGuard military exercise that quickly made it clear that the hitherto unknown army was a force to be reckoned with.

## Andurien (June 3039-January 3040)

Operations against the last bastion of Andurien resistance, the Duchy's capital, began on 10 June. Thomas expected it to be a protracted and bloody affair, and, having failed to negotiate a settlement, he planned accordingly. His preparations called for



a massive invasion force, with equally significant reserves. His first wave would contain a mix of Federal (First Marik Militia, First Free Worlds Guards, Eleventh Atrean Dragoons) and provincial (First Regular Hussars, First and Second Fusiliers of Oriente) troops, while an equal number of reserve troops would become available to be called in as needed. It was the largest military operation by the FWLM in centuries and was only exceeded in the early thirty-first century (in its initial phases) by the AFFS' invasion of Tikonov. By the end of the campaign, only the ComStar action on Tukkayid a dozen years later involved more troops than the battle for Andurien.

Arrayed against the FWLM were remnants of all five Defenders of Andurien combined-arms units, all of which were gathered on the primary continent, Altay. Most had been brutalized by almost a decade of war, first by the CCAF and later the FWLM, but each had learned the lessons of the war and were judged to be of veteran or elite quality. Additionally, each had been rebuilt to some extent with graduates of the Humphreys Training Academy as well as volunteers and reactivated retirees.

## FIRST BLOOD

The initial FWLM incursions against Andurien met with minimal resistance; the Anduriens left a token force guarding the nadir and zenith jump points, but these quickly surrendered after fulfilling their *raison d'être*—serving as a “tripwire” for the start of the FWLM assaults. Thomas was not so foolish as to trust Catherine's leaving the primary jump points unguarded, however, sending three of his assault forces (the First Regular Hussars, Second Fusiliers of Oriente, and First Free Worlds Guard) into the system via pirate points. The force strength reported by the tripwire units represented less than half of the invaders' initial strength, though the Anduriens would not understand this fact for a time.

After securing the zenith recharge station and the cargo transfer facilities at both jump points, the Marik troops began to advance into the system. Their cautious approach extended the usual ten-day transit to almost two weeks, during which time the Defenders began to mass their skilled aerospace and attack DropShip forces with a view to challenging the FWLM's space superiority.

On 25 June, the two flotillas clashed about ten hours out from Andurien, just as the fleet passed the outer moon, Betic. The Defenders used the satellite's gravity well as a slingshot, allowing them to slash into the loyalist's flanks. Clouds of fighters converged like angry gnats, swarming around the transport DropShips and raking them with missiles and gunfire. Fortunately, the FWLM were prepared for such an attack and had deployed the bulk of their fighters and combat DropShips as a screen. Only one transport vessel was destroyed, a supply carrier, though two attack DropShips were lost, along with more than thirty fighters. The Defenders lost six attack DropShips and around fifty fighters, the survivors pulling back behind the moon to regroup. As they did so, however, shocking news arrived: League forces were already on the ground.

## The Landings

With the Defenders' attention focused on the main League flotilla, the troops sent via non-standard jump points approached Andurien with no opposition or warning of their presence. Moving quickly but stealthily, their 'Mech transports slipped into assault orbits even as the fleet battle raged, deploying their cargos in ablative cocoons. Andurien registered the presence of these interlopers, but there was little they could do to oppose them.

The first Loyalist troops to land were the Guards, who touched down about a thousand kilometers north of Jojoken, staging an “Avalanche” drop against the military spaceport of Hulan on the northern coast of the Altay continent. Landing in and around the Andurien facility, the Guards faced bitter opposition, but after half an hour it was clear their victory was inevitable and the commander of the militia holding the site surrendered his troops. Landings by the Hussars and Fusiliers, while facing equally challenging opposition, succeeded in expanding the bridgehead by securing key transport hubs and administrative centers. Less than a day later, landings by the three main forces and their attendant armor and infantry secured the loyalist position and allowed them to extend their influence over significant areas of northern Andurien.

The Defenders did not stand by meekly as the League built up its foothold, but rather launched a series of recon flights, air raids, and ground probes to search out weaknesses in the loyalist positions. The aerospace actions soon fell afoul of the significant League fighter numbers, though it would be some weeks before Thomas' troops were able to exert aerospace supremacy though a succession of dogfights and raids on Andurien air facilities. Despite this, however, Andurien aerospace assets were able to pick off small loyalist contingents outside the aerospace umbrella well into the campaign, and even during the battle for Jojoken some Defender fighters joined in the struggle, using roads (and in once case a frozen lake) as makeshift runways.

Dame Catherine soon realized that the Hulan Bridgehead was unlikely to be crushed by her meager forces, at least without stripping all the defenses across the planet, something she was loathe to do. She could, however, exact the full cost of occupying Andurien from the League troops; her forces would fight when and where they chose, not adhering to any timetable coming from Atreus.

## Bloody August

Raids and counter-raids dominated the first six weeks of the landings, with the Defenders melting away when any significant force was brought against them. The League extended its zone of influence considerably. In the second week of August the town of Callan, roughly equidistant between Hulan and Jojoken, became the focus of considerable fighting in the first large-scale engagement of the campaign. Baron Cameron-Jones' Regular Hussars, in their first major action of the war, surprised a battalion of the Third Defenders just west of the town and launched an immediate assault.



Though considerably outnumbered, the Third resisted doggedly, surprising the Steel Hussars with their determination. Initially caught off guard and taking significant casualties, the heavy Third Defenders steadily gave ground during the first few hours of the battle, drawing the Regular troops onto the ground of their choosing while seeming to be reeling. A sudden series of counter-attacks placed the Regulars on the defensive. With little room to fall back—the maneuvers had trapped them between the town and the river—the Hussars had little choice but to weather the storm, relying on their superior numbers.

Clashes continued after nightfall, gunfire and explosions lighting up the battlefield, but the tempo of operations declined markedly as exhaustion set in. The Regular colonel, fearing that the Defenders might use the cover of darkness to break contact and withdraw, ordered his hover armor to flank the rebels and establish a cordon. It was tenuous and had little hope against a major Defender push, but this together with 'Mech raids allowed the Hussars to maintain contact with the Anduriens. As dawn approached, the Third made a last-ditch attempt to disengage, exploiting their speed to avoid contact with the main body of the Hussars and smashing through the armor cordon. Shifting their line of march westwards, they sought to use their speed to make good an escape and ran headlong into an encampment of the Eleventh Acrean Guard, who were moving to support the Hussars. Caught between the two regiments, the Third Defenders were annihilated, the last 'Mech falling 22 hours after the Battle of Callan began. Among the dead was Michael, Dame Humphreys' eldest son.

At almost the same time as matters were winding down in Callan, elements of the First Defenders staging out of Baroda, Andurien's Second City, trapped and annihilated a company of the First Marik Militia who were engaged in a recon operation in advance of efforts to take the city. All of the First's 'Mechs were destroyed, but four pilots were captured and became the focus of League attention after the Darnel Bridge incident. The First eventually withdrew back toward the city under pressure from the First and Second Fusiliers of Oriente.

Spurred on by the Darnel Bridge footage, the already angry First Guards exercised little restraint in engagements over the next two weeks. On 19 August, when they encountered their old enemies the Fourth Defenders about thirty kilometers west of the bridge, the result was a no-holds-barred affair, each mauling the other in a far-ranging battle that lasted four days. Unlike Cursa neither unit sought to disengage, the Guards seeking revenge for their brutalization there and the Defenders hoping to deprive Thomas of one of his best units by rendering the First combat-ineffective. In many regards they both succeeded; the Fourth effectively ceased to exist while the Guards lost so many 'Mechs and men in their efforts that they were temporarily withdrawn from the line. The elimination of the Fourth Defenders was nonetheless considered a victory for the loyalists, and the First were able to rejoin the latter stages of the assault on Jojoken.

### The Next Step

The brutalization of the First Guards and the slow pace of the campaign convinced Thomas to commit a number of his reserves in early September. The Eight Orloff Grenadiers arrived from Lurgatan and were sent to the front despite the protestations of the Acrean Dragoons who had witnessed their methods on Sadurni. Meanwhile the Third Free Worlds Guards, who had fled Hsien when threatened by two regiments of Wolf's Dragoons, sought to restore their image and self-confidence on the rebel capital. Both units would find themselves embroiled in bitter combat before the month was out as the FWLM's noose tightened on the key rebel cities, joined by three additional units: the Stewart Dragoons' Home Guard, the Tenth Marik Militia (who had been rebuilt after the Xanthe debacle), and the mercenary Always Faithful.

Together with the Regular Hussars, the Orloff Grenadiers and the First Fusiliers laid siege to Qinda, the base of operations for the Third Defenders who withdrew

### DARNEL BRIDGE TRI-VIDCAST

I've just come from a briefing with the FWLM command on Andurien, detailing a serious incident that took place about 60 kilometers north of Baroda. According to the reports, Beta Company of the First Marik Militia's First Battalion were tasked with deploying sensor drones to monitor traffic at the strategic Darnel Bridge, a task they had just completed when they were surprised by elements of the First Defenders of Andurien. The Defenders engaged the recon company and overran them in short order. Only four MechWarriors survived to eject. What happened to them subsequently was captured by the sensors and relayed to FWLM HQ. Viewers may find these images disturbing.

*[Still one: 'Mechs exploding. Ejector seats are seen blasting clear]*

*[Still two: Parachutes drift down]*

*[Still three: A mob surrounds the fallen chutes]*

*[Still four: Several figures are seen being beaten]*

*[Still five: Figures are marched onto the bridge]*

*[Still six: Bodies are seen hanging under the bridge]*

*[Still seven: Andurien troops arrive and scatter the mobs]*

Andurien representatives initially denied that the League soldiers had been murdered, but Dame Catherine later issued a statement that there *had* been an incident and that the Defenders of Andurien had apprehended a number of individuals and bound them over for trial. The Duchess has, however, refused a request that the culprits be handed over to League legal authorities, stating that they had no jurisdiction. League commanders have accepted the assurance that Andurien troops were not responsible for the outrage, but they continue to demand the handover of the perpetrators.

This is Ivo Greenburg for Irian Media Interstellar, reporting from Andurien.

into the city when the futility of trying to break through the League cordon became clear. Attempts to draw out the Andurien unit came to nothing, and so the loyalists began a methodical street-by-street clearance of the city that lasted three weeks. Once again, the rebels exacted a high price for their defeat, the assaulting troops losing around sixty 'Mechs to the forty-five remaining to the rebels.

Meanwhile the Third Guards, First Militia, and Always Faithful sparred with the remains of the Sixth Defenders on the outskirts of Baroda, little realizing that the battle would grow to become one of the pivotal engagements of the war.

### **A Tale of Two Cities: Baroda and Jojoken**

On 6 November, a company of the First Militia's Second Battalion were trapped during a probe into Baroda. With their exit routes blocked, they fought valiantly but the Militia's commander knew they would not escape on their own and authorized a series of raids that would hopefully draw off some of the Defenders. The Third Guards soon joined the operation, as did the Orloff Grenadiers, and on 9 November the company linked up with a Guards battalion and escaped. By this point, however, the Andurien position had been reinforced, the First Defenders joining the broken Sixth. Though far from an even battle, the grueling city fighting threatened to grind down both forces; the Always Faithful, a combined arms force at the start of the campaign, lost almost all their infantry and armor. To help bring the battle to a swift conclusion, Thomas committed the Regular Hussars to the fight, but despite the horrendous odds the Defenders refused to capitulate.

The FWLM could have further reinforced Baroda, but Thomas decided the force already committed was more than sufficient, and additional troops would only lead to additional casualties and collateral damage. He decided instead to go against type, confounding Duchess Humphreys, who had become used to his slow and steady tactics. The Captain-General ordered the First and Second Fusiliers of Oriente to crack Jojoken while many of the Andurien forces were committed to Baroda, with the Eleventh Atrean supporting their efforts.

On 2 December, as the fighting raged in Baroda, the Second Fusiliers of Oriente attacked the military complexes on the northern outskirts of Jojoken, pushing toward the Andurien Aerospace plant. Driving through the city's famed Botanical Gardens, they penetrated well into the city before the Fifth Defenders met them and matters degenerated into a bitter and bloody street battle. The firestorm unleashed on the League unit threatened to break them, particularly when Colonel Fuentes' 'Mech exploded after being struck by inferno rounds. Nonetheless they persisted, and eventually the pressure on their positions dropped off markedly; cavalry had arrived.

Taking careful note of the enemy troop positions, the First had circled around Jojoken and entered the city from the south after fording the treacherous Amur River. Guided through the city by their recon troops, the First avoided major pockets of resistance and slammed into the rear of the Fifth Defenders, who shattered into lances. Mopping up the scattered remnants

would take several days, however, though all key civil and military centers were occupied by the end of the day. The First's capture of the Humphrey's Palace is well known from archive footage of the troops celebrating on the steps, but though it is widely regarded as the climax of the battle for Jojoken it wasn't its end.

In addition to dealing with the remaining military forces, there remained the small matter of Catherine Humphreys. The Duchess was not in her palace when the FWLM troops seized it, nor was there any indication of her location. Her eventual capture on 19 December was almost a complete accident, taking place during a police action by the Eleventh Atrean designed to crush a last bulwark of resistance in a suburb adjacent to the river.

The Eleventh had successfully cordoned off the rebel district and was systematically reducing the strongholds when a strange sight greeted them: an aged grey-haired woman who announced she was the Duchess of Andurien. It later transpired in her debriefing that after fleeing the palace she had taken refuge while waiting for a chance to escape the city. The constant military action made this almost impossible, and Dame Humphreys found herself encircled by the Eleventh. When hopes of an escape faded, she decided that the only course of action left to her was to surrender and spare her people any more suffering. In an announcement carried on all Andurien media channels she called on the population to cease resisting and surrender their arms. This brought a swift end to the major conflicts like Baroda (that had also drawn in the First Guards by this point), though it was another two weeks before the last organized resistance ended.

### **THE OCCUPATION**

Despite the best efforts of the FWLM, sabotage efforts and guerilla actions continued for several years, including attacks on League medical and humanitarian facilities that culminated in May 3040 with the execution of a dozen saboteurs in the Botanical Gardens, a site later known as the Martyr's Wall. As a result of the terrorist activity, the League forces constructed a fortified compound known officially as the League Administration Facility (and also the Occupation Headquarters), but by the Andurien natives as the "Dark Tower."

Catherine Humphreys was arraigned on charges of treason and remained defiant to the last. As fortune would have it she never came to trial; on 19 March the 89-year-old Duchess died of a massive heart attack. Officially her fifth son, the rakish Richard, would succeed her, but the League declared that Humphreys suzerainty over Andurien would be suspended and a federally appointed governor installed to oversee the province. This regency would last until 3048, by which point Richard had disappeared into obscurity; it was his daughter Dalma who resumed Humphreys' authority over Andurien. *[The Humphreys clan pretty much forced Richard into seclusion for being too close to the taint of the Canopus affair, not that it curbed his ambitions. The Chaos March's Styk Commonality demonstrated that during its short life. —Thomas]* Pragmatic and determined, the young woman appeared to be a model League citizen, but recent years have shown how like her grandmother she is, determined to rebuild



Andurien's position.

The Defenders of Andurien, who had fought valiantly for so long, were disbanded, their surviving materiel used as the core of a new Federal force, the Free Worlds Legionnaires. Judged to be innocent of any wrongdoing, most of the Andurien soldiers retired after the conflict, though a small number found employment with the FWLM and others joined mercenary forces. A federal statute enacted in 3040 specifically forbade Andurien from raising troops for anything other than planetary defense, though later military protocols would render that point moot.

Thomas had considered a grand trial of the conspirators who had led Andurien to ruin and had such a terrible effect on the Free Worlds, Capellan Confederation, and Magistracy of Canopus. With Catherine dead, however, his desire to adhere to the letter of the law and prosecute the conspirators evaporated. Instead, the Captain-General pardoned most of the surviving military and political leaders of the secession, an act that aided reconciliation considerably, save on Andurien itself. Some individuals would eventually be tried and imprisoned (and in a few cases executed), but this was in response to specific incidents where atrocities had been committed—such as Darnel Bridge—rather than for the secession itself.

## AFTERMATH

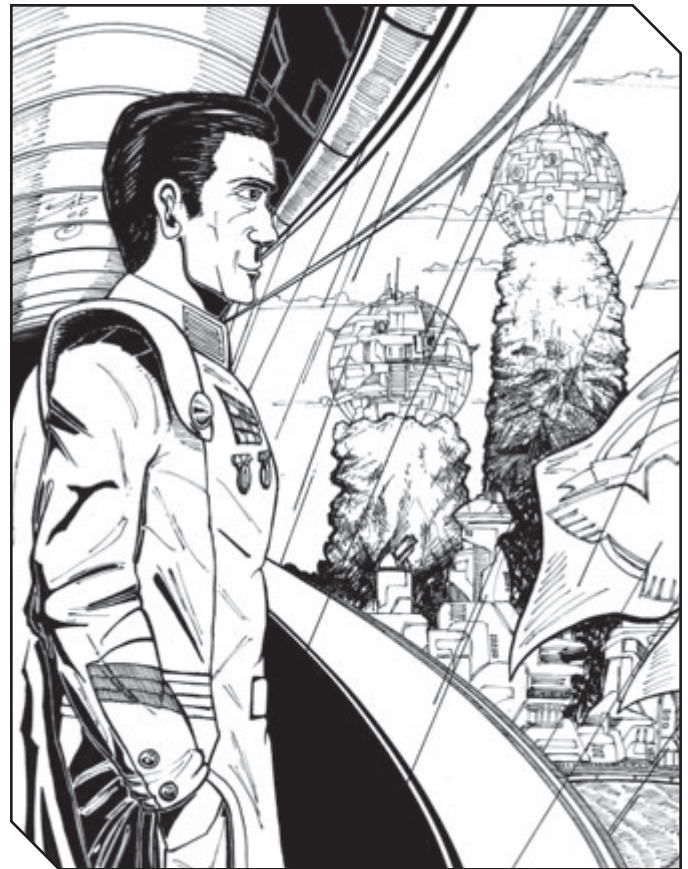
*"But if We have such another victory, we are undone."* – Alexander Pope

Outside the League, the War of Andurien Secession is widely regarded as that rarest of conflicts: a war with no victors. At the end of ten years of fighting the Free Worlds had gained no territory (save for Menkalinen) and neither had the Capellan Confederation nor the Magistracy of Canopus. Tens of thousands died, millions were displaced, and trillions of M-bills of damage inflicted. Yet despite this, the Andurien conflict is viewed in an entirely different light both within the League and in the borders of the other participants. It is seen as a pivotal point in recent history, a crucible from which the participants emerged rejuvenated.

## THE FREE WORLDS

In the Free Worlds, the War of Andurien Secession pushed the League into a closer unity than it had seen at any point in its history. The sense of being a Free Worlder began to overshadow the idea of being a citizen of Oriente, Marik, Stewart, or any one of a number of other districts, though others, notably Regulus and Sirius, saw a marked increase in nationalism. Despite this, there was a strong desire and determination among the population to preserve the League, standing up to internal threats (like Andurien) and external ones (principally the nascent Federated Commonwealth).

The passage of the Internal Emergency Act (3030) and the Addendum to the Incorporation (3037) provided a political cohesion hitherto unknown in the Free Worlds and placed most authority in the hands of the Federal authorities on Atreus. Only in matters deemed "culturally significant" were the provinces



allowed some measure of independence, and defining what fell into this category would be the primary sparring issue with the regional governments for the next quarter-century.

Militarily, the FWLM remained divided at the end of the Andurien War, with disparate traditions and rank structures across the provinces. The Addendum had, however, done away with the divisive Home Defense Act, and the Emergency Powers Act prevented Parliament from hamstringing the FWLM's budget. As such, the League military could once more carry out operations with its full force, though it would be another half-dozen years before the Military Reorganization Act of 3046 finally created a uniform rank and command structure.

The divisiveness within the Marik family of the early thirty-first century also evaporated; Paul Marik threw his full weight behind his older half-brother, as did Thomas' sisters, the elder Therese and his younger half-sister Kristen. The succession also seemed secure, with first Joshua (with Thomas' first wife, Sophina) and later Christopher, Janos, and Jessica (with Sherryl Halas). Joshua's death from leukemia on New Avalon would subsequently trigger a diplomatic incident and military action (Operation Guerrero), but Parliament never questioned the line of succession due to the presence of a secondary heir [*A very cold way to describe Isis. –Thomas*]. Opponents of Thomas' "unification" of the Free Worlds supported a constant stream of other Mariks as potential successors, most notably Paul's daughter Corrine, but these

**SINS OF THE FATHER: CARLOS MARIK**

Born in 3034, Duncan's sole legitimate child poses an interesting quandary for the Marik clan. Although he scarcely remembers his father and the war, the thirty-three-year-old officer has been tarred with his father's disgrace, regarded with suspicion by his peers and superiors alike. He has weathered this, displaying dogged determination and working diligently as a MechWarrior in the Twenty-fifth Marik Militia, rising to the rank of Captain. His efforts to achieve higher rank have stalled in the face of his father's stigma, however, and Carlos has hinted at quitting the FWLM. He has made little secret of his desire to enter politics (despite, or perhaps because of, Duncan's actions), and he took an active role in the Great Debate, siding with Alys Rousset-Marik and Thomas' elder sister, Therese. Unfortunately, neither cousin takes his ambitions seriously, tolerating his contrived efforts to propel himself to the fore.

family members were, for the most part, loyal supporters of the Captain-General. The recent Great Debate has, however, highlighted divisions within the family.

**CAPELLAN CONFEDERATION**

For the Capellan Confederation, the big losers of the Fourth Succession War, the War of Andurien Secession was an opportunity to demonstrate their character and resilience. The Andurien-Canopus alliance attacked because they expected the Confederation to be weak, their spirit broken, but the assault instead provided the impetus for the Capellans to rebuild a sense of self-worth. Though losing the early battles, they were able to stem the tide and push the invaders back. It was a costly operation in terms of men and machines, but to Romano Liao it was a priceless gift. Though it would take her son's Xin Sheng movement a dozen years later to finally rebuild House Liao's self image, the War of Andurien Succession halted the downward slide and made others stop for thought before challenging the Confederation.

The war also demonstrated the leadership of Romano Liao. While not as machiavellian as her father and son, Romano's authority—first as Chancellor-regent and later as Chancellor—became clear during the course of the conflict. She would struggle for her people's loyalty, but she had demonstrated her resolve to preserve the state [*Let me be blunt here. Romano was an insane, murderous bitch. She compelled authority through terror and might've gutted her own population were it not for Tsen Shang. Such a tyrant was, perhaps, what the Confederation needed in this war. A more sane person might've realized her nation was doomed. —Thomas*].

**MAGISTRACY OF CANOPUS**

As its name suggests, the Periphery states have never played a major role on the international stage, though they have been the focus of great dramas, usually bad. The War of Andurien Secession marked the first time, other than the Amaris Crisis, that a Periphery realm attempted to establish itself as a major player in Inner Sphere politics, supplanting one of the extant Great Houses. The effort failed, dismally in the case of the Canopian invasion, but it made people take notice of the Magistracy. The Canopians retained their independence, despite expectations that Marik would seek to chastise them, and they also demonstrated their political and martial strength.

The efforts to propel Canopus into the political limelight were not universally popular in the Magistracy, however, with Emma Centrella the most vocal critic of her mother's plans. Nonetheless, this determined young woman followed orders and became one of the few war heroes of the Canopian effort. Her opposition and popularity did not sit well with the Magestrix, however, who attempted to assassinate her daughter in 3039. Emma escaped and instead launched a coup attempt, unseating her mother on 8 May 3040. The new Magestrix apologized to the Free Worlds for Canopus' role in the invasion and, in a strange reversal of fortune (Melissa Humphreys had rebuilt the Magistracy after the Reunification War), paid substantial reparations to aid the rebuilding of brutalized Andurien worlds.

And fate was not yet done with Canopus and House Liao. Seeking allies in his efforts to recapture the worlds lost in the Fourth Succession War and judging the Free Worlds unreliable, two decades after the war Sun-Tzu would put aside his Marik fiancé and build an alliance with Canopus and the Taurian Concordat.

**OTHER PLAYERS**

While Houses Marik, Liao, and Centrella were the focus of the War of Andurien Secession, they were not the only participants and beneficiaries of the conflict.

**ComStar**

Deploying armed forces after the alleged outrages on Sarna in the Fourth Succession War, the Andurien conflict was the first war in which the now-famous white 'Mechs of the ComGuard took part. Although not active participants, their creation of safe havens on Andurien spared the civilian population much of the conflict, particularly in Baroda where two months of fighting threatened to gut the city. On several occasions the ComGuard gave shelter to refugees despite military pressure (from both sides of the conflict) and oversaw the distribution of humanitarian relief. The image of "ComStar the peacemakers" played well in media across the Inner Sphere, despite the frictions between the order and several governments. Primus Waterley also did well in the conflict, her efforts to mediate before the battle of Andurien in stark contrast to her role in the Clan Invasion and its immediate aftermath.

After the war, the ComGuard began widespread deployments across the Free Worlds, ostensibly in recognition of their humanitarian role in the war but—according to court gossip—possibly as a reward for services rendered during the conflict [*"Services rendered" is possibly too strong a term for it, though a sharing of information wouldn't be too far from the mark. —Thomas*].



### The Federated Commonwealth

The alliance of the Federated Suns and the Lyran Commonwealth had every reason to wish ill on the Free Worlds League, the only Successor State not mauled by the Fourth Succession War. Allegations of Davion provocation of the conflict are far-fetched, but their continual raids by Lyran troops into the Free Worlds during the ten-year war demonstrates their desire to exacerbate the situation for their own advantage. That the antipathy was mutual—the League launched almost as many raids as it suffered—is largely glossed over by historians, who like to see Hanse Davion or Myndo Waterley as the architects of the major political and military actions between the Fourth Succession War and the Clan Invasion. The poor performance of the FWLM in their efforts to liberate former Marik worlds during the final stages of the Andurien War (overlapping with the War of 3039) set the scene for the next decade: the AFFS and LCAF (combined into the AFFC in the wake of the disastrous war against House Kurita) resisting all efforts to challenge their dominance, despite the failure of their own efforts to expand their influence.

## DEPLOYMENT TABLES: ANDURIEN WARS

The following table lists the movements and assignments of each BattleMech unit involved in the Andurien Crisis, where the unit fought, and what its status was at the end of the battle. The table is divided into two main sections, each related to the phases of the war, and further divided among the major military powers involved in the war: including the Free Worlds League Military (FWLM), the Andurien Secessionists, the Magistracy Armed Forces (MAF), and the Capellan Confederation Armed Forces (CCAF). Mercenary units in the employ of each nation are listed along with that nation's regular units. Note that while all of the BattleMech units fielded by the League and Andurien forces—including mercenary units—are listed on this table, only those units belonging to the CCAF, MAF, and other external powers that took part in military actions (whether against each other or another nation involved in the Andurien Crisis) are listed.

The movements shown on this table are based on approximate timeframes. "Pre-War" indicates where the unit was stationed in 3028 before any redeployments were made to prepare for the war. Afterward, each wave of fighting is expressed primarily by the year. Some units may have multiple world names in a given period; if these names are placed on a different line or are separated by a slash ("/"), that indicates the unit traveled to all of those worlds within that year.

Battle damage is indicated in [brackets]. [L] is light damage and indicates losses up to ten percent of the unit's combat strength. [M] is moderate losses, up to twenty-five percent combat strength; [H] is heavy casualties, up to forty percent combat strength; [S] is serious casualties, up to sixty percent of combat strength; [D] means the unit has effectively lost its ability to function as a combat unit, having sustained more than sixty percent damage.

Other indicators on this table are <W>, which means the unit effectively eliminated opposition on the world (by destroying it, forcing it underground or pushing the opposition to retreat from the world), <S>, which means the unit surrendered to its opposition, and <R>, which means the unit retreated from the world.

The final indicators on this table are <R-CC>, <R-FC> and <R-CF>, which represent raids against the Capellan Confederation, Federated Commonwealth and Circinus Federation respectively.

**Note:** The battle damage indicators on this table take into account both complete losses (dead personnel and completely destroyed equipment) as well as returnable casualties (injured personnel and equipment that could be repaired); in most cases, after several weeks of rest and repairs, a unit that sustained moderate or even heavy losses could easily reduce its effective battle damage to light. Likewise, units indicated as destroyed on this table were not actually completely destroyed but were reduced to a strength where they were no longer able to function as an independent command; most were absorbed into the organizations of other friendly units for the duration of the campaign. Following the war, almost all of these destroyed units were rebuilt and returned to active duty.



# THE ANDURIEN WARS

## PHASE ONE: 3030-3034

| UNIT                          | EXP.    | LOYALTY      | 3028            | 3030             | 3031       | 3032              | 3033                           | 3034               | 3035             |
|-------------------------------|---------|--------------|-----------------|------------------|------------|-------------------|--------------------------------|--------------------|------------------|
| <b>LOYAL FWL FORCES</b>       |         |              |                 |                  |            |                   |                                |                    |                  |
| <b>Free Worlds Guards</b>     |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Elite   | Fanatical    | Berenson        | —                | —          | —                 | (Thurrock)                     | —                  | —                |
| 2nd                           | Veteran | Fanatical    | Bella I         | —                | —          | —                 | (Claybrooke)                   | —                  | —                |
| 3rd                           | Regular | Fanatical    | Zion            | —                | —          | —                 | —                              | —                  | (Piriapolis)     |
| 4th                           | Green   | Reliable     | N/A             | formed (Oriente) | —          | Tsinghai [H]<D>   | —                              | —                  | —                |
| <b>Atrean Hussars</b>         |         |              |                 |                  |            |                   |                                |                    |                  |
| Atrean Hussars                | Regular | Reliable     | Ling            | —                | —          | —                 | —                              | —                  | —                |
| <b>Atrean Dragoons</b>        |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Regular | Fanatical    | McKenna         | (Fletcher)       | —          | —                 | —                              | Shiro III (Raid)   | Conquesta (raid) |
| 11th                          | Green   | Fanatical    | Matheran        | —                | —          | —                 | —                              | —                  | —                |
| 12th                          | Veteran | Fanatical    | Vanra           | —                | —          | —                 | Scarborough [L]<R><br>/(Vanra) | —                  | —                |
| <b>Marik Militia</b>          |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Veteran | Fanatical    | Fletcher        | —                | —          | —                 | —                              | —                  | —                |
| 2nd                           | Green   | Reliable     | Park Place      | —                | —          | Second Try <R-FC> | Tsitang <R-FC>                 | —                  | —                |
| 4th                           | Green   | Reliable     | Park Place      | —                | —          | —                 | —                              | —                  | —                |
| 5th                           | Regular | Reliable     | Les Halles      | —                | —          | —                 | —                              | —                  | —                |
| 6th                           | Veteran | Fanatical    | Holt            | —                | —          | (Scarborough)     | Lopez<R-CC>                    | Xanthye III <R-CC> | Palladaine       |
| 9th                           | Regular | Reliable     | Carbonis        | —                | Eom <R-CC> | Bandora <R-CC>    | Propus <R-CC>                  | Eom <R-CC>         | Krin <R-CC>      |
| 10th*                         | Veteran | Reliable     | Bernardo        | —                | —          | —                 | —                              | —                  | —                |
| 13th*                         | Regular | Questionable | Irian           | —                | —          | —                 | Wasat <R-FC>                   | —                  | —                |
| 15th                          | Regular | Reliable     | Wasat           | (Irian)          | —          | —                 | —                              | (Oriente)          | —                |
| 18th                          | Green   | Questionable | Oliver          | (Holt)           | —          | —                 | —                              | —                  | —                |
| 20th                          | Regular | Reliable     | Concord         | —                | —          | —                 | —                              | —                  | —                |
| 23rd                          | Green   | Questionable | Merak           | —                | —          | —                 | —                              | —                  | —                |
| 25th                          | Green   | Reliable     | Dieudonne       | —                | —          | —                 | (Sorunda)                      | (Oriente)          | (Mosiro)         |
| 30th                          | Regular | Fanatical    | Wing            | —                | —          | —                 | (Abadan)                       | (Oriente)          | (Mosiro)         |
| 31st                          | Green   | Reliable     | Uhuru           | —                | —          | —                 | —                              | —                  | —                |
| <b>Fusiliers of Oriente</b>   |         |              |                 |                  |            |                   |                                |                    |                  |
| Ducal Guard                   | Elite   | Fanatical    | Tamarind        | —                | —          | —                 | —                              | —                  | —                |
| 1st                           | Elite   | Reliable     | Griffith        | —                | (Trinidad) | (Cole Harbour)    | (Mosiro)                       | —                  | —                |
| 2nd                           | Veteran | Reliable     | Maxwell         | —                | —          | —                 | —                              | —                  | —                |
| 3rd                           | Veteran | Reliable     | Promised Land   | —                | —          | —                 | —                              | —                  | —                |
| 4th                           | Regular | Questionable | Oriente         | —                | —          | —                 | —                              | —                  | —                |
| 5th                           | Regular | Reliable     | Sheridan        | —                | —          | —                 | —                              | —                  | Nestor           |
| <b>Protectorate Guard</b>     |         |              |                 |                  |            |                   |                                |                    |                  |
| Iron Guard                    | Regular | Fanatical    | Alula Australia | (Irian)          | —          | —                 | Oliver <R-FC>                  | —                  | —                |
| Steel Guard                   | Green   | Reliable     | Kosciusko       | —                | —          | —                 | —                              | —                  | —                |
| <b>Sirian Lancers</b>         |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Green   | Questionable | Pollux          | (Acubens)        | (Ibstock)  | —                 | —                              | —                  | Harsefeld <W>    |
| 2nd                           | Regular | Questionable | Procyon         | (Acubens)        | —          | —                 | —                              | —                  | —                |
| 3rd                           | Green   | Questionable | Megrez          | (Acubens)        | —          | —                 | —                              | —                  | —                |
| <b>Silver Hawk Irregulars</b> |         |              |                 |                  |            |                   |                                |                    |                  |
| Falcons                       | Green   | Questionable | Callison        | (Alphard)        | —          | —                 | —                              | —                  | —                |
| Gryphons                      | Regular | Questionable | Kalidasa        | —                | —          | —                 | —                              | —                  | —                |
| <b>Oriente Hussars</b>        |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Veteran | Reliable     | Trellisane      | —                | —          | —                 | (Loyalty)                      | (Dalton)           | (Mosiro)         |
| 2nd                           | Regular | Reliable     | Wallacia        | —                | —          | Wallacia [M]<R>   | —                              | —                  | —                |
| 3rd                           | Green   | Reliable     | Ipswitch        | —                | —          | —                 | —                              | —                  | —                |
| 4th                           | Regular | Questionable | Atreus          | —                | —          | —                 | —                              | —                  | —                |
| 5th                           | Green   | Reliable     | Sierra          | —                | —          | —                 | —                              | —                  | Sierra [L]<W>    |
| <b>Stewart Dragoons</b>       |         |              |                 |                  |            |                   |                                |                    |                  |
| Home Guard                    | Veteran | Reliable     | Stewart         | —                | —          | —                 | —                              | —                  | —                |
| Juggernaut                    | Regular | Reliable     | Payvand         | —                | —          | —                 | —                              | (Vakarel)          | (Granera)        |
| <b>Oroff Grenadiers</b>       |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Regular | Reliable     | Vanra           | —                | —          | —                 | —                              | —                  | —                |
| 6th                           | Veteran | Fanatical    | Cerillos        | —                | —          | —                 | —                              | —                  | —                |
| 8th                           | Regular | Reliable     | Lesnovo         | —                | —          | —                 | (Ayn Tarma)                    | —                  | (Claybrooke)     |
| <b>Regulan Hussars</b>        |         |              |                 |                  |            |                   |                                |                    |                  |
| 1st                           | Elite   | Questionable | Regulus         | —                | —          | —                 | —                              | —                  | —                |
| 2nd                           | Regular | Questionable | Avior           | —                | —          | —                 | —                              | —                  | —                |
| 4th                           | Veteran | Questionable | Tiber           | —                | —          | —                 | —                              | —                  | —                |
| 5th                           | Veteran | Questionable | Chertan         | —                | —          | —                 | —                              | —                  | Milton <R-FC>    |
| 9th                           | Green   | Questionable | Mcaffee         | —                | —          | —                 | —                              | —                  | —                |



# THE ANDURIEN WARS

| UNIT                            | EXP.            | LOYALTY      | 3028        | 3030              | 3031              | 3032              | 3033               | 3034                | 3035              |
|---------------------------------|-----------------|--------------|-------------|-------------------|-------------------|-------------------|--------------------|---------------------|-------------------|
| <b>Mercenaries</b>              |                 |              |             |                   |                   |                   |                    |                     |                   |
| 21st Centauri Lancers           | Elite           | Reliable     | Nestor      | —                 | —                 | —                 | —                  | —                   | —                 |
| Always Faithful                 | Veteran         | Reliable     | Vanra       | —                 | —                 | (Ikogoro)         | —                  | —                   | —                 |
| Clifton's Rangers               | Green           | Questionable | Epsilon     | —                 | —                 | —                 | —                  | —                   | —                 |
| Fuchida's Fusiliers             | Regular         | Questionable | Cascade     | —                 | —                 | —                 | —                  | —                   | —                 |
| Head Hunters                    | Green           | Questionable | Uhuru       | —                 | —                 | —                 | —                  | —                   | —                 |
| Langendorf Lancers              | Regular         | Questionable | Colfax      | —                 | —                 | —                 | —                  | —                   | —                 |
| Martian Cuirassiers             | Green           | Questionable | Concord     | —                 | —                 | —                 | —                  | —                   | —                 |
| Smithson's Chinese Bandits      | Veteran         | Reliable     | Zosma       | (Connaught)       | (Sophie's World)  | (Furud)           | —                  | —                   | —                 |
| <b>ANDURIEN/CANOPIAN FORCES</b> |                 |              |             |                   |                   |                   |                    |                     |                   |
| <b>Defenders of Andurien</b>    |                 |              |             |                   |                   |                   |                    |                     |                   |
| 1st                             | Veteran         | Questionable | Andurien    | Betelgeuse [L]    | Betelgeuse [M]    | Betelgeuse [M]<R> | (Shiro III)        | —                   | —                 |
| 3rd                             | Regular         | Questionable | Shiro III   | Palladaine <W>    | Palladaine [L]<W> | Betelgeuse [M]<R> | (Xanthe III)       | —                   | —                 |
| 4th                             | Veteran         | Questionable | Scarborough | (Andurien)        | Sigma Mare[L]<W>  | Betelgeuse [M]<R> | (Shiba)            | Shiba [L]<R>        | (Cursa)           |
| 5th                             | Regular         | Questionable | Nestor      | (Helm/Ling        | Ingersoll <R-CC>  | Bentley<W>        | Scarborough [L]<W> | Buenos Aires [M]<R> | (Shiro III)       |
| 6th                             | Veteran         | Questionable | Andurien    | Grand Base [L]    | Grand Base [L]<W> | (Andurien)        | —                  | —                   | —                 |
| <b>Mercenaries (Andurien)</b>   |                 |              |             |                   |                   |                   |                    |                     |                   |
| Carson's Renegades              | Regular         | Questionable | Oliver      | Altorra [L]<R-CC> | Hexare/Hustaing/  | Latice [L]<R-CC>  | (Andurien)         | (Outreach)          | —                 |
| Tooth of Ymir                   | Veteran         | Reliable     | N/A         | /Fronde [L]<R-CC> | Primus <W>        | Betelgeuse [M]    | Betelgeuse [M]<R>  | (Andurien)          | —                 |
| <b>CANOPIAN FORCES</b>          |                 |              |             |                   |                   |                   |                    |                     |                   |
| <b>Magistracy Royal Guards</b>  |                 |              |             |                   |                   |                   |                    |                     |                   |
| Raventhir's Iron Hand           | Veteran         | Fanatical    | Canopus IV  | —                 | —                 | —                 | —                  | —                   | Canopus IV [M]<W> |
| 1st Canopian Cuirassiers        | Veteran         | Fanatical    | Canopus IV  | —                 | —                 | —                 | —                  | —                   | Canopus IV [M]<W> |
| 2nd Canopian Cuirassiers        | Regular         | Fanatical    | Canopus IV  | Repulse [L]       | Repulse [L]<W>    | Drozan [M]<R>     | (New Roland)       | New Roland [H]      | New Roland [S]<R> |
| <b>Chasseurs à Cheval</b>       |                 |              |             |                   |                   |                   |                    |                     |                   |
| First Canopian Light Horse      | Regular         | Reliable     | Megrez      | Drozan [L]        | Drozan [L]<W>     | (Megrez)          | —                  | —                   | —                 |
| Second Canopian Light Horse     | Regular         | Fanatical    | Fanadir     | Repulse [L]       | Repulse [L]<W>    | Drozan [M]<R>     | (New Roland)       | New Roland [H]      | New Roland [H]<R> |
| <b>Canopian Fusiliers</b>       |                 |              |             |                   |                   |                   |                    |                     |                   |
| First Canopian Fusiliers        | Regular         | Reliable     | Lindermarle | Renown [L]<W>     | —                 | —                 | —                  | —                   | —                 |
| Second Canopian Fusiliers       | Green           | Fanatical    | Lindermarle | Repulse [L]<W>    | —                 | Drozan [M]<R>     | (New Roland)       | New Roland [H]      | New Roland [H]<R> |
| Third Canopian Fusiliers        | Green           | Fanatical    | Marantha    | Gunthar [L]       | Gunthar [L]       | Gunthar [S]<R>    | (Marantha)         | —                   | —                 |
| <b>Cassandra's Volunteers</b>   |                 |              |             |                   |                   |                   |                    |                     |                   |
| Magistracy Militia              | Regular         | Reliable     | Canopus IV  | Andarmax [L]<W>   | —                 | —                 | —                  | Andarmax [H]<R>     | (Canopus IV)      |
| Novo Sinclair Volunteers        | Regular         | Questionable | Duncanshire | —                 | —                 | —                 | —                  | —                   | —                 |
| Claybourne's Commandos          | Green           | Questionable | Thraxa      | New Roland <W>    | —                 | —                 | —                  | New Roland [H]      | New Roland [H]<R> |
| <b>Canopian Highlanders (M)</b> |                 |              |             |                   |                   |                   |                    |                     |                   |
| Long's Light Lancers (1 batt)   | Regular         | Reliable     | Brixтана    | Jacomarie [L]<W>  | —                 | Turin/(Jacomarie) | Jacomarie          | (Brixтана)          | —                 |
| MacGraw's Marauders (1 batt)    | Regular         | Reliable     | Luxen       | Sax [L]<W>        | (Andarmax)        | —                 | —                  | Andarmax            | (Luxen)           |
| <b>Harcourt's Destroyers</b>    |                 |              |             |                   |                   |                   |                    |                     |                   |
| Harcourt's Aliens (1 batt)      | Regular         | Reliable     | Luxen       | Drozan [L]        | Drozan [L]<W>     | (Luxen)           | —                  | —                   | —                 |
| Drummond's Dest. (1 batt)       | Regular         | Reliable     | New Abilene | —                 | —                 | (Repulse)         | Repulse [M]<R>     | Renown <R>          | (New Abilene)     |
| <b>Hudsen's Red Devils</b>      |                 |              |             |                   |                   |                   |                    |                     |                   |
| Jenkin's AC (1 batt)            | Regular         | Fanatical    | Canopus IV  | Renown [L]<W>     | —                 | —                 | —                  | Renown <R>          | (Canopus IV)      |
| Mordecau's Maulers (1 batt)     | Regular         | Reliable     | Duncanshire | —                 | —                 | —                 | —                  | —                   | —                 |
| Kincaid's Slashers (1 batt)     | Green           | Reliable     | Thurrock    | —                 | —                 | —                 | —                  | —                   | —                 |
| <b>Independent Mercenaries</b>  |                 |              |             |                   |                   |                   |                    |                     |                   |
| Ramilie's Raiders (1 batt)      | Elite           | Fanatical    | Thurrock    | —                 | —                 | —                 | —                  | —                   | —                 |
| Killer Bees                     | Veteran         | Reliable     | Canopus IV  | Andarmax [L]<W>   | —                 | —                 | —                  | Andarmax [L]<R>     | BREAK CONTRACT    |
| Caesar's Cohorts                | Green           | Questionable | Epsilon     | Drozan [L]        | Drozan [M]<R>     | (Andarmax)        | (Canopus)          | —                   | —                 |
| <b>CCAF FORCES</b>              |                 |              |             |                   |                   |                   |                    |                     |                   |
| <b>Capellan Hussars</b>         |                 |              |             |                   |                   |                   |                    |                     |                   |
| Red Lancers                     | Elite           | Fanatical    | Sian        | —                 | —                 | —                 | —                  | —                   | —                 |
| Prefectorate Guard              | Veteran & Reg.  | Fanatical    | Sian        | —                 | Hexare [L]        | Betelgeuse [S]<D> | —                  | —                   | —                 |
| Blandford's Grenadiers          | Elite & Veteran | Fanatical    | Capella     | —                 | —                 | Sigma Mare <W>    | —                  | Palladaine <W>      | (Capella)         |
| <b>Chesterton Reserves</b>      |                 |              |             |                   |                   |                   |                    |                     |                   |
| Sung's Cuirassiers (2 batts)    | Regular         | Reliable     | Wei         | (Gei-Fu)          | (Harloc)          | —                 | —                  | —                   | —                 |
| Kingston's Leg'res (2 batts)    | Regular         | Reliable     | Heligoland  | (Minnacora)       | —                 | —                 | —                  | —                   | —                 |

# THE ANDURIEN WARS

| UNIT                                 | EXP.    | LOYALTY      | 3028                | 3030           | 3031              | 3032                             | 3033                                | 3034                               | 3035                 |
|--------------------------------------|---------|--------------|---------------------|----------------|-------------------|----------------------------------|-------------------------------------|------------------------------------|----------------------|
| <b>Confederation Reserve Cavalry</b> |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| 2nd Conf. Res. Cav. (2 batts)        | Regular | Reliable     | Palos               | (Capella)      | Sigma Mare [H]<R> | —                                | (Capella)                           | —                                  | —                    |
| 5th Conf. Res. Cav. (2 batts)        | Green   | Questionable | Tsinghai/Larsha     | Ingersoll      | Ingersoll [L]     | (Jasmine)                        | —                                   | —                                  | —                    |
| <b>Capellan Reserves</b>             |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| Stapleton's Grenadiers               | Regular | Reliable     | Various             | (Wazan)        | —                 | —                                | —                                   | —                                  | —                    |
| <b>Sian Reserves</b>                 |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| Kamakura's Hussars (2 batts)         | Regular | Reliable     | Sakhalin/Ward       | (Ares)         | —                 | Turin [L]<W>                     | Andarmax [L]                        | Andarmax [L]<W><br>/New Roland [L] | New Roland [L]<W>    |
| Ishara's Grenadiers (2 batts)        | Regular | Reliable     | Buenos Aires/Barras | —              | Turin             | Jacomarie [L]<W>                 | Renown <W>                          | —                                  | —                    |
| <b>Periphery Guard</b>               |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| Kincade's Rangers (2 batts)          | Regular | Reliable     | Repulse             | Repulse [M]<R> | —                 | Drozan [L]                       | Repulse [L]<W>                      | Renown <W>                         | —                    |
| <b>Independent Units</b>             |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| Death Commandos (1 batt)             | Elite   | Fanatical    | Grand Base          | Grand Base [L] | Grand Base [M]<W> | —                                | Repulse [L]<W>                      | —                                  | Andurien <R-CC>      |
| <b>Warrior House Orders</b>          |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| House Imarra (2 batts)               | Veteran | Fanatical    | Sian                | —              | —                 | —                                | —                                   | —                                  | —                    |
| House Kamata (2 batts)               | Veteran | Fanatical    | Betelgeuse          | —              | Betelgeuse [L]    | —                                | —                                   | —                                  | —                    |
| House Dai Da Chi (2 batts)           | Veteran | Fanatical    | Drozan              | Drozan [L]     | Drozan [L]        | Drozan [L]<W>                    | Repulse [L]<W><br>/Jacomarie [L]<W> | New Roland [M]                     | New Roland [M]<W>    |
| House Fujita (1 batt)                | Veteran | Fanatical    | Grand Base/Styk     | Grand Base [M] | Grand Base [M]<W> | —                                | —                                   | —                                  | —                    |
| House Ma-Tsu Kai (2 batts)           | Veteran | Fanatical    | Bithinia            | —              | —                 | —                                | —                                   | —                                  | —                    |
| House Hiritsu (1 batt)               | Veteran | Fanatical    | Tigress             | (No Return)    | Betelgeuse [M]    | Betelgeuse [L] <W>               | —                                   | —                                  | —                    |
| House Lu Sann (1 batt)               | Veteran | Fanatical    | Liao                | (Raphael)      | —                 | Lattice [L]<W>                   | —                                   | —                                  | —                    |
| House Ijori (1 batt)                 | Veteran | Fanatical    | Aldebaran           | (Jasmine)      | Jasmine [L]       | —                                | —                                   | —                                  | —                    |
| <b>Mercenaries</b>                   |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| <b>McCarron's Armored Cavalry</b>    |         |              |                     |                |                   |                                  |                                     |                                    |                      |
| The Nightriders                      | Elite   | Fanatical    | Menke               | —              | —                 | Betelgeuse [L]<W><br>/Primus <W> | —                                   | Shiba <W>                          | Scarborough [L]<W>   |
| Barton's Regiment                    | Elite   | Fanatical    | Menke               | —              | —                 | Betelgeuse [L]<W><br>/Prix <W>   | —                                   | Buenos Aires [L]<W>                | —                    |
| The Wild Ones                        | Regular | Reliable     | Menke               | —              | —                 | Betelgeuse [L]<W><br>/Primus <W> | —                                   | Shiba <W>                          | —                    |
| Leo's Demons<br>CC>                  | Veteran | Fanatical    | Menke               | —              | —                 | Betelgeuse [L]<W><br>/Prix <W>   | —                                   | Buenos Aires [L]<W>                | Canopus IV [L]<R-CC> |
| Rob's Renegades                      | Veteran | Fanatical    | Menke               | —              | —                 | Betelgeuse [L]<W>                | —                                   | Andarmax<W>                        | —                    |
| <b>15th Dracon (2 batts)</b>         | Regular | Reliable     | Bellatrix/Decateur  | Gunthar        | Gunthar [L]       | Gunthar [M]<W>                   | Renown [M]<R>                       | —                                  | —                    |
| <b>Bullard's AC (1 batt)</b>         | Green   | Questionable | Zanzibar            | —              | (Cavalor)         | —                                | —                                   | —                                  | —                    |
| <b>Abermarle's H'Lnders (1 batt)</b> | Regular | Reliable     | Xieng Khouang       | —              | —                 | —                                | —                                   | —                                  | —                    |
| <b>Marshigama's Legion. (1 co)</b>   | Veteran | Questionable | Holloway            | —              | (Borden)          | (Raid MoC)                       | —                                   | —                                  | —                    |
| <b>New Hessen Arm. Scouts</b>        | Regular | Reliable     | Westerhand          | —              | Palladaine        | (Westerhand)                     | —                                   | —                                  | —                    |

## PHASE TWO: 3035-3040

| UNIT                      | EXP.      | LOYALTY      | 3035                                  | 3036             | 3037              | 3038             | 3039                         | 3040            |
|---------------------------|-----------|--------------|---------------------------------------|------------------|-------------------|------------------|------------------------------|-----------------|
| <b>LOYAL FWL FORCES</b>   |           |              |                                       |                  |                   |                  |                              |                 |
| <b>Free Worlds Guards</b> |           |              |                                       |                  |                   |                  |                              |                 |
| 1st                       | Elite     | Fanatical    | —                                     | Cursa [M]<W>     | —                 | Lopez [M]<W>     | Andurien [H]                 | Andurien [L]<W> |
| 2nd                       | Veteran   | Fanatical    | —                                     | —                | —                 | Conquista [L]<W> | —                            | —               |
| 3rd                       | Regular   | Fanatical    | (Piriapolis)                          | Ingomish [L]<W>  | —                 | —                | Hsien<R-FC>/<br>Andurien [M] | Andurien [L]<W> |
| 4th                       | DISBANDED | DISBANDED    | —                                     | —                | —                 | —                | —                            | —               |
| <b>Atrean Hussars</b>     |           |              |                                       |                  |                   |                  |                              |                 |
| Atrean Hussars            | Regular   | Reliable     | —                                     | Shiro III [H]<W> | —                 | Conquista [L]<W> | —                            | —               |
| <b>Atrean Dragoons</b>    |           |              |                                       |                  |                   |                  |                              |                 |
| 1st                       | Regular   | Fanatical    | Conquista <R-CC><br>/Shiro III <R-CC> | —                | —                 | —                | —                            | —               |
| 11th                      | Green     | Fanatical    | —                                     | —                | —                 | Sadurni [L]<W>   | Andurien [M]                 | Andurien <W>    |
| 12th                      | Veteran   | Fanatical    | —                                     | (Furud)          | Xanthe III [L]<W> | —                | —                            | —               |
| <b>Marik Militia</b>      |           |              |                                       |                  |                   |                  |                              |                 |
| 1st                       | Veteran   | Fanatical    | —                                     | Shiro III [M]<W> | —                 | —                | Andurien [M]                 | Andurien [M]<W> |
| 2nd                       | Green     | Reliable     | —                                     | —                | (Granera)         | Ryerson <W>      | —                            | —               |
| 4th                       | Green     | Reliable     | —                                     | —                | (Granera)         | Ryerson <W>      | —                            | —               |
| 5th                       | Regular   | Reliable     | —                                     | —                | Xanthe III [L]<W> | —                | Les Halles <W>               | —               |
| 6th                       | Veteran   | Fanatical    | Palladaine <R-CC>                     | Raid (DoA)       | —                 | Conquista [M]<W> | —                            | —               |
| 9th                       | Regular   | Reliable     | Krin<R-CC>                            | Propus <R-CC>    | Preston <R-CC>    | Bandora<R-CC>    | Capella <R-CC>               | —               |
| 10th*                     | Veteran   | Reliable     | —                                     | (Mosiro)         | Xanthe III [H]<W> | —                | Andurien [M]                 | Andurien [L]<W> |
| 13th*                     | Regular   | Questionable | —                                     | Ingomish[L]<W>   | —                 | —                | Menkalinan <W>               | —               |
| 15th                      | Regular   | Reliable     | —                                     | (Mosiro)         | Xanthe III [H]<W> | (Oriente)        | Menkalinan <W>               | —               |



# THE ANDURIEN WARS

| UNIT                          | EXP.    | LOYALTY      | 3035                                | 3036                            | 3037                | 3038                        | 3039   | 3040            |
|-------------------------------|---------|--------------|-------------------------------------|---------------------------------|---------------------|-----------------------------|--|-----------------|
| 18th                          | Green   | Questionable | —                                   | Leyda [L]<W>                    | —                   | —                           | Hall <R-FC>                                      | —               |
| 20th                          | Regular | Reliable     | —                                   | Uhuru [M]<W>                    | —                   | —                           | —  | —               |
| 23rd                          | Green   | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| 25th                          | Green   | Reliable     | —                                   | Cursa [H]<W>                    | (Oriente)           | —                           | Marcus <R-FC>                                    | —               |
| 30th                          | Regular | Fanatical    | —                                   | —                               | —                   | Lopez [L]<W>                | —  | —               |
| 31st                          | Green   | Reliable     | —                                   | —                               | —                   | —                           | Callison <R-FC>                                  | —               |
| <b>Fusiliers of Oriente</b>   |         |              |                                     |                                 |                     |                             |  |                 |
| Ducal Guard                   | Elite   | Fanatical    | —                                   | —                               | Tsitang <R-CC>      | —                           | —  | —               |
| 1st                           | Elite   | Reliable     | —                                   | Shiro III [L]<W>                | Xanthe III [L]<W>   | —                           | Andurien [M]                                     | Andurien <W>    |
| 2nd                           | Veteran | Reliable     | —                                   | —                               | —                   | —                           | Andurien [H]                                     | Andurien <W>    |
| 3rd                           | Veteran | Reliable     | —                                   | —                               | —                   | Epsilon [L]<W>              | —  | —               |
| 4th*                          | Regular | Questionable | —                                   | —                               | (Thurrock)          | —                           | —  | —               |
| 5th                           | Regular | Reliable     | Nestor <W>                          | McAffe <W>                      | —                   | Nestor <W>                  | —  | —               |
| <b>Protectorate Guard</b>     |         |              |                                     |                                 |                     |                             |  |                 |
| Iron Guard                    | Regular | Fanatical    | —                                   | Ingomish[L]<W>                  | Xanthe III [L]<W>   | (Lopez)                     | —  | —               |
| Steel Guard                   | Green   | Reliable     | —                                   | —                               | —                   | —                           | —  | —               |
| <b>Sirian Lancers</b>         |         |              |                                     |                                 |                     |                             |  |                 |
| 1st                           | Green   | Questionable | Harsefeld <W>                       | —                               | —                   | —                           | —  | —               |
| 2nd                           | Regular | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| 3rd                           | Green   | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| <b>Silver Hawk Irregulars</b> |         |              |                                     |                                 |                     |                             |  |                 |
| Falcons                       | Green   | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| Gryphons                      | Regular | Questionable | —                                   | —                               | —                   | —                           | Ailoth<br>/Cor Caroli <R-FC>                     | —               |
| <b>Oriente Hussars</b>        |         |              |                                     |                                 |                     |                             |  |                 |
| 1st                           | Veteran | Reliable     | —                                   | Leyda[L]<W><br>/ Villanueva <W> | —                   | —                           | —  | —               |
| 2nd                           | Regular | Reliable     | —                                   | Villanueva <W>                  | —                   | —                           | Old Kentucky/<br>Chamdo/Raballa/<br>Phact <R-FC> | —               |
| 3rd                           | Green   | Reliable     | —                                   | —                               | —                   | —                           | —  | —               |
| 4th                           | Regular | Questionable | —                                   | —                               | —                   | Lopez [L]<W>                | (Deschesnes)                                     | —               |
| 5th                           | Green   | Reliable     | —                                   | —                               | —                   | —                           | —  | —               |
|                               |         |              | Sierra <W>/<br>Claybourne II <R-CF> | —                               | —                   | —                           | —  | —               |
| <b>Stewart Dragoons</b>       |         |              |                                     |                                 |                     |                             |  |                 |
| Home Guard                    | Veteran | Reliable     | (Granera)                           | —                               | (Vilaneuva)         | —                           | Andurien [L]                                     | Andurien [L]<W> |
| Juggernaut                    | Regular | Reliable     | —                                   | —                               | —                   | —                           | —  | —               |
| <b>Orloff Grenadiers</b>      |         |              |                                     |                                 |                     |                             |  |                 |
| 1st                           | Regular | Reliable     | —                                   | —                               | —                   | —                           | —  | —               |
| 6th                           | Veteran | Fanatical    | —                                   | —                               | —                   | —                           | —  | —               |
| 8th                           | Regular | Reliable     | (Claybrooke)                        | —                               | —                   | Sadurni [L]<W>              | Lurgatan <W><br>/Andurien [M]                    | Andurien [L]<W> |
| <b>Regulan Hussars</b>        |         |              |                                     |                                 |                     |                             |  |                 |
| 1st                           | Elite   | Questionable | —                                   | —                               | —                   | —                           | Andurien [M]                                     | Andurien [L]<W> |
| 2nd                           | Regular | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| 4th                           | Veteran | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| 5th                           | Veteran | Questionable | Milton <R-FC>                       | —                               | —                   | —                           | —  | —               |
| 9th                           | Green   | Questionable | —                                   | McAffe [M]<W>                   | —                   | —                           | —  | —               |
| <b>Mercenaries</b>            |         |              |                                     |                                 |                     |                             |  |                 |
| 21st Centauri Lancers         | Elite   | Reliable     | —                                   | —                               | —                   | Nestor <W>                  | —  | —               |
| Always Faithful               | Regular | Reliable     | (Mosiro)                            | —                               | —                   | —                           | Andurien [M]                                     | Andurien [L]<W> |
| Clifton's Rangers             | Green   | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| Head Hunters                  | Green   | Questionable | —                                   | —                               | Xanthe III [L]<W>   | (Vanra)                     | —  | —               |
| Langendorf Lancers            | Regular | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| Martian Cuirassiers           | Green   | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| Smithson's Chinese Bandits    | Veteran | Reliable     | —                                   | Shiro III [M]<W>                | —                   | —                           | —  | —               |
| Swann's Cavaliers             | Veteran | Reliable     | —                                   | —                               | —                   | —                           | Galisteo <W>                                     | —               |
| <b>ANDURIEN FORCES</b>        |         |              |                                     |                                 |                     |                             |  |                 |
| <b>Defenders of Andurien</b>  |         |              |                                     |                                 |                     |                             |  |                 |
| 1st                           | Veteran | Questionable | —                                   | Shiro III [M]<R>                | (Ryerson)           | (Andurien)                  | Andurien [S]                                     | Surrenders      |
| 3rd                           | Regular | Questionable | (Xanthe III)                        | —                               | Xanthe III [M]<R>   | Sadurni [M]<R>              | Andurien [S] <D>                                 | —               |
| 4th                           | Veteran | Questionable | (Cursa)                             | —                               | Cursa I [M]<R>      | (Andurien)                  | Andurien [S] <D>                                 | —               |
| 5th                           | Regular | Questionable | (Shiro III)                         | Shiro III [L]<R>                | Xanthe III I [M]<R> | Conquista                   | Andurien [S] <D>                                 | —               |
| 6th                           | Veteran | Questionable | —                                   | —                               | —                   | Lopez [S]<D><br>/(Andurien) | Andurien [S]                                     | Surrenders      |
| <b>Mercenaries (Andurien)</b> |         |              |                                     |                                 |                     |                             |  |                 |
| Carson's Renegades            | Regular | Questionable | —                                   | —                               | —                   | —                           | —  | —               |
| Tooth of Ymir                 | Veteran | Reliable     | —                                   | —                               | Xanthe III          | (Outreach)                  | —  | —               |

# THE RONIN WAR

## A SAMPLING ACROSS THE SPHERE

In 3034, great tragedy struck our Order on several of the worlds now part of the Free Rasalhague Republic. When the small nation declared its independence from the Draconis Combine, rogue elements of the DCMS under the command of Warlord Marcus Kurita and Warlord Vasily Cherenkoff committed treason by disobeying the DCMS's direct order to stand down. Several units under the direction of Warlord Kurita seized our HPG stations by force, in some cases killing the entire staff outright.

Because of this, Primus Myndo Waterly was able to demonstrate without question to the First Circuit the need to station Com Guard troops at every HPG station, not just in the unstable Federated Suns. Thus, after 3034, Com Guard garrisons appeared in the Combine, the Republic, the League, and the Confederation. No longer would any HPG staff be fearful of execution-style attacks or coercion by arms. Though many of our HPG stations had armed infantry troops and select vehicle support on site by 3034, the tragedies of the *Ronin War* led to the Primus dispatching BattleMechs to key stations, giving the Inner Sphere a small glimpse of our true power.

The Sainted Waterly executed a masterstroke by making the Combine bring the Republic into being. By supplying Theodore with second-rate Star League machines—stripped of any damaging weaponry for their own safety—she was able to single-handedly save the Inner Sphere from Davion imperialism. Her immediate resupply of the Combine saved that nation from Davion's war of conquest in 3039.

—*from Touchpoints of the Order, a Sandhurst Military Treatise; Londonderry Press, 3062.*

Of note during this time is the reaction of the Combine after discovering many of its line units disobeying direct orders from *Gunji-no-Kanrei* Theodore Kurita. By declaring these troops traitors and then ruthlessly executing them, Theodore showed he would brook no contrasting opinion regarding the new military doctrine and ideals he was putting into place. In this vein, he acted very much like his father, the Coordinator.

By waiting for the Republic to ask for assistance while summarily cutting the supply bases from the traitors' grasp, Theodore showed the Inner Sphere that he was an honorable foe—yet still utterly ruthless. The quick executions that occurred after his help was requested testify to the fervor that he was able to whip into his troops. By these actions alone, Theodore was showing the rest of the nations that the DCMS was still a force to be feared. Yet it still took the FedCom armies several more years to overcome their hardheadedness and learn that particular lesson.

—*from Tactics of the Dragon, on the War Academy of Mars required reading list; Geneva Publications, 3053.*

It is apparent after the fact that Theodore was indeed having problems within the Combine. Having two—three, if Ivan had survived his “accident”—of his Warlords openly defect and challenge the command of the *Kanrei* shows a remarkable lack of discipline in the ranks of the DCMS. Truly, the Fourth Succession War hurt the Combine more than initial reports showed. While the ferocity of the few regiments employed is indeed impressive, it is of equal note that almost all of the forces used by Theodore were loyal to him personally and not to the Combine.

So the question begs itself: is the Combine's current military strength bluster, or bravado? Only time will tell.

—3030-3035 In Review: An Intelligence Assessment of the Great Houses, *out-of-print publication (no longer in use); New Avalon Institute of Science; Avalon City, 3036.*

Indeed, it is still questionable whether Duke Selvin Kelswa did the right thing in fighting to retain certain Republic worlds. On one hand, the Commonwealth would have benefited greatly from the additional territory—the production resources on several of the contested worlds would have raised the economic output of Tamar alone by two percent. On the other hand, the political ramifications of suppressing a people who desired to be free would have devastated the newly formed FedCom alliance. Politics had to win out, though Duke Kelswa paid for his arrogance in more ways than one. Witness the surplus tax waged on several worlds after the *Ronin War*, an economic punishment that sent the better part of Tamar's economy to Tharkad for five years. With the political clout that Tharkad wields, the local nobility should be second-guessing any decisions made where their own agendas supersede that of the Estates General.

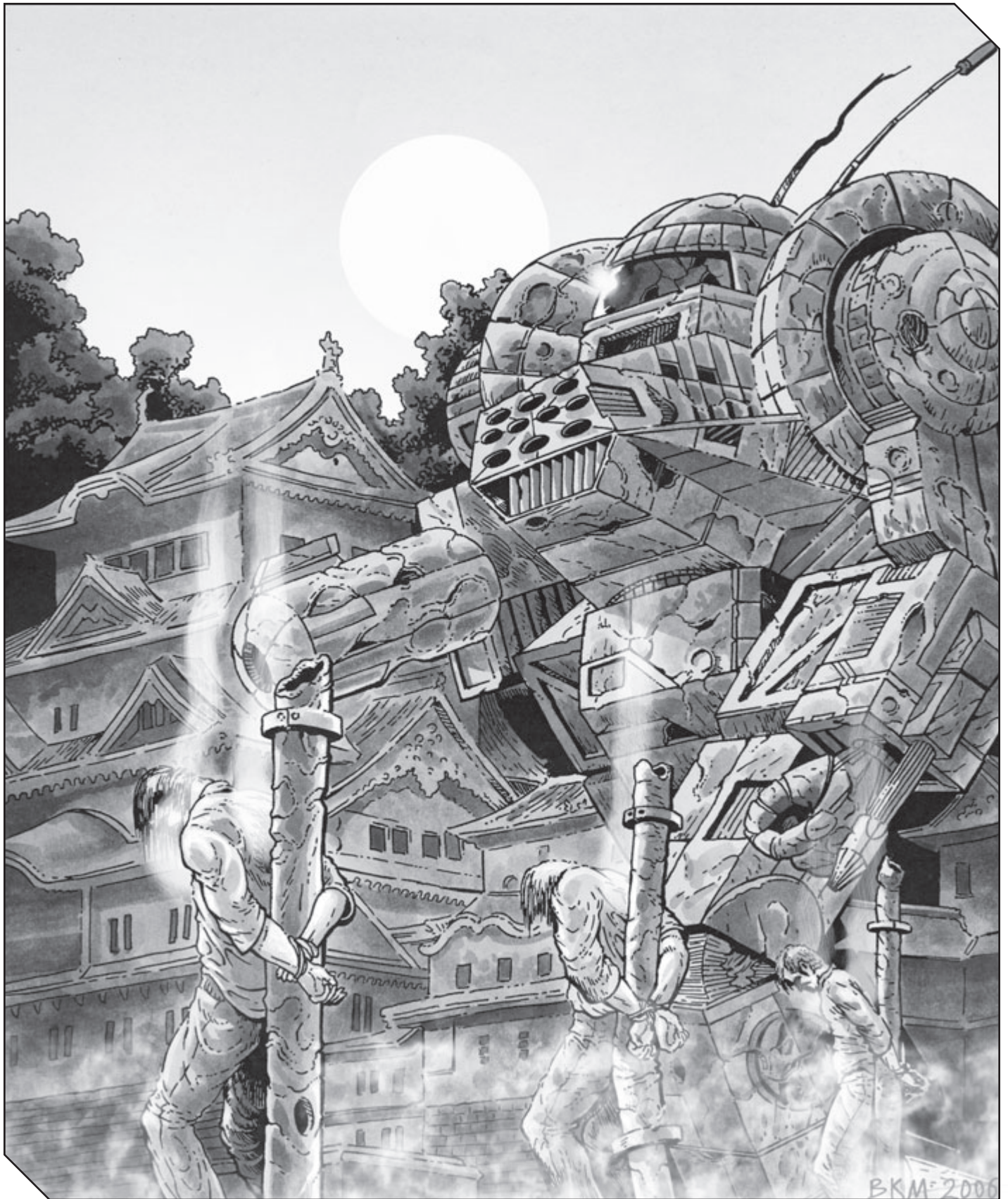
—*from Politics, Power, and the Common Man, a textbook for advanced economics students at Nagelring; Donegal Press, 3047.*

Never has a better trained but outnumbered army fared as well as the Eleventh Legion of Vega when it hammered two mercenary outfits on Nox. Outnumbered by a margin of three-to-one and having suffered damage in a prior engagement on Grumium, the Legion nevertheless kept the two mercenary regiments from ever gaining the initiative. By forcing both Corazin's Coronados and Bullson's Hussars to fight the Legion on terrain of their own choosing, they had half the battle already won. Using their strengths to overlap their weaknesses, the Legion cut each unit in half and then picked them apart, successfully keeping both mercenary units on Nox until the Shin Legion arrived to assist the Vegans. In the end, only the Coronados survived, and just barely. The Legion, however, suffered only moderate damage and proved that the new tactics, doctrine, and attitude of the *Kanrei's* vision were vastly superior to the Combine's old ways.

The *Ronin War* changed the DCMS from a blunt juggernaut into a sharpened sword.

—*from Lessons from the Past, a manual used by the Outreach Mercenary Training Command; Harlech Communications, 3056.*







Despite the tragedies that occurred on worlds such as Gioto and Diosd, we can honestly say that the true revelation of the Com Guards happened after the *Ronin War* in 3034. It is sad indeed that such misery and death had to force such an auspicious time in our Order's history, but events later on would be different if we had not finally snuck out of the closet.

Thus, in the end, Waterly did at least do two things right: she pushed for the Com Guards to fully come forward and defend our property, and she allowed an oppressed people to be free. She may have been using the Rasalhagians to advance her own agenda of opposing Hanse Davion, but in this case it did much good for humanity. If only the rest of her time had been as productive.

—from *Reflections of the Order, a journal written by Anastasius Focht and circulated to Com Guardsmen at the Focht War College; Library of Skupo, 3066.*

Though the birth of our nation has less-than-austere beginnings, we can honestly say that, in their final act as our overseers, the Combine began to mend the wounds they inflicted on our people for so long. Theodore, of all the Coordinators in the Combine's bloody history, understood. His aid in our time of need was unexpected, as was the fact that he did not use the *ronin's* attacks on our worlds as an excuse to take away our recent gains. He remained honorable by awaiting Prince Magnusson's request for aid and then did not linger, only remaining long enough to help begin the rebuilding process.

For this, we honor one of the greatest Coordinators the Dragon has ever known. When you see a DCMS soldier, dare not forget that they, too, suffered disgrace and loss when they faced their own brothers-in-arms across our fields. The soil remains soaked in blood—the blood of Rasalhague and Combine alike. Let us not forget as we look to the future.

—from Theodore Kurita, a Survey, *required reading for officers at the Frihet Training Facility; Orestes Publishing House, 3061.*

In 3033, the *Respublica dur Free Rasalhague* was born. In 3034, covert units from the nearby Draconis Combine invaded the new nation to retake it back by force after diplomatic relations broke down. Over seventy-five regiments invaded the small nation, which barely survived only after the Lyrans stepped in to beat back the Dragon's elite troops. Trying to save face, the Coordinator had the commanders of many of the participating regiments executed for their failure to follow their duty. In 3036, more Combine troops under the guise of pirates from the Oberon Confederation again attempted to seize worlds, but failed after the Lyrans built the First Thunder Regiment demolished their probing attacks. Content to maintain the status quo, the Combine stayed away from the *Respublica* until the 3050s, when they enticed the Clans to hit the Republic instead of the Combine.

—from *History of the Combine, required text for incoming freshmen at the Collegium Bellorum Imperium; Alphard Limited Press, 3064.*

## INTRODUCTION

Welcome to **AOW350** “The *Ronin Crisis*” for the spring semester of 3071. This class is an elective course taken in conjunction with **AOW340** (“The New DCMS”), **AOW367** (“War of 3039”), **CCS213** (“The Free Rasalhague Republic”), and **DCH498** (“The Legacy of Coordinator Theodore Kurita”). Attendance and participation is mandatory; student grades will be determined by an oral exam and one research project.

The overall thrust of this course is to present students with a working knowledge of the events and circumstances surrounding the birth of the Republic in 3034. Focus will be on how this small historical event greatly impacted the foundation of the “new” DCMS under then-*Gunji-no-Kanrei* Theodore Kurita and helped the Combine be ready for the future challenges ahead. Though there are many worlds that suffered during the *Ronin War*, not every engagement will be discussed. However, students are expected to know of the major incidents, as they will be tested by the instructor on their knowledge.

Your instructor is retired *Tai-i* Chris Wheeler from the Fifth Galedon Regulars. He has served with distinction in the DCMS for over twenty-five years and has been on staff at the Sun Zhang Academy for the last four years. He was awarded the Bushido Blade in 3051 and received the White Starburst of Rasalhague in 3052.

## OVERVIEW

**[Wheeler]:** “Good morning, students. The syllabus is self-explanatory, so there is no need to cover it again. Ground rules: Ask questions when you feel the need—stand and use one of the three podiums in the hall. Your research projects are due at my office on datachip no later than three weeks from today. This class is short for the amount of material we have to cover, so we will move quickly. Let us begin.

“While many people outside the Combine and the Republic gloss over the *Ronin War* of 3034, it is nonetheless one of the most significant events in Combine history. Because of the events surrounding that short war, the future of the Draconis Combine—especially the DCMS—was forever changed, for the better.

“As many of you are aware, the Free Rasalhague Republic—Republic for short—did not begin in 3034. While the name is new, many students of Combine history recognize the Republic as the proud descendant of the ancient Principality of Rasalhague, which lasted seventy years before Coordinator Shiro Kurita began to absorb the nascent kingdom in 2330. During the long process of slowly bringing the Principality into the Combine, Shiro and his descendants used the low-level conflict to unify the entire realm into a cohesive power to rival the nearby Steiner empire and the Federated Suns, with only the Terran Hegemony a stronger stellar nation.

“It could be argued that independence-minded rebels within the newly named Rasalhague District caused the turmoil and ill-will between the Combine and Rasalhague people over the next



several decades. The most infamous example of this being the bombing of Vladimir Kurita's estate in 2375, killing Coordinator Tenno's sister and causing a chain of events that lead to many years of brutal tyranny among the Rasalhagians due to Jason Kurita's personal sense of revenge over the death of his father and family.

"Yet it can also be argued that because of the rebels' action, those events led to Daniel Sorenson's birth (from Oma Kurita—Jason's sister) and subsequent exile among the Rasalhague public, bringing to light the awful truth of Jason Kurita's tyranny. Daniel's reign as Lord of Rasalhague and Warlord of the District helped heal the rift between the Combine and its people. More importantly, it set the stage for the McAllister Rebellion against the Von Rohrs line and saved the Combine from madness—and destruction.

"In 2510, the Principality formally joined the rest of the Combine and enjoyed peace under Siriwan McAllister-Kurita for the first time in decades. Yes?"

**[Student]:** "Wendy Hsu. What about details regarding the Sorenson line and how they merged with the McAllisters? Did that play a foundational role in the dynastic lines for Rasalhague?"

**[Wheeler]:** "An excellent question, cadet. But one more worthy of asking in your Republic history class, not this one. Remember, we are building a framework in order to explain why the *Ronin War* took place at all. *Domo arigato*.

"So. Why would the Rasalhague people resist the Combine so many years later? What event would you say would be the turning point of dissent, creating many centuries of rebellion and strife in this Combine District?"

**[Student]:** "Markus Shale. The lingering memory of Vladimir and Jason Kurita's oppression?"

**[Wheeler]:** "*lie*. Memories like that fade in anger; they fail to evoke the emotion needed to fuel a centuries-spanning flame of dissent. Yes?"

**[Student]:** "Cheka Irizzi. Coordinator Urizen II's Japanese reformation during the twenty-seventh century?"

**[Wheeler]:** "Why so?"

**[Irizzi]:** "Because he believed the culture, mores, and language of ancient Japan would be the ideal blueprint of society. Forcing that culture on existent cultures is a recipe for dissent."

**[Wheeler]:** "Excellent. Many of you have studied the Azami in your other courses. The Rasalhague people were also fiercely devoted to their ideals and culture from ancient Scandinavia, much like the Azami and their ties to Muslim culture. They felt that being forced to submit to a foreign cultural concept would erase their own identity. And that fanned the long-cool embers of rebellion once again, setting events into motion that would ultimately bring about the Republic. Everything from this point on is built on that foundational principle: cultural identity.

"You have your required reading ready to download to your pads. Make sure you begin your projects in a timely manner. Class dismissed."

While service to the Dragon is to be expected of all men and women of the Combine, those who are truly worthy of advancement and promotion are the ones who can understand the people around them. Leadership is the ability to take the wants, desires, and cultural roots of their followers and mold them into an effective force, no matter the arena. To ignore the basic ideals that make up who a person is to court disaster for the leader and quite possibly his followers.

Conversely, grasping these basic precepts is one of the few keys to success. By understanding where one has come from, a leader can help one find the path that follows the course the leader sets. Many times in our history, our leaders have forgotten this basic understanding, and disaster inevitably follows. "One may forgive lack of knowledge for one's mistakes, but ignorance is only the excuse of the dishonorable," to quote Coordinator Siriwan Kurita.

Future Combine officers would be wise to remember that though they lead men and women into battle for the Dragon, the Dragon is also made of many scales, each brilliant in their own right. To deny their individual beauty is to tarnish the Dragon as a whole.

—from *A Treatise of Leadership*, Luthien Press Publications, 3043; required reading for *Pagoda of Luthien Officers cadets*.

## PERSONALITIES OF THE RONIN WAR

The following group projects by the seminar participants depict the individuals that played pivotal roles in the Ronin War.

### HAAKON MAGNUSSON

**Title:** Prince of the Free Rasalhague Republic

**Birthplace:** Rasalhague

**Age (in 3034):** 43

Self-proclaimed Prince of the Free Rasalhague Republic, Magnusson started his career as a rebel by joining a non-violent protest group in college. After a peaceful demonstration ended in governmentally backed violence, Magnusson joined the Scandinavian People's Army. In and out of prison and executing countless successful missions first for the SPA and then for the Tyr Movement, Haakon's wily ways earned him the nickname "The Silver Fox," given by a frustrated Warlord Sorenson after yet another attempt to catch the man ended in disaster.

Magnusson was approached by ComStar and Combine officials in 3030 regarding the Combine's new stance of granting independence to the Rasalhague people. After realizing that the offer was indeed genuine, Magnusson put the next few years to good use, contacting the other Tyr cells and pulling the different

groups together in the name of independence. Though criticized by Motpart for his lavish spending, even his staunchest opposition cannot deny the tremendous work Magnusson did in preparing the Tyr to step into power when the time came.

*[Excellent synopsis. Do not forget, however, that Magnusson initially refused to help ComStar unless he could be named Prince. Using the ten-year window he allotted, he successfully worked the political machine to be re-elected to the position in 3044. He was so successful and admired as a leader that the people elected his son Ragnar as Prince-in-Exile, hoping that the Fox's son would return someday with the same skills and acumen as his father. —CW]*

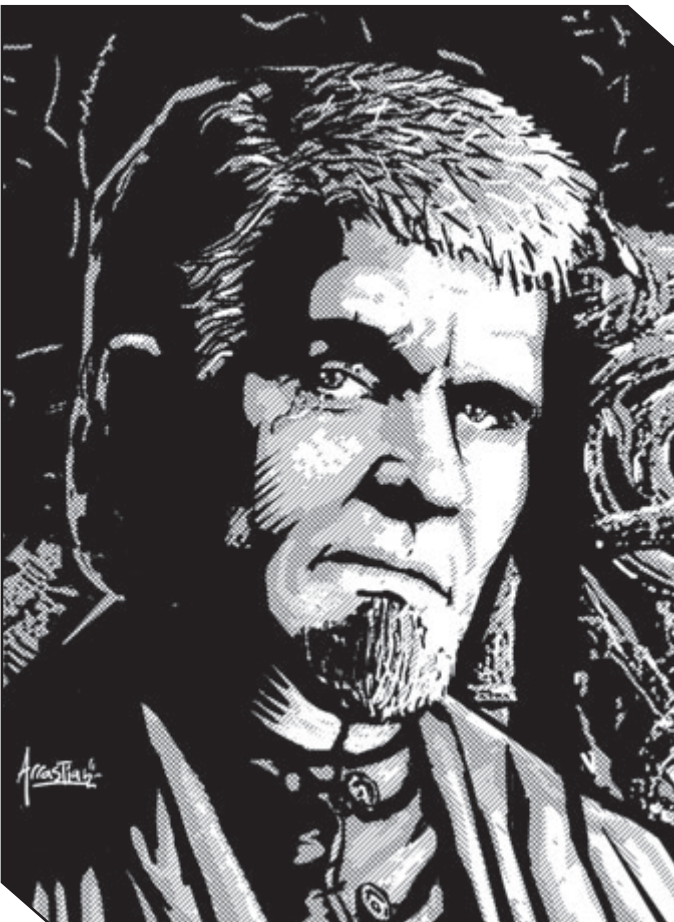
### THEODORE KURITA

**Title:** *Gunji-no Kanrei* of the DCMS

**Birthplace:** Luthien

**Age (in 3034):** 37

Named *Gunji-no-Kanrei* (Deputy for Military Affairs) of the Draconis Combine in 3030, Theodore Kurita faced his first major national crisis in the *Ronin War*. Though his tactical and strategic skills were honed during the Fourth Succession War, he had yet to face such an explosive situation as when it appeared that almost a fifth of the DCMS had defected from the Dragon. Using political skill previously not seen, he was able to convince the





Coordinator to declare the rebellious forces *ronin* and prevent a civil war of ideals throughout the Combine. Walking a political tightrope with his use of yakuza troops, the *Ronin War* proved that Theodore's vision for the Dragon was true, and after 3034 the Dragon's heir became her master.

*[Long on eloquence and short on substance. Theodore had a challenging childhood, which prepared him for the duties of leading one of the most powerful empires in the universe. His fusion of the yakuza to the ancient ideals of ninjo and giri was brilliant—despite the opposition of the Coordinator. Yet Takashi was wise beyond his years as well, and he recognized and was proud of what his son was able to do. Together, not separately, were the Coordinator and his Kanrei able to stop the ronin from tearing apart the Combine. –CW]*

**TAKASHI KURITA**

**Title:** Coordinator of the Draconis Combine

**Birthplace:** Kagoshima

**Age (in 3034):** 64

Coordinator of the Combine during the *Ronin War*, Takashi stayed true to the ancient ideals of bushido as laid down by Urizen II. By according his son the title of *Kanrei*—which had not been used in several generations—he showed the confidence of his heir's inherent leadership abilities. After seeing the suc-

cess of the DCMS units Theodore used in quashing the *ronin*, Takashi became more open to ideas and opinions that clashed with his own. Though not publicly reconciled with his son until 3039, his acceptance of Theodore's plan to recognize the Free Rasalhague Republic spoke volumes of his faith in the *Kanrei*.

*[Though he was Coordinator during the time in question, by and large Takashi played no major role in the Ronin War, though his inaction indicated at least tacit approval of the Kanrei's actions. It would be years before Takashi would recognize many of the decisions that Theodore made as good ones for the Dragon, but until then, a quiet discontent lay between them. –CW]*

**MARCUS KURITA**

**Title:** Warlord of Rasalhague

**Birthplace:** Kagoshima

**Age (in 3034):** 58

Cousin to Takashi, Marcus was removed as Warlord of Rasalhague after another assassination attempt against the Coordinator failed. Concerned that Marcus was becoming too friendly with the populace, the Coordinator moved Marcus closer to Luthien, eventually installing him as commander of the Otomo, the Dragon's personal bodyguard unit. By keeping him close, Takashi believed he could keep an eye on Marcus and thwart his ambition.





After several more years of increasing tension and court intrigue, Takashi removed Marcus to the position of Warlord of Pesht. Believing that Marcus was tired of his court games, the Coordinator thought Marcus could better serve the Combine as Warlord of a more Periphery-oriented district. However, Marcus possessed a keen grasp of strategy and tactics, allowing him to lay plans for eventualities far in the future. Thus, when the Republic was formed and he was arrested on Rasalhague—though he was supposed to be on Pesht—he hastily put into motion a plan to build a power base from which he could either establish his own nation or challenge the Coordinator, very likely in the form of a civil war.

*[It is indeed unfortunate that little is truly known about the man and his motives; he was obsessive about not having anything recorded or written down, concerned that the ISF would find it and use it against him. A valid concern, as it turns out. What we can piece together you have summarized very well. It is indeed fortunate that Theodore's actions were able to blunt Marcus' plans; otherwise things would be very different today. –CW]*

### VASILY CHERENKOFF

**Title:** Warlord of Dieron

**Birthplace:** Chupadero

**Age (in 3034):** 54

A large man known for his proclivity for food and drink and his disdain for friendship, Vasily Cherenkoff nevertheless had a meteoric rise to the top of the DCMS. Named Warlord of the Dieron District after his victory on Marfik during the Fourth Succession War, he held no special skills or outstanding characteristics. His greatest strength lay in his adherence to military rules, regulations, and doctrine. Thus, it was of no surprise to the *Kanrei* when Cherenkoff declared the Republic rebels and made plans to reclaim the worlds. Considering the *Kanrei's* swift response after the Republic's declaration, it is very conceivable that Cherenkoff's reaction was exactly what the *Kanrei* expected and had planned for. The wild card was the actions of Marcus Kurita, which very well may have prolonged the war.

Cherenkoff was killed in the early morning hours as he prepared to engage Republic forces on Orestes. However, it is widely believed that the explosion was in reality an assassination attempt by *Sho-sho* Derek Kingsley, Cherenkoff's aide, who had his own ambitions.

*[Still debated today, Cherenkoff's demise can be construed as a conspiracy or a simple combat-related accident. His devotion to Takashi is well documented, as is his utter revulsion of what Theodore was doing to the DCMS with his reforms. Cherenkoff was not above employing schemes of his own, such as his heavy-handed attempts to either ruin mercenary units or suck them into the company store model, to maintain a reserve body of troops for his own district. –CW]*



### CHRISTIAN MÅNSDOTTIR

**Title:** Överste, First Tyr Regiment

**Birthplace:** Mozirje

**Age (in 3034):** 39

Born and raised in the Lyran Commonwealth by Rasalhague refugees, Månsdottir was serving with the LCAF when the First Tyr was formed. He found himself commander of the unit as it proved itself on Kirchbach during the Fourth Succession War and offered his loyalty to the Tyr Movement leadership after helping to liberate the world. Held in high esteem by several of the Tyr leadership, he was being groomed as the first Elected Prince when Haakon Magnusson revealed the deal in the works with ComStar and the Combine. Månsdottir, who didn't agree with all of Magnusson's political stands, nevertheless stepped aside and allowed the older Tyr leader to take command of the new country. Remaining at the head of the First Tyr, Månsdottir was honored for his service by being named Magnusson's chief of staff and head of the KungsArmé.

Christian led the First Tyr through several engagements with the *ronin* and was on Gunzburg when Tor Miraborg ejected from his 'Mech after being swarmed by elements of the Gotterdammerung Society, a small tank unit hired by angry Lyran politicians. Though he believed the Dragon's Breath—a Republic merc unit hired to assist the First Tyr—acted in poor faith by





remaining out of the engagement, he did not adopt the ribald hatred most Rasalhagians developed against mercenaries, which was personified in Miraborg's attitude up through the Clan war.

After the *Ronin* War died down, Månsdottir was elected to the head of Motpart, the primary opposition party to Magnusson's Republic of the People's Party.

*[The future First Lord is first and foremost a Rasalhagian patriot. By his presence alone, the First Tyr was able to defeat the Eighth Regulars and attendant SZAC units on Predlitz. Månsdottir still feels it was his fault for not capturing Marcus Kurita on Rasalhague, causing the needless deaths of thousands. –CW]*

## TOR MIRABORG

**Title:** Överste-Löjtnant, First Tyr Regiment

**Birthplace:** Gunzburg

**Age (in 3034):** 40

Haakon Magnusson's long-time friend and Månsdottir's executive officer, Tor Miraborg commanded almost half of the First Tyr when the unit was split up among several worlds. The Tyr spent much of the war fighting small *ronin* bands that had begun forming a violent resistance to the new Republic. Near the end of the war in September, Miraborg's command lance was caught in an ambush by the remaining 211th Mechanized Assault Command. Outflanked and in deep trouble, Miraborg

called for assistance from the nearby mercenary unit, the Dragon's Breath. The mercs, however, had sustained heavy damage and, citing a vague contract clause, opted to remain out of the fighting.

Miraborg's *Grasshopper* was the last 'Mech to go down and as he ignited his ejection seat, a stream of tracers from one of the 211th's Von Luckners clipped his rising seat and sent him crashing into a copse of trees. When he awoke several hours later—strapped to a MASH unit's bed—he found that his spinal cord had been bruised and a horrible scar had nearly taken his left eye. To reward Miraborg's patriotism and dedication, Månsdottir convinced Magnusson to give the Gunzburg native the position of *Valdherre* of his homeland.

His spinal injury healed after a year of rehabilitation, but in 3036, during a brief firefight with a guerilla unit operating on Gunzburg (later found to be the remnants of the shattered Gotterdammerung Society mercenary command), he was hit by a stray autocannon round to his 'Mech's head. The ricocheting shrapnel cracked three vertebrae and severed his lower spine.

Being confined to a wheelchair did little to dampen the "Iron Jarl's" nationalistic pride. Though Månsdottir and Miraborg see differently politically, the Överste recommended to Prince Magnusson that Miraborg promote his longtime friend to the post of General of the Radstadt Province.



*[Nicely done. Miraborg's bitterness towards mercenaries only deepened as time went on. He was one of the chief proponents of the mercenary "reservation" system incorporated by many Republic worlds by the time of the Clan Invasion. Only in the few years before his death did Miraborg finally begin to change his attitudes towards mercenaries. –CW]*



**MYNDO WATERLY**

**Title:** Primus of ComStar

**Birthplace:** Kuzuu

**Age (in 3034):** 33

Primus of ComStar, it was her idea to initially form the Republic—not from any desire to see an oppressed people free, but to form a new nation on the interstellar stage to keep the dominant FedCom empire at bay. By offering the Combine pristine Star League-era 'Mechs (stripped of any new technology, of course) Waterly could help rebuild the one nation that stood a chance of breaking the brainchild of Hanse Davion.

It is possible that Waterly did not want the nation of her birth and education to fall away, but unlikely. The Primus was utterly for ComStar and held no other emotion for any other nation, save intense hatred for Hanse Davion and his Federated Suns.

Politically savvy beyond her years, Primus Waterly used the attacks on the HPG stations by Warlord Kurita—especially the tragedy on Dios—to push through the First Circuit her plan to place Com Guard BattleMechs (not just armed troops, as was being done in the new Federated Commonwealth) as a garrison force on every world that contained an HPG. This would give ComStar an armed force available on every world, officially to be used only to defend ComStar property. But as the '50s demonstrated, Waterly's strategy gave her opportunity to possibly seize planetary control.

*[You realize that most of this is conjecture and guesswork, not supported by facts. Unfortunately, with the recent destruction of the Orestes Repository, much of this will never be known. While it is a safe guess to assume that the actions of Marcus Kurita provided Waterly with the evidence she needed to place Com Guard troops, it is still only a guess. However, remember that assumptions made on solid evidence and facts usually pan out as correct information. –CW]*

**IVAN SORENSON**

**Title:** Warlord of Rasalhague

**Birthplace:** Echo

**Age (in 3034):** 61

A DCMS officer who was utterly devoted to Takashi Kurita, Sorenson was Warlord of the Rasalhague District until his





untimely death on 13 March 3034. Ironically, he died in a traffic accident on his way to hear the historic announcement by Elected Prince Magnusson declaring the formation of the Republic.

It is unknown how the Warlord would have reacted, though a safe assumption would be that Sorenson would have most likely done as Warlord Cherenkoff did. However, because Sorenson was more devoted to Takashi than the Combine, the Warlord may very well have believed that Takashi did indeed accept the new nation's status—unlike Cherenkoff, who believed Theodore was only manipulating Takashi to gain power.

Nonetheless, Sorenson was a well-loved leader, as evidenced by the actions of most of the Rasalhague Regulars. Curious, however, is the fact that several of the Regulars jumped to aid Marcus Kurita, showing that there may have been some move on Marcus' part to involve Sorenson in whatever plot he was concocting.

*[Considering Ivan's utter devotion to Takashi, it is hit-or-miss as to whether he would have sided with Marcus over Vasily—unless Marcus was using the single-minded devotion of both men against themselves. Nonetheless, Ivan's unfortunate demise actually saved a bad situation from becoming worse. –CW]*

## REBELLIONS AND INTRIGUE

**[Wheeler]:** “Rebellion has been a centerpiece of the Rasalhague Republic since the invasion started by Shiro Kurita back in 2330. Confined to individual systems for several centuries, these rebel cells nevertheless caused significant havoc from time to time. The most notorious of these was the bombing of Vladimir Kurita's estate on Radstadt, leading to Jason Kurita's heavy-handedness upon the population, as we discussed earlier.

“Consequently, his violence is what unified the opposition. The Tyr rebel movement truly began during this time, establishing several cells on almost every planet in the Principality. Some were very successful in keeping the Rasalhague ideals at the forefront of the populace's attention, and some failed.

“Usually, the rebel's various attacks throughout the next few centuries centered on harassment of local pro-Combine leaders or those they deemed patsies of the Kuritas. Violence intensified for a time during Urizen's ‘cultural war’ as the Rasalhague people were very tied to their heritage, though never to a grand scale until the assassination of Hohiro Kurita in 3004. A Tyr cell member—Ingmar Sterenson, an aide and bodyguard to Takashi Kurita—killed the Coordinator in his own bedroom on Luthien.

“Several years later Coordinator Takashi was the target of another Tyr attack, this time right before the marriage of his heir to the daughter of a high-ranking Rasalhague noble. The attempt to blow up Takashi's incoming DropShip failed, and the noble's family was executed for the attempt. The marriage could have united the Kurita line more tightly with the Rasalhague District, but, according to confessionals taken by the ISF during the roundup after the attempt, many of the Tyr feared that the marriage would only bring more misery to the populace.

“The key to understanding the Tyr rebel cells is simple. As was mentioned on the first day, cultural identity plays a crucial role in the Rasalhague-Combine struggle. The Tyr hoped to keep the Combine's cultural assimilation at bay, often by force. The purpose of their entire existence was to retain the unique identity of the Rasalhague people.

“The Lyran Commonwealth saw in this movement a possible way to steal worlds from the Combine. During the Fourth Succession War, they contacted the primary Tyr cell on Radstadt, offering them a unique chance to reclaim most, if not all, of the original Principality worlds. Once reclaimed,

the rebuilt Principality would be under the protective umbrella of the Commonwealth but retain its own identity, much like the Tamar Pact. With the promise of recognition and independence, the Tyr movement joined several Lyran regiments during the Fourth Succession War in an attempt to liberate their oppressed people from the Combine. As a sign of good faith, the Archon gifted the movement with a full regiment of heavy- and assault-class 'Mechs, piloted by Rasalhague natives trained in the LCAF. The leader of the First Tyr Regiment was General Christian Månsdottir.

“The First Tyr Regiment fought with fervor and fanaticism, helping the Commonwealth gain several worlds from the Combine. However, the Duke of Tamar reneged on the agreement with the Tyr movement, putting Lyran political appointees into the governing positions instead of Tyr members. When the Rasalhague people protested against trading one foreign master for another with no appreciable gain, the Lyran troops put them down with violence and persecution that rivaled the old Combine leadership. Resistance on the Lyran worlds continued just as it had under the Combine.”

### DEALING WITH THE WHITE DEVIL

**[Wheeler]:** “A reminder that your group projects are due in two weeks. We left off with the Lyran conquest of many Rasalhague worlds during the Fourth Succession War.

“So how did things change? Enter ComStar. With the new information recently obtained from the ComStar archives on Orestes, we can now construct a rough timeline of events that led up to the political coup engineered by Coordinator Theodore.

“Early in 3030, Primus Myndo Waterly approached Theodore with a deal. In essence, the Combine would grant the Principality of Rasalhague the freedom it desired, creating a buffer state between the new Federated Commonwealth and the hurting Combine. In exchange for these lost worlds, ComStar would open their vaults on Terra and supply the Combine with weapons in order to re-arm at a faster rate so they could withstand the inevitable Davion attack.

“The beauty of the offer is immediately apparent even now. The creation of the Republic would force the FedCom to relinquish recent gains from the Fourth War and free up much

**[Waterly]:** “Under the guise of manning our stations in the Combine, we propose to provide a military force that you may use to repel any invasion against the sovereign territory of the Draconis Combine. Such forces would come equipped with considerable stores of vehicles and supplies. We can also provide, at substantially reduced rates, the contracts of a large number of mercenary units.

“Also, in the event of another outbreak of war, we shall provide interstellar communications to the Combine at reduced rates. Good communications have done more to win wars throughout history than well-armed battalions.

“You cannot afford to refuse our offer.”

**[Theodore]:** [pause] “How do I know I cannot afford to refuse your offer? I have not heard the price.”

**[Waterly]:** “We wish to see the District of Rasalhague as a free and independent state. We expect you to support the Tyr movement in their bid for independence.”

**[Theodore]:** “That would cut valuable worlds from the Combine.”

**[Waterly]:** “Most of the systems are already in Steiner’s grip, even though peace negotiations are continuing. Do you expect to regain them at the table? The Lyrans have always been tight-fisted traders, with little inclination to give up what they already hold.

“Your support, even if only tacit, will encourage the Tyr movement. They will cry as loudly to be free of the Lyran Commonwealth as they will be to quit of the Draconis Combine if they see a chance for full independence. Besides, Rasalhague has ever been a thorn in the Dragon’s side, draining resources better spent elsewhere. Without Rasalhague to defend, you would free up more forces to concentrate against your opponents. You would also have a buffer zone extending over half of your pre-war border with the Lyrans.

“You are very aware of strong separatist sentiments in the Isle of Skye. We are assured that they would take Rasalhague’s freedom as a sign. Their leaders could easily decide it was time to declare independence from the Lyran Commonwealth. Think about that. [long pause] You could turn all of your attention to Hanse Davion ...”

—*Partial transcript of private meeting between Primus Waterly and Kanrei Theodore, printed with permission under the ComStar Freedom of Information Act, 3069.*

of that border so the Combine could concentrate more force on a smaller area. If the FedCom refused to recognize the new nation, they would lose quite a bit of political capital in the Inner Sphere. And the opportunity to gain new technology—even if stripped of vintage Star League material—would be an immediate boost to the decimated DCMS.

“So how does ComStar benefit? Simply put, by destabilizing the region. Remember, at this time, ComStar was a secretive organization that desired to see constant conflict between realms, much like the Word of Blake today. The ComStar schism was precisely for this reason—the secular versus the secret. But that’s for a different class.

“During the ‘30s, the unification of the two largest Inner Sphere realms was a large cause for concern that the Davions would reunite the entire Inner Sphere. By creating yet another nation on the interstellar stage—as well as removing a common border that the FedCom could use to crush the Combine between both halves of the new nation—ComStar hoped to thwart Hanse Davion’s dream of becoming First Lord of a Davion universe. They had already begun that process by inserting armed troops to protect the HPG sites across the Suns and some Lyran worlds, but ideally ComStar needed to have all the nations agree to the Com Guard garrison forces. With the Combine and Republic on board, it was only a matter of pressure to get the League and Confederation to fall in line.

“Therefore, Primus Waterly believed that ComStar had a vested interest in supporting the Combine with material and low transmission rates. And she convinced *Kanrei* Theodore that the Combine had no choice but to acquiesce to the plan or see itself swallowed up by the Davion machine in a short time.

“Between 3030 and 3034, the *Kanrei* began to ignore reports of secessionist movements, troop dispositions, and other rumblings from the district. One might say that Theodore knew about Marcus’ conspiracy plans to overthrow the Coordinator and moved all units of questionable loyalty to the area to test their loyalty in the upcoming crisis. Indeed, it seemed that many of the units the ISF classified as ‘questionable’ in loyalty to the Dragon were declared *ronin* and destroyed between 3034 and 3035 due to their own actions against the Coordinator.”

## DECLARATION AND CONSEQUENCES

**[Wheeler]:** “Today we will briefly cover some other events occurring in the Combine before the fateful Declaration of Freedom in March of 3034.

“During the four years between ComStar’s ambitious offer and the Declaration, Theodore was elevated to *Gunji-no-Kanrei*. He inherited five strong-willed Warlords under him, a shattered DCMS low on men and material, and an enemy that continued to rebuild and grow after their near-beheading of the Capellan Confederation. Of the five Warlords, three in particular posed a challenge to the *Kanrei* and the DCMS.

“Warlord Marcus Kurita headed the Pesht District. Marcus had been banished from Luthien for court intrigue, and though both the *Kanrei* and the Coordinator knew Marcus was behind several plots against the throne, the Coordinator thought it best to put Marcus in a position where he could be watched and still fulfill his duty to the Dragon. The ISF continued to look for proof of treason but so far had been unsuccessful.

“Warlord Vasily Cherenkoff oversaw the Dieron District. A proud man and staunchly pro-Combine, he nevertheless was also suspected of at least one assassination plot against the Coordinator. The ISF—and Theodore—suspected that both he and Marcus were entwined in yet another plot to overthrow the Coordinator.

“Warlord Ivan Sorenson headed the Rasalhague District and was utterly loyal to the Coordinator. He was also the biggest roadblock to Theodore’s reforms of the DCMS. All of the Rasalhague Regulars units stationed in the Rasalhague District were loyal first to the Combine and second to the Warlord. Though most of the Regulars were of ‘European’ descent, they were subjected to the harshest loyalty screening, second only to the Sword of Light units.



“Besides these three Warlords, the *Kanrei* also faced a monumental task to rebuild the DCMS. The ComStar offer was truly a blessing for the shattered army, as the influx of new material would greatly accelerate the repair rate of the DCMS. Additionally, Luthien Armor Works presented the Coordinator and the *Kanrei* with the prototypes of a new BattleMech design, redesigning the old *Charger* BattleMech with a new weapons loadout—the CGR-1A9. As most of you are aware from your studies, the 1A9’s field-testing paved the way for the new symbol of the DCMS: the *Hatamoto* series of BattleMechs. The first of what was to become many new Combine designs incorporating the ancient samurai armor and style, the *Hatamoto* series utilized the same basic frame of the *Charger* but with more efficient weapon loadouts and a fearsome look.

“Now that the material was available, the *Kanrei* needed pilots to crew them. Seeing firsthand that the traditional ways of combat espoused by many of the older career officers in the DCMS were fast becoming ineffective—a large part of the successes against the Combine by the FedCom was the Lyran and Suns ability to use such traditions against them—Theodore knew the time was right to shake things up.

“Theodore’s approach was to recognize that the success of the Combine relied on all the citizenry, from every part of society, man or woman. Thus, after a couple of years moving through the strata of the underworld, the *Kanrei* found a ready pool of soldiers—those found in the private armies of the yakuza. The accord struck between the crime syndicates and Theodore also had a side benefit: by using the yakuza’s clandestine shipping network, the *Kanrei* could receive and move the material supplied by ComStar to re-arm his troops, with his enemies none the wiser.

“Thus, in the early part of the 3030s the Ghost Regiments were born. Additionally, training of the *Ryuken* in the newer brand of war first brought to the Combine by the Dragoons continued. Though the Coordinator initially thought that Theodore was forming a private army of his own to bring about a coup, his heavy-handed dispersal of those trained troops played right into the *Kanrei*’s hands. By the time of the *Ronin* War, the initial spreading of a new generation of officers had just begun.

“Feeling confident that he could withstand the anticipated backlash of the creation of the Rasalhague Republic, Theodore entered negotiations with the Tyr leadership to carry out his part of the bargain struck with ComStar. It is now apparent that ComStar wanted all of the Rasalhague District included in the new nation, but Theodore withheld several worlds. Some, such as Alshain, were vital production centers necessary to the survival of outlying districts. Others were withheld because Theodore may have felt slighted by ComStar’s action of sending obviously stripped war material. Regardless of the reasons, all of the original Rasalhague worlds were slated to be freed.

“On the thirteenth of March, 3034, self-declared Elected Prince Haakon Magnusson made his historic Declaration of Freedom from the rotunda at the base of the Freedom Building on Rasalhague. Here is part of that speech. Listen for the fervor and nationalism that fueled these people for centuries:”

**[Magnusson]:** [recording] “...and so, of this time and of this place, the thirteenth of March, 3034, these worlds are held not by another’s power or authority but by our own. For today shall be known and celebrated as the rebirth of the Rasalhague people! Today sees the creation of the Free Rasalhague Republic! Today we enter the future of our own accord! Today we hold our own fate in our own two hands! Today we may walk under our suns and stars and know that we are beholden to no man, no nation whose rule shall oppress us! Today we declare our freedom!”

**[Wheeler]:** “With that speech and the subsequent list of worlds, the Free Rasalhague Republic stood on its own two feet. Magnusson had also pre-appointed most of the Republic *Valdherres*, who would remain in office for at least a year before formal elections would begin. Magnusson himself decreed that he would remain at the head of state for ten years to bring the Republic forward on its initial steps. Though the Rikstag would rule as a republican body, Magnusson would be the face of the new nation.

“Interestingly, Warlord Ivan Sorenson died from severe head trauma brought about by a horrible motorcade accident on his way to view the announcement on Radstadt. Though the timing seems suspiciously coincidental, independent investigations of the accident have only proven—and re-proven—that Sorenson’s Takachi limousine suffered a simple mechanical failure that caused it to swerve into the path of an oncoming Continental Transport mover.”

Initially in shock at such a bold and unprecedented move, the other greater nations of the Inner Sphere scrambled to respond to the formation of the Republic. The St. Ives Compact, itself only recently emerged as a small nation, was very vocal in its response. Pledging military and mercantile aid, the SIC was long on enthusiasm but short on actions as the promised aid failed to materialize in the subsequent years. Hanse Davion recognized the Republic on the same day as Archon Steiner, though it was apparent through the Duke of Tamar’s actions that the Lyran half of the FedCom empire was reluctant to give up so many worlds recently won. The Capellan Confederation and Free Worlds League—members of the toothless Kapteyn Accord—issued brief recognition statements on the sixteenth of March. Nevertheless, all the main Inner Sphere nations recognized the Rasalhague nation and gave some grudging respect to the Combine for allowing the independent-minded people to finally have their long-desired freedom.

After the *Ronin* War concluded in 3035, both the League and the Confederation began putting public pressure on the Federated Commonwealth to accord the Isle of Skye the same measure of respect. The fact that there was outside focus on the Skye area fueled separatist recruitment and action, with the rebel group gaining a sharp uptick in membership through the 3040s.

—From *Politics and Position, a Galedon Military Academy political science primer, September 3051.*

## TREACHERY AND TREASON (MARCH 3034)

[Wheeler]: “From the moment of Declaration, the Combine stood on the brink of civil war at the least and a change of power at the most. ComStar’s First Circuit acknowledged the Republic and pledged to maintain HPG service, with a small discount for the new nation for a period of two years. The office of the Coordinator issued a statement within twenty hours of ComStar’s recognition. As the rest of the Inner Sphere pondered their response, the Combine was already becoming embroiled in an internal war that threatened to tear both the new and the old nation asunder.

“Reaction among the DCMS and Republic citizenry and military was mixed. With the gift of hindsight, we can categorize the reactions of the DCMS and its personnel into a few distinct responses.

“One response was against the Republic’s creation because many felt that the cost and material involved in conquering and merging the Rasalhague worlds into the Combine heavily outweighed the benefits of letting these worlds go to the Republic. Ignoring the fact that the assimilation of the Rasalhague worlds took several centuries—and still was not complete, if the initial goal of Urizen II’s cultural assimilation could be used as a touch point—by and large, the Republic worlds would benefit more under their own governance. Several small units who deserted from the retreating DCMS commands held this viewpoint. Though numbering more as individuals rather than whole units, nonetheless several reports of enlisted men and officers going AWOL were common. Most of these soldiers were found later by Rasalhague militia and expatriated back to the Combine in the coming years, where they were dishonorably discharged and shamed.

“To a lesser extent, many Rasalhague natives serving in the DCMS resigned their commissions almost immediately in order to journey to their native land and sign up with the new KungsArmé. In these cases, if the soldiers acted honorably and worked within the appropriate channels of the DCMS bureaucracy, they were accorded honorable discharges and allowed to leave. In some cases, however, these Rasalhague natives went AWOL, often with DCMS-supplied equipment. These deserters were also branded *ronin* for their actions and, in rare cases, hunted down and brought to justice.

“By and large, the most common reason for the backlash was not necessarily because the Dragon had granted them independence, but that certain individuals within the DCMS High Command felt the Coordinator and his wayward heir were abandoning the principles of the Combine. Warlord Vasily Cherenkoff fell into this category. The Warlord, a strict by-the-book military general, moved to reclaim the worlds lost to the Republic, as his position dictated he safeguard the Combine from threats both within and without. He apparently believed that Takashi had been duped by Theodore and did not accept that the Combine’s recognition of the nascent nation was legitimate. Acting on his own sense of honor—or as some may theorize, manipulated by Marcus Kurita—he set out to use his position as Warlord

of Dieron to reclaim the breakaway worlds. Using his influence with the troops of the Rasalhague District now that Sorenson was dead, he called upon many of the units assigned there to reclaim the Dragon’s honor by retaking the rebel worlds. Unfortunately, Cherenkoff died in a ‘Mech accident on Orestes in mid-May.

“In rarer cases, some DCMS units—such as Johiro’s Regiment of the Night Stalkers—felt the Combine was abandoning hundreds of thousands of pro-Combine citizens to the deep-rooted hatred carried by the Rasalhague people. No provision was made to protect these citizens from Rasalhague backlash, as many anti-Combine riots bloomed within the first two months and harmed many innocent citizens. These units went the *ronin* route only to protect the citizenry until they could be removed to the Combine. Once the citizens were safe from harm, these units ‘surrendered’ to the DCMS. By and large, units who showed this type of action were pardoned of any dishonor and allowed back into service for the Combine.

“Finally, several units broke away from the DCMS not for any perceived loss of honor but to fulfill a conspiracy plot laid several years before by Marcus Kurita. Though rushed into play due to the shock of the Declaration, Warlord Kurita apparently believed that the time was right to openly oppose the Coordinator.

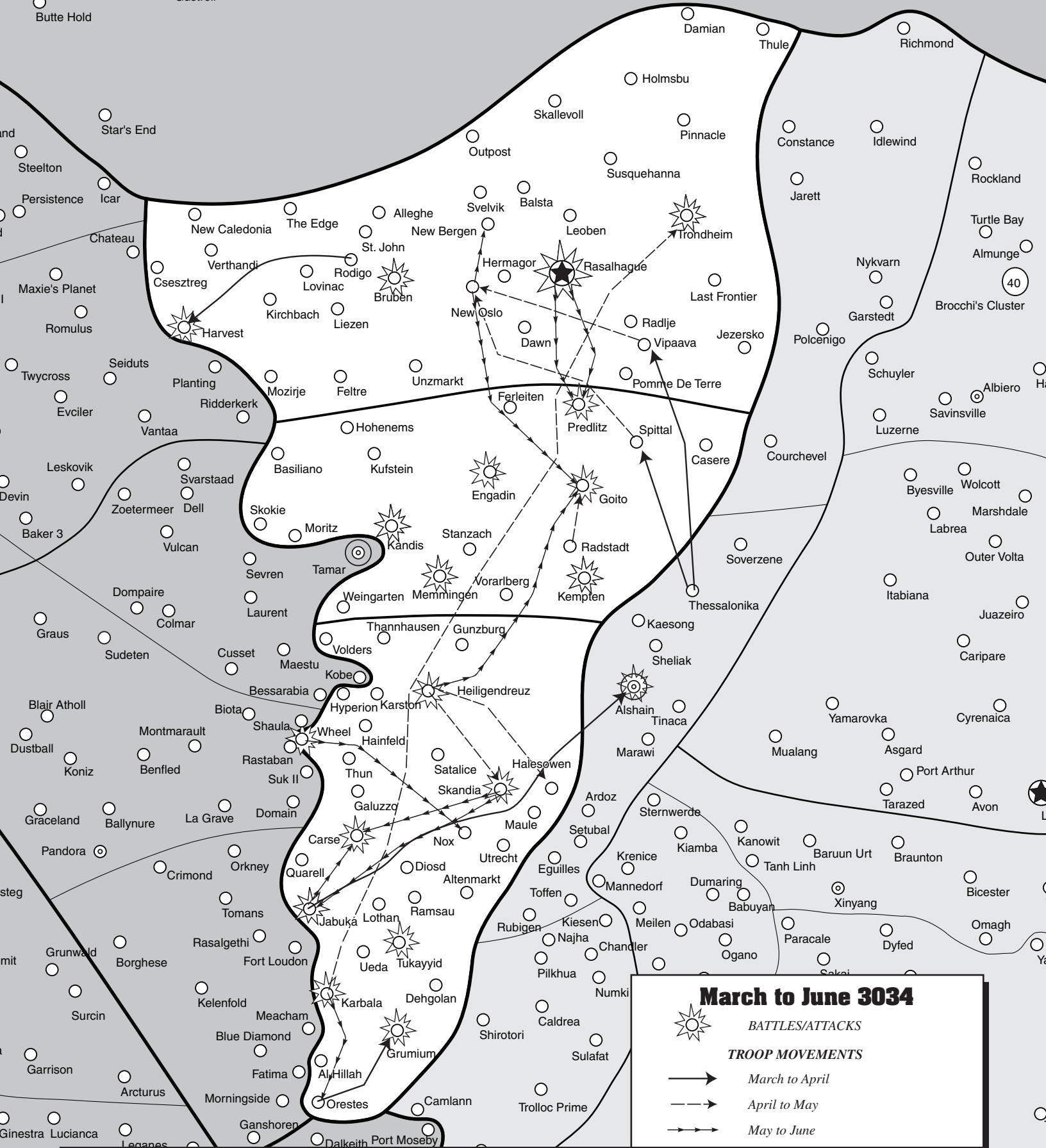
“Though the Coordinator and *Kanrei* suspected that Marcus had plans underway to eventually usurp the throne of the Combine, they had no conclusive proof and could not act. With the furor created by the creation of the Republic, Marcus was finally on the verge of obtaining what he needed to uphold the integrity of the Dragon. The key to his plan was control of the communications grid provided by the HPG system. Marcus knew that he could control the HPG grid if he seized control of the world and, as insurance, capture the HPG compound. Knowing he could not run the ancient technology—and also very aware of each ComStar compound’s relative lack of defenses—Marcus’ initial orders demanded that they seize the HPGs with as minimal damage as possible to the staff and the equipment. Additionally, in order to take the world as fast as possible, he attached orders that the Republic-designated leaders be captured or killed. By accomplishing these two objectives, he knew he could maintain a solid grip and carve out a power base of worlds from the ‘rebel’ Republic.

“Whatever the reasons, immediately after Prince Magnusson’s declaration, the *Ronin War* began. Because of the varying motives behind each unit—and indeed, each individual in some cases—it was never a cohesive war with set fronts. A tangled mess, the whys of each action become just as important as the wheres and hows.”

## POLCENIGO

[Wheeler]: “Polcenigo could be considered the opening salvo of the *Ronin War*, though details remain sketchy even after the ISF opened up their archives on the subject in 3064. Apparently, an ISF agent on vacation in January of 3034 stumbled upon a remote wilderness bunker that dated back to the





**March to June 3034**

 *BATTLES/ATTACKS*

*TROOP MOVEMENTS*

 *March to April*

 *April to May*

 *May to June*

**PLANET KEY**

-  *NATIONAL CAPITAL*
-  *DISTRICT CAPITAL*
-  *PROVINCE CAPITAL*

**FREE RASALHAGUE REPUBLIC**

**The Ronin War**

**March to June 3034**

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**LEGEND**

30 LIGHT YEARS

60 LIGHT YEARS OR 13.4 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward

Spinward

Anti-spinward

Rimward

reign of Urizen II. Inside, the agent noted a massive stockpile of ammunition, spare parts, and battlefield support vehicles—all missing equipment from shipments that the agent recognized as having been lost or claimed stolen by pirates. After some investigation and observation, the ISF determined that the site was being operated by businessmen and two DCMS commanders who had ties to Marcus Kurita.

“This initial discovery was probably the first tangible proof—circumstantial at best—of Marcus’ conspiracy obtained by the ISF. Whether the supply base was to be used to funnel material to the *ronin* or to a private army will never be known, as the bunker suffered a ‘gas line malfunction’ in late March, setting off a brush fire that raged for three weeks along the Yomita Grasslands.”

## RASALHAGUE

**[Wheeler]:** “The initial conflict officially began when the DCMS withdrawal order came down to the Eighth Rasalhague Regulars and the Twelfth Sun Zhang Academy Cadre in the early morning hours of 14 March 3034. The orders were simply to detain Marcus Kurita and send him back to Luthien while another unit—later discovered to be the newly formed First Tyr Regiment—would take over garrison duties of the new nation’s capital after a formal announcement was made the next day. The problem was that both units were solidly involved in Marcus’ plot to take the throne.

“Infantry from the Tyr arrested Marcus at his palatial estate at dawn and were in the middle of transferring him to ISF custody when armor units from the Eighth surprised the contingent and rescued the rogue Combine noble. Though the ISF repeatedly called for support from the nearby Twelfth Sun Zhang, the small security force was wiped out by the Regulars. As ‘Mechs from the First Tyr began to warm up to provide assistance, the Twelfth made their intentions known by assaulting the small staging area, killing several civilians when some stray shots ignited a fuel truck. The resulting explosion devastated a small grandstand that had been set up for a special pass-and-review scheduled later in the day.

“Enraged by the seemingly wanton death of fellow Rasalhagians—though most of the dead were later confirmed as members of the newly formed Combine embassy—the Tyr warriors lashed out with raw fury. The sudden counterattack shattered part of the Cadre force into splinter groups, allowing the Tyr warriors to push through and make their way toward the spaceport.

“The Eighth began withdrawal procedures after rescuing Marcus, falling back in good order toward several DropShips that Marcus had hired as a contingency plan. Though surprised by the sudden ferocity of the First Tyr as the new regiment boiled over the outer perimeter, the Eighth put up a stiff enough resistance to help rescue almost half of the remaining Cadre cadets. The remnants of the Twelfth and the Eighth—those left behind when one of the ‘ready-five’ DropShips blew an oxygen seal—broke and scattered into the surrounding countryside as the First Tyr secured the spaceport.

“Once clear of Rasalhagian airspace, Marcus Kurita apparently felt that if he was going to act, there should be no further wasting of time. Before jumping from the zenith point, he issued orders to the units he knew were loyal to him—and by chance, to those he knew were loyal to Sorenson. Taking a risk to pull in his rivals’ troops, he apparently hoped to gain some of Ivan’s powerbase from within the district itself. Using a series of JumpShips—Marcus had gained fourteen of them in his quiet build-up—he passed the orders to key worlds where those troops were stationed. He apparently did not trust ComStar at this point, as none of his initial orders went through the HPG network.

## ENGADIN

**[Wheeler]:** “Mister Tokuga, please inform the class as to the events on Engadin during the month of March, 3034.”

**[Tokuga]:** “*Hai*, Professor. The Ninth Rasalhague Regulars received Marcus’ orders on 20 March at their duty station on Ferleiten. On 31 March, the Regulars jumped in close to Engadin and launched a planetary assault. After a fast two-day burn and surprise drop, the Regulars captured the Engadin HPG station, killing half the ComStar staff in the process. Third Battalion then moved into the capital and seized the convention center, where a speech was being given by the newly designated *Valdherre*, Jorge Harkon. When *Valdherre* Harkon refused to answer the Ninth’s ‘cease and desist’ demands, *Tai-sho* Pershing ordered his men to fire on the building, dropping the convention center and killing most of the new planetary officials. The *Tai-sho* then declared that Engadin was under martial law and imposed a military curfew throughout the capital city of Yonkers.”

## MEMMINGEN

**[Wheeler]:** “Excellent. Now, who can tell me of the initial events on Memmingen?” [pause] “Yes, Mister Samuels?”

**[Samuels]:** “When the newly appointed *Valdherre* died of a heart attack only thirty hours after the announcement, the *Tai-sho* of the Twentieth Rasalhague Regulars strode into Parliament with a small squad of infantrymen and declared the session closed. When protests arose, *Tai-sho* Samsonov killed three Precinct Senators where they stood and installed three *heishi* in their places. *Heishi* Rupert Strom then nominated *Tai-sho* Rupert Samsonov as the newly appointed *Valdherre* of Memmingen, with *Heishi* Brent Miyako seconding. The *Tai-sho* was installed by unanimous vote and his first act was to declare martial law until ‘Memmingen returns to the Dragon’s breast.’”

**[Wheeler]:** “Was there not something else?”

**[Samuels]:** “Sir?”

**[Wheeler]:** [sigh] “Miss Roberts, perhaps you can jog his memory?”



**[Roberts]:** “*Ronin* forces attempted to seize the HPG compound through force shortly after declaring martial law. The initial attack on the compound failed when a ComStar DropShip—the *Coherent Thought*—opened fire on the approaching armor company, destroying it in two passes. The DropShip then landed near the compound in order to protect it from further predation. Unfortunately, the landing burn ignited underground fuel lines from the nearby MacKenzie refinery, destroying several suburban blocks along a kilometer path.”

## TRONDHEIM

**[Wheeler]:** “Very good, Miss Roberts. Now, why is Trondheim significant at this point? Mister Barker?”

**[Barker]:** “The first major atrocities by the rogue forces occur here. Because Trondheim is extremely steeped in Scandinavian culture, the tragedy that ensued from the clashes between the Twenty-fifth Rasalhague Regulars and the Second An Ting is seen as indicative of the Combine’s disdain for non-Japanese cultures.”

**[Wheeler]:** “What tragedy occurred and how did it come about?”

**[Barker]:** “Immediately after the Declaration of Freedom, the Twenty-fifth attacked the Second in their barracks. They believed that the Second had orders to arrest the regiment and send them back to Pesht for trial. It was found later that the commander of the Regulars faked those orders so he could turn the fence sitters in his unit against the *Kanrei*. In a well-organized multi-pronged attack, the Regulars decimated the Second’s barracks and motor pool while simultaneously capturing the HPG compound. A small, armed force of infantry also executed a quick strike on the Federal Quarter when an improperly placed explosive device went off in the basement. The resulting explosion collapsed several stories of the Parliament building, killing the newly installed planetary *Valdherre* and most of the precinct representatives.

“*Tai-sho* Uchi Tikidomo declared his unit the official military tribunal in charge of the planet. They established a mandatory curfew and began executing what they called ‘Rasalhague rebels’—the duly appointed members of the new Republic government that they had captured in the strike on the Federal Quarter.

“The Second An Ting gathered their forces outside of the capital of Misby Flats and, two days later, attempted to break the Regular’s cordon in a midnight attack. Unfortunately, the Regulars had established artillery positions nearby and rained down several hundred rounds on the attacking Second, destroying hundreds of buildings and setting numerous fires around the Quarter. There was no regard for the citizenry. The DCMS withdrew and called for reinforcements.

“Over three thousand people died in the six-hour artillery barrage by the Regulars. Recruitment into the Trondheim militia soared, with the remaining cabinet members—the few who had escaped the brutal executions—attempting to get messages describing their plight to the new Republic government.”

**[Wheeler]:** “Very good. Trondheim crystallized the Republic citizenry against the rebels, with the Regulars’ wonton destruction of such an ancient city and brutal murders of the governing board. Smuggled pirate broadcasts made their way to other Republic worlds, igniting more anti-Combine rallies and swelling the recruiting centers for the newly formed KungsArmé. The Trondheim tragedy was also the catalyst for Magnusson to finally request the Combine’s aide in defeating the rebels.”

## PREDLITZ

**[Wheeler]:** “So, if Trondheim was important to the Republic’s cause, why was Predlitz important for the rebels? Miss Hunan?”

**[Hunan]:** “Historically, Predlitz has always been a strong advocate of the Combine. Because it was taken by Shiro Kurita before his war on the Principality of Rasalhague, the standard of living on Predlitz has increased steadily over time. By the time of the Republic’s formation in 3034, Predlitz was a strong agricultural world and very pro-Combine. When the Declaration of the Republic came and Predlitz was included in the list of new Republic worlds, the population was confused and bitter. They were angry with the Coordinator for abandoning them and outright rejected the new Republic leadership. Thus the world was the perfect place for Marcus Kurita to establish a headquarters and possible capital of his planned breakaway realm. Only two jumps from Rasalhague, Marcus could be there inside a month due to his small network of JumpShips.

“When the Declaration came, a giant mob stormed the Parliamentary building, forcing the new *Valdherre* to barricade himself and his staff on the premises. When word reached Predlitz of Warlord Kurita’s imminent arrival on the seventeenth of March, the *Valdherre* surrendered the planet rather than face execution. He and his entire staff were imprisoned and freed only on the liberation of the system by the First Tyr Regiment.”

## KANDIS

**[Wheeler]:** “Mister Sakamoto, please instruct me as to why Kandis is of importance here.”

**[Sakamoto]:** “One of the handful of Republic worlds under Steiner authority, Kandis became the center point in Duke Selvin Kelswa’s struggle to maintain power in the Tamar Pact region of the Commonwealth. The staunchly pro-Lyran Governor, Brenda Richert, refused to surrender authority to the Republic-appointed officials and surrounded the government complex with the Dragonslayers mercenary unit. Stubborn in his own right, Uller Gledsson—the rightful Republic *Valdherre* appointed personally by Månsdottir—hired the Insect Brigade, a small hard-luck mercenary company. A fifteen-hour standoff between the two mercenary forces at the complex ended in chaos when one of the Brigade’s *Wasp* pilots had a seizure, accidentally squeezing off several hundred rounds from the ‘Mechs machine guns and mowing down a group of Lyran protestors.

“Shocked by the apparent disregard for Lyran citizens, Richert ordered the Dragonslayers to ‘resist the hired butchers with extreme force’ and a brutal firefight erupted all around the

complex. Tragically, Richert was killed when a Dragonslayer's *Enforcer* stumbled over her Avanti Aircar."

**[Wheeler]:** "Very good. Miss Makonin, please tell us what happened next."

**[Makonin]:** "The escalation of violence increased over the next several days, with the divided citizenry attacking each other. A mob mentality reigned, and neither the Lyran nor the Republic leaders stepped forward to calm the riots. The HPG compound—but not the antenna—burned to the ground when a thunderstorm ignited an electrical fire in the area and emergency crews were unable to get to the scene due to the frenetic mobs. For the moment, Kandis was cut off from the rest of the universe."

**[Wheeler]:** "Excellent. Kandis, though cut off temporarily from the rest of the nascent Republic, became the Lyran lightning rod—almost literally. It is representative of the depths to which Duke Kelswa would go in refusing to relinquish the hard-won worlds of the Fourth Succession War."

## HEILIGENDREUTZ

**[Wheeler]:** "By no means was conflict restricted between two differing units. On Heiligenkreutz, the Night Stalkers regiment split over divided loyalties. Mister Kuchiwara, since you have deemed this class less than important with your tardiness, please tell us what occurred."

**[Kuchiwara]:** "Erm. Two regiments of the Night Stalkers were garrisoning Heiligendreutz: Johiro's Regiment and McGavin's Regiment, recently brought back together from distant postings apparently by the order of Warlord Sorenson. When the orders came down to depart the world and leave it for the incoming First Kavalleri, *Tai-sa* Johiro refused to comply. According to a statement he made to the Assembly of the Grand Inquisitor—released when Johiro was reinstated in 3036—he believed that by leaving Heiligenkreutz, we would be abandoning a large segment of Combine people to harassment by an openly hostile Rasalhagian populace. He cited three deadly riots that occurred over the next two days after the Declaration was broadcast, with several pro-Combine citizenry killed by feverish mobs. Buildings and homes with Combine flavor and architecture were burned or vandalized.

"*Tai-sa* Johiro did not want to leave such loyal citizenry in peril and pledged to remain on-planet until transport could be arranged for all of the Combine citizens who wished to leave. By disobeying orders, *Tai-sa* Marika Portis—commander of McGavin's Regiment—was forced to take appropriate measures against their sister unit. Over two-thirds of Johiro's Regiment refused to leave under threat of force, and Portis had no choice but to attack. *Tai-sa* Johiro fought bravely and forced Portis to retreat, eventually withdrawing McGavin's Regiment from Heiligendreutz to Halesowen, where they remained until November of 3034."

**[Wheeler]:** "And did Johiro evacuate the citizenry?"

**[Kuchiwara]:** "He did, after hiring several merchantmen and using much of his regiment's 'Mechs and vehicles as collateral. They were safely transported to Sheliak while the unit departed for Skandia. Johiro knew that his life and the lives of his men would be forfeit when they returned to Combine space, but before doing so he felt it necessary to protect other Combine citizenry from similar danger. Thus, the unit went to Skandia to join with Warlord Cherenkoff, who was calling units to him to liberate the citizenry from oppression under Republic rule."

## THE DRAKØN'S BITE (APRIL - MAY 3034)

**[Wheeler]:** "Before we continue our world-line discussion, we must stop to address the nascent KungsArmé. Initially, the KungsArmé fielded only three BattleMech regiments—the First Tyr, the Second Kavalleri, and the Third Drakøns—though there were a total of eight regiments created at the Republic's inception. The most prominent was the First Tyr Regiment, which we have already discussed.

"Additionally, the First Kavalleri—mostly tanks and motorized infantry—was formed on Radstadt. They took heavy damage on Gioto, and the survivors rolled into the Second Kavalleri in 3035. The First and Second Freemen were initially infantry-oriented regiments from several border worlds and had some vehicular support. The Third Drakøns came into being as a fully functional combined-arms regiment with 'Mech, vehicle, infantry and aerospace support. The Drakøns made their debut towards the end of the summer of 3034, when recruitment across the Republic swelled after the reports of the *ronin* rebellion reached all of the Republic worlds.

"Though green in total experience (except for the First Tyr, which was an elite regiment), each of the new Republic armies contained a core of veteran soldiers. These men and women were veterans of many years in Tyr rebel cells on several worlds. Several even served some time in the DCMS, mostly with the Rasalhague Regulars. Additionally, as word spread of the plight of the Republic against the *ronin*, several native Rasalhagian DCMS officers and enlisted personnel resigned their commissions from their DCMS line units and made their way back to the Republic in order to serve their new country. These resignations—most of which were allowed without question by order of the *Kanrei*—did not have any appreciable effect on the DCMS units posted elsewhere, and most of these men and women arrived much too late to participate in the *Ronin* War.

"Now, we shall continue ..."

## RASALHAGUE

**[Wheeler]:** "After the hasty withdrawal of the Eighth Regulars and the Twelfth Sun Zhang, the First Tyr retreated to strategic points around the capital to defend the new governing body of the Republic from any concentrated attack by the remaining rebel units. However, the disorganized *ronin* could not regroup as quickly and ended up splitting into three guerilla armies. One, consisting of two companies of Sun Zhang cadets, withdrew



overland in an attempt to reach the Hakkø Mining complex, which contained a large DropPort for the massive cargo ships that exported large amounts of iron ore. *Chu-sa* Torima Koontz thought that by appropriating one of Hakkø's *Mule* ships, they could affect some type of withdrawal from the planet and rejoin their comrades on Predlitz.

"The second guerilla army consisted of roughly two companies of 'Mechs and infantry from both the Eighth Regulars and Sun Zhang cadets. This hodge-podge of men and equipment retreated into the heavy forests of Skandia, only forty kilometers from Rasalhague proper. Attempting to regroup and re-arm, the guerillas disappeared into the dense forest, safe from Tyr overflights for the time being.

"The third guerilla army, lead by the Eighth's executive officer, *Chu-sa* Harry Volre, attempted a blitzing attack on the capital on the night of May 11. Using the cover of a massive rain squall, the small company of vehicles, augmented by Volre's 'Mech lance, penetrated two kilometers into the older industrial sector before being reported in by a civilian police officer. The group never knew they had been spotted and were surprised when they were surrounded by a heavy company of First Tyr BattleMechs. A stray PPC shot disintegrated Volre's cockpit, and after the crash of his *Charger*, the group surrendered to the First Tyr. They were interred in the county jail, where half of the unit died during a prison riot two weeks later."

## SKANDIA

**[Wheeler]:** "Miss Lothan, please stop reading the newzine and inform the class of the activities on Skandia."

**[Lothan]:** "My apologies, Professor! Ahm, determined to make sure other Combine citizenry didn't suffer the same fate, Johiro's Regiment headed to Skandia, the system they were told Warlord Cherenkoff would use as his base of operations once he gathered his forces from Dieron. After arriving in mid-April and announcing their intent to provide safe passage to those who wanted to leave, they were attacked by a force eager to prove their worth as members of the new Republic militia.

"The *ronin* pulled back to the north side of Skøe, where a large portion of the pro-Combine citizenry had migrated after the Declaration. A standoff of sorts occurred, during which time Johiro managed to convince the merchantmen that had transported the civilians from Heiligendreutz to come to Skandia and repeat the operation. In mid-May, the unit received orders from Warlord Cherenkoff—unaware the Warlord had died earlier that same day—to relocate to Orestes, where harassing attacks against the Commonwealth would occur. They were to pick up supplies along the way.

"Johiro negotiated terms with the planetary government and arranged for the peaceful debarkation of the civilians on the inbound merchant convoy. Once he had the *Valdherre*'s word, the regiment loaded up and departed for Orestes, hitting Carse and Jabuka in fast raids and appropriating supplies. During one of their handoffs using JumpShips that were part of Warlord Kurita's small jump network, they were shocked to discover that

Warlord Cherenkoff had been killed. They arrived at Orestes near the end of June, unsure of what to do next."

## TRONDHEIM

**[Wheeler]:** "Thank you, Miss Lothan. Stay focused now. Mister Quillar, finish Trondheim for us."

**[Quillar]:** "With the arrival of the Dragon's Breath mercenary unit in mid-May, the Second An-Ting attempted again to root out the Twenty-fifth Regulars, this time by using themselves as bait to pull the Regulars out of the city. Arrogant to the extreme and drunk with power, *Tai-sho* Tikidomo ordered most of the Regulars out to take on the Second An-Ting, only to be ambushed by the recently arrived mercenaries. Decimated, the *ronin* MechWarriors surrendered. Buoyed by their victory over a larger foe, the mercenaries plunged into the city to face the remaining Regulars despite repeated orders from *Sho-sho* Kuhlmeier to stand down. Unaccustomed to city fighting, the Dragon's Breath were hammered by the veteran Regulars, and in their hasty retreat burned down several blocks of row housing, infuriating the populace.

"Sensing victory, the Regulars pursued the panicked mercenaries, only to be ambushed outside the city by the Second An-Ting. With *Tai-sho* Tikidomo's death at the hands of Kuhlmeier's own *Stalker*, the Regulars surrendered."

## BRUBEN

**[Wheeler]:** "Miss Isasaki, would you please tell us why May second is considered a national holiday on Bruben, since you are again late?"

**[Isasaki]:** "Apologies, Honored Professor. Two incidents occurred on the 2 May 3034. The first of which follows the pattern we have been seeing in other *ronin* attacks on the Republic worlds ..."

**[Wheeler]:** "Which is?"

**[Isasaki]:** "An attempt by on-site *ronin* forces to seize the ComStar HPG facility. From ComStar's own records, Demi-Precentor Corvin Mantyrus noted that a small attack by eight heavy hovercraft loaded with infantry occurred during the morning hours of May 2. Due to the timely intervention by Cameron's Legion mercenaries and militia, the attack was thwarted. Apparently, *Valdherre* Erik Davidson and the Precentor had a close relationship that Mantyrus exploited to get the additional forces to safeguard the compound. The attacking force was later identified as elements from the 937th Tank and 3592nd Infantry regiments of the DCMS garrison."

**[Wheeler]:** "But wasn't the DCMS commander—*Chu-sa* Miato Kekkonen—sympathetic to the Republic's newfound independence?"

**[Isasaki]:** "*Chu-sa* Kekkonen and three members of his officer corp died in a traffic accident in late April. *Tai-i* Marcus Hirimatsu had taken over as supreme commander of the two units. He is responsible for the second, and more tragic, event that occurred

The most devastating damage we owe not only to the rebellious soldiers of the garrison but also to the mercenaries of Cameron's Legion. None of the hired "defenders" of the Republic showed any restraint when the fighting erupted in the city's center. Brute force was used throughout their battle against the tanks of the ronin.

After the battle there were 493 civilian casualties—mostly onlookers of the withdrawal procession or early comers to the liberation celebration scheduled for later that afternoon. The most tragic incident was the destruction of the Priorson School in Gunderson-Allee district. Rumor has it that Ron Dexter—a Marauder pilot with the Legion—said afterwards that the mid-sized building had "just been in the way." More than one hundred children were killed in the destruction.

When the fighting finally stopped, the center of Nystaad was the scene of smoking buildings, tangled metal, and rampant fires. By looking at it, one could not determine just who had won this awful battle. Only the direct attack on the garrison several weeks later would decide the battle for Bruben.

However, the biggest loser throughout the struggle for Bruben was the citizenry themselves. Our peace-loving citizens saw this beautiful planet ravaged by war that had so often passed them by. By overwhelming acclaim, Valdherre Davidson showed true spirit and loyalty to the Republic—and to the people—by declaring May 2nd as Freedom Day. Let none of us forget the grave and ugly price of freedom.

—From *Bruben Awake!*, by Carl Songstroem, Nystaad Press, 3037.



in downtown Nystaad. According to his memoirs, he planned the deception and intended to seize and rule Bruben as an independent world until the Combine reclaimed it."

**[Wheeler]:** "Explain."

**[Isasaki]:** "The DCMS garrison was to parade through town—on Hirimatsu's approved request to the *Valdherre*. In a broadcast declaration to the populace, he called the day of the withdrawal a 'time of sorrow and reflection,' and he wanted to use the procession as a visible reminder to both his troops and the citizenry of what Bruben was losing. At the time of the attack on the ComStar compound, the unit's heavy tanks were passing the *Valdherre*'s mansion. On an apparent pre-arranged signal, the tanks broke ranks and drove for the reviewing stand in front of the house, firing upon the *Valdherre*'s retinue. Two heavy lances of Cameron's Legion were on riot patrol duty and stepped in to protect the *Valdherre*, only to be hammered by a lance of *ronin* 'Mechs hidden in the nearby DropShip. After a furious three-hour firefight in the middle of Nystaad, the two forces disengaged, with the *ronin* forces retreating back to their fortress and the mercenaries pulling back to guard the *Valdherre* and his cabinet."

**[Wheeler]:** "Good information, but you have not touched on why May second is a national holiday."

**[Isasaki]:** "Four hundred ninety-three civilians died in the firefight, with almost a quarter of them children. Neither side exercised restraint, causing billions of K-bills in damage to the city and untold injury. One year later, *Valdherre* Davidson issued Bill 52, which declared May second 'Freedom Day'. Citizens are encouraged to remember and honor the victims who died in Bruben's fight for freedom from the *ronin* forces."

## SVELVIK

**[Wheeler]:** "Why is Svelvik significant at this point? Mister Migaki?"

**[Migaki]:** "Svelvik was one of the few systems in the new Republic that did not have a violent clash of warriors. Instead, a labor war raged between the pro-Combine citizenry and the recently uncovered Tyr rebel cell leaders."

**[Wheeler]:** "Please explain."



**[Migaki]:** “When the Declaration of Freedom was made in March, Svelvik had only a token militia force on the planet. That force was pro-Combine and tied to the Sorenson family. When word reached Svelvik that Sorenson had been killed, the unit loaded up everything they could carry and made their way toward Constance, leaving Svelvik unprotected. In the following weeks, as the new planetary *Valdherre* and their associates were named by the Republic, many long-standing and secret Tyr cells were finally brought to light. It was discovered that the Minister of Finance and the Minister of Industry were members of the Svelvik cell. Two large labor unions—who had originally remained neutral to either side, willing to work under either government—felt they had been deceived and manipulated by the two Ministers. When the former Finance Minister, Roger Ecklibah, was named planetary *Valdherre*, the two union leaders banded together and declared the formation of an opposition party. When they were derided by Ecklibah on the planetary tri-vid, they called for a strike.

“One week later, over three hundred thousand workers walked out on their jobs, leaving several industries in the lurch. Unprepared for the strike—Ecklibah thought the labor party was bluffing—the economy crashed almost overnight.

“Ecklibah requested support in the form of mercenaries from Rasalhague to break the strike, but to no avail. Left to his own devices and reluctant to use brute force to curtail the mob mentality that had begun to spread, he hired two off-world PR firms from the Commonwealth to help wage a counter-war against the unions.

“By the end of May, the most savage fighting on Svelvik was on the tri-vid screens of every resident on the planet. Slowly but surely, the Republic fought back and the balance of power shifted when it was discovered that Labor Leader Miles Frazier had strong ties to the yakuza and the slave traders from the Greater Valkyrate. With this devastating news, the union disintegrated and the demoralized workforce began to return. Approval polls, however, did not rise to above fifty percent until July of 3038, coincidentally the same time that Prince Magnusson visited the world on a tour of the Republic.”

## NUMKI

**[Wheeler]:** “Numki. Why are we looking now at a Combine world outside of the Republic? Mister Banner?”

**[Banner]:** “Numki was the sight of another discovered supply base, much like Alshain and Polcenigo. This one was definitely for the rebels, as the ISF had hard proof in the form of shipping documents, manifests, and two confessions. The DropShips that were captured were loaded with 'Mechs, ammunition, parts, and foodstuffs. They were all bound for various *ronin*-held worlds—Memmingen, Predlitz, and Skandia. This was the conclusive proof the *Kanrei* needed in order to declare these units as *ronin*.”

**[Wheeler]:** “Exactly. Shortly after the Numki supplies were confiscated, *Kanrei* Theodore—under the auspices of the Coordinator—declared all warriors and citizenry who took up arms against the new Republic as *ronin*, betrayers of the Dragon’s trust. In a word, they were declared traitors. As Theodore expected, this sudden and unusual declaration by the Coordinator and his Warlords demoralized many of the *ronin*. Personal logs captured by DCMS forces show that, in many of the treasonous units, several of the enlisted soldiers’ committed seppuku in order to atone for their dishonor of the Dragon. Curiously, very few of the higher-ranking officers followed suit, which possibly hints that there was indeed a larger conspiracy being spun by Marcus Kurita. What that was exactly we will never know, as he died a short time later.”

## THE DRAGON’S ANGER (MAY - JULY 3034)

**[Wheeler]:** “The Combine now had enough evidence that there was something more going on with regards to Marcus Kurita. Concerned that Marcus may be carving out his own power base—and possibly a nation—Theodore prepared to move. However, he would not enter Republic space as a matter of honor. Instead, he hoped to shame the renegade units with his *Ronin* Declaration. Short and to the point, the *Kanrei* broadcast the Declaration to all the worlds of the Combine within three jumps of the Republic and had the text of the message posted to every unit in the DCMS. Here is the Declaration, in the late Coordinator’s own words. You can clearly hear the passion and sorrow in his voice:”

**[Theodore]:** [recording] “*The Dragon has entered a new era. As we look ahead to the future, we are saddened by those who only look behind. For the Dragon to move forward, we must shed the shackles that bind us, limiting our power and holding us back from true greatness. By allowing the Rasalhague people to be free, we have removed the shame that has quietly burdened the Dragon for centuries.*

“*There are those who believe that to hearken to an older time is to further the purpose of the Dragon. They are wrong. The Dragon endures because it adapts and embraces progress without burying itself in obsolete beliefs. Those who oppose the will of the Dragon are therefore declared ronin, masterless warriors who think only of their own selfish desire and not the will of the Combine.*

“*To these ronin, I say: Lay down your arms and accept true honor, or follow your selfish course to a disgraceful and ignoble end.*”

**[Wheeler]:** “Several regiments who had initially resisted the Combine’s acceptance of the Republic lay down their arms when they heard the *Ronin* Declaration. After some time of interrogation, incarceration, and facing the Assembly of the Grand Inquisitor, most of these troops re-entered the DCMS but were forever tagged by the ISF as ‘high risks.’

“Shortly after *Kanrei* Theodore’s *Ronin* Declaration, a formal request by Prince Magnusson came from Rasalhague. Short and to the point, the Prince praised the *Kanrei* for his actions and formally requested the assistance of the Draconis Combine to root out and destroy the opposition forces still present within the Republic. Honor satisfied, the *Kanrei* issued orders to the units he had already pre-selected for Operation: Guillotine and began by hammering the supply bases pinpointed by the ISF. Once their support was cut off, the *Kanrei* intended to assist the KungsArmé and destroy the remainder of the *ronin*.”

## ALSHAIN

**[Wheeler]:** “Mister Irizzi, please detail Alshain for the class.”

**[Irizzi]:** “Alshain was the site of another supply base, the location of which was given to the DCMS by merchants who did not wish to support Marcus Kurita in his bid for power. Using the information supplied by various sources, the *Kanrei* put into motion Operation: Guillotine, which was designed to take out all known and suspected supply bases for the *ronin* forces. Because these bases were not logged as official DCMS sites, they were targeted for capture or destruction.

“Several systems were targeted in Operation: Guillotine, Alshain being the largest with five bases scattered around the planet. The *Ryuken-ni* landed on the twentieth of May near the Dabbateur Plateau and faced elements of the Fifth Rasalhague Regulars. Using the new ComStar-supplied 'Mechs manned by the busho-senshi recently assigned to them, the *Ryuken* smashed into the Fifth’s lines in the late evening hours of the twenty-first. After a few days of hit-and-run warfare, which wore down the more tactically traditional Fifth, the *Ryuken* hit the Regulars with their full force on the afternoon of the twenty-fourth, shattering the Fifth’s lines and capturing the supply depot intact. Over two-thirds of the Regulars were destroyed, and the remaining troops surrendered after being surrounded. The *ronin* were refused honorable death and were held in an internment camp on Alshain until the end of the war.

“Guillotine wrapped up three weeks later when all the suspected *ronin* supply bases—including two others near Dieron—were captured or destroyed. The few DCMS regiments tasked with opposing the *ronin* gathered together and awaited the anticipated request from the Republic for assistance.”

## RASALHAGUE

**[Wheeler]:** “Very good. Mister Shale, please inform us of the situation now on Rasalhague.”

**[Shale]:** “The remnants of the Twelfth Sun Zhang eventually reached the Hakkø complex, only to find a company of the First Tyr waiting for them. Because satellite imagery had detected the nightly desert marches of the Cadre unit, *Chu-i* Susan Plante pinpointed the destination of the *ronin* guerillas. When the Sun Zhang unit crested the plateau and spotted the pristine 'Mechs of the elite Tyr, they surrendered without a shot fired. Four of the surviving *ronin* committed *seppuku*, while the rest were

extradited back to Luthien and executed after a tribunal found them guilty of dishonorable conduct.

“The last guerilla army refused to leave the safety of the Skand forest. Eventually, *Chu-sa* Husikopolis made contact with the Republic search parties in July of 3034, requesting asylum for his ad hoc command. The request was denied, and Husikopolis was executed on the spot by the DCMS liaison. Though Republic officials were shocked, they offered little protest.

“Deprived of their leader and rations, and with equipment breaking down from neglect, rebel soldiers began deserting the camp, leaving only seven Regulars behind. The *ronin* who deserted were taken prisoner as they made contact with Republic search parties in the forest. After extensive questioning, the DCMS troops on hand to assist the Republic government finally pinpointed a four-kilometer area of forest where the guerilla camp was most likely to be and firebombed it with multiple airstrikes. A week later, recovery teams found most of the *ronin*’s equipment and 'Mechs in the detritus of the fire, but only two bodies were discovered. The other five went unaccounted for, but from that point on all resistance on Rasalhague ceased.

“With the capital now free of rebel taint, the new government could concentrate on the rest of the Republic. Roughly two-thirds of the First Tyr loaded onto DropShips and headed to Predlitz, where the Eighth Regulars and the Twelfth Sun Zhang Cadre had retreated with Marcus Kurita.”

## PREDLITZ

**[Wheeler]:** “At this point, Marcus Kurita had begun to entrench himself on Predlitz, with a pro-Japanese populace that rejected the new Republic and resented the Coordinator for abandoning them. Marcus could easily use Predlitz as a base of operations to carve out his own nation or to rally units loyal to himself and his vision of the Combine. So why didn’t Marcus’ plan succeed? Miss Hunan, please continue.”

**[Hunan]:** “There are three reasons why Marcus’ plan could not succeed. The first is that Marcus was killed by a Loki agent shortly after his arrival with the Eighth Rasalhague Regulars and the Twelfth Sun Zhang. He was found dead in his field headquarters on 24 May, though signs of a struggle indicate that Marcus had wounded his assailant. However, the unknown assassin escaped.

“Apparently Archon Katrina was indeed behind the Republic’s formation and assisted the Combine in stopping a possible break-away realm. Though I would submit that the ISF would have probably removed Marcus at some point, but Loki got there first.”

**[Wheeler]:** “A justifiable assumption. Continue.”

**[Hunan]:** “The second reason the rebels’ plan failed is the arrival of the First Tyr regiment. They followed the retreating Regulars and Cadre from Rasalhague, determined to finish the job. Though with their slower machines the chase was sometimes difficult—the First Tyr is an assault unit, unlike the *ronin* battalions that escaped Rasalhague—the *ronin* were clearly out-



gunned. They had left their heavier units behind on the capital world, where they were dealt with as you have told us.

“The third reason is that at the end of July, the Second Sword of Light arrived on Predlitz to assist the battered Tyr in defeating the *ronin* units. The fighting that occurred at this point was the first time battle was waged on the former Combine world. The Second Sword was one of only a few regular DCMS line units to participate in the *Ronin War*, though these regiments were broken into numerous smaller task forces to handle several systems at once, as the First Tyr would do later.”

**[Wheeler]:** “Mister Gorbunov, please tell us the details of this engagement.”

**[Gorbunov]:** “The First Tyr arrived at the beginning of June and for three weeks was unable to successfully engage the *ronin* forces in a decisive battle. Because the Tyr 'Mechs were of assault design, they were continually outflanked and outdistanced by the faster 'Mechs of the *ronin*.

“The arrival of the Second Sword changed the balance of power on Predlitz. They first assaulted the mining bases on Krakau—the planet’s only moon—and, after soundly defeating the small militia force stationed there, established a base of operations. Once the DCMS unit assessed the situation and made contact with the Tyr regiment, they attempted a combat drop during an engagement near the Kalitz Spaceport.

“The *ronin* forces broke through a weak link in the Tyr line and were able to cause heavy damage to the Sworders’ DropShip, the *Osaka*. Despite the ferocity of the Second’s counterattack, General Månsdottir withdrew both the Tyr and Sword units in order to preserve the *Osaka*. His personal memoirs note that he greatly feared losing the mobility that the DropShip provided and did not want to draw out the battle for Predlitz any longer than necessary. What he did not know was that almost all of the *ronin* force was involved in the battle for Kalitz and very nearly broke from the counterattack.”

**[Wheeler]:** “So, did Månsdottir act wisely or foolishly?”

**[Gorbunov]:** “Foolishly. He should have pushed forward to victory and ended the fighting once and for all!”

**[Wheeler]:** “Ahh, but you are seeing things from the perspective of hindsight. Månsdottir acted according to the information he had available to him. By not pressing forward, he saved his men and those of the DCMS needless destruction. He valued the men in his command and those of his allies. By pulling back and gaining time to refresh themselves, they could eliminate the *ronin* at a better time and place. There was nothing of strategic significance at Kalitz, other than the spaceport. But by saving the DropShip, he would retain mobility and an advantage over his opponent. If he had pressed the attack, the *Osaka* would’ve been lost and the fighting would continue to be prolonged.

“A good Combine soldier holds his duty to his men higher than his own sense of personal honor. That honor could be

tainted and clouded by his inflated sense of worth. Only the Dragon can place worth on a man, not the man themselves. You would do well to remember this, Anatoliy.”

**[Gorbunov]:** “Hai, Professor.”

## ENGADIN

**[Wheeler]:** “Engadin. Mister Stevenson, if you please.”

**[Stevenson]:** “In the first week of June, the Second Genyosha hit Engadin in a lighting attack that caught the Ninth Rasalhague Regulars by surprise. Operating under radio silence, the Second Genyosha made planetfall using merchant DropShips from a ‘concerned businessman.’ The first sign the Ninth had of the Genyosha’s arrival was when long-range artillery strikes leveled their barracks. Caught off guard, the Ninth barely had time to mobilize before several concerted air strikes destroyed their command and control center, sending the rest of the unit into disarray. Still operating under radio silence, the Genyosha began to slowly pick apart the scattering Regulars, showing no mercy and hunting down every unit that escaped. By week’s end, the Ninth was destroyed as a unit and the ComStar compound liberated. The Second Genyosha remained on Engadin long enough to see the new Republic *Valdherre* installed and the arrival of a regiment from the newly formed Second Freemen.”

## DIOSD

**[Wheeler]:** “Can anyone tell me the significance of Diosd, despite the fact that no major engagements occurred there? Yes, Mister Onti?”

**[Onti]:** “Diosd was the scene of a massacre that ultimately gave ComStar the power to establish their own garrison troops to protect their HPG stations.”

**[Wheeler]:** “How so?”

**[Onti]:** “Well, according to recent documents released by ComStar, a small DEST squad that had gone missing from the ISF assaulted the Diosd compound. When they captured the compound, they demanded that the ComStar personnel show them how to work the HPG systems, intending to document the proceedings and possibly help Marcus Kurita form an HPG communications link that would be independent of ComStar control. Since it was obvious that ComStar was assisting the Combine, this was thought to be a way around the Order.

“When the personnel refused, the DEST commander began courtyard executions of the team, one by one, intending to break the staff into giving them what he wanted. Unfortunately, he did not count on the total fanaticism of the Order.”

**[Wheeler]:** “The result?”

**[Onti]:** “The entire staff was killed and their bodies desecrated. Diosd became silent for a few weeks, and when a ComStar

courier arrived, he found the HPG staff in the courtyard. Hidden cameras had recorded the entire incident. The DEST team that carried out the executions had already left the system. They were never found—at least not publicly.”

**[Wheeler]:** “So how does this fit with your theory that the incident brought the Com Guards into existence?”

**[Onti]:** “Logic. Obviously, before this time, there were no Com Guard personnel garrisoning the HPG compounds. That arrangement usually fell to the planetary militia, under an agreement between the Precentor of the station and the planetary government. Shortly after the *Ronin* War, where so many ComStar compounds were assaulted, garrison troops bearing the colors of the Guards began appearing. In some cases, mercenaries were hired solely to protect the compound, not the planet. Thus, the recorded events of *ronin* seizing and killing so many ComStar personnel was a likely cause of a fundamental change in ComStar’s on-site policies.”

**[Wheeler]:** “Very good deduction, Hiro. As we will see later, this is almost exactly what happened.”

## BRUBEN

**[Wheeler]:** “Miss Isasaki, please continue to enlighten the class on the situation on Bruben during this time.”

**[Isasaki]:** “The surviving remnants of the 937th Tank and 3592nd Infantry retreated back to their fortress south of Nystaad. Fort Tanaka was a Kiudo-style fortress, a cheaply manufactured prefabricated design that had only begun to gain prominence in the DCMS. In addition, the last DCMS DropShip, the *Taiidan*, was also relocated to a position where it could provide cover fire for the fortress. Though the *Taiidan* was only a stripped-down *Union*, it still retained enough firepower to give the planetary militia and hired mercenaries pause in assaulting it.

“Complicating matters was *Valdherre* Davidson’s edict that the mercenaries were to protect the lives and health of all civilians during the course of their operations on Bruben—regardless of their loyalty. Failure to do so would see the mercenaries put up on criminal charges and punished according to Republic laws. Davidson was eager to avoid another Nystaad Massacre and made sure the language of the orders he gave would put the mercenaries in a bad light if more civilians were killed.”

**[Wheeler]:** “So what happened? Did the mercenaries execute a loophole to leave the system?”

**[Isasaki]:** “No, Professor. They were one of the few honorable units during this time. The *ronin* apparently put the loyalist refugee camps around the fortress, putting them instantly in harm’s way if an attack occurred.

Cameron’s Legion assaulted the fortress on June fifteenth, with militia support. They found the way difficult and could not initiate long-range bombardment due to the close proximity of

the refugees. They were hammered at long range as they picked their way through the camp; the *ronin* forces apparently had little regard for civilian safety.

“The mercenaries were heavily damaged by the time they reached the fortress walls. A merc *Jenner* and *Stinger* vaulted over the walls and succeeded in causing enough chaos—at the cost of both units—to allow Colonel Thomas Cameron and his *Warhammer* to batter down the lone door. Once breached, it was only a matter of time for the other heavy ‘Mechs to destroy the turrets and two Galleons that guarded the north face.

“By evening, the base had fallen to the attackers, at the cost of six ‘Mechs (with the other two heavily damaged) and half the planetary militia. Unfortunately, *Tai-i* Hirimatsu and his command lance were nowhere to be found.”

**[Wheeler]:** “What happened to the mercenaries? Why is this different than what occurred elsewhere?”

**[Isasaki]:** “*Valdherre* Davidson offered the survivors of Cameron’s Legion leadership positions in the Bruben militia. Considering that Colonel Cameron was dead and most of their equipment damaged beyond repair, the mercenaries accepted the offer. Unlike other mercenary units during this time, the members of the Legion showed the spirit of *ninjo* and *giri* in executing their orders, which was evident even to the Rasalhagian leadership. They were honored by the Republic’s actions.”

## KANDIS

**[Wheeler]:** “On Kandis, the civilian body count continued to mount as both sides brought in more mercenaries, mostly small lance-sized commands, to augment their forces. The HPG was repaired inside a month by diligent ComStar personnel, which reconnected Kandis to the rest of the Commonwealth and the Republic. News of the brutal fighting—with the Insect Brigade destroyed to a man by the Dragonslayers—reached Tharkad. Several personal messages from Archon Katrina were delivered to Duke Kelswa on Tamar, but the fighting on Kandis continued to rage unabated. Though other worlds in the former Pact also began to rumble with discontent, none of them exploded into violence as did Kandis. Even rumors of the impending arrival of the Third Lyran Guard did little to dissuade Acting *Valdherre* Julian Maris from calling off the Lyran attacks.

“Republic *Valdherre* Gledsson appealed to *Kanrei* Kurita personally for assistance and was initially rejected. The *Kanrei* did not wish to risk conflict with any arriving Lyran forces, hesitant to start another war with the Commonwealth. Instead, the *Kanrei* assigned the newly arrived Shin Legion to bring peace to the world. Since the agreement to enfold the ex-Liao unit into the DCMS had yet to be made public, Theodore saw this as an opportunity for the Capellan expatriates to prove their worth to the Dragon. If they failed, they were only another merc unit to the Dragon. Success, however, would bring them into the Dragon’s fold.

“As it turned out, the Shin Legions arrived on Kandis two days before the Third Lyran Guards jumped in. Burning in at well over two standard gravities, the Legion was eager to prove



their devotion to their new masters. Executing a precision combat drop, the First Shin pinned down the Dragonslayers and Meriadoc's Malcontents, while the Second Shin reinforced the capital proper. After a furious four-hour battle that raged along the Tiberian River, the Dragonslayers surrendered to the Legion. Still fresh even after the ferocious firefight, the First Shin then turned and pinched the Malcontents between them and the Second Shin Legion. Refusing repeated calls for surrender—the unit was under contract that if they surrendered to Republic or Kuritan forces, they would forfeit their equipment to Duke Kelswa—the Malcontents were destroyed to the last man. After the destruction of the leader's *Banshee*, the world of Kandis joined the Republic. Acting Governor Maris and his staff were captured and imprisoned for their complicity in over nine hundred counts of manslaughter, the final death toll of the brutal fighting around Kandide City.

"Eager to continue proving their worth to the *Kanrei*, the Shin Legions packed up and made their way to Skandia, which they garrisoned until October, when they were recalled to Combine space. Their honorable intentions were without rebuke and the Legions were welcomed to the DCMS by the *Kanrei*."

## KEMPTEN

**[Wheeler]:** "What occurred on Kempten in June of 3034? Miss Harris?"

**[Harris]:** "Kempten had hired part of Vinson's Vigilantes (with another Vigilante battalion based on Radstadt) to safeguard the system in April of 3034. At that time, the First Sun Zhang Cadre was also on-planet as a garrison force and was in the process of leaving when they answered Warlord Cherenkoff's call in late April to retake the Dragon's stolen worlds. After confining *Tai-sa* Isoroku Kurita and his upper command staff to the brig, the *ronin* elements of the Cadre made preparations to seize the capital and were engaged by the Vigilantes on April 30. After several skirmishes, which heavily damaged both sides, the First managed to seize the Rammaport Petrochem facility, the planet's main supplier of oil and energy. Not willing to risk blowing up a massive fuel factory, the Vigilantes surrounded the First Cadre and a stalemate set in. The Cadre hoped to force the people of Kempten into re-establishing Combine control.

"The Second Kavalleri arrived at Kempten on June 4, responding to the *Valdherre*'s request for assistance. Executing a combat drop into the Cadre's rear, they killed *Tai-sho* Vincennes Murita and most of the command staff, sowing chaos. The Cadre withdrew, with the Vigilantes following them. Leaderless and faced with overwhelming force, the Cadre holed up in the nearby Cantis Mountains, refusing to surrender. With the situation well in hand, Kempten was declared at peace, as the Kavalleri commander firmly believed he could root out the *ronin* in time.

"The Vigilantes returned to their barracks to repair and were informed by the Kempten government that their contract was completed. They left Kempten by the end of June, bound to rejoin their comrades on Radstadt."

## TUKAYYID

**[Wheeler]:** "Who knows what became of the only Davion-loyal unit to participate in the *ronin* conflict? Yes, Miss Omiko."

**[Omiko]:** "On Tukayyid, the Fox's Teeth independent company was assigned to help train the First Drakøen when elements of the Altenmarkt Militia hit the world in a supply raid in June. Warlord Cherenkoff needed a large quantity of food from the breadbasket world.

"The Fox's Teeth was split, with half guarding the base camp and the other half out training the Drakøen soldiers. The Militia sent the larger force toward the massive grain silos near the Davion unit's firebase, rolling over the small BattleMech force. The diversionary group was mauled by the Drakøens and the Teeth's command lance.

"Despite their continued insistence to participate in the growing conflict, the Republic commander refused to release the Davion unit for a reprisal strike, insisting the unit remain on station and finish training the First Drakøen. They remained there for the duration of the conflict."

## ORESTES

**[Wheeler]:** "Mister Jinjiro, Orestes please. What turning point happened here?"

**[Jinjiro]:** "In mid-May, Warlord Vasily Cherenkoff was killed when his fusion reactor malfunctioned during the first assault by Republic forces. The malfunction ignited the *Atlas*' ammunition bays, killing the Warlord instantly as the fireball consumed the assault 'Mech's head."

**[Wheeler]:** "Was it a malfunction or a well-placed explosion?"

**[Jinjiro]:** "Officially, it was reported as a malfunction. However, many observers at the time recall *Tai-sho* Dexter Kingsley's open boasts after the incident of engineering the accident. The *Tai-sho* was recalled to Dieron shortly after he took command of the District, presumably to be given the title of Warlord. Unfortunately, Kingsley died from illness less than eight weeks after his arrival. *Kanrei* Theodore installed Michi Noketsuna as the next Warlord of Dieron."

**[Wheeler]:** "And what of Orestes?"

**[Jinjiro]:** "Orestes was the rally point for Warlord Cherenkoff's reclamation of the breakaway worlds. Because of this, there were three regiments on-planet by late June: Johiro's Regiment of the Nightstalkers, the Twenty-second Rasalhague Regulars, and the Altenmarkt Militia. All three were tasked with hitting nearby worlds that were FedCom prizes in the Fourth War. Before they could depart, however, the Third Drakøens arrived and assaulted the planet, tying all three regiments up. The Drakøens were assisted by the mercenary units Legion of the Rising Sun and the Dismal Disinherited (on loan from the Lyrans). Lyran

One of the greatest mistakes of the Kelswa line was to fight the Archon in regards to the freedom of the Rasalhague people. Though Duke Kelswa's actions in putting Lyran *Valdherres* into power after taking many of the Rasalhague District worlds was standard procedure, his choice in ignoring the agreement made between Katrina and the Tyr Movement only set the stage for the unnecessary violence that occurred as the Lyran forces withdrew from the new Free Rasalhague Republic in 3034. Because the staunchly loyal (and by many indications, Tamar-loyal) *Valdherres* protested the political move, their feet-dragging in pulling out Lyran troops only escalated the already poor relations between the newly appointed Rasalhague *Valdherres*—mostly Tyr veterans—and the Commonwealth. The violence on Kandis, Skokie, and Harvest notwithstanding, the bad taste left in the mouths of the Rasalhagians once the details of the Tyr deal emerged soured trade relations for several years. In order to placate the new neighbors, Tharkad gave away millions of kroner in trade agreements and incentives.

If the Duke had honored the word of his sovereign, the Commonwealth would have looked better than the Combine in the changeover and would probably have had a long-term trade agreement locked up early. As it was, the deal struck in 3049 had only begun to benefit the Commonwealth before the disaster that was the Clans.

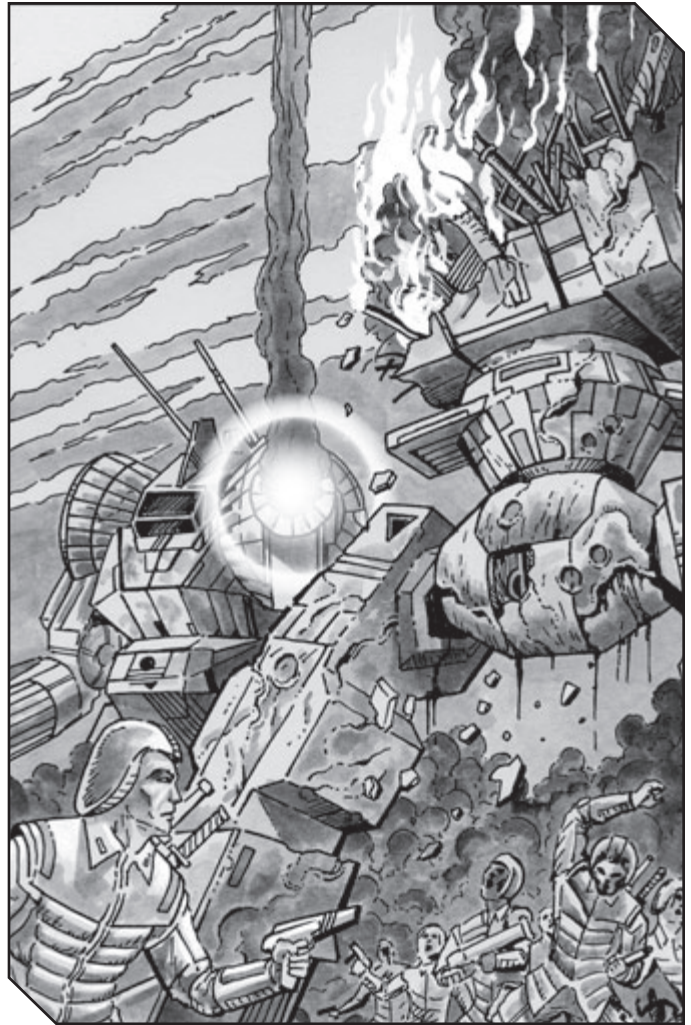
—From *The Economics of War*, required reading for second-year students attending Sanglamore. Donegal Press, 3057.

military advisors also came along, supposedly to give aid to the Drakøns commanders.

“After a brutal firefight outside of Ormund, the Drakøns rolled over the Altenmarkt militia and captured the command staff and several container trucks loaded with supplies. The Legion’s frontal assault on the Twenty-second, however, was soundly rebuffed and the Regulars were able to connect with Johiro’s Regiment before facing down the Dismal D. Several days of hit-and-fade attacks did not resolve the situation, though the Drakøns gained aerial superiority by the end of the week.

“It became apparent to Överste Jorge Ulbrecht that Johiro’s Regiment was attempting to protect the citizens of Kiertebach, a mid-sized city near the regiment that housed a large population of Combine citizenry. Amid protests by the Lyran advisors, the Överste made contact with *Tai-sa* Johiro and struck a deal—if the Drakøns helped evacuate the citizenry, the regiment would stand down. The deal done, Överste Ulbrecht ordered the Drakøn’s support craft to begin assisting the evacuation of all Combine citizens who wished to leave. After watching for any treachery, the Night Stalkers stood down and surrendered to Republic forces in mid-August.

“Now free to bring more force to bear on the remaining *ronin* regiments, the Republic forces sent the mercenaries on a flanking maneuver as the Drakøns hit the Twenty-second head on. The Drakøns air wing executed several strafing and bombing runs to maintain the Regulars attention while the ground forces maneuvered into position. Suddenly smashed between the fresh mercenaries and the revitalized Drakøns, the Regulars collapsed and surrendered after losing half their force in the first thirty minutes of engagements.



“In the end almost all of the warriors under *Tai-sa* Tadaki Johiro were absolved of crimes of treason. Deemed honorable in their actions for protecting the citizenry—and known for their disobedience in the past—they were demoted in rank and reassigned to other units rather than face the firing squad. Tadaki Johiro spent one year in prison and was reassigned to the *Kanrei*’s staff, though at reduced rank. Because of the heavy destruction to both regiments and the stain on the honor of the Night Stalkers, the unit was ‘banished’ to Matamoras.”

## MEMMINGEN

**[Wheeler]:** “Mister Samuels, please continue on the events occurring on Memmingen.”

**[Samuels]:** “The Twentieth Rasalhague Regulars ruled Memmingen as a military junta, acknowledging Warlord Cherenkoff’s call to restore the worlds to the Combine after word reached *Tai-sho* Rupert Samsonov of Marcus Kurita’s demise. Memmingen remained part of the Combine for all of the next two days, as the arrival of the First Sword of Light challenged that assumption.



“*Kanrei* Theodore was explicit in his orders to the units he had chosen to help assist the Republic, but the First Sword reverted to tradition when they made planetfall. Though *Tai-sa* Shigeru Yoshida was absolved of his disobedience, his strict adherence to the samurai tradition prolonged the retaking of Memmingen for several weeks.

“Honoring his opponent, Yoshida met the Twentieth in Palancar Valley. Using several of the new *Charger* variants gifted to the unit by Luthien Armor Works, the First challenged the Twentieth to several samurai duels between the officer corps. Lasting for over four hours, the First Sword emerged triumphant, losing only three officers. Once depriving the Twentieth of several key officers, the First Sword withdrew to give the Twentieth time to recover. Instead, the Regulars turned tail and retreated into the Boru Mountains, using the massive mines and quarries of Isasaki Mining to hide. The First Sword helped reinstall the newly appointed Republic *Valdherre* and established a protective force nearby. The rest of the unit began hunting down the hiding Regulars.”

## END OF HONOR (AUGUST - OCTOBER 3034)

**[Wheeler]:** “Warlord Cherenkoff’s death spelled the end for the *ronin*. With their supply bases in the Combine captured or destroyed, leadership eliminated, the populace beginning to stir against their dishonorable actions—even those previously pro-Combine denounced the actions of the rogue units—and DCMS forces arriving to fight alongside the KungsArmé, much of the *ronin* resistance cracked. Many of the smaller units surrendered, their equipment confiscated, and they themselves held in detainment camps until shipped off to Dieron to stand trial. Only a few holdouts remained—determined *ronin* who could stand on nothing but their own personal sense of honor.

“Some DCMS units far out on the fringe of the Combine only just began receiving word of the momentous events of the past month, prompting some individuals and small groups to resign or go AWOL. The High Command and the ISF quickly quashed anyone who spoke out against the Coordinator and the Republic, ending any flames of dissent before it could break into an inferno.

“In some instances, however, deadly damage was done before peace was restored. For example, Sorenson’s Sabres on Togura had a major disagreement between several members of the company and, as a result, *Tai-i* Daniel Sorenson ended up having to kill three of his lancemates. The sudden loss of manpower hurt the Sabres, as they failed to live up to their duties later on due to the demoralizing effect that the split had on the unit. Other commands were affected this way, though many of these instances were covered up by ISF inquiries, or the commands were dissolved and the members separated. DCMS troops didn’t have to be *ronin* in order to see a loss of honor.

“Now, to continue...”

## PREDLITZ

**[Wheeler]:** “Mister Gorman, please finish our discussion of Predlitz.”

**[Gorman]:** “On the fifth of August, elements of the Second Sword were able to move in behind the battered Eight Regulars and Twelfth SZAC, who were occupied with the obvious movements of the First Tyr in front of them. When Månsdottir gave the signal, a massive artillery barrage caught the *ronin* by surprise; their limited intelligence had not indicated that either of their opponents had brought artillery pieces. Confusion mounted as the Second Sword swarmed their rear area, pushing the *ronin* right under the guns of the First Tyr. Within three hours of the initial engagement, the final seven MechWarriors of the *ronin* surrendered. It was only three weeks later as salvage teams were combing the battlesite that it was discovered that *Sho-sho* Sven Johannsen and three other *ronin* warriors had disappeared from the area.

“Half of the First Tyr was sent off with Månsdottir to settle Gunzburg while the rest of the unit worked with the Second Sword forces to hunt down the missing *ronin* in the Shiro Mountains. Unfortunately, the remnants of the *ronin* were able to retreat to a previously hidden DropShip. *Sho-sho* Johannsen headed to the moon Krakau, where she hooked up with the remains of the Eighth Regulars.

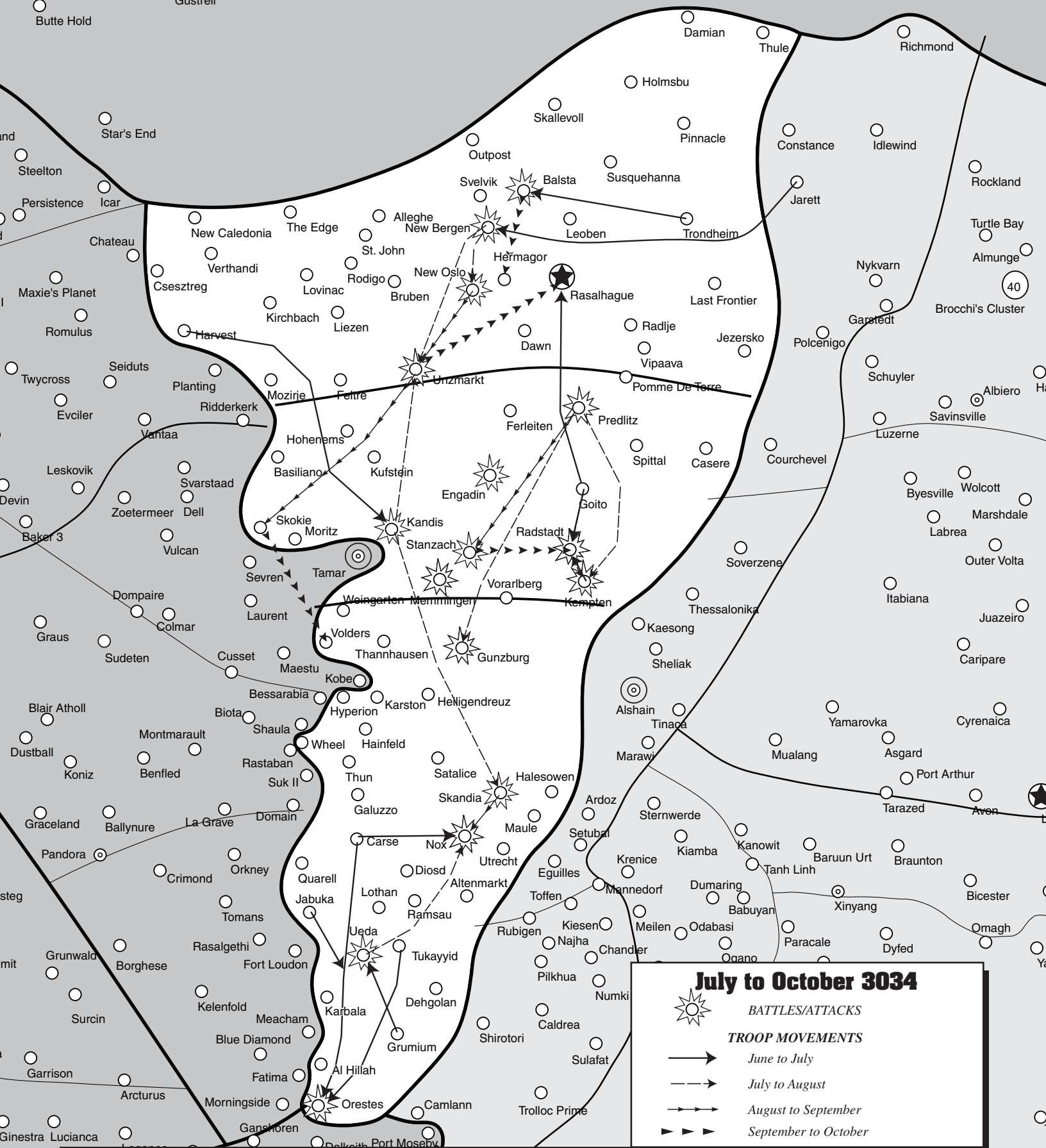
“Fortunately, the newly formed Second Drakøns had recently arrived to relieve the remains of the First Tyr, which was ordered by Månsdottir to proceed to Radstadt. The Drakøns diverted to Krakau, where a pitched battle ended in a mad race between Løjtnant Kristof Martens, the Drakøn’s BattleMech company commander, and *Sho-sho* Johannsen. The renegade Eighth commander threatened to blow the fusion reactor buried in a mining colony, but his *Battlemaster* was crushed only meters away from optimal firing range when Martens blasted through the cavern’s ceiling and his *Charger* fell on top of the *ronin* commander.

“Only four Regulars survived the carnage on Predlitz. The Second Drakøns remained on Predlitz to mop up spotted resistance groups, but for all intents and purpose, the world was pacified.”






## KO

**[Wheeler]:** “Mister Situ, briefly explain the incident on Ko.”




**[Situ]:** “When word reached the Twenty-second Dieron Regulars that Warlord Cherenkoff had been killed and that Michi Noketsuna was their new Warlord of Dieron, *Sho-sho* Tatyana Sobiroff disagreed with the *Kanrei*’s choice. Declaring that she would not serve under a worthless criminal such as Noketsuna, she intended to take command of those who agreed with her and leave for parts unknown. Fortunately, *Chu-sa* Jason Ohiro found out about her defection plans and, with the help of the local security force, rounded up the conspirators before they could act. Fifteen men and women were sent to Dieron to stand before the Grand Inquisitor; all fifteen were found guilty of treason and intent to harm the security of the Dragon. For his foresight and action, *Chu-sa* Ohiro was promoted to *Tai-sa* of the Twenty-second.”



**July to October 3034**

-  BATTLES/ATTACKS
- TROOP MOVEMENTS**
-  June to July
-  July to August
-  August to September
-  September to October

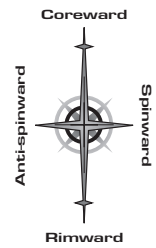
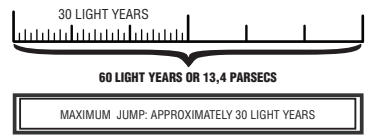
**PLANET KEY**

-  NATIONAL CAPITAL
-  DISTRICT CAPITAL
-  PROVINCE CAPITAL

**FREE RASALHAGUE REPUBLIC**  
**The Ronin War**  
**July to October 3034**

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**LEGEND**





**[Wheeler]:** “Incidents on this scale were uncommon across the DCMS. For various reasons, small groups of soldiers went AWOL from their units, in some cases actually taking their equipment with them. Less common were the loud complaints by DCMS commanders. The most obvious example of this is the protestations by *Tai-sa* Francisco Bevier of the Sixteenth Galedon Regulars; his not-so-subtle hints of backing Warlord Cherenkoff got the unit blacklisted. He died in shame four years later but the unit suffered for his lack of decorum and honor until the 3060s.”

## KEMPTEN

**[Wheeler]:** “Miss Harris, please continue with regards to Kempten.”

**[Harris]:** “With the departure of the Vigilantes at the end of June, the Kempten government hired a small mercenary tank command, the Terrible Treads. Tasked with safeguarding the capital of Kemptinus in case of a surprise breakout by the First Sun Zhang, the green mercenary force dug in at various points around the city.

“In August, the First Sun Zhang Cadre was down to only a quarter of its strength. Surrounded and hunted by the Second Kavalleri, they nevertheless retained the high ground and defended themselves to the death. Unbeknownst to the Republic forces on planet, the Seventeenth Rasalhague Regulars had arrived at a pirate point to assess the situation. When they heard of the containment of their fellow *ronin*, they came in undetected using several sensor holes in the planetary grid. At dusk on the tenth of August, the Regulars executed a combat drop on the Second Kavalleri’s rear. Quickly establishing contact with the Cadre, *Tai-sa* Boris Yukinov instructed the leaderless cadets to hit the Kavalleri from the front, hoping to crush the green Republic unit between them.

“The Kavalleri put out repeated calls to the Treads to come to their aid, which were ignored. Colonel Corbinder later testified that according to the contract he had with Kempten, the Treads were only hired to safeguard the capital, not assist other on-planet forces against enemy insurgents. As far as they were concerned, they had fulfilled the letter of their contract. They were absolved of criminal charges of contract breakage by the MRB. Ironically, four corporate concerns filed a class-action lawsuit against the Treads for breach of contract only three years later, contending that the damage done by the First SZAC and Seventeenth Regulars had irrevocably damaged the timber and ore deposits, putting Kemptinus into a massive economic decline and forcing the government to relocate the capital elsewhere. Thus, the Treads, according to the lawsuit, had breached their contract. The courts agreed, as did the MRB upon review, and the Terrible Treads had to disband because of the sixteen billion C-bills in damages levied against them.

“Because they could not raise the Treads for aid, the Kavalleri retreated back towards Nystal. Using their superior speed, they were able to break away from the combined forces of the Regulars and the Cadre, but at a terrible cost. More than half of the new unit was destroyed in the engagement.

“After allowing the beaten Republic forces to retreat, the

Regulars absorbed the Cadre and began affecting field repairs. They were still doing so when a portion of Second Sword of Light arrived in-system on August 12th. Knowing they were ill-prepared to face a fresh and elite DCMS line unit, the Regulars surrendered before the Second Sword even made planetfall. Over half of the unit committed seppuku, with the remainder choosing prison and eventual execution for their treason.

“*Tai-sa* Isoruku Kurita and his imprisoned staff were released when they were found shortly after the Second Sword made planetfall. Barely surviving on rats and rainwater, all six men spent almost the next year in recovery. *Tai-sa* Kurita returned to head the newly reformed First SZAC in 3036 before retiring in 3042.”

## MEMMINGEN

**[Wheeler]:** “Mister Samuels, please finish the events on Memmingen.”

**[Samuels]:** “The First Sword of Light spent nearly two months hunting down the hidden Twentieth Rasalhague Regulars. Due to the actions of *Tai-sa* Yoshida, the Twentieth had gone to ground in the massive mines and quarries of a local mining conglomerate. The remnants of the Regulars surfaced irregularly to carry out some strikes against supply trains and small patrols but to little success. Though the First Sword ruled the skies and had access to the intricate satellite network, it still took seven weeks to find most of the remaining *ronin*. Finally, on October 29, Kashira Barker—the last ranking officer of the Twentieth—approached a Sword patrol with a white sheet tied to his *Dragon’s* left arm. Once the surrender of the Twentieth was negotiated, the rest of the unit dragged themselves out of the nearby woods. Only six ‘Mechs, two vehicles, and twenty men survived their hardships on the run from the DCMS forces.”

## RADSTADT

**[Wheeler]:** “Our worldline of events will end with a brief discussion of Radstadt. Though a major production world, no concentrated efforts by the *ronin* were attempted to take the planet. However, with the loss of their supply bases in the Combine, several small *ronin* bands staged raids on various complexes to take supplies, so part of the Vinson’s Vigilantes mercenary unit was assigned to guard two of the larger warehouse sites. The First Kavalleri also arrived in the system in September to bolster the system’s defenses after a particularly savage raid by the Seventeenth Rasalhague Regulars destroyed a major oil refinery, crippling the planet’s oil production.

“The 49th Mechanized Tank and the 603rd Tank regiments, running low on consumables and supplies and determined to prove the Dragon wrong, hit Radstadt in August. Though at first beaten back by the First Kavalleri (with the 49th Mechanized destroyed along with the *ronin’s* transportation assets), a successful ambush by the 603rd managed to break the Kavalleri’s tank contingent, allowing the *ronin* to outflank the Republic force and make a charge for the capital. The Kavalleri frantically called on the Vigilantes—on garrison duty nearby, guarding

the Wakazashi electronics complex—to stop the *ronin*'s mad dash. The Vigilantes refused, citing a questionable clause in their contract that allowed them to remain neutral in the fighting as long as it didn't encroach on their assigned territory. The 603rd managed to breach the city limits and cause mass panic before the Kavalleri caught up. After an intense thirty-hour urban battle between both units throughout the city's commercial and residential sectors, the Kavalleri finally managed to force the *ronin* to retreat, though at a cost of almost three-fourths of the Republic's fighting force.

"The arrival of the First Tyr in October broke the remaining *ronin* forces."

## RIPPLES AND SHOCKWAVES (OCT 3034 - DEC 3035)

**[Wheeler]:** "Our study of the *Ronin* War would not be complete without a look at the role mercenaries played. Today, especially in the Republic, the main emphasis on this time period is on how mercenaries treated the Republic. Because of certain 'clause abuses' by less-than-savory units, the Mercenary Review Board has since been more stringent in reviewing contracts between parties, especially those dealing with the Republic. It took over twenty years and the Clan Invasion to begin changing the perception of the Rasalhague people.

"Yet as we study the scope of the war, it becomes apparent that although mercenaries were indeed used in stop-gap measures, only very few actually conducted such clause abuse. Events that had such abuses occur were widely publicized, however, and seized upon as proof by proud Republic residents who refused to acknowledge they needed outside help to defend their nation. This is apparent even today, when some Rasalhague citizens still think that Prince Magnusson was weak in asking for Theodore's help.

"Yes?"

**[Shale]:** "Can you give us examples of such clause abuse, Professor?"

**[Wheeler]:** "Certainly. Because the contracts were negotiated in haste by the Rasalhague government, certain phraseology that normally is discarded during the negotiation process remained intact. Phrases such as 'will defend until the world is declared at peace,' 'defending the seat of government until such time that combat is not necessary,' and 'unless opposition is above and beyond the capacity of said unit to combat.' That last one in particular was abused quite often. Less-than-honorable units would calculate the percentage of population that supported the Combine and count them as hostile units if rioting or even active demonstration occurred. By doing so, they could argue—successfully, in most cases—that they were completely outnumbered and within their rights to withdraw. Other abuses centered on taking the clauses to the literal extreme.

"Yes?"

**[Isasaki]:** "So why didn't ComStar and the MRB condemn these units if they were so obviously lacking in integrity?"

**[Wheeler]:** "Honestly? Unknown. If you read the transcripts of the Review Board of each case, you get the sense that at the time, the MRB was all about the letter of the law. If it could be argued that the letter was followed—and not necessarily the spirit—the unit generally would be absolved. Needless to say, the Republic was infuriated with such rulings and that only fueled the anti-mercenary rhetoric among the people. It also helped bolster Magnusson's popularity, as he seized the bandwagon and rode it as far as he could.

"Some conspiracy theorists would take it one step further and say that because ComStar headed the MRB at the time, it was in their interest to give mercenaries a bad name. Units like the Kell Hounds and Dragoons were becoming idolized among the Inner Sphere, giving the mercenaries a glorification of which ComStar was probably jealous. That theory died rather quickly, however. Only recently has it resurfaced, with the bad reputation the Word of Blake seems to be giving many units today. Because the Word is 'old ComStar,' these theorists use events from today to prove their point—that ComStar was out to subjugate the mercenary trade at every opportunity. It doesn't hold up well, however, and is leading us away from our topic at hand.

"By and large, the last major resistance by the *ronin* ended in October of 3034. All in all, over fifty-five regiments of the DCMS were affected by the *Ronin* War, though many of these only had token men and material go rogue. Of those who broke away wholesale (roughly nineteen in number), no regiments survived. Twelve of the regiments who broke with the DCMS surrendered after the *Ronin* Declaration. Most of these men and women were imprisoned for a time, and only a quarter were tried on charges of treason. The rest of them were determined to be either ill-informed of the events around them or were deemed honorable by following their orders.

"The same was not so for those who took up arms against the authority of the Dragon. Less than a quarter of the *ronin* who had actively resisted survived to be brought up on charges, and only a token few were pardoned or absolved of any crimes. The rest of the imprisoned and captured *ronin* were executed for their treason, most without a chance to die with honor.

"Though resistance to the Republic was at an end, the DCMS units that entered the Republic with Theodore remained to help oversee the formation of three more regiments of the KungsArmé. Additionally, these units helped train new Republic recruits and also rotated along the border near Duke Kelswa's worlds to discourage any adventurism by the irate Duke. In order to build good will with the Rasalhagians, the *Kanrei* also ordered his men to assist with the rebuilding efforts on those worlds hardest hit by the *ronin*. Several large corporations from the Combine built new complexes on some worlds to help rebuild savaged economies. Through it all, however, the Rasalhague people tolerated the Combine presence, wondering if these units were only going to turn traitor as well. After some polite discourse between the *Kanrei* and Prince Magnusson, the remain-



ing DCMS units began withdrawing in the fall of 3035. Finally, the First Genyosha lifted off Rasalhague on December 19 of 3035, officially ending the occupation of the Republic.

“Our last session together we will be discussing your reports. Please be prepared.”

## DEPLOYMENT TABLES: RONIN WAR

The following table lists the movements and assignments of each BattleMech unit involved in the Ronin War, where it fought and what its status was at the end of the battle. The table is divided into two main chronological sections (March-June and July-October), and further divided among the major military powers involved in the war, including the Draconis Combine Mustered Soldiery (DCMS), the Ronin Forces, the Rasalhaguan KugsArmé, and the foreign powers of the Lyran Commonwealth (LCAF) and the Federated Suns (AFFS). Mercenary units in the employ of each nation are listed along with that nation’s regular units. Note that only those BattleMech units fielded by the Combine, Rasalhague, and Ronin forces—including mercenary units—that took an active role in the fighting are listed on this table.

The movements shown on this table are based on approximate timeframes. Some units may have multiple world names in a given period; if these names are placed on a different line or are separated by a slash (“/”), that indicates the unit traveled to all of those worlds within that year. Furthermore, units with a dash (“—”) for a location either did not move from the previous deployment, were in transit during that period, or were otherwise not involved during military operations at that point in the conflict.

Battle damage is indicated in [brackets]. [L] is light damage and indicates losses up to ten percent of the unit’s combat strength. [M] is moderate losses, up to twenty-five percent combat strength; [H] is heavy casualties, up to forty percent combat strength; [S] is serious casualties, up to sixty percent combat strength; [D] means the unit has effectively lost its ability to function as a combat unit, having sustained more than sixty percent damage.

Other indicators on this table are <W>, which means the unit effectively eliminated opposition on the world (by destroying it, forcing it underground, or because the opposition retreated from the world), <S>, which means the unit surrendered to its opposition, and <R>, which means the unit retreated from the world.

Worlds in *italics* indicate Lyran Commonwealth raids.

**Note:** The battle damage indicators on this table take into account both complete losses (dead personnel and completely destroyed equipment) as well as returnable casualties (injured personnel and equipment that could be repaired); in most cases, after several weeks of rest and repairs, a unit that sustained moderate or even heavy losses could easily reduce its effective battle damage to light. Likewise, units indicated as destroyed on this table were not actually completely destroyed, but were reduced to a strength where they were no longer able to function as an independent command; most were absorbed into the organizations of other friendly units for the duration of the campaign. Following the war, almost all of these destroyed units were rebuilt and returned to active duty.

Though many at the time decried it, the peaceful “occupation” by the *Kanrei’s* hand-picked DCMS forces after the *ronin* rebellion was probably one of the best moves the Combine made in Rasalhague.

Consider that these units—elite forces with new tactical doctrine under their belts—helped train and shape the KungsArmé, bringing their experiences over to the newly minted Rasalhague forces. Prince Magnusson knew that just because the Republic was a new nation it did not receive immunity from attacks across the Lyran and Periphery borders—as well as possible other *ronin* units lurking among us. The DCMS helped hunt down the smaller rogue *ronin* units that had escaped notice from the larger fighting. And by the *Kanrei’s* own orders, DCMS troopers were a common sight on new construction projects across several major Republic worlds. Their assistance in rebuilding from the rubble went a long way to repairing damaged infrastructure and quite possibly helped mend the rift between the two cultures.

With their “quiet occupation,” a new respect for the Combine was planted among us. Certainly not with the generation of the time—they easily remembered the prior years of hardship and tyranny. Yet for the newer generations, seeing Combine citizens and soldiery (even its officers) working side by side with Rasalhagian laborers most likely planted the seed to better relations between the two peoples.

—From Combine Diplomatic Relations 3000-3040, a text in circulation at Tyra Miraborg Memorial Academy. Radstadt Press, 3059.

**DRACONIS COMBINE MUSTERED SOLDIERY (MARCH-JUNE 3034)**

| UNIT                                | EXP./<br>LOYALTY | EQPT.<br>RATING | MARCH         | APRIL                 | MAY            | JUNE          |
|-------------------------------------|------------------|-----------------|---------------|-----------------------|----------------|---------------|
| 2nd An Ting                         | Reg/Fan          | B               | Trondheim [S] | Trondheim [L]         | Trondheim [L]  | -             |
| 1st Genyosha                        | Elite/Fan        | A               | -             | -                     | Jarett<W>      | -             |
| 2nd Genyosha                        | Vet/Fan          | A               | -             | -                     | -              | Engadin [L]   |
| 11th Legion of Vega                 | Reg/Fan          | C               | -             | -                     | -              | Grumium [L]   |
| Night Stalkers (McGavin's Regiment) | Vet/Rel          | B               | -             | Heiligenkreutz [L]<R> | Halesowen      | Halesowen     |
| Ryukeni                             | Vet/Rel          | A*              | -             | -                     | Alshain [L]<W> | -             |
| 1st Shin Legion                     | Vet/Ques         | C               | -             | -                     | -              | -             |
| 2nd Shin Legion                     | Vet/Ques         | C               | -             | -                     | -              | -             |
| Sorenson's Sabres (Company)         | Reg/Ques         | C               | -             | Togura [H]<W>         | -              | -             |
| 1st Sword of Light                  | Vet/Fan          | A               | -             | -                     | -              | Memmingen [L] |
| 2nd Sword of Light                  | Elite/Fan        | A               | -             | -                     | -              | -             |

**RONIN FORCES (MARCH-JUNE 3034)**

| UNIT                                | EXP./<br>LOYALTY | EQPT.<br>RATING | MARCH             | APRIL                 | MAY               | JUNE                           |
|-------------------------------------|------------------|-----------------|-------------------|-----------------------|-------------------|--------------------------------|
| Altenmarkt Militia                  | Reg/Ques         | C               | -                 | -                     | -                 | Tukayyid[L] <R>/<br>Orestes    |
| 5th Amphigenean Light Assault Group | Vet/Ques         | B               | Rodigo<R>         | Harvest<S>            | -                 | -                              |
| Night Stalkers (Johiro's Regiment)  | Vet/Rel          | B               | -                 | Heiligenkreutz [L]<R> | Skandia [L]<R>    | Carse [L]<R>/<br>Jabuka [L]<R> |
| 1st Proserpina Hussars              | Vet/Ques         | A               | Orestes           | Grumium               | Grumium           | Grumium [M]<R>                 |
| 5th Rasalhague Regulars             | Vet/Ques         | B               | Jabuka<R>         | Alshain               | Alshain [D]<S>    | -                              |
| 8th Rasalhague Regulars             | Elite/Rel        | A               | Rasalhague [S]<R> | Rasalhague            | Rasalhague [D]    | Predlitz [M]                   |
| 9th Rasalhague Regulars             | Vet/Ques         | B               | Engadin           | Engadin               | Engadin           | Engadin [D]<R>                 |
| 13th Rasalhague Regulars            | Vet/Ques         | B               | Thessolonika <R>  | Spittal/Vipaava       | New Oslo          | New Bergen                     |
| 17th Rasalhague Regulars            | Vet/Ques         | B               | -                 | -                     | -                 | Goito [L]<R>                   |
| 20th Rasalhague Regulars            | Elite/Rel        | A               | Memmingen [L]     | Memmingen             | Memmingen         | Memmingen                      |
| 22nd Rasalhague Regulars            | Vet/Rel          | B               | -                 | Karbala [L]<R>        | -                 | Orestes                        |
| 25th Rasalhague Regulars            | Vet/Ques         | C               | Trondheim         | Trondheim [L]         | Trondheim [S]<S>  | -                              |
| 1st Sun Zhang Academy Cadre         | Grn/Ques         | B               | -                 | Kempton [M]           | Kempton [L]       | Kempton [S]                    |
| 12th Sun Zhang Academy Cadre        | Grn/Ques         | B               | Rasalhague [S]<R> | Rasalhague [H]        | Rasalhague [D]<S> | Predlitz [S]                   |

**FREE RASALHAGUE FORCES (MARCH-JUNE 3034)**

| UNIT                             | EXP./<br>LOYALTY | EQPT.<br>RATING | MARCH          | APRIL                    | MAY                      | JUNE                         |
|----------------------------------|------------------|-----------------|----------------|--------------------------|--------------------------|------------------------------|
| <b>Free Rasalhague KungsArmé</b> |                  |                 |                |                          |                          |                              |
| 1st Drakøn                       | Grn/Rel          | D               | -              | Tukayyid                 | Tukayyid                 | Tukayyid [L]                 |
| 2nd Drakøn                       | Grn/Rel          | C               | -              | -                        | -                        | -                            |
| 3rd Drakøn                       | Reg/Fan          | C               | -              | -                        | -                        | -                            |
| 1st Freeman                      | Grn/Rel          | C               | Radstadt       | Radstadt                 | Goito                    | Goito [H]<W>                 |
| 2nd Freeman                      | Reg/Rel          | C               | -              | -                        | -                        | -                            |
| 1st Kavalleri                    | Vet/Fan          | B               | -              | Heiligenkreutz           | -                        | Goito [D]<W>                 |
| 2nd Kavalleri                    | Reg/Rel          | B               | -              | -                        | -                        | Kempton [L]                  |
| 1st Tyr                          | Elite/Fan        | A*              | Rasalhague [L] | Rasalhague               | Rasalhague               | Predlitz [M]                 |
| <b>Mercenaries</b>               |                  |                 |                |                          |                          |                              |
| Cameron's Legion                 | Reg/Rel          | B               | -              | Bruben                   | Bruben [L]               | Bruben [D]<R>                |
| 1st Dismal Disinherited          | Vet/Rel          | A               | -              | -                        | -                        | -                            |
| Dragon's Breath                  | Reg/Rel          | B               | -              | Karbala [L]              | Trondheim [S]<W>         | -                            |
| Insect Brigade                   | Reg/Ques         | D               | Kandis [M]     | Kandis [S]               | Kandis [D]<S>            | -                            |
| Legion of the Rising Sun         | Vet/Ques         | B               | -              | -                        | -                        | -                            |
| Terrible Treads                  | Grn/Ques         | C               | -              | -                        | -                        | -                            |
| Vinson's Vigilantes              | Vet/Ques         | C               | -              | Kempton [M]<br>/Radstadt | Kempton [L]<br>/Radstadt | Kempton [M] <R><br>/Radstadt |

**OTHER FACTIONS (MARCH-JUNE 3034)**

| UNIT   | EXP./<br>LOYALTY | EQPT.<br>RATING | MARCH      | APRIL          | MAY        | JUNE             |
|--|------------------|-----------------|------------|----------------|------------|------------------|
| <b>Lyran Commonwealth Armed Forces (LCAF)</b>    |                  |                 |            |                |            |                  |
| 3rd Lyran Guard                                  | Vet/Fan          | A               | Harvest    | Harvest [L]<W> | -          | -                |
| <b>Lyran Commonwealth-employed Mercenaries</b>   |                  |                 |            |                |            |                  |
| Bullson's Hussars                                | Reg/Rel          | B               | -          | Wheel          | Wheel [L]  | Nox              |
| Dragonslayers                                    | Reg/Rel          | C               | Kandis [M] | Kandis [L]     | Kandis [L] | Kandis [S]       |
| Gotterdammerung Society                          | Vet/Ques         | D               | -          | -              | -          | -                |
| Meriadoc's Malcontents                           | Grn/Ques         | D               | -          | -              | Kandis [L] | Kandis [L]       |
| Thumpers   | Reg/Rel          | C               | Jabuka [L] | -              | -          | Carse [L]        |
| <b>Armed Forces of the Federated Suns (AFFS)</b> |                  |                 |            |                |            |                  |
| Fox's Teeth (Company)                            | Elite/Fan        | A               | -          | Tukayyid       | Tukayyid   | Tukayyid [L] <W> |



**DRACONIS COMBINE MUSTERED SOLDIERY (JULY-OCTOBER 3034)**

| UNIT                                | EXP./<br>LOYALTY | EQPT.<br>RATING | JULY              | AUGUST                          | SEPTEMBER       | OCTOBER      |
|-------------------------------------|------------------|-----------------|-------------------|---------------------------------|-----------------|--------------|
| 2nd An Ting                         | Reg/Fan          | B               | Balsta            | Balsta <W>                      | Balsta          | Hermagor     |
| 1st Genyosha                        | Elite/Fan        | A               | New Bergen [L]<W> | New Oslo<W>                     | Unzmarkt [L]<W> | Rasalhague   |
| 2nd Genyosha                        | Vet/Fan          | A               | Engadin           | Engadin<W>                      | —               | —            |
| 11th Legion of Vega                 | Reg/Fan          | C               | Ueda<W>           | Nox [L]                         | Nox [L]         | Nox [L]<W>   |
| Night Stalkers (McGavin's Regiment) | Vet/Rel          | B               | Halesowen         | Halesowen                       | Halesowen       | Halesowen    |
| Ryukeni                             | Vet/Rel          | A*              | —                 | —                               | —               | —            |
| 1st Shin Legion                     | Vet/Ques         | C               | Kandis [M]<W>     | Skandia<W>                      | —               | —            |
| 2nd Shin Legion                     | Vet/Ques         | C               | Kandis [L]<W>     | Skandia<W>                      | Nox [H]         | Nox [L]<W>   |
| Sorenson's Sabres (Company)         | Reg/Ques         | C               | —                 | —                               | —               | —            |
| 1st Sword of Light                  | Vet/Fan          | A               | Memmingen         | Memmingen [L]                   | Memmingen [L]   | Memmingen<W> |
| 2nd Sword of Light                  | Elite/Fan        | A               | Predlitz [L]      | Predlitz [L]<W> /<br>Kempten<W> | —               | —            |

**RONIN FORCES (JULY-OCTOBER 3034)**

| UNIT                                | EXP./<br>LOYALTY | EQPT.<br>RATING | JULY              | AUGUST          | SEPTEMBER       | OCTOBER       |
|-------------------------------------|------------------|-----------------|-------------------|-----------------|-----------------|---------------|
| Altenmarkt Militia                  | Reg/Ques         | C               | Orestes [S]<S>    | —               | —               | —             |
| 5th Amphigenean Light Assault Group | Vet/Ques         | B               | —                 | —               | —               | —             |
| Night Stalkers (Johiro's Regiment)  | Vet/Rel          | B               | Orestes [M]       | Orestes <S>     | —               | —             |
| 1st Proserpina Hussars              | Vet/Ques         | A               | Ueda [L]<S>       | —               | —               | —             |
| 5th Rasalhague Regulars             | Vet/Ques         | B               | —                 | —               | —               | —             |
| 8th Rasalhague Regulars             | Elite/Rel        | A               | Predlitz [M]      | Predlitz [D]<S> | —               | —             |
| 9th Rasalhague Regulars             | Vet/Ques         | B               | —                 | —               | —               | —             |
| 13th Rasalhague Regulars            | Vet/Ques         | B               | New Bergen [L]<R> | Unzmarkt [M]    | Unzmarkt [D]<S> | —             |
| 17th Rasalhague Regulars            | Vet/Ques         | B               | Radstadt [L]<R>   | Kempten [L]<S>  | —               | —             |
| 20th Rasalhague Regulars            | Elite/Rel        | A               | Memmingen [S]     | Memmingen [L]   | Memmingen [R]   | Memmingen <S> |
| 22nd Rasalhague Regulars            | Vet/Rel          | B               | Orestes [L]       | Orestes [S]<S>  | —               | —             |
| 25th Rasalhague Regulars            | Vet/Ques         | C               | —                 | —               | —               | —             |
| 1st Sun Zhang Academy Cadre         | Grn/Ques         | B               | Kempten [S]       | Kempten [D]<S>  | —               | —             |
| 12th Sun Zhang Academy Cadre        | Grn/Ques         | B               | Predlitz [S]      | Predlitz [D]<S> | —               | —             |

**FREE RASALHAGUE FORCES (JULY-OCTOBER 3034)**

| UNIT                      | EXP./<br>LOYALTY | EQPT.<br>RATING | JULY         | AUGUST                            | SEPTEMBER                     | OCTOBER                      |
|---------------------------|------------------|-----------------|--------------|-----------------------------------|-------------------------------|------------------------------|
| Free Rasalhague KungsArmé |                  |                 |              |                                   |                               |                              |
| 1st Drakøn                | Grn/Rel          | D               | Tukayyid     | Tukayyid                          | Tukayyid                      | Tukayyid                     |
| 2nd Drakøn                | Grn/Rel          | C               | —            | Predlitz [H]<W>                   | Predlitz                      | —                            |
| 3rd Drakøn                | Reg/Fan          | C               | Orestes [L]  | Orestes [M]<W>                    | —                             | —                            |
| 1st Freeman               | Grn/Rel          | C               | Rasalhague   | Rasalhague                        | Rasalhague                    | Rasalhague                   |
| 2nd Freeman               | Reg/Rel          | C               | Engadin      | Engadin                           | Engadin                       | Engadin                      |
| 1st Kavalleri             | Vet/Fan          | B               | —            | Radstadt [L]                      | Radstadt [L]                  | Radstadt [H]<W>              |
| 2nd Kavalleri             | Reg/Rel          | B               | Kempten [L]  | Kempten [S]<W>                    | —                             | —                            |
| 1st Tyr                   | Elite/Fan        | A*              | Predlitz [L] | Predlitz [L]<R> /<br>Gunzberg [L] | Gunzberg [L] /<br>Stanzach<W> | Gunzberg<W> /<br>Radstadt<W> |

**Mercenaries**

|                          |          |   |              |                |                 |          |
|--------------------------|----------|---|--------------|----------------|-----------------|----------|
| Cameron's Legion         | Reg/Rel  | B | —            | —              | —               | —        |
| 1st Dismal Disinherited  | Vet/Rel  | A | Orestes [L]  | Orestes [M]<W> | —               | —        |
| Dragon's Breath          | Reg/Rel  | B | Gunzberg     | Gunzberg [L]   | Gunzberg [M]<R> | —        |
| Insect Brigade           | Reg/Ques | D | —            | —              | —               | —        |
| Legion of the Rising Sun | Vet/Ques | B | Orestes [M]  | Orestes [L]<W> | —               | —        |
| Terrible Treads          | Vet/Ques | B | Kempten      | Kempten        | Kempten         | Kempten  |
| Vinson's Vigilantes      | Vet/Ques | C | Radstadt [L] | Radstadt [L]   | Radstadt        | Radstadt |

**OTHER FACTIONS (JULY-OCTOBER 3034)**

| UNIT   | EXP./<br>LOYALTY | EQPT.<br>RATING | JULY          | AUGUST          | SEPTEMBER       | OCTOBER    |
|--|------------------|-----------------|---------------|-----------------|-----------------|------------|
| <b>Lyran Commonwealth Armed Forces (LCAF)</b>    |                  |                 |               |                 |                 |            |
| 3rd Lyran Guard                                  | Vet/Fan          | A               | Kandis        | Unzmarkt [M]<W> | Skokie<W>       | Volders<W> |
| <b>Lyran Commonwealth-employed Mercenaries</b>   |                  |                 |               |                 |                 |            |
| Bullson's Hussars                                | Reg/Rel          | C               | Nox           | Nox [L]         | Nox [H]         | Nox [D]<S> |
| Dragonslayers                                    | Reg/Rel          | B               | Kandis [M]<S> | —               | —               | —          |
| Gotterdammerung Society                          | Vet/Ques         | D               | —             | Gunzberg [M]    | Gunzberg [D]<S> | —          |
| Meriadoc's Malcontents                           | Grn/Ques         | D               | Kandis [D]<S> | —               | —               | —          |
| Thumpers   | Reg/Rel          | C               | Nox           | Nox [H]         | Nox [L]         | Nox [S]<W> |
| <b>Armed Forces of the Federated Suns (AFFS)</b> |                  |                 |               |                 |                 |            |
| Fox's Teeth (Company)                            | Elite/Fan        | A               | Tukayyid      | Tukayyid        | Tukayyid        | Tukayyid   |

# BRUSH WARS RULES ANNEX

## ANTON'S REVOLT

The following rules may be applied to represent *Classic BattleTech* campaigns set during the Anton's Revolt.

### EQUIPMENT RATINGS

The destruction of the Inner Sphere's industrial base, the incessant fighting, and the general loss of technology accompanying the Succession Wars all took their toll on the armies of the Successor States. While some commands were specially favored with the best of equipment and supplies, others were not so lucky. Many BattleMechs, vehicles, and aerospace units took to the field with a patchwork of makeshift repairs.

The Deployment Tables list the Equipment Rating for all commands involved in the Anton Revolt. But rather than the traditional A-F letter grade of present day Inner Sphere commands, this Equipment Rating employs a "number grade" (1, 2, or 3) that indicates the level of repair and supply the selected unit enjoys during the time of Anton's Revolt (the Andurien Wars rules also make use of this number grade). For each BattleMech, vehicle, conventional fighter, aerospace fighter, Support Vehicle, or DropShip, consult the Damage Status Rolls column on the Equipment Rating Table. For each unit a single die roll (modified as indicated) is made. Any result less than zero is treated as zero and no additional action is required for that particular unit. Any result of greater than zero indicates the number of rolls to be made on the Damage Status Table. Note that if the result of a given roll would cause the unit in question to be destroyed or immobilized, the damage roll should be rerolled.

When determining a random hit location, use the Front column of the appropriate Hit Location Table. When randomly applying armor damage, do not transfer excess damage to the unit's internal structure or structural integrity. Heat sinks not mounted in a BattleMech's engine are marked off first.

*Jim is preparing a lance of Sixth Marik Militia. He has already determined that his force consists of an Orion, a Hunchback, a Centurion and a Hermes II. Consulting the Deployment Table for the Anton Revolt for the Sixth Marik Militia, Jim sees that the unit has an Equipment Rating of 2. For each 'Mech Jim rolls 1D6 and subtracts 4.*

*Rolling for the Orion, Jim rolls a 5—indicating that a single roll is required on the Damage Status Table (5 - 4 = 1). Rolling a 1 and a 6, he sees that he has to apply 1D6 points of armor damage. Rolling a 6 and a 3 to find the location, Jim then rolls a die to see how many armor points are lost. Cursing at the resulting 5, he marks off 5 points of armor from the left leg.*

*The Hunchback escapes unscathed with a roll of 3 (3 - 4 = -1). Like the Orion, Jim's Centurion is not so lucky. A roll of 5 calls for one roll on the Damage Status Table—with the result of 5 and 3, Jim finds that his Centurion will enter battle with 1D6 heat sinks missing. Rolling 2, he marks off two heat sinks.*

*The Hermes II also receives one roll on the Damage Status Table. Jim unfortunately rolls 1 and 1, which earns him two rolls on the Damage Status Table. The first roll is a 1 and 4—requiring one critical hit be applied to a random location. A 3 and 1 gives him the right arm, and then a single die roll resulting in a 2 shows that the upper arm actuator is damaged, Jim's luck remains consistent, and the second roll is a 1 and 1—calling upon him to make two more rolls. The first roll reduces the right arm armor by 3 points, while the second adds two points of heat to a randomly selected weapon—in this case the Hermes II's flamer.*

### EQUIPMENT RATINGS TABLE

| Rating | Description       | Example                                   | Damage Status Rolls |
|--------|-------------------|---|---------------------|
| 1      | Good Condition    | Free Worlds Guard, Wolf's Dragoons        | 1D6 - 5             |
| 2      | Average Condition | Marik Militia, Smithson's Chinese Bandits | 1D6 - 4             |
| 3      | Poor Condition    | Sirian Lancers, Head Hunters              | 1D6 - 3             |

### DAMAGE STATUS TABLE

| 2D6 | Damage  |
|-----|---|
| 2   | Roll twice and apply both.  |
| 3   | Assign 1D6 points of armor damage to each of three random locations.  |
| 4   | 1 Engine hit (1 randomly placed Engine Critical for 'Mechs/fighters; vehicles reduce Cruise MP by 1 and recalculate Flank MPs).   |
| 5   | 1 random critical hit (treat ammunition as destroyed, but do not apply explosion damage).   |
| 6   | 1 weapon (randomly selected) generates 2 additional points of heat (to a max. of twice the weapon's base heat or a minimum of 1 heat for MGs). Vehicles treat this weapon as destroyed. |
| 7   | Apply 1D6 points of armor damage to a random location.  |
| 8   | 1D6 heat sinks damaged (ICE-powered units reduce Cruise MP by 1 and recalculate Flank MPs).   |
| 9   | 1 weapon (randomly selected) fails (treat as destroyed) when fired on an unmodified to-hit roll of 4 or less.   |
| 10  | Apply 1D6 points of armor damage to two random locations.   |
| 11  | 1 gyro hit (for vehicles, treat as a turret jammed result—or reduce Cruise MP by 1 and recalculate Flank MPs if no turret is present).  |
| 12  | Minor Sensor damage. All ranged weapon attacks receive a +1 modifier to the hit target number.  |







## FORCE SPECIAL ABILITIES

Many of the commands that participated in Anton's Revolt survived the conflict, and their special abilities may be found under their appropriate entries in *Field Manual: Free Worlds League*, *Field Manual: Mercenaries, Revised (FMMercs)*, or one of the *Mercenaries Supplementals*. Others commands, which ceased to exist either during the revolt or in the years that followed, are detailed below.

### Sixth Oriente Hussars (2)

The Sixth Hussars' controlling player may pre-plan the unit's movements for a turn. To do so, the player must first write down the hex into which each affected Hussar unit will move and the targets at which it will fire (specific units or hexes may be designated as targets). While following its pre-planned orders, a Hussar unit receives a -2 to-hit modifier for Piloting and Gunnery Rolls. Affected units follow pre-written orders as closely as possible but do not enter prohibited terrain or hexes occupied by enemy units. If a Hussar BattleMech's movement is halted by the presence of an enemy unit, the Hussar MechWarrior may execute a charge attack at his or her discretion, or simply act normally.

Using pre-planned actions may slow game play considerably, so players may want to agree on a time limit for planning moves. A good guideline is one minute per lance.

Additionally, all Sixth Hussars receive a +1 modifier to all attacks (melee and ranged) against targets at a range of 1 hex or less.

### Fifth Orloff Grenadiers (2)

The Fifth Grenadiers are experts at cracking enemy fortified positions. Ranged attacks against buildings receive an additional -1 to-hit modifier. Likewise, when attacking an opponent that has not expended any movement points in the current turn, the Grenadiers also receive the -1 to-hit modifier.

### First Ducal Guard (1)

Given the task of guarding their Duke, the First Guard receives a +2 initiative bonus when playing the role of defender.

### Second Ducal Guard (1)

Filled with fanatical but unimaginative troops, the Second is a hard command to throw off balance. When the Second is involved in a battle no modifiers (from either side) can be applied to initiative. Neither is it possible to Force the Initiative against the Second.

### Third Ducal Guard (2)

A large proportion of the Third consists of mercenary troops. When rolling on the random assignment tables, use the Mercenary tables in place of the Marik Loyalist/Rebel tables.

### Fourth Ducal Guard (2)

Against Marik loyalist opponents—those that hail from a Marik regular force, rather than mercenaries under Marik employment—the Fourth Guard can Force the Initiative.

### Fifth Ducal Guard (2)

As a poorly trained new command, the Fifth suffers poor coordination and receives a -1 initiative roll modifier. On the plus side, their fanatical devotion to Duke Anton allows them to perform with brief bursts of skill. For one turn per scenario, the Fifth's troops can apply a -1 to-hit modifier for all gunnery and piloting target numbers, but at the price of a +1 modifier for all gunnery and piloting target numbers in the following turn.

### Sixth, Seventh, and Eighth Ducal Guard (3)

The hodgepodge of troops assembled into the Sixth, Seventh, and Eighth Guard did not exist long enough to acquire any special abilities. Furthermore, because of their thrown-together nature, these units suffer a -1 initiative modifier when operating in formations of company size (12 units) or larger.

### Third Marik Militia (1)

Amongst Anton's most ardent supporters, the Third is very well equipped. When rolling on the random assignment tables the controlling player can adjust the result of their roll up or down by one line. The Third also receives a +1 modifier for rolls on the random skill table (see *BMR*, p. 114).

During the civil war the fanatical Third are not permitted to quit the battlefield until at least a third of their units are destroyed or rendered incapable of moving.



## RANDOM ASSIGNMENT TABLES (ANTON'S REVOLT)

### BATTLEMECHS

#### Marik Loyalists/Rebels

2D6

| Light                    | Medium                  | Heavy                   | Assault                  |
|--------------------------|-------------------------|-------------------------|--------------------------|
| 2 FLE-4 Flea [20]        | VL-2T Vulcan [40]       | OTL-4D Ostsol [60]      | CP-10-Z Cyclops [90]     |
| 3 FS9-H Firestarter [35] | HBK-4G Hunchback [50]   | QKD-4G Quickdraw [60]   | LGB-7Q Longbow [85]      |
| 4 HER-1A Hermes [30]     | GRF-1N Griffin [55]     | RFL-3N Rifleman [60]    | AWS-8Q Awesome [80]      |
| 5 WSP-1A Wasp [20]       | WTH-1 Whitworth [40]    | CDR-3R Crusader [65]    | AWS-8Q Awesome [80]      |
| 6 LCT-1M Locust [20]     | TBT-5N Trebuchet [50]   | WHM-6R Warhammer [70]   | STK-3F Stalker [85]      |
| 7 LCT-1V Locust [20]     | PXH-1 Phoenix Hawk [45] | ON1-K Orion [75]        | BLR-1G Battlemaster [85] |
| 8 STG-3R Stinger [20]    | HER-2S Hermes II [40]   | ARC-2R Archer [70]      | BLR-1G Battlemaster [85] |
| 9 STG-3R Stinger [20]    | HER-2M Hermes II [40]   | TDR-5S Thunderbolt [65] | GOL-1H Goliath [80]*     |
| 10 JVN-10N Javelin [30]  | WVR-6M Wolverine [55]   | GHR-5H Grasshopper [70] | BNC-3M Banshee [95]      |
| 11 SDR-5V Spider [30]    | SHD-2H Shadow Hawk [55] | MAD-3M Marauder [75]    | BNC-3Q Banshee [95]      |
| 12 UM-R60 UrbanMech [30] | CDA-2A Cicada [40]      | OSR-2M Ostroc [60]      | AS7-D Atlas [100]        |

#### Mercenary

2D6

| Light                     | Medium                  | Heavy                   | Assault                  |
|---------------------------|-------------------------|-------------------------|--------------------------|
| 2 JVN-10N Javelin [30]    | BJ-1 Blackjack [45]     | OSR-2C Ostroc [60]      | STC-2C Striker [80]      |
| 3 UM-R60 UrbanMech [30]   | ASN-21 Assassin [40]    | MLN-1A Merlin [60]      | GOL-1H Goliath [80]*     |
| 4 PNT-9R Panther [35]     | HNK-4G Hunchback [50]   | RFL-3N Rifleman [60]    | VTR-9B Victor [80]       |
| 5 VLK-QA Valkyrie [30]    | GRF-1N Griffin [55]     | ARC-2R Archer [70]      | AS7-D Atlas [100]        |
| 6 STG-3R Stinger [20]     | WHT-1 Whitworth [40]    | TDR-5S Thunderbolt [65] | AWS-8Q Awesome [80]      |
| 7 LCT-1V Locust [20]      | SHD-2H Shadow Hawk [55] | WHM-6R Warhammer [70]   | BLR-1G Battlemaster [85] |
| 8 WSP-1A Wasp [20]        | PXH-1 Phoenix Hawk [45] | CDR-3R Crusader [65]    | STK-3F Stalker [85]      |
| 9 COM-2D Commando [25]    | CN9-A Centurion [50]    | MAD-3R Marauder [75]    | LGB-7Q Longbow [85]      |
| 10 JR7-D Jenner [35]      | WVR-6R Wolverine [55]   | GHR-5H Grasshopper [70] | BNC-3E Banshee [95]      |
| 11 STG-3G Stinger [20]    | TBT-5N Trebuchet [50]   | QKD-4G Quickdraw [60]   | AWS-8V Awesome [80]      |
| 12 FS9-H Firestarter [35] | SCP-1N Scorpion [55]*   | OTL-4F Ostsol [60]      | CP-10-Z Cyclops [90]     |

#### Wolf's Dragons

2D6

| Light                    | Medium                  | Heavy                   | Assault                  |
|--------------------------|-------------------------|-------------------------|--------------------------|
| 2 FS9-H Firestarter [35] | BJ-1 Blackjack [45]     | JM6-S JagerMech [65]    | ANH-1 Annihilator [100]  |
| 3 SDR-5V Spider [30]     | VND-1R Vindicator [45]  | CPLT-C1 Catapult [65]   | BNC-3E Banshee [95]      |
| 4 FLC-4N Falcon [25]     | HOP-4C Hoplite [55]     | TDR-5S Thunderbolt [65] | SHG-2E Shogun [85]       |
| 5 FLE-15 Flea [20]       | DV-6M Dervish [55]      | CDR-3R Crusader [65]    | STK-3F Stalker [85]      |
| 6 LCT-1V Locust [20]     | WVR-6R Wolverine [55]   | WHM-6R Warhammer [70]   | BLR-1G Battlemaster [85] |
| 7 WSP-1W Wasp [20]       | GRF-1N Griffin [55]     | ARC-2W Archer [70]      | AS7-D Atlas [100]        |
| 8 FFL-4A Firefly [30]    | PXH-1 Phoenix Hawk [45] | MAD-3R Marauder [75]    | AWS-8Q Awesome [80]      |
| 9 HNT-151 Hornet [20]    | SHD-2H Shadow Hawk [55] | RFL-3N Rifleman [60]    | MAD-4A Marauder II [100] |
| 10 STG-3G Stinger [20]   | TBT-5N Trebuchet [50]   | GHR-5H Grasshopper [70] | IMP-2E Imp [100]         |
| 11 JVN-10N Javelin [30]  | HOP-4B Hoplite [55]     | ON1-K Orion [75]        | LGB-7Q Longbow [85]      |
| 12 OTT-7J Ostscout [35]  | HBK-4G Hunchback [50]   | OSR-3C Ostroc [60]      | STC-2C Striker [80]      |

\*This is a four-legged (quad) BattleMech.

### VEHICLES

#### Marik Loyalists/Rebels

2D6

| Light                               | Medium                    | Heavy                                  | Assault                                |
|-------------------------------------|---------------------------|--|--|
| 2 Ferret Lt. Scout [5] <sup>V</sup> | Hetzer [40] <sup>W</sup>  | Pike Support Vehicle [60] <sup>T</sup> | Behemoth Heavy Tank [100] <sup>T</sup> |
| 3 Harasser [25] <sup>H</sup>        | Hetzer [40] <sup>W</sup>  | Pike Support Vehicle [60] <sup>T</sup> | Schrek PPC Carrier [80] <sup>T</sup>   |
| 4 Saladin [35] <sup>H</sup>         | Maxim [50] <sup>H</sup>   | LRM Carrier [60] <sup>T</sup>          | Schrek PPC Carrier [80] <sup>T</sup>   |
| 5 Scorpion [25] <sup>T</sup>        | Maxim [50] <sup>H</sup>   | LRM Carrier [60] <sup>T</sup>          | Demolisher [80] <sup>T</sup>           |
| 6 Scimitar [35] <sup>H</sup>        | Maxim [50] <sup>H</sup>   | Von Luckner [75] <sup>T</sup>          | Demolisher [80] <sup>T</sup>           |
| 7 GAL-100 Galleon [30] <sup>T</sup> | Vedette [50] <sup>T</sup> | Von Luckner [75] <sup>T</sup>          | Demolisher [80] <sup>T</sup>           |
| 8 GAL-100 Galleon [30] <sup>T</sup> | Vedette [50] <sup>T</sup> | Manticore Heavy Tank [60] <sup>T</sup> | Demolisher [80] <sup>T</sup>           |
| 9 Saracen [35] <sup>H</sup>         | Vedette [50] <sup>T</sup> | Manticore Heavy Tank [60] <sup>T</sup> | Ontos Heavy Tank [95] <sup>T</sup>     |
| 10 Pegasus [35] <sup>H</sup>        | Condor [50] <sup>H</sup>  | SRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |
| 11 Harasser (LRM) [25] <sup>H</sup> | Condor [50] <sup>H</sup>  | SRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |
| 12 H7 Warrior [20] <sup>V</sup>     | Condor [50] <sup>H</sup>  | SRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |

#### Mercenary

2D6

| Light   | Medium                    | Heavy                         | Assault                                |
|---|---------------------------|-------------------------------|--|
| 2 Warrior [20] <sup>V</sup>                   | Bulldog [45] <sup>T</sup> | Bulldog [45] <sup>T</sup>     | Behemoth Heavy Tank [100] <sup>T</sup> |
| 3 Saladin [35] <sup>H</sup>                   | Goblin [45] <sup>T</sup>  | Bulldog [60] <sup>T</sup>     | Behemoth Heavy Tank [100] <sup>T</sup> |
| 4 J. Edgar Light Hover Tank [25] <sup>H</sup> | Maxim [50] <sup>H</sup>   | LRM Carrier [60] <sup>T</sup> | Schrek PPC Carrier [80] <sup>T</sup>   |

# RULES ANNEX

|    |                                       |                           |  |                                       |
|----|---------------------------------------|---------------------------|--|---------------------------------------|
| 5  | Galleon GAL-100 [30] <sup>T</sup>     | Maxim [50] <sup>H</sup>   | LRM Carrier [60] <sup>T</sup>          | Schrek PPC Carrier [80] <sup>T</sup>  |
| 6  | Pegasus [35] <sup>H</sup>             | Vedette [50] <sup>T</sup> | Von Luckner [75] <sup>T</sup>          | Demolisher [80] <sup>T</sup>          |
| 7  | Saracen [35] <sup>H</sup>             | Vedette [50] <sup>T</sup> | Von Luckner [75] <sup>T</sup>          | Demolisher [80] <sup>T</sup>          |
| 8  | Striker [35] <sup>W</sup>             | Vedette [50] <sup>T</sup> | Manticore Heavy Tank [60] <sup>T</sup> | Demolisher [80] <sup>T</sup>          |
| 9  | Scorpion Light Tank [25] <sup>T</sup> | Hetzer [40] <sup>W</sup>  | SRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>    |
| 10 | Harasser [25] <sup>H</sup>            | Hetzer [40] <sup>W</sup>  | SRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>    |
| 11 | Karnov UR Transport [35] <sup>V</sup> | Condor [50] <sup>H</sup>  | Pike Support Vehicle [60] <sup>T</sup> | Partisan Heavy Tank [80] <sup>T</sup> |
| 12 | Packrat LRPW [20] <sup>W</sup>        | Condor [50] <sup>H</sup>  | Pike Support Vehicle [60] <sup>T</sup> | Partisan Heavy Tank [80] <sup>T</sup> |

## Wolf's Dragoons

2D6

|    | Light                                      | Medium                    | Heavy                                  | Assault                                |
|----|--|---------------------------|--|--|
| 2  | Packrat LRPW [20] <sup>W</sup>             | Hetzer [40] <sup>W</sup>  | Bulldog [60] <sup>T</sup>              | Partisan Heavy Tank [80] <sup>T</sup>  |
| 3  | Kestrel [25] <sup>V</sup>                  | Vedette [50] <sup>T</sup> | Bulldog [60] <sup>T</sup>              | Partisan Heavy Tank [80] <sup>T</sup>  |
| 4  | Saladin [35] <sup>H</sup>                  | Vedette [50] <sup>T</sup> | SRM Carrier [60] <sup>T</sup>          | Schrek PPC Carrier [80] <sup>T</sup>   |
| 5  | Harasser [25] <sup>H</sup>                 | Goblin [45] <sup>T</sup>  | SRM Carrier [60] <sup>T</sup>          | Schrek PPC Carrier [80] <sup>T</sup>   |
| 6  | Galleon GAL-100 [30] <sup>T</sup>          | Bandit [50] <sup>H</sup>  | Manticore Heavy Tank [60] <sup>T</sup> | Demolisher [80] <sup>T</sup>           |
| 7  | Badger Tracked Transport [30] <sup>T</sup> | Bandit [50] <sup>H</sup>  | Manticore Heavy Tank [60] <sup>T</sup> | Demolisher [80] <sup>T</sup>           |
| 8  | Badger Tracked Transport [30] <sup>T</sup> | Bandit [50] <sup>H</sup>  | LRM Carrier [60] <sup>T</sup>          | Demolisher [80] <sup>T</sup>           |
| 9  | Pegasus [35] <sup>H</sup>                  | Vedette [50] <sup>T</sup> | LRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |
| 10 | Striker [35] <sup>W</sup>                  | Maxim [50] <sup>H</sup>   | Von Luckner [75] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |
| 11 | Peregrine Attack VTOL [30] <sup>V</sup>    | Condor [50] <sup>H</sup>  | Von Luckner [75] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |
| 12 | H7 Warrior [20] <sup>V</sup>               | Condor [50] <sup>H</sup>  | Pike Support Vehicle [60] <sup>T</sup> | Behemoth Heavy Tank [100] <sup>T</sup> |

<sup>H</sup>Hover <sup>T</sup>Tracked <sup>V</sup>VTOL <sup>W</sup>Wheeled

## AEROSPACE

### Marik Loyalists/Rebels

2D6

|    | 20 to 45 tons         | 50 to 70 tons          | 75 to 100 tons            | DropShips               |
|----|-----------------------|------------------------|---------------------------|-------------------------|
| 2  | S-27 Sabre [25]       | TR-11 Transit [50]     | TR-13 Transgressor [75]   | Overlord <sup>S</sup>   |
| 3  | S-27 Sabre [25]       | LTN-G15 Lightning [50] | THB-D36 Thunderbird [100] | Intruder <sup>S</sup>   |
| 4  | SYD-Z1Seydlitz [20]   | LTN-G15 Lightning [50] | THB-D36 Thunderbird [100] | Fury <sup>A</sup>       |
| 5  | F-11-R Cheetah [25]   | LTN-G15 Lightning [50] | F-100A Riever [100]       | Union <sup>S</sup>      |
| 6  | F-12-S Cheetah [25]   | F-90 Stingray [60]     | F-100 Riever [100]        | Leopard <sup>A</sup>    |
| 7  | F-10 Cheetah [25]     | F-90 Stingray [60]     | F-100 Riever [100]        | Leopard <sup>A</sup>    |
| 8  | F-10 Cheetah [25]     | F-90 Stingray [60]     | F-100 Riever [100]        | Union <sup>S</sup>      |
| 9  | F-10 Cheetah [25]     | HCT-213 Hellcat [60]   | EGL-R6 Eagle [75]         | Leopard CV <sup>A</sup> |
| 10 | CNT-1D Centurion [30] | CSR-V12M Corsair [50]  | EGL-R6 Eagle [75]         | Condor <sup>A</sup>     |
| 11 | CNT-1D Centurion [30] | CSR-V12M Corsair [50]  | CHP-W5 Chippewa [90]      | Gazelle <sup>A</sup>    |
| 12 | TR-7 Thrush [25]      | TR-10 Transit [50]     | CHP-W5 Chippewa [90]      | Overlord <sup>S</sup>   |

### Mercenary

2D6

|    | 20 to 45 tons           | 50 to 70 tons          | 75 to 100 tons            | DropShips               |
|----|-------------------------|------------------------|---------------------------|-------------------------|
| 2  | TR-7 Thrush [25]        | TR-10 Transit [50]     | SL-15 Slayer [80]         | Overlord <sup>S</sup>   |
| 3  | SYD-Z3 Seydlitz [20]    | LCF-R16K Lucifer [65]  | CHP-W5 Chippewa [90]      | Intruder <sup>S</sup>   |
| 4  | SYD-Z1Seydlitz [20]     | LCF-R15 Lucifer [65]   | CHP-W5 Chippewa [90]      | Fury <sup>A</sup>       |
| 5  | S-27 Sabre [25]         | F-90 Stingray [60]     | THB-D36 Thunderbird [100] | Union <sup>S</sup>      |
| 6  | S-27 Sabre [25]         | CSR-V12 Corsair [50]   | THB-D36 Thunderbird [100] | Leopard <sup>A</sup>    |
| 7  | SPR-H5 Sparrowhawk [30] | LTN-G15 Lightning [50] | EGL-R6 Eagle [75]         | Leopard <sup>A</sup>    |
| 8  | CNT-1D Centurion [30]   | LTN-G15 Lightning [50] | EGL-R6 Eagle [75]         | Union <sup>S</sup>      |
| 9  | CNT-1D Centurion [30]   | HCT-213 Hellcat [60]   | STU-K5 Stuka [100]        | Leopard CV <sup>A</sup> |
| 10 | F-10 Cheetah [25]       | HCT-213 Hellcat [60]   | STU-K5 Stuka [100]        | Condor <sup>A</sup>     |
| 11 | SL-21 Sholagar [35]     | SL-17 Shilone [65]     | F-100 Riever [100]        | Gazelle <sup>A</sup>    |
| 12 | SL-21 Sholagar [35]     | SL-17 Shilone [65]     | F-100 Riever [100]        | Overlord <sup>S</sup>   |

### Wolf's Dragoons

2D6

|    | 20 to 45 tons           | 50 to 70 tons          | 75 to 100 tons            | DropShips               |
|----|-------------------------|------------------------|---------------------------|-------------------------|
| 2  | TR-7 Thrush [25]        | LCF-R15 Lucifer [65]   | TR-13 Transgressor [75]   | Lion <sup>S</sup>       |
| 3  | CNT-1D Centurion [30]   | LCF-R15 Lucifer [65]   | EGL-R6 Eagle [75]         | Intruder <sup>S</sup>   |
| 4  | CNT-1D Centurion [30]   | LCF-R15 Lucifer [65]   | EGL-R6 Eagle [75]         | Leopard <sup>A</sup>    |
| 5  | S-27 Sabre [25]         | HCT-213 Hellcat [60]   | EGL-R6 Eagle [75]         | Union <sup>S</sup>      |
| 6  | S-27 Sabre [25]         | HCT-213 Hellcat [60]   | STU-K5 Stuka [100]        | Overlord <sup>S</sup>   |
| 7  | SPR-H5 Sparrowhawk [30] | CSR-V12 Corsair [50]   | STU-K5 Stuka [100]        | Overlord <sup>S</sup>   |
| 8  | SPR-H5 Sparrowhawk [30] | CSR-V12 Corsair [50]   | THB-D36 Thunderbird [100] | Union <sup>S</sup>      |
| 9  | SYD-Z1Seydlitz [20]     | LTN-G15 Lightning [50] | THB-D36 Thunderbird [100] | Leopard CV <sup>A</sup> |
| 10 | SYD-Z2Seydlitz [20]     | LTN-G15 Lightning [50] | CHP-W5 Chippewa [90]      | Condor <sup>A</sup>     |
| 11 | F-10 Cheetah [25]       | LTN-G15 Lightning [50] | CHP-W5 Chippewa [90]      | Gazelle <sup>A</sup>    |
| 12 | F-10 Cheetah [25]       | TR-10 Transit [50]     | CHP-W5 Chippewa [90]      | Fury <sup>S</sup>       |

<sup>A</sup>Aerodyne <sup>S</sup>Spheroid



**Wolf's Dragoons—Kerensky's Independent Company (1)**

Under the command of the redoubtable Natasha Kerensky, the independent company that would later come to be known as the Black Widows receives a +1 modifier to all initiative rolls. In addition members of the company can employ off-board movement.

**BATTLEFORCE 2 COMMAND LISTS (ANTON'S REVOLT)**

The following command lists, for use with the *BattleForce 2* game, reflect the unique combat styles of each faction involved during Anton's Revolt. These replace the command lists on pp. 30-31 of *BF2*.

**Marik Loyalists**

Comprised of troop formations drawn from across the League that still labored to overcome the legacy of Stephen Marik's reign, the FWLM often displayed a disturbing lack of coordination. This problem would continue to dog the military until Captain-General Thomas Marik's reforms went into effect years later.

**Anton's Rebels**

Consisting of a hodgepodge of disparate troops, the regular forces at Anton Marik's command never had the time or opportunity for extensive training. This resulted in a notable lack of coordination and cohesion on the battlefield.

**Wolf's Dragoons**

Known to the Inner Sphere as its pre-eminent Mercenary command, the Clan reconnaissance force possessed both superior troops (thanks to a rigorous and often brutal Clan training regimen) and technical support (while still on their original mission the Dragoons received shipments of antiquated war material from the Clan homeworlds). This, combined with a corps of talented officers who now had ten years of experience fighting in the Inner Sphere, made the Dragoons of 3014-15 formidable opponents.

**Mercenary**

An omnipresent aspect of the modern battlefield, the importance of mercenaries reached its zenith in the Third and Fourth Succession Wars.

**INNER SPHERE IN FLAMES ANNEX (ANTON'S REVOLT)**

The Anton Revolt can be incorporated into the Inner Sphere in Flames game in two ways, either as a stand-alone game in which the other powers play no part, or as part of an on-going ISIF campaign. In the second case, the rebel faction should be controlled by another player—ideally, the player who is currently controlling the Capellan Confederation. If played as a stand-alone game then troop movements are restricted to within the borders of the Free Worlds League.

**Technology and Economics**

Anton's Revolt uses the rules for the 3025 setting. Restricted trade is in effect with the Capellan Confederation and Lyran Commonwealth.

**Popularity**

For the duration of Anton's Revolt, popularity is not in effect. Instead the Loyalty rules govern the support each Marik faction can expect.

**Special Rules**

The following special rules apply to the ISIF game set during Anton's Revolt.

**Diplomacy and Espionage:** Used to target Neutral and Allied provinces, worlds, or commands, a successful Diplomacy mission shifts loyalty one point in favor of the player launching it (i.e., rebels reduce the Loyalty Value while loyalists increase the Loyalty Value).

Espionage can be used to undermine the loyalty of a province, world, or command under control of the opposing player. A successful attempt shifts loyalty one point in favor of the player launching it (i.e., rebels reduce the Loyalty Value while loyalists increase the Loyalty Value).

**BATTLEFORCE 2 COMMAND LISTS**

| Command Chit | Marik Loyalist   | Anton's Rebel   | Wolf's Dragoons  | Other Mercenary  |
|--------------|------------------|-----------------|------------------|------------------|
| 1            | Alpha Strike!    | Alpha Strike!   | Charge!          | Alpha Strike!    |
| 2            | Stand and Shoot  | Evasive Action  | Hello, HQ?       | Doubletime March |
| 3            | Charge!          | Careful Aim     | Jam Transmission | Evasive Action   |
| 4            | Doubletime March | Fall Back       | Doubletime March | Ambush           |
| 5            | Evasive Action   | Evasive Action  | Evasive Action   | Charge!          |
| 6            | Hello, HQ?       | Hello, HQ?      | Luck of the Fox  | Hello, HQ?       |
| 7            | Alpha Strike!    | Hello, HQ?      | Alpha Strike!    | Luck of the Fox  |
| 8            | Stand and Shoot  | Stand and Shoot | Stand and Shoot  | Stand and Shoot  |
| 9            | Hello, HQ?       | Charge!         | Ambush           | Careful Aim      |
| 10           | Careful Aim      | Ambush          | Careful Aim      | Death from Above |

The chance of success is 50 percent, increased by 10 percent per multiple of the base RP cost spent (see the Anton's Revolt Diplomacy/Espionage Table below for a guide).

Mercenary commands have no Loyalty Rating and cannot be targeted in this way.

**Loyalty:** Commands, Provinces, and Worlds are assigned a loyalty value of between 0 and 100. This value can be altered through events arising during the course of play per the Anton's Revolt Master Loyalty Table below. The rebel player controls all worlds, provinces, and units with a Loyalty Value of 40 or less, while the loyalist player controls all worlds, provinces, and units with a Loyalty Value of 60 or more.

**Changing Loyalties:** At the end of each turn, all modifiers are applied to the Loyalty Value of all League units and worlds (note that mercenary troops have no Loyalty Value). When a command's Loyalty Value changes to Neutral, that unit is no longer under the control of the player to which it was originally aligned. When a Neutral unit's Loyalty Value changes to 40 or less, it falls under the command of the rebel player. Likewise a Neutral unit whose Loyalty Rating becomes 60 or more is now commanded by the loyalist player. The same switch of control applies to Provinces and individual worlds.

When a Province changes loyalty, all worlds within its borders change their loyalty.

**ANTON'S REVOLT DIPLOMACY/ESPIRONAGE TABLE**

| Target   | RP Cost                            |
|----------|------------------------------------|
| Province | Sum of constituent worlds RP value |
| World    | RP value                           |
| Command  | 5 RP                               |

**ANTON'S REVOLT MASTER LOYALTY TABLE**

| Loyalty Value | Faction of Loyalty                      |
|---------------|---|
| 40 or less    | Rebels (Duke Anton Marik)               |
| 41 – 59       | Neutral                                 |
| 60 or more    | Loyalists (Captain-General Janos Marik) |

**STARTING LOYALTY VALUES (BY PROVINCE)**

| Province              | Starting Loyalty Value | Province                | Starting Loyalty Value |
|-----------------------|------------------------|-------------------------|------------------------|
| Abbey District        | 85                     | Principality of Gibson  | 45                     |
| Border Protectorate   | 90                     | Principality of Regulus | 45                     |
| Duchy of Andurien     | 50                     | Regulan Free States     | 45                     |
| Duchy of Graham-Marik | 95                     | Rim Commonality         | 45                     |
| Duchy of Oriente      | 90                     | Silver Hawk Coalition   | 55                     |
| Duchy of Orloff       | 95                     | Sirian Concordance      | 55                     |
| Duchy of Tamarind     | 50                     | Stewart Commonality     | 90                     |
| Marik Commonwealth    | 90                     | The Protectorate        | 5                      |
| Mosiro Archipelago    | 50                     | Zion Province           | 65                     |
| Ohren Province        | 65                     |                         |                        |

**LOYALTY MODIFIERS**

| Event                                      | Loyalty Modifier   |
|--|--|
| Rebels attack Neutral command/world        | +30 to attacked command, +1 to all other Neutral commands and Neutral worlds |
| Rebels take control of Atreus              | -10 to all commands and worlds   |
| Rebels take control of Marik               | -5 to all commands and worlds  |
| Rebels take control of New Delos           | -2 to all commands and worlds  |
| Rebels take control of Regional Capital    | -1 to all commands and worlds  |
| Rebel unit destroyed                       | +1% of value (round up) to all commands and worlds                           |
| Rebel diplomatic mission                   | -MOS to targeted province or world   |
| Rebel leader killed                        | +LD Rating   |
| Loyalists attack Neutral command/World     | -30 to attacked command, -1 to all other Neutral commands and Neutral worlds |
| Loyalists take control of Atreus           | +10 to all commands and worlds   |
| Loyalists take control of Marik            | +5 to all commands and worlds  |
| Loyalists take control of New Delos        | +2 to all commands and worlds  |
| Loyalists take control of Regional Capital | +1 to all commands and worlds  |
| Loyalist unit destroyed                    | -1% of value (round up) to all commands and worlds                           |
| Loyalist diplomatic mission                | +MOS to targeted province or world   |
| Loyalist leader killed                     | -LD Rating   |



**Set-Up:** The rebel player starts the game with control over all Protectorate worlds not garrisoned by loyalist troops and 50 other worlds of their choice. The only provision is that these additional worlds cannot fall within the borders of any of the multi-worlds provinces. These worlds start with a Loyalty Rating of 15. The loyalists have control of the Provinces of Abbey District, Border Protectorate, Duchy of Graham-Marik, Duchy of Oriente, Duchy of Orloff, and the Marik Commonwealth. In addition, they control of 50 worlds outside the borders of any provinces. These additional loyalist supporters start with a Loyalty Rating of 85. The rebel and loyalist players should take turns choosing which worlds they desire.

The rebels gain resource points from the worlds they control, while the loyalists receive resource points from their worlds. RPs generated by Neutral worlds are lost.

**RANDOM FORCES: ANTON'S REVOLT**

| Roll | Loyalist | Rebel   | Mercenary/Dragoons |
|------|----------|---------|--------------------|
| 1    | Light    | Light   | Light              |
| 2    | Light    | Light   | Medium             |
| 3    | Medium   | Medium  | Medium             |
| 4    | Heavy    | Medium  | Heavy              |
| 5    | Heavy    | Heavy   | Heavy              |
| 6    | Assault  | Assault | Assault            |

**FORCE COMPOSITION: ANTON'S REVOLT**

| Type                              | Composition   |
|-----------------------------------|---|
| Regiment (*Mech/Armor)            | 3 battalions  |
| Reinforced Regiment (*Mech/Armor) | 4-5 battalions  |
| Ducal Guard                       | 1 'Mech battalion, 1 vehicle battalion, 1 infantry regiment |

**REGIMENTAL COMPONENTS: ANTON'S REVOLT TABLE**

| Merc/Other          | Loyalist |     |     | Rebel |     |     | Air Gnd RP |     |     |
|---------------------|----------|-----|-----|-------|-----|-----|------------|-----|-----|
|                     | Air      | Gnd | RP  | Air   | Gnd | RP  | Air        | Gnd | RP  |
| <i>BattleMechs</i>  |          |     |     |       |     |     |            |     |     |
| Light 'Mech Btn.    | 30       | 110 | 1.4 | 30    | 100 | 1.5 | 30         | 120 | 1.5 |
| Med. 'Mech Btn.     | 40       | 175 | 3   | 40    | 180 | 3.1 | 40         | 180 | 3   |
| Heavy 'Mech Btn.    | 50       | 220 | 6   | 50    | 210 | 6.2 | 50         | 210 | 6   |
| Assault 'Mech Btn.  | 50       | 260 | 8.0 | 50    | 250 | 8.5 | 50         | 270 | 7.5 |
| <i>Armor</i>        |          |     |     |       |     |     |            |     |     |
| Light Armor Btn.    | 0        | 27  | .6  | 0     | 25  | .6  | 0          | 30  | .6  |
| Med. Armor Btn.     | 0        | 50  | 1.2 | 0     | 50  | 1.2 | 0          | 60  | 1.2 |
| Heavy Armor Btn.    | 0        | 85  | 2.1 | 0     | 80  | 2.1 | 0          | 90  | 2.1 |
| Assault Armor Btn.  | 0        | 110 | 3.6 | 0     | 100 | 3.6 | 0          | 120 | 3.6 |
| <i>Infantry</i>     |          |     |     |       |     |     |            |     |     |
| Foot Infantry Reg.  | 0        | 48  | 1.2 | 0     | 48  | 1.3 | 0          | 27  | 0.9 |
| Mech. Infantry Reg. | 0        | 64  | 1.5 | 0     | 64  | 1.6 | 0          | 48  | 1.2 |
| Motor Infantry Reg. | 0        | 55  | 1.3 | 0     | 55  | 1.4 | 0          | 41  | 1.1 |
| Jump Infantry Reg.  | 0        | 36  | 2.0 | 0     | 36  | 2.1 | 0          | 27  | 1.5 |
| <i>Misc</i>         |          |     |     |       |     |     |            |     |     |
| Artillery Comp.     | 0        | 23  | .5  | 0     | 23  | .6  | 0          | 23  | .5  |
| Air Wing            | 130      | 0   | 1.8 | 130   | 0   | 1.9 | 120        | 0   | 1.8 |

**SAMPLE LEADERS AND FACTIONS (ANTON'S REVOLT)**

| Leader                     | Faction               | Loyalty | LD |
|----------------------------|-----------------------|---------|----|
| <i>Marik Loyalist</i>      |                       |         |    |
| Janos Marik                | Loyalist leader       | N/A     | 5  |
| Duggan Marik               | Marik Commonwealth MP | 75      | 3  |
| Duncan Marik               | Marik Militia         | 75      | 4  |
| Shane Eastwik              | Marik Commonwealth MP | 80      | 2  |
| <i>Anton's Rebels</i>      |                       |         |    |
| Duke Anton Marik           | Rebel leader          | N/A     | 6  |
| Vesar Kristofur            | Advisor               | 20      | 3  |
| Gerald Marik               | Rebel General         | 15      | 3  |
| <i>Stewart Commonality</i> |                       |         |    |
| Hector Stewart             | Earl of Stewart       | 90      | 3  |
| <i>Duchy of Oriente</i>    |                       |         |    |
| Christopher Halas          | Duke of Oriente       | 85      | 4  |
| <i>Duchy of Orloff</i>     |                       |         |    |
| Vincent Orloff             | Earl of Orloff        | 90      | 2  |
| <i>Duchy of Andurien</i>   |                       |         |    |
| Catherine Humphreys        | Andurien Government   | 45      | 4  |

The loyalist player cannot issue movement orders to any units during the first turn of Anton's Revolt.

**Victory:** In a Civil War, victory goes to the last man standing. Play continues until all worlds and units loyal to one faction or other have been captured, destroyed, or forced into neutrality.

**ANDURIEN WARS RULES**

One of the longest conflicts of the thirty-first century, the three-sided War of Andurien Wars involved every Inner Sphere power save the Draconis Combine. The weaknesses it engendered in the Free Worlds League and the Capellan Confederation could easily have spelled the doom of both, but eventually both profited from the long and costly war.

The following rules may be applied to represent *Classic BattleTech* campaigns set during the Andurien Wars of Secession.

**EQUIPMENT RATING**

Units involved in the Andurien Wars should use the Equipment Rating rules found on p. 86. Details of each unit's equipment appear in the Inner Sphere in Flames deployment table, next page.

## THE INNER SPHERE IN FLAMES FORCES TABLE (ANTON'S REVOLT)

### FREE WORLDS LEAGUE MILITARY (FWLM)

| FORCES                        | LOCATION        | LOYALTY | AIR | GND | SP  | LD | XP            |
|-------------------------------|-----------------|---------|-----|-----|-----|----|---------------|
| <i>Free Worlds Guard</i>      |                 |         |     |     |     |    |               |
| 1st Guard                     | Wing            | 85      | 140 | 615 | 1/6 | 4  | EL/31 (x2.0+) |
| 2nd Guard                     | Bella I         | 55      | 160 | 700 | 1/6 | 3  | VET/16 (x1.5) |
| 3rd Guard                     | Atreus          | 85      | 120 | 525 | 1/6 | 4  | REG/6 (x1)    |
| <i>Atrean Hussars</i>         |                 |         |     |     |     |    |               |
| Atrean Hussars                | Scarborough     | 15      | 100 | 395 | 1/6 | 3  | REG/6 (x1)    |
| <i>Atrean Dragoons</i>        |                 |         |     |     |     |    |               |
| 1st Dragoons                  | Marik           | 20      | 150 | 660 | 1/6 | 3  | REG/6 (x1)    |
| 11th Dragoons                 | Matheran        | 20      | 120 | 525 | 1/6 | 2  | GRN/1 (x0.8)  |
| <i>Marik Militia</i>          |                 |         |     |     |     |    |               |
| 1st                           | Irian           | 80      | 90  | 330 | 1/6 | 4  | VET/16 (x1.5) |
| 2nd                           | Wasat           | 80      | 120 | 505 | 1/6 | 3  | GRN/1 (x0.8)  |
| 5th                           | Les Hallas      | 80      | 130 | 694 | 1/6 | 3  | REG/6 (x1)    |
| 6th                           | Emris IV        | 85      | 280 | 740 | 1/6 | 3  | VET/16 (x1.5) |
| 9th                           | Carbonis        | 80      | 150 | 660 | 1/6 | 3  | REG/6 (x1)    |
| 10th                          | Thermopolis     | 80      | 130 | 590 | 1/6 | 3  | VET/16 (x1.5) |
| 13th                          | Dieudonne       | 80      | 110 | 463 | 1/6 | 4  | REG/6 (x1)    |
| 15th                          | Bereson         | 85      | 150 | 660 | 1/6 | 3  | REG/6 (x1)    |
| 20th                          | Concord         | 80      | 120 | 525 | 1/6 | 2  | REG/6 (x1)    |
| 23rd                          | Merak           | 75      | 90  | 330 | 1/6 | 3  | GRN/1 (x0.8)  |
| 30th                          | Wing            | 80      | 90  | 330 | 1/6 | 3  | REG/6 (x1)    |
| 31st                          | Uhuru           | 80      | 120 | 525 | 1/6 | 3  | GRN/1 (x0.8)  |
| <i>Marik Guard</i>            |                 |         |     |     |     |    |               |
| Marik Guard                   | Van Diemen IV   | 85      | 220 | 330 | 1/6 | 4  | EL/31 (x2.0+) |
| <i>Fusiliers of Oriente</i>   |                 |         |     |     |     |    |               |
| Ducal Guard                   | Tamarind        | 80      | 270 | 615 | 1/6 | 3  | EL/31 (x2.0+) |
| 1st Brigade                   | Griffith        | 80      | 120 | 505 | 1/6 | 4  | EL/31 (x2.0+) |
| 2nd Brigade                   | Calloway VI     | 80      | 130 | 570 | 1/6 | 3  | VET/16 (x1.5) |
| 3rd Brigade                   | Promised Land   | 80      | 250 | 545 | 1/6 | 3  | VET/16 (x1.5) |
| 4th Brigade                   | Oriente         | 80      | 110 | 460 | 1/6 | 3  | REG/6 (x1)    |
| 5th Brigade                   | Sheridan        | 80      | 150 | 700 | 1/6 | 4  | REG/6 (x1)    |
| <i>Protectorate Guard</i>     |                 |         |     |     |     |    |               |
| Iron Guard                    | Alula Australis | 55      | 120 | 525 | 1/6 | 2  | REG/6 (x1)    |
| Steel Guard                   | Kosciusko       | 55      | 130 | 610 | 1/6 | 3  | GRN/1 (x0.8)  |
| <i>Sirian Lancers</i>         |                 |         |     |     |     |    |               |
| 1st Lancers                   | Pollux          | 45      | 120 | 525 | 1/6 | 3  | GRN/1 (x0.8)  |
| 2nd Lancers                   | Procyon         | 45      | 150 | 660 | 1/6 | 3  | REG/6 (x1)    |
| 3rd Lancers                   | Megrez          | 45      | 90  | 330 | 1/6 | 3  | GRN/1 (x0.8)  |
| <i>Silver Hawk Irregulars</i> |                 |         |     |     |     |    |               |
| Falcons                       | Caillison       | 55      | 90  | 330 | 1/6 | 2  | GRN/1 (x0.8)  |
| Gryphons                      | Kalidasa        | 55      | 150 | 660 | 1/6 | 3  | REG/6 (x1)    |
| <i>Oriente Hussars</i>        |                 |         |     |     |     |    |               |
| 1st                           | Anegasaki       | 80      | 120 | 525 | 1/6 | 3  | VET/16 (x1.5) |
| 2nd                           | Oriente         | 80      | 90  | 330 | 1/6 | 4  | REG/6 (x1)    |
| 3rd                           | Nestor          | 80      | 150 | 660 | 1/6 | 3  | GRN/1 (x0.8)  |
| 4th                           | Atreus          | 80      | 90  | 330 | 1/6 | 3  | REG/6 (x1)    |
| 5th                           | Sierra          | 80      | 90  | 330 | 1/6 | 2  | GRN/1 (x0.8)  |
| 6th                           | Bella I         | 80      | 110 | 460 | 1/6 | 3  | REG/6 (x1)    |



| <b>FORCES</b>                 | <b>LOCATION</b>    | <b>LOYALTY</b> | <b>AIR</b> | <b>GND</b> | <b>SP</b> | <b>LD</b> | <b>XP</b>     |
|-------------------------------|--------------------|----------------|------------|------------|-----------|-----------|---------------|
| <i>Defenders of Andurien</i>  |                    |                |            |            |           |           |               |
| 1st                           | Andurien           | 50             | 250        | 772        | 1/6       | 4         | VET/16 (x1.5) |
| 3rd                           | Shiro III          | 50             | 150        | 660        | 1/6       | 3         | REG/6 (x1)    |
| 4th                           | Sadumi             | 50             | 90         | 330        | 1/6       | 3         | VET/16 (x1.5) |
| 5th                           | Xanthe III         | 50             | 150        | 660        | 1/6       | 3         | REG/6 (x1)    |
| 6th                           | Andurien           | 50             | 120        | 525        | 1/6       | 3         | VET/16 (x1.5) |
| <i>Stewart Dragoons</i>       |                    |                |            |            |           |           |               |
| Home Guard                    | Stewart            | 90             | 240        | 440        | 1/6       | 2         | VET/16 (x1.5) |
| Juggernaut                    | Payvand            | 90             | 150        | 660        | 1/6       | 3         | REG/6 (x1)    |
| <i>Orloff Grenadiers</i>      |                    |                |            |            |           |           |               |
| 1st                           | Vanra              | 80             | 120        | 525        | 1/6       | 3         | REG/6 (x1)    |
| 5th                           | Alhena             | 80             | 120        | 525        | 1/6       | 3         | REG/6 (x1)    |
| 6th                           | Cerillos           | 80             | 120        | 525        | 1/6       | 3         | VET/16 (1.5)  |
| 8th                           | Lesnovo            | 80             | 120        | 525        | 1/6       | 3         | REG/6 (x1)    |
| <i>Regulan Hussars</i>        |                    |                |            |            |           |           |               |
| 1st                           | Regulus            | 45             | 150        | 660        | 1/6       | 4         | EL/31 (x2.0+) |
| 2nd                           | Avior              | 45             | 90         | 660        | 1/6       | 3         | REG/6 (x1)    |
| 9th                           | Raiding Liao Space | 45             | 120        | 525        | 1/6       | 2         | GRN/1 (x0.8)  |
| <i>Mercenaries</i>            |                    |                |            |            |           |           |               |
| 21st Centauri<br>Lancers      | Thermopolis        | N/A            | 280        | 836        | 1/6       | 4         | EL/31 (x2.0+) |
| Smithson's Chinese<br>Bandits | Shiloh             | N/A            | 150        | 809        | 1/6       | 2         | VET/16 (x1.5) |
| Clifton's<br>Rangers (1 Btn.) | Rochelle           | N/A            | 40         | 223        | 1/6       | 2         | GRN/1 (x0.8)  |
| Langendorf Lancers            | Colfax             | N/A            | 0          | 573        | 1/6       | 3         | REG/6 (x1)    |
| Head Hunters (1 Btn.)         | Campoleone         | N/A            | 0          | 110        | 1/6       | 2         | GRN/1 (x0.8)  |
| Carson's Renegades            | Oliver             | N/A            | 150        | 758        | 1/6       | 2         | REG/6 (x1)    |

**ANTON'S REBELS**

| <b>FORCES</b>            | <b>LOCATION</b> | <b>LOYALTY</b> | <b>AIR</b> | <b>GND</b> | <b>SP</b> | <b>LD</b> | <b>XP</b>     |
|--------------------------|-----------------|----------------|------------|------------|-----------|-----------|---------------|
| <i>Ducal Guard</i>       |                 |                |            |            |           |           |               |
| 1st                      | New Delos       | 0              | 50         | 318        | 1/6       | 3         | VET/16 (x1.5) |
| 2nd                      | New Delos       | 0              | 40         | 273        | 1/6       | 3         | REG/6 (x1)    |
| 3rd                      | New Delos       | 0              | 40         | 273        | 1/6       | 2         | REG/6 (x1)    |
| 4th                      | New Delos       | 0              | 30         | 208        | 1/6       | 2         | GRN/1 (x0.8)  |
| <i>Marik Militia</i>     |                 |                |            |            |           |           |               |
| 3rd                      | Bernardo        | 10             | 150        | 660        | 1/6       | 3         | VET/16 (x1.5) |
| 18th                     | Harsenfield     | 15             | 120        | 525        | 1/6       | 3         | REG/6 (x1)    |
| <i>Regulan Hussars</i>   |                 |                |            |            |           |           |               |
| 4th                      | Ohrensen        | 30             | 120        | 525        | 1/6       | 4         | VET/16 (x1.5) |
| 5th                      | Ventabren       | 30             | 120        | 525        | 1/6       | 3         | VET/16 (x1.5) |
| <i>Atrean Dragoons</i>   |                 |                |            |            |           |           |               |
| 12th                     | McKenna         | 20             | 150        | 660        | 1/6       | 2         | REG/6 (x1)    |
| <i>Mercenaries</i>       |                 |                |            |            |           |           |               |
| <i>Wolf's Dragoons</i>   |                 |                |            |            |           |           |               |
| Alpha Regiment           | New Delos       | N/A            | 140        | 804        | 1/6       | 5         | EL/31 (x2.0+) |
| Beta Regiment            | New Delos       | N/A            | 140        | 804        | 1/6       | 5         | EL/31 (x2.0+) |
| Gamma Regiment           | New Delos       | N/A            | 140        | 804        | 1/6       | 4         | EL/31 (x2.0+) |
| Delta Regiment           | New Delos       | N/A            | 140        | 804        | 1/6       | 4         | EL/31 (x2.0+) |
| Epsilon Regiment         | New Delos       | N/A            | 140        | 804        | 1/6       | 4         | EL/31 (x2.0+) |
| Zeta Battalion           | New Delos       | N/A            | 0          | 260        | 1/6       | 5         | EL/31 (x2.0+) |
| Fire Support Group       | New Delos       | N/A            | 4          | 69         | 1/6       | 4         | VET/16 (x1.5) |
| <i>Orbital/AeroSpace</i> |                 |                |            |            |           |           |               |
| Operations Group         | New Delos       | N/A            | 130        | 0          | 1/6       | 5         | EL/31 (x2.0+) |
| Special Recon Group      | New Delos       | N/A            | 10         | 48         | 1/6       | 4         | VET/16 (x1.5) |
| Support Battalion        | New Delos       | N/A            | 40         | 60         | 1/6       | 4         | VET/16 (x1.5) |
| Seventh Kommando         | New Delos       | N/A            | 0          | 64         | 1/6       | 5         | EL/31 (x2.0+) |

## RANDOM ASSIGNMENT TABLES (ANDURIEN WARS)

### BATTLEMECHS

#### Free Worlds League/Andurien

| 2D6 | Light                  | Medium                  | Heavy                   | Assault                  |
|-----|------------------------|-------------------------|-------------------------|--------------------------|
| 2   | UM-R60 UrbanMech [30]  | SCP-1N Scorpion [55]*   | OSR-2M Ostroc [60]      | AS7-D Atlas [100]        |
| 3   | HER-1A Hermes [30]     | CDA-2A Cicada [40]      | OTL-4D Ostsol [60]      | GOL-1H Goliath [80]*     |
| 4   | STG-3R Stinger [20]    | WVR-6M Wolverine [55]   | RFL-3N Rifleman [60]    | AWS-8Q Awesome [80]      |
| 5   | FS9-H Firestarter [35] | PXH-1 Phoenix Hawk [45] | CDR-3R Crusader [65]    | AWS-8Q Awesome [80]      |
| 6   | WSP-1A Wasp [20]       | SHD-2H Shadow Hawk [55] | TDR-5S Thunderbolt [65] | BLR-1G Battlemaster [85] |
| 7   | LCT-1V Locust [20]     | GRF-1N Griffin [55]     | ON1-K Orion [75]        | STK-3F Stalker [85]      |
| 8   | STG-3R Stinger [20]    | HER-2S Hermes II [40]   | ARC-2R Archer [70]      | BNC-3M Banshee [95]      |
| 9   | JVN-10N Javelin [30]   | WTH-1 Whitworth [30]    | WHM-6R Warhammer [70]   | BLR-1G Battlemaster [85] |
| 10  | LCT-1M Locust [20]     | HBK-4G Hunchback [50]   | MAD-3M Marauder [75]    | STK-3F Stalker [85]      |
| 11  | SDR-5V Spider [30]     | TBT-5N Trebuchet [50]   | GHR-5H Grasshopper [70] | CP-10-Z Cyclops [90]     |
| 12  | FLE-15 Flea [20]       | VL-2T Vulcan [40]       | OSR-2C Ostroc [60]      | BNC-3Q Banshee [95]      |

#### Magistracy of Canopus

| 2D6 | Light                  | Medium                  | Heavy                   | Assault              |
|-----|------------------------|-------------------------|-------------------------|----------------------|
| 2   | PNT-9R Panther [35]    | BJ-1 Blackjack [45]     | CDR-3R Crusader [65]    | AS7-D Atlas [100]    |
| 3   | UM-R60 UrbanMech [30]  | ASN-21 Assassin [40]    | CPLT-C4 Catapult [65]   | CGR-1A1 Charger [80] |
| 4   | FS9-H Firestarter [35] | HBK-4G Hunchback [50]   | ARC-2R Archer [70]      | BNC-3E Banshee [95]  |
| 5   | JVN-10N Javelin [30]   | CN9-A Centurion [50]    | QKD-4G Quickdraw [60]   | VTR-9B Victor [80]   |
| 6   | LCT-1V Locust [20]     | TBT-5N Trebuchet [50]   | CDR-3R Crusader [65]    | AWS-8Q Awesome [80]  |
| 7   | LCT-1V Locust [20]     | PXH-1 Phoenix Hawk [45] | JM6-S JagerMech [65]    | BNC-3E Banshee [95]  |
| 8   | WSP-1A Wasp [20]       | SHD-2H Shadow Hawk [55] | MAD-3R Marauder [75]    | CGR-1A1 Charger [80] |
| 9   | STG-3R Stinger [20]    | WHT-1 Whitworth [40]    | CPLT-C4 Catapult [65]   | AWS-8Q Awesome [80]  |
| 10  | STG-3R Stinger [20]    | BJ-1 Blackjack [45]     | GHR-5H Grasshopper [70] | STK-3F Stalker [85]  |
| 11  | JR7-D Jenner [35]      | ASN-21 Assassin [40]    | GHR-5H Grasshopper [70] | STK-3F Stalker [85]  |
| 12  | SDR-5V Spider [30]     | CDA-2A Cicada [40]      | ON1-K Orion [75]        | CP-10-Z Cyclops [90] |

#### Capellan Confederation

| 2D6 | Light                  | Medium                  | Heavy                   | Assault                  |
|-----|------------------------|-------------------------|-------------------------|--------------------------|
| 2   | UM-60RL UrbanMech [30] | SHD-2H Shadow Hawk [55] | TDR-5S Thunderbolt [65] | STC-2C Striker [80]      |
| 3   | SDR-5V Spider [30]     | DV-6M Dervish [55]      | WHM-6L Warhammer [70]   | AS7-D Atlas [100]        |
| 4   | RVN-1X Raven [30]      | WHT-1 Whitworth [40]    | CPLT-C1 Catapult [65]   | AWS-8Q Awesome [80]      |
| 5   | WSP-1L Wasp [20]       | ENF-4R Enforcer [50]    | WHM-6R Warhammer [70]   | BLR-1G Battlemaster [85] |
| 6   | UM-R60 UrbanMech [30]  | BJ-1 Blackjack [45]     | MAD-3L Marauder [75]    | BLR-1G Battlemaster [85] |
| 7   | STG-3G Stinger [20]    | VND-1R Vindicator [45]  | GHR-5H Grasshopper [70] | CGR-1A1 Charger [80]     |
| 8   | STG-3G Stinger [20]    | PXH-1 Phoenix Hawk [45] | RFL-3N Rifleman [60]    | GOL-1H Goliath [80]      |
| 9   | JVN-10N Javelin [30]   | GRF-1N Griffin [55]     | OSR-3C Ostroc [60]      | AWS-8Q Awesome [80]      |
| 10  | OTT-7J Ostscout [35]   | HBK-4G Hunchback [50]   | CRD-3L Crusader [65]    | BNC-3E Banshee [95]      |
| 11  | LCT-1V Locust [20]     | WVR-6R Wolverine [55]   | CTF-1X Cataphract [70]  | BNC-3E Banshee [95]      |
| 12  | LCT-1V Locust [20]     | SCP-1N Scorpion [55]*   | CTF-2X Cataphract [70]  | AWS-8Q Awesome [80]      |

\*This is a four-legged (quad) BattleMech.

### VEHICLES

#### Free Worlds League/Andurien

| 2D6 | Light                             | Medium                     | Heavy                                  | Assault                                |
|-----|-----------------------------------|----------------------------|--|--|
| 2   | Ferret Lt. Scout [5] <sup>V</sup> | Maxim [50] <sup>H</sup>    | Pike Support Vehicle [60] <sup>T</sup> | Partisan Heavy Tank [80] <sup>T</sup>  |
| 3   | Harasser [25] <sup>H</sup>        | Hetzer [40] <sup>W</sup>   | Pike Support Vehicle [60] <sup>T</sup> | Partisan Heavy Tank [80] <sup>T</sup>  |
| 4   | Hunter [35] <sup>T</sup>          | Hetzer [40] <sup>W</sup>   | Von Luckner [75] <sup>T</sup>          | Behemoth Heavy Tank [100] <sup>T</sup> |
| 5   | Saladin [35] <sup>H</sup>         | Goblin [45] <sup>T</sup>   | Bulldog [60] <sup>T</sup>              | Ontos Heavy Tank [95] <sup>T</sup>     |
| 6   | Warrior [20] <sup>V</sup>         | Goblin [45] <sup>T</sup>   | Bulldog [60] <sup>T</sup>              | Ontos Heavy Tank [95] <sup>T</sup>     |
| 7   | Galleon [30] <sup>T</sup>         | Drillson [50] <sup>H</sup> | SRM Carrier [60] <sup>T</sup>          | Ontos Heavy Tank [95] <sup>T</sup>     |
| 8   | Scorpion [25] <sup>T</sup>        | Drillson [50] <sup>H</sup> | LRM Carrier [60] <sup>T</sup>          | Demolisher [80] <sup>T</sup>           |
| 9   | Scimitar [35] <sup>H</sup>        | Vedette [50] <sup>T</sup>  | Manticore Heavy Tank [60] <sup>T</sup> | Schrek PPC Carrier [80] <sup>T</sup>   |
| 10  | Saracen [35] <sup>H</sup>         | Vedette [50] <sup>T</sup>  | Manticore Heavy Tank [60] <sup>T</sup> | Schrek PPC Carrier [80] <sup>T</sup>   |
| 11  | Pegasus [35] <sup>H</sup>         | Condor [50] <sup>H</sup>   | Von Luckner [75] <sup>T</sup>          | Behemoth Heavy Tank [100] <sup>T</sup> |
| 12  | J. Edgar [25] <sup>H</sup>        | Condor [50] <sup>H</sup>   | LRM Carrier [60] <sup>T</sup>          | Demolisher [80] <sup>T</sup>           |



**Magistracy of Canopus**

|            |                                   |
|------------|-----------------------------------|
| <b>2D6</b> | <b>Light</b>                      |
| 2          | Pegasus [35] <sup>H</sup>         |
| 3          | Saladin [35] <sup>H</sup>         |
| 4          | Harasser [25] <sup>H</sup>        |
| 5          | Hunter [35] <sup>T</sup>          |
| 6          | Saracen [35] <sup>H</sup>         |
| 7          | Scorpion [25] <sup>T</sup>        |
| 8          | Scorpion [25] <sup>T</sup>        |
| 9          | Galleon [30] <sup>T</sup>         |
| 10         | Warrior [20] <sup>V</sup>         |
| 11         | Ferret Lt. Scout [5] <sup>V</sup> |
| 12         | Scimitar [35] <sup>H</sup>        |

**Capellan Confederation**

|            |                            |
|------------|----------------------------|
| <b>2D6</b> | <b>Light</b>               |
| 2          | Warrior [20] <sup>V</sup>  |
| 3          | Pegasus [35] <sup>H</sup>  |
| 4          | Galleon [30] <sup>T</sup>  |
| 5          | Saladin [35] <sup>H</sup>  |
| 6          | Galleon [30] <sup>T</sup>  |
| 7          | Hunter [35] <sup>T</sup>   |
| 8          | Warrior [20] <sup>V</sup>  |
| 9          | Scimitar [35] <sup>H</sup> |
| 10         | Scorpion [25] <sup>T</sup> |
| 11         | Scorpion [25] <sup>T</sup> |
| 12         | Saracen [35] <sup>H</sup>  |

**Medium**

|                            |
|----------------------------|
| Condor [50] <sup>H</sup>   |
| Goblin [45] <sup>T</sup>   |
| Drillson [50] <sup>H</sup> |
| Drillson [50] <sup>H</sup> |
| Vedette [50] <sup>T</sup>  |
| Hetzer [40] <sup>W</sup>   |
| Condor [50] <sup>H</sup>   |
| Goblin [45] <sup>T</sup>   |
| Maxim [50] <sup>H</sup>    |
| Maxim [50] <sup>H</sup>    |
| Hetzer [40] <sup>W</sup>   |

**Heavy**

|  |
|--|
| Manticore Heavy Tank [60] <sup>T</sup> |
| Rommel [65] <sup>T</sup>               |
| Pike Support Vehicle [60] <sup>T</sup> |
| Manticore Heavy Tank [60] <sup>T</sup> |
| Von Luckner [75] <sup>T</sup>          |
| LRM Carrier [60] <sup>T</sup>          |
| SRM Carrier [60] <sup>T</sup>          |
| Bulldog [60] <sup>T</sup>              |
| Patton [65] <sup>T</sup>               |
| Von Luckner [75] <sup>T</sup>          |
| SRM Carrier [60] <sup>T</sup>          |

**Assault**

|  |
|--|
| Ontos Heavy Tank [95] <sup>T</sup>     |
| Partisan Heavy Tank [80] <sup>T</sup>  |
| Partisan Heavy Tank [80] <sup>T</sup>  |
| Schrek PPC Carrier [80] <sup>T</sup>   |
| Behemoth Heavy Tank [100] <sup>T</sup> |
| Demolisher [80] <sup>T</sup>           |
| Demolisher [80] <sup>T</sup>           |
| Ontos Heavy Tank [95] <sup>T</sup>     |
| Schrek PPC Carrier [80] <sup>T</sup>   |
| Sturmfeuer [85] <sup>T</sup>           |
| Behemoth Heavy Tank [100]              |

<sup>H</sup>Hover <sup>T</sup>Tracked <sup>V</sup>TOL <sup>W</sup>Wheeled

**AEROSPACE**

**Free Worlds League/Andurien**

|            |                       |
|------------|-----------------------|
| <b>2D6</b> | <b>20 to 45 tons</b>  |
| 2          | S-27 Sabre [25]       |
| 3          | TR-7 Thrush [25]      |
| 4          | TR-7 Thrush [25]      |
| 5          | F-11-R Cheetah [25]   |
| 6          | F-12-S Cheetah [25]   |
| 7          | F-10 Cheetah [25]     |
| 8          | F-10 Cheetah [25]     |
| 9          | F-10 Cheetah [25]     |
| 10         | S-27 Sabre [25]       |
| 11         | CNT-1D Centurion [30] |
| 12         | CNT-1D Centurion [30] |

|                        |
|------------------------|
| <b>50 to 70 tons</b>   |
| TR-11 Transit [50]     |
| TR-10 Transit [50]     |
| HCT-213 Hellcat [60]   |
| LTN-G15 Lightning [50] |
| LTN-G15 Lightning [50] |
| F-90 Stingray [60]     |
| F-90 Stingray [60]     |
| SR-V12M Corsair [50]   |
| F-90 Stingray [60]     |
| CSR-V12M Corsair [50]  |
| LCFR-15 Lucifer [65]   |

|                           |
|---------------------------|
| <b>75 to 100 tons</b>     |
| TR-13 Transgressor [75]   |
| TR-13 Transgressor [75]   |
| THB-D36 Thunderbird [100] |
| THB-D36 Thunderbird [100] |
| EGL-R6 Eagle [75]         |
| F-100 Riever [100]        |
| F-100 Riever [100]        |
| EGL-R6 Eagle [75]         |
| F-100A Riever [100]       |
| CHP-W5 Chippewa [90]      |
| CHP-W5 Chippewa [90]      |

|                         |
|-------------------------|
| <b>Dropships</b>        |
| Fury <sup>A</sup>       |
| Gazelle <sup>A</sup>    |
| Overlord <sup>S</sup>   |
| Union <sup>S</sup>      |
| Leopard <sup>A</sup>    |
| Union <sup>S</sup>      |
| Leopard <sup>A</sup>    |
| Leopard CV <sup>A</sup> |
| Intruder <sup>S</sup>   |
| Condor <sup>A</sup>     |
| Overlord <sup>S</sup>   |

**Magistracy of Canopus<sup>S</sup>**

|            |                         |
|------------|-------------------------|
| <b>2D6</b> | <b>20 to 45 tons</b>    |
| 2          | TR-7 Thrush [25]        |
| 3          | SYD-Z3 Seydlitz [20]    |
| 4          | SYD-Z1 Seydlitz [20]    |
| 5          | S-27 Sabre [25]         |
| 6          | S-27 Sabre [25]         |
| 7          | SPR-H5 Sparrowhawk [30] |
| 8          | CNT-1D Centurion [30]   |
| 9          | CNT-1D Centurion [30]   |
| 10         | F-10 Cheetah [25]       |
| 11         | SL-21 Sholagar [35]     |
| 12         | SL-21 Sholagar [35]     |

|                        |
|------------------------|
| <b>50 to 70 tons</b>   |
| TR-10 Transit [50]     |
| LCFR-16K Lucifer [65]  |
| LCFR-15 Lucifer [65]   |
| F-90 Stingray [60]     |
| CSR-V12 Corsair [50]   |
| LTN-G15 Lightning [50] |
| LTN-G15 Lightning [50] |
| HCT-213 Hellcat [60]   |
| HCT-213 Hellcat [60]   |
| SL-17 Shilone [65]     |
| CSR-V12M Corsair [50]  |

|                           |
|---------------------------|
| <b>75 to 100 tons</b>     |
| SL-15 Slayer [80]         |
| CHP-W5 Chippewa [90]      |
| CHP-W5 Chippewa [90]      |
| THB-D36 Thunderbird [100] |
| THB-D36 Thunderbird [100] |
| EGL-R6 Eagle [75]         |
| EGL-R6 Eagle [75]         |
| STU-K5 Stuka [100]        |
| STU-K5 Stuka [100]        |
| F-100 Riever [100]        |
| F-100 Riever [100]        |

|                         |
|-------------------------|
| <b>Dropships</b>        |
| Union <sup>S</sup>      |
| Intruder <sup>S</sup>   |
| Fury <sup>A</sup>       |
| Union <sup>S</sup>      |
| Leopard <sup>A</sup>    |
| Leopard <sup>A</sup>    |
| Leopard <sup>A</sup>    |
| Gazelle <sup>A</sup>    |
| Condor <sup>A</sup>     |
| Leopard CV <sup>A</sup> |
| Overlord <sup>S</sup>   |

<sup>A</sup>Aerodyne <sup>S</sup>Spheroid

## RANDOM ASSIGNMENT TABLES (ANDURIEN WARS)

### BATTLEMECHS

#### Free Worlds League/Andurien

| 2D6 | Light                  | Medium                  | Heavy                   | Assault                  |
|-----|------------------------|-------------------------|-------------------------|--------------------------|
| 2   | UM-R60 UrbanMech [30]  | SCP-1N Scorpion [55]*   | OSR-2M Ostroc [60]      | AS7-D Atlas [100]        |
| 3   | HER-1A Hermes [30]     | CDA-2A Cicada [40]      | OTL-4D Ostsol [60]      | GOL-1H Goliath [80]*     |
| 4   | STG-3R Stinger [20]    | WVR-6M Wolverine [55]   | RFL-3N Rifleman [60]    | AWS-8Q Awesome [80]      |
| 5   | FS9-H Firestarter [35] | PXH-1 Phoenix Hawk [45] | CDR-3R Crusader [65]    | AWS-8Q Awesome [80]      |
| 6   | WSP-1A Wasp [20]       | SHD-2H Shadow Hawk [55] | TDR-5S Thunderbolt [65] | BLR-1G Battlemaster [85] |
| 7   | LCT-1V Locust [20]     | GRF-1N Griffin [55]     | ON1-K Orion [75]        | STK-3F Stalker [85]      |
| 8   | STG-3R Stinger [20]    | HER-2S Hermes II [40]   | ARC-2R Archer [70]      | BNC-3M Banshee [95]      |
| 9   | JVN-10N Javelin [30]   | WTH-1 Whitworth [30]    | WHM-6R Warhammer [70]   | BLR-1G Battlemaster [85] |
| 10  | LCT-1M Locust [20]     | HBK-4G Hunchback [50]   | MAD-3M Marauder [75]    | STK-3F Stalker [85]      |

\*This is a four-legged (quad) BattleMech

Each of the participants used broadly similar equipment (the rediscoveries of the Helm memory core would not filter through to operational units for several more years) though the compositions of the various forces varied considerably. Having been associated with the FWLM for centuries, the Defenders of Andurien had similar equipment to their enemies and thus use the same equipment tables. The Magistracy of Canopus and Capellan Confederation use their own tables.

### BATTLEFORCE 2 COMMAND LISTS (ANDURIEN WARS)

The following command lists, for use with the *BattleForce 2* game, reflect the unique combat styles of each faction involved during the Andurien Wars. These replace the command lists on pp. 30-31 of *BF2*.

#### Defenders of Andurien

Mixing skill and determination, the Andurien military acquitted itself well in the War of Andurien Wars despite its eventual destruction. The training methods and practices of the Defenders of Andurien would eventually be absorbed into the mainstream FWLM via the Free Worlds Legions.

#### Magistracy of Canopus

Though substantially larger than the Defenders of Andurien, the poor training and lack of large-scale combat experience was telling on the Magistracy troops.

| Command | Defenders of Andurien | Magistracy of Canopus |
|---------|-----------------------|-----------------------|
| Chit    |                       |                       |
| 1       | Alpha Strike!         | Alpha Strike!         |
| 2       | Doubletime March      | Evasive Action        |
| 3       | Stand and Shoot       | Hello, HQ?            |
| 4       | Doubletime March      | Ambush                |
| 5       | Evasive Action        | Charge!               |
| 6       | Hello, HQ?            | Careful Aim           |
| 7       | Stand and Shoot       | Evasive Action        |
| 8       | Alpha Strike!         | Hello, HQ?            |
| 9       | Evasive Action        | Evasive Action        |
| 10      | Careful Aim           | Death from Above      |

### INNER SPHERE IN FLAMES ANNEX (ANDURIEN WARS)

The War of Andurien Wars can be played as a stand-alone three-player game or as a recreation of the whole period between the Fourth Succession War and the War of 3039. Rosters are included here for the main factions in the conflict: the Free Worlds League, Capellan Confederation, Duchy of Andurien, and Magistracy of Canopus. The *Historicals: War of 3039* contains rosters for the Lyran Commonwealth, Federated Suns, and Draconis Combine tables (though these include the advanced technologies that became available to these groups in the later 3030s—principally after the creation of the Free Rasalhague Republic—and as such may not be suitable for campaigns early in the decade). Players wishing to play balanced all-power scenarios need to create their own unit rosters for these powers, though the *Ronin Wars* chapter (p. 90) provides some detail of the DCMS during this era.

#### Factions

Three factions are playable in the stand-alone Andurien Wars: the Free Worlds League, the Andurien-Canopus Alliance, and the Capellan Confederation. Other nations are handled abstractly through the Border Tension rules. The Free Worlds League and Capellan Confederation begin the game as tacit allies under the Concord of Kapteyn.

#### Technology and Economics

The Andurien Wars uses the rules for the 3030 setting, save that the FWL has a base resources number of 307 and the Andurien-Canopus alliance has a base resources of 47.

No advanced technologies are allowed.

The Free Worlds League may carry out restricted trade with the Lyran Commonwealth and Federated Suns and free trade with the Capellan Confederation. The Andurien-Canopus alliance forms a single bloc and may carry out free trade with Federated Suns and Taurian Concordat. The Capellan Confederation may carry out free trade with the Free Worlds League and Taurian Concordat.



**Special Rules**

The following special rules apply to the ISIF game set during the Andurien Wars.

**Game Turns:** Each ISIF turn in the War of Andurien Wars represents six months. The game starts in September 3030 with an Andurien-Canopus turn—no other faction may act until turn two (the first turn of 3031).

**Internal Divisions:** One of the greatest problems facing the Free Worlds early in the war was persuading its own people to cooperate with the war effort, despite the provisions of the Emergency Powers Act. Considerable effort was spent winning domestic support before the recapture of Andurien could be considered.

To represent this, the Free Worlds player must spend resources to maintain order, something that becomes easier as the years pass. At the start of each turn, the FWL player rolls 2d6 and compares the modified result to the Internal Divisions Table to see what effects occur. Apply all appropriate modifiers listed in the table to the roll result. Worlds that revolt no longer count toward the League’s resource point score. They may be recaptured with military force, but each has a random garrison (see Random Garrisons for more details).

**INTERNAL DIVISIONS TABLE**

| Modified roll | Event   |
|---------------|---|
| 2 or less     | 1d6 ÷ 2 (round up) worlds revolt (Andurien player designates)                         |
| 3             | 1d6 ÷ 2 (round up) worlds revolt (Capellan player designates)                         |
| 4             | 1d6 ÷ 3 (round up) worlds revolt (Andurien player designates)                         |
| 5             | 1d6 ÷ 3 (round up) worlds revolt (Capellan player designates)                         |
| 6             | 1 world revolts (Andurien player designates)  |
| 7             | 1 world revolts (Capellan player designates)  |
| 8             | 1 world within 60 LY of Capellan or Lyran border revolts (Andurien player designates) |
| 9             | 1 world within 60 LY of Capellan or Lyran border revolts (Capellan player designates) |
| 10+           | No revolt   |

**Modifiers**

|                                       |           |
|---------------------------------------|-----------|
| Per 10 RP spent by the FWL player     | +1        |
| Per 25 RP spent by other players      | -1        |
| Worlds in revolt (excluding Andurien) | -1 (each) |
| Per Andurien world captured           | +1        |
| The year is 3030                      | -1        |
| The year is 3031                      | 0         |
| The year is 3032                      | +1        |
| The year is 3033                      | +2        |
| The year is 3034                      | +3        |
| The year is 3035 or later             | +4        |

**Border Tensions:** The Capellan Confederation and the Andurien-Canopian alliance are relatively small threats to the Free Worlds League; their greatest military opponents are the Lyran Commonwealth and Federated Suns, both of whom have their own internal problems (and are building up to a renewed war with the Draconis Combine). These factions nonetheless will exploit any perceived weaknesses in the Free Worlds.

In a stand-alone War of Andurien Wars game, the Free Worlds can distract the Lyran-FedSuns allies by carrying out its own military operations or by spending resources on counter-intelligence operations.

At the start of the second and subsequent turns, the FWL player rolls 1d6, adding the modifiers listed, and compares the result to the Border Tensions table. If a Lyran-FedSuns raid takes place, the Andurien-Canopian player should denote a FWL world within 60 light years of the Lyran or FedSuns borders to be attacked. These forces attack that turn, then withdraw.

**BORDER TENSIONS TABLE**

| Modified roll | Event         |
|---------------|---------------|
| 2 or less     | 3 Major Raids |
| 3             | 2 Major Raids |
| 4             | 1 Major Raid  |
| 5             | 3 Minor Raids |
| 6             | 2 Minor Raids |
| 7             | 1 Minor Raid  |
| 8+            | No Raids      |

**Modifiers**

|  |    |
|--|----|
| Per Lyran or FedSuns world attacked in previous turn                                       | +1 |
| Per 10 RP spent by the FWL player  | +1 |
| Per 500 points of troops (GND or AIR) stationed within 30LY of the Lyran or FedSuns Border | +1 |
| Per world raided last turn   | -1 |

**Attacker Statistics:**

|                   |                          |
|-------------------|--------------------------|
| <b>Major Raid</b> | Air: 150, GND: 650, LD 4 |
| <b>Minor Raid</b> | Air: 80, GND: 490, LD 3  |

**RANDOM GARRISONS TABLE**

| Modified Roll | Infantry | Armor | 'Mech |
|---------------|----------|-------|-------|
| 2 or less     | 2        | 1     | 0     |
| 3             | 2        | 2     | 0     |
| 4             | 3        | 2     | 0     |
| 5             | 3        | 3     | 0     |
| 6             | 4        | 3     | 0     |
| 7             | 4        | 3     | 0     |
| 8             | 5        | 4     | 1     |
| 9+            | 6        | 5     | 2     |

**Modifiers**

|  |    |
|--|----|
| World is within 30LY of pre-war border | +1 |
| World is a regional capital            | +2 |
| World was attacked last turn           | -1 |

**Random Garrisons:** No world is truly lacking in defenses, even if no line units are stationed there. When any faction attacks a world with no standing troops, roll 1d6 and apply the modifiers shown on the Random Garrisons Table. Cross-reference the final roll result to determine the number of infantry regiments, armor battalions, and 'Mech battalions that are on-world.

**Victory:** A stand-alone Andurien Wars game ends after one of three events: Andurien is captured by the FWLM or CCAF, Sian is taken by the Andurien-Canopus Alliance, or the playing of the first 3040 turn.

If Sian falls or Andurien remains free after the first turn of 3040, the Andurien-Canopus alliance is victorious. If Andurien falls, the power capturing it wins.

### RANDOM FORCES: ANDURIEN WARS

| Roll | Free Worlds | Andurien/Canopus | Capellan |
|------|-------------|------------------|----------|
| 1    | Light       | Light            | Light    |
| 2    | Light       | Light            | Medium   |
| 3    | Medium      | Medium           | Medium   |
| 4    | Medium      | Heavy            | Heavy    |
| 5    | Heavy       | Heavy            | Heavy    |
| 6    | Assault     | Assault          | Assault  |

When determining infantry units, Light units are Leg, Medium are Mech., Heavy are Motor, and Assault are Jump.

### FORCE COMPOSITION: ANDURIEN WARS

| Type                              | Composition    |
|-----------------------------------|----------------|
| Regiment ('Mech/Armor)            | 3 battalions   |
| Reinforced Regiment ('Mech/Armor) | 4-5 battalions |

## LEADERS AND FACTIONS

The following leaders are available during the Andurien Wars:

### SAMPLE LEADERS AND FACTIONS (ANDURIEN WARS)

| Leader                        | Faction                     | Popularity | LD |
|-------------------------------|-----------------------------|------------|----|
| <i>Free Worlds</i>            |                             |            |    |
| Janos Marik                   | Free Worlds Leader          | 100        | 5  |
| Thomas Marik                  | Free Worlds Regent          | 100        | 7  |
| Duggan Marik                  | Marik Commonwealth MP       | 50         | 3  |
| Duncan Marik*                 | Marik Militia Commander     | 50         | 4  |
| Christopher Halas             | Duke of Oriente             | 50         | 4  |
| <i>Andurien</i>               |                             |            |    |
| Catherine Humphries           | Andurien Government         | 100        | 4  |
| Mildred Humphries             | Andurien General            | 50         | 6  |
| Kyalla Centrella              | Canopian Government         | 100        | 4  |
| Emma Centrella                | Canopian General            | 50         | 6  |
| <i>Capellan Confederation</i> |                             |            |    |
| Romano Liao                   | Capellan Leader             | 100        | 4  |
| Tsen Shang                    | Capellan Intelligence Chief | 50         | 6  |

\* Interests hostile to the main faction

## RONIN WAR RULES

The following rules may be applied to represent *Classic BattleTech* campaigns set during the *Ronin War*.

### EQUIPMENT RATINGS

This section provides rules and tables that players can use to quickly generate forces for games and scenarios set during the *Ronin War*. The following Random Unit Generation tables provide selections of 'Mechs, vehicles, aerospace fighters, and DropShips most commonly found among the forces involved in the *Ronin Wars* and replace those presented in the *Field Manual* series.

### REGIMENTAL COMPONENTS: ANDURIEN SECESSION TABLE

|                     | Free Worlds |     |     | Andurien |     |     | Canopus |     |     | Capellan Conf. |     |     |
|---------------------|-------------|-----|-----|----------|-----|-----|---------|-----|-----|----------------|-----|-----|
|                     | Air         | Gnd | RP  | Air      | Gnd | RP  | Air     | Gnd | RP  | Air            | Gnd | RP  |
| <i>BattleMechs</i>  |             |     |     |          |     |     |         |     |     |                |     |     |
| Light 'Mech Btn.    | 30          | 140 | 2.3 | 30       | 140 | 2.3 | 30      | 120 | 1.8 | 40             | 120 | 2.1 |
| Med. 'Mech Btn.     | 40          | 180 | 3.6 | 40       | 180 | 3.6 | 40      | 180 | 3.6 | 40             | 190 | 4.6 |
| Heavy 'Mech Btn.    | 50          | 200 | 6   | 50       | 200 | 6   | 50      | 210 | 6.6 | 50             | 220 | 6.5 |
| Assault 'Mech Btn.  | 50          | 220 | 6.5 | 50       | 220 | 6.5 | 50      | 230 | 7.5 | 50             | 230 | 7.5 |
| <i>Armor</i>        |             |     |     |          |     |     |         |     |     |                |     |     |
| Light Armor Btn.    | 0           | 30  | 0.6 | 0        | 30  | 0.6 | 40      | 20  | 0.9 | 0              | 30  | 0.6 |
| Med. Armor Btn.     | 0           | 60  | 1.2 | 0        | 50  | 1.0 | 0       | 60  | 1.3 | 0              | 60  | 1.2 |
| Heavy Armor Btn.    | 0           | 90  | 2.1 | 0        | 80  | 1.8 | 0       | 80  | 1.8 | 0              | 90  | 2.1 |
| Assault Armor Btn.  | 0           | 110 | 3.1 | 0        | 100 | 2.6 | 0       | 100 | 2.6 | 0              | 100 | 2.6 |
| <i>Infantry</i>     |             |     |     |          |     |     |         |     |     |                |     |     |
| Foot Infantry Reg.  | 0           | 27  | 0.9 | 0        | 27  | 0.9 | 0       | 27  | 0.9 | 0              | 27  | 0.9 |
| Mech. Infantry Reg. | 0           | 48  | 1.2 | 0        | 48  | 1.2 | 0       | 48  | 1.2 | 0              | 48  | 1.2 |
| Motor Infantry Reg. | 0           | 41  | 1.1 | 0        | 41  | 1.1 | 0       | 41  | 1.1 | 0              | 41  | 1.1 |
| Jump Infantry Reg.  | 60          | 27  | 1.5 | 60       | 27  | 1.5 | 60      | 27  | 1.5 | 60             | 27  | 1.5 |
| <i>Misc</i>         |             |     |     |          |     |     |         |     |     |                |     |     |
| Artillery Comp.     | 0           | 23  | 0.5 | 0        | 23  | 0.5 | 0       | 23  | 0.5 | 0              | 23  | 0.5 |
| Air Wing            | 110         | 0   | 1.5 | 130      | 0   | 1.9 | 120     | 0   | 1.9 | 110            | 0   | 1.5 |



**THE INNER SPHERE IN FLAMES FORCES TABLE (ANDURIEN WARS)**

**FREE WORLDS LEAGUE MILITARY (FWLM)**

|                               | LOCATION      | EQUIPMENT | AIR | GND | SP  | LD | XP            |
|-------------------------------|---------------|-----------|-----|-----|-----|----|---------------|
| <i>Free Worlds Guards</i>     |               |           |     |     |     |    |               |
| 1st Guard                     | Berenson      | 1         | 140 | 580 | 1/6 | 5  | EL/31 (x2.0+) |
| 2nd Guard                     | Bella I       | 1         | 150 | 680 | 1/5 | 4  | VET/16 (x1.5) |
| 3rd Guard                     | Zion          | 1         | 130 | 560 | 1/5 | 3  | REG/6 (x1)    |
| 4th Guard                     | Oriente       | 2         | 120 | 520 | 1/3 | 2  | GRN/1 (x0.8)  |
| <i>Atrean Hussars</i>         |               |           |     |     |     |    |               |
| Atrean Hussars                | Ling          | 1         | 110 | 500 | 1/4 | 3  | REG/6 (x1)    |
| <i>Atrean Dragoons</i>        |               |           |     |     |     |    |               |
| 1st                           | Fletcher      | 1         | 130 | 540 | 1/6 | 3  | REG/6 (x1)    |
| 11th                          | Matheran      | 2         | 120 | 520 | 1/4 | 2  | GRN/1 (x0.8)  |
| 12th                          | Vanra         | 2         | 140 | 580 | 1/4 | 4  | VET/16 (x1.5) |
| <i>Marik Militia</i>          |               |           |     |     |     |    |               |
| 1st                           | Fletcher      | 1         | 130 | 560 | 1/5 | 4  | VET/16 (x1.5) |
| 2nd                           | Park Place    | 2         | 120 | 520 | 1/3 | 2  | GRN/1 (x0.8)  |
| 4th                           | Park Place    | 2         | 100 | 460 | 1/4 | 2  | GRN/1 (x0.8)  |
| 5th                           | Les Halles    | 2         | 120 | 520 | 1/1 | 3  | REG/6 (x1)    |
| 6th                           | Holt          | 2         | 150 | 620 | 1/6 | 4  | VET/16 (x1.5) |
| 9th                           | Carbonis      | 2         | 120 | 520 | 1/5 | 3  | REG/6 (x1)    |
| 10th                          | Bernado       | 2         | 120 | 520 | 1/5 | 4  | VET/16 (x1.5) |
| 13th                          | Irian         | 2         | 130 | 540 | 1/4 | 3  | REG/6 (x1)    |
| 15th                          | Irian         | 3         | 140 | 580 | 1/3 | 3  | REG/6 (x1)    |
| 18th                          | Holt          | 3         | 140 | 580 | 1/3 | 2  | GRN/1 (x0.8)  |
| 20th                          | Concord       | 2         | 150 | 640 | 1/2 | 3  | REG/6 (x1)    |
| 23rd                          | Merak         | 3         | 90  | 420 | 1/3 | 2  | GRN/1 (x0.8)  |
| 25th                          | Dieudonne     | 2         | 120 | 520 | 1/4 | 2  | GRN/1 (x0.8)  |
| 30th                          | Wing          | 2         | 120 | 520 | 1/4 | 3  | REG/6 (x1)    |
| 31st                          | Uhuru         | 3         | 120 | 540 | 1/3 | 2  | GRN/1 (x0.8)  |
| <i>Fusiliers of Oriente</i>   |               |           |     |     |     |    |               |
| Ducal Guard                   | Tamarind      | 1         | 140 | 580 | 1/6 | 5  | EL/31 (x2.0+) |
| 1st Brigade                   | Griffith      | 1         | 120 | 540 | 1/6 | 5  | EL/31 (x2.0+) |
| 2nd Brigade                   | Maxwell       | 2         | 120 | 540 | 1/6 | 4  | VET/16 (x1.5) |
| 3rd Brigade                   | Promised Land | 2         | 120 | 540 | 1/5 | 4  | VET/16 (x1.5) |
| 4th Brigade                   | Oriente       | 2         | 110 | 500 | 1/4 | 3  | REG/6 (x1)    |
| 5th Brigade                   | Sheridan      | 2         | 120 | 520 | 1/4 | 3  | REG/6 (x1)    |
| <i>Protectorate Guard</i>     |               |           |     |     |     |    |               |
| Iron Guard                    | Irian         | 2         | 130 | 560 | 1/4 | 3  | REG/6 (x1)    |
| Steel Guard                   | Kosciusko     | 2         | 120 | 520 | 1/3 | 2  | GRN/1 (x0.8)  |
| <i>Sirian Lancers</i>         |               |           |     |     |     |    |               |
| 1st Lancers                   | Acubens       | 2         | 130 | 540 | 1/2 | 2  | GRN/1 (x0.8)  |
| 2nd Lancers                   | Acubens       | 2         | 100 | 460 | 1/3 | 3  | REG/6 (x1)    |
| 3rd Lancers                   | Acubens       | 3         | 100 | 460 | 1/3 | 2  | GRN/1 (x0.8)  |
| <i>Silver Hawk Irregulars</i> |               |           |     |     |     |    |               |
| Falcons                       | Alphard       | 2         | 110 | 480 | 1/3 | 2  | GRN/1 (x0.8)  |
| Gryphons                      | Kalidasa      | 2         | 140 | 580 | 1/4 | 3  | REG/6 (x1)    |
| <i>Oriente Hussars</i>        |               |           |     |     |     |    |               |
| 1st                           | Trellisane    | 1         | 120 | 520 | 1/5 | 4  | VET/16 (x1.5) |
| 2nd                           | Wallacia      | 2         | 100 | 460 | 1/5 | 3  | REG/6 (x1)    |
| 3rd                           | Ipswitch      | 2         | 140 | 580 | 1/4 | 2  | GRN/1 (x0.8)  |
| 4th                           | Atreus        | 2         | 130 | 560 | 1/5 | 3  | REG/6 (x1)    |
| 5th                           | Sierra        | 2         | 90  | 420 | 1/5 | 2  | GRN/1 (x0.8)  |
| <i>Stewart Dragoons</i>       |               |           |     |     |     |    |               |
| Home Guard                    | Stewart       | 1         | 120 | 520 | 1/5 | 4  | VET/16 (x1.5) |
| Juggernaut                    | Payvand       | 2         | 140 | 600 | 1/4 | 3  | REG/6 (x1)    |
| <i>Orloff Grenadiers</i>      |               |           |     |     |     |    |               |
| 1st                           | Vanra         | 2         | 130 | 560 | 1/5 | 3  | REG/6 (x1)    |
| 6th                           | Cerillos      | 2         | 120 | 540 | 1/6 | 4  | VET/16 (x1.5) |
| 8th                           | Lesnovo       | 2         | 120 | 520 | 1/4 | 3  | REG/6 (x1)    |
| <i>Regulan Hussars</i>        |               |           |     |     |     |    |               |
| 1st                           | Regulus       | 2         | 120 | 520 | 1/3 | 5  | EL/31 (x2.0+) |
| 2nd                           | Avior         | 2         | 140 | 600 | 1/4 | 3  | REG/6 (x1)    |
| 4th                           | Tiber         | 2         | 130 | 560 | 1/3 | 4  | VET/16 (x1.5) |
| 5th                           | Chertan       | 3         | 140 | 600 | 1/3 | 4  | VET/16 (x1.5) |
| 9th                           | McAffe        | 3         | 110 | 500 | 1/2 | 2  | GRN/1 (x0.8)  |
| <i>Mercenaries</i>            |               |           |     |     |     |    |               |
| 21st Centauri Lancers         | Nestor        | 1         | 120 | 520 | 1/5 | 5  | EL/31 (x2.0+) |
| Always Faithful               | Vanra         | 1         | 130 | 560 | 1/4 | 4  | VET/16 (x1.5) |
| Clifton's Rangers             | Epsilon       | 2         | 110 | 500 | 1/4 | 2  | GRN/1 (x0.8)  |
| Fuchida's Fusiliers           | Cascade       | 2         | 120 | 540 | 1/3 | 3  | REG/6 (x1)    |
| Headhunters                   | Uhura         | 3         | 140 | 580 | 1/4 | 2  | GRN/1 (x0.8)  |
| Legendorf Lancers             | Colfax        | 2         | 120 | 520 | 1/5 | 3  | REG/6 (x1)    |
| Martian Cuirassiers           | Concord       | 2         | 110 | 500 | 1/4 | 2  | GRN/1 (x0.8)  |
| Smithson's Chinese Bandits    | Connaught     | 2         | 130 | 560 | 1/5 | 4  | VET/16 (x1.5) |

**ANDURIEN/CANOPIAN FORCES**

|                              | LOCATION  | EQUIPMENT | AIR | GND | SP  | LD | XP            |
|------------------------------|-----------|-----------|-----|-----|-----|----|---------------|
| <i>Defenders of Andurien</i> |           |           |     |     |     |    |               |
| 1st                          | Andurien  | 1         | 130 | 610 | 1/6 | 4  | VET/16 (x1.5) |
| 3rd                          | Shiro III | 1         | 120 | 550 | 1/6 | 3  | REG/6 (x1)    |

# RULES ANNEX

|                    | LOCATION    | EQUIPMENT | AIR | GND | SP  | LD | XP            |
|--------------------|-------------|-----------|-----|-----|-----|----|---------------|
| 4th                | Scarborough | 2         | 110 | 530 | 1/6 | 4  | RET/16 (x1.5) |
| 5th                | Nestor      | 2         | 170 | 740 | 1/6 | 3  | REG/6 (x1)    |
| 6th                | Andurien    | 2         | 90  | 410 | 1/6 | 4  | RET/16 (x1.5) |
| <i>Mercenaries</i> |             |           |     |     |     |    |               |
| Tooth of Ymir      | Andurien    | 2         | 130 | 560 | 1/5 | 4  | RET/16 (x1.5) |
| Carson's Renegades | Andurien    | 2         | 120 | 520 | 1/4 | 3  | REG/6 (x1)    |

## CANOPIAN FORCES

|                                | LOCATION    | EQUIPMENT | AIR | GND | SP  | LD | XP            |
|--------------------------------|-------------|-----------|-----|-----|-----|----|---------------|
| <i>Magistracy Royal Guards</i> |             |           |     |     |     |    |               |
| Raventhir's Iron Hand          | Canopus IV  | 2         | 120 | 520 | 1/6 | 4  | RET/16 (x1.5) |
| 1st Canopian Cuirass.          | Canopus IV  | 2         | 130 | 560 | 1/5 | 4  | RET/16 (x1.5) |
| 2nd Canopian Cuirass.          | Canopus IV  | 2         | 120 | 520 | 1/2 | 3  | REG/6 (x1)    |
| <i>Chasseurs à Cheval</i>      |             |           |     |     |     |    |               |
| 1st Canopian Lt Horse          | Megrez      | 2         | 120 | 520 | 1/5 | 3  | REG/6 (x1)    |
| 2nd Canopian Lt Horse          | Fanadir     | 3         | 110 | 500 | 1/5 | 3  | REG/6 (x1)    |
| <i>Canopian Fusiliers</i>      |             |           |     |     |     |    |               |
| 1st Canopian Fusiliers         | Lindermarle | 2         | 120 | 520 | 1/4 | 3  | REG/6 (x1)    |
| 2nd Canopian Fusiliers         | Lindermarle | 2         | 110 | 500 | 1/6 | 2  | GRN/1 (x0.8)  |
| 3rd Canopian Fusiliers         | Marantha    | 3         | 120 | 520 | 1/4 | 2  | GRN/1 (x0.8)  |
| <i>Cassandra's Volunteers</i>  |             |           |     |     |     |    |               |
| Magistracy Militia             | Canopus IV  | 2         | 110 | 500 | 1/6 | 3  | REG/6 (x1)    |
| Novo Sinclair Vol.             | Duncanshire | 3         | 130 | 540 | 1/5 | 3  | REG/6 (x1)    |
| Claybourne's Comm.             | Thraxa      | 2         | 140 | 580 | 1/5 | 2  | GRN/1 (x0.8)  |
| <i>Canopian Highlanders</i>    |             |           |     |     |     |    |               |
| Lang's Lt Lcers (1 batt)       | Brixana     | 2         | 30  | 140 | 1/3 | 3  | REG/6 (x1)    |
| Macgraw's M'ders (1 batt)      | Luxen       | 2         | 50  | 200 | 1/3 | 3  | REG/6 (x1)    |
| <i>Harcourt's Destroyers</i>   |             |           |     |     |     |    |               |
| Harcourt's Aliens (1 batt)     | Luxen       | 2         | 40  | 180 | 1/3 | 3  | REG/6 (x1)    |
| Drummond's Dest. (1 batt)      | New Abilene | 3         | 50  | 200 | 1/4 | 3  | REG/6 (x1)    |
| <i>Hudsenn's Red Devils</i>    |             |           |     |     |     |    |               |
| Jenkin's AC (1 batt)           | Canopus IV  | 2         | 40  | 180 | 1/3 | 3  | REG/6 (x1)    |
| Mordecau's M'ers (1 batt)      | Duncanshire | 2         | 50  | 200 | 1/4 | 3  | REG/6 (x1)    |
| Kincaid's Slashers (1 batt)    | Thurrock    | 2         | 40  | 180 | 1/4 | 2  | GRN/1 (x0.8)  |
| <i>Independent Mercenaries</i> |             |           |     |     |     |    |               |
| Ramilie's Raiders (1 batt)     | Thurrock    | 2         | 40  | 180 | 1/5 | 5  | EL/31 (x2.0+) |
| Killer Bees                    | Canopus IV  | 2         | 130 | 560 | 1/4 | 4  | RET/16 (x1.5) |
| Caesars Cohorts                | Epsilon     | 2         | 120 | 520 | 1/4 | 2  | GRN/1 (x0.8)  |

## CCAF FORCES

|                                      | LOCATION      | EQUIPMENT | AIR | GND | SP  | LD | XP            |
|--------------------------------------|---------------|-----------|-----|-----|-----|----|---------------|
| <i>Capellan Hussars</i>              |               |           |     |     |     |    |               |
| Red Lancers                          | Sian          | 1         | 130 | 600 | 1/4 | 5  | EL/31 (x2.0+) |
| Protectorate Guard                   | Sian          | 2         | 120 | 530 | 1/3 | 4  | RET/16 (x1.5) |
| Blandford's Grenadiers               | Capella       | 2         | 120 | 530 | 1/3 | 4  | RET/16 (x1.5) |
| <i>Chesterton Reserves</i>           |               |           |     |     |     |    |               |
| Sung's Cuirassiers (2 batts)         | Gei-fu        | 2         | 90  | 410 | 1/4 | 3  | REG/6 (x1)    |
| Kingston's Leg'res (2 batts)         | Minnacora     | 1         | 140 | 630 | 1/3 | 3  | REG/6 (x1)    |
| <i>Confederation Reserve Cavalry</i> |               |           |     |     |     |    |               |
| 2nd Conf. Res. Cav. (2 batts)        | Capella       | 2         | 90  | 410 | 1/3 | 3  | REG/6 (x1)    |
| 5th Conf. Res. Cav. (2 batts)        | Ingersoll     | 3         | 70  | 310 | 1/4 | 2  | GRN/1 (x0.8)  |
| <i>Capellan Reserves</i>             |               |           |     |     |     |    |               |
| Stapleton's Grenadiers               | Wazan         | 2         | 130 | 600 | 1/5 | 3  | REG/6 (x1)    |
| <i>Sian Reserves</i>                 |               |           |     |     |     |    |               |
| Kamakura's Hussars (2 batts)         | Ares          | 2         | 70  | 310 | 1/5 | 3  | REG/6 (x1)    |
| Ishara's Grenadiers (2 batts)        | Buenos Aires  | 1         | 90  | 410 | 1/5 | 3  | REG/6 (x1)    |
| <i>Periphery Guard</i>               |               |           |     |     |     |    |               |
| Kincade's Rangers (2 batts)          | Repulse       | 2         | 80  | 340 | 1/5 | 3  | REG/6 (x1)    |
| <i>Independent Units</i>             |               |           |     |     |     |    |               |
| Death Commandos (1 batt)             | Grand Base    | 1         | 100 | 217 | 1/6 | 5  | EL/31 (x2.0+) |
| Warrior House Orders                 |               |           |     |     |     |    |               |
| House Imarra (2 batts)               | Sian          | 1         | 90  | 410 | 1/5 | 4  | RET/16 (x1.5) |
| House Kamata (2 batts)               | Betelgeuse    | 1         | 40  | 220 | 1/6 | 4  | RET/16 (x1.5) |
| House Dai Da Chi (2 batts)           | Drozan        | 1         | 80  | 380 | 1/5 | 4  | RET/16 (x1.5) |
| House Fujita (1 batt)                | Grand Base    | 1         | 70  | 310 | 1/5 | 4  | RET/16 (x1.5) |
| House Ma-Tsu Kai (2 batts)           | Bithnia       | 1         | 90  | 410 | 1/4 | 4  | RET/16 (x1.5) |
| House Hiritsu (1 batt)               | No Return     | 1         | 50  | 220 | 1/5 | 4  | RET/16 (x1.5) |
| House Lu Sann (1 batt)               | Raphael       | 1         | 80  | 380 | 1/6 | 4  | RET/16 (x1.5) |
| House Ijori (1 batt)                 | Jasmine       | 1         | 40  | 217 | 1/5 | 4  | RET/16 (x1.5) |
| <i>Mercenaries</i>                   |               |           |     |     |     |    |               |
| <i>McCarron's Armored Cavalry</i>    |               |           |     |     |     |    |               |
| The Nightriders (1 batt)             | Menke         | 1         | 130 | 600 | 1/6 | 3  | REG/6 (x1)    |
| Barton's Regiment (2 batt)           | Menke         | 1         | 120 | 530 | 1/6 | 5  | EL/31 (x2.0+) |
| The Wild Ones (2 batt)               | Menke         | 2         | 110 | 560 | 1/5 | 3  | REG/6 (x1)    |
| Leo's Demons (2 batt)                | Menke         | 1         | 120 | 590 | 1/6 | 4  | RET/16 (x1.5) |
| Rob's Renegades (2 batt)             | Menke         | 1         | 140 | 690 | 1/5 | 4  | RET/16 (x1.5) |
| 15th Dracon (2 batts)                | Gunthar       | 2         | 160 | 720 | 1/4 | 3  | REG/6 (x1)    |
| Bullard's AC (1 batt)                | Zanzibar      | 2         | 120 | 530 | 1/5 | 2  | GRN/1 (x0.8)  |
| Abermarle's H'ders (1 bt)            | Xieng Khouang | 3         | 30  | 120 | 1/4 | 3  | REG/6 (x1)    |
| Marsh's Legion. (1 co)               | Holloway      | 2         | 40  | 190 | 1/5 | 4  | RET/16 (x1.5) |
| New Hessen Arm. Scouts               | Westerhand    | 2         | 60  | 240 | 1/3 | 3  | REG/6 (x1)    |



The 'Mech, vehicle, and aerospace unit assignment tables in this section can be used alone or as an expansion to the Creating Scenarios rules starting on page 103 of the *BMR* (the aerospace tables are updates and expansions for the tables found in *AT2*, beginning on p. 94). Likewise, players can use them to supplement the Assignment Tables starting on page 90 in *CBT: RPG*. The *Random Unit Assignment* tables in this book are designed to determine the composition of any Inner Sphere military force set in the 3039 era; players should not use the tables in the various *Field Manuals*, as many of the units listed in those tables did not come into use until 3050 or later. When using the tables in this section to create mercenary regiments, refer to the Random Unit Assignment table of the faction employing the mercenary force.

### Assigning Units

After determining the weight classes of the units in each force (see p. 108, *BMR*) and the faction to be played, consult the appropriate Random Unit Assignment table to determine specific unit designs.

To use the table, the players must first set the equipment ratings for the forces in the scenario. The Deployment Table, starting on p. 119, contains an Equipment Rating column that lists a rating of A, B, or C for each force on that table, corresponding to the columns on the Random Unit Assignment table for that force's specific faction. This rating represents a force's access to advanced or upgraded technology as well as the force's relationship with its own military command (which determines how easily it can obtain equipment and supplies).

Alternately, players may simply set an equipment rating for their forces, with a B rating considered average, or may each roll 1D6 to determine their force's rating. A result of 1 provides an A rating, a result of 2-3 a B rating and 4-6 a C rating. Using similar equipment ratings for both sides increases the likelihood of an evenly matched battle. Players should also keep in mind that an equipment rating often averages out over the entire force. For

example, a B-rated company may include an A-rated lance, a B lance and a C lance.

After determining the equipment rating, roll 2D6 and consult the appropriate ratings column on the *Random Unit Assignment* tables to find the specific 'Mech, vehicle, or aerospace unit.

### Assigning DCMS/Ronin/Rasalhague Forces

A limited number of Draconis Combine, Free Rasalhague, and *ronin* forces are equipped with BattleMechs that employ lostech, thanks to Theodore Kurita's burgeoning agreement with ComStar. The A\* equipment rating indicates forces that field this advanced technology.

When randomly determining lance composition, the controlling player should use the Random Unit Assignment Table: Draconis Combine (see below). When generating A\* lances, he may choose to consult the Random 'Mech Assignment Table: Draconis Combine Special (see above) to determine a portion of each lance. In this case, the controlling player should roll 1D6 before randomly determining any particular lance's composition. On a result of 1-5, he may roll once per lance on the Draconis Combine Special table, while a 6 allows him to roll twice per lance. For the rest of the lance, the player must use the normal Draconis Combine assignment table. The controlling player may do this for every A\* lance he intends to field. Players should generate A-, B-, and C-rated forces as indicated in the *BMR*.

**Assigning Units in *Classic BattleTech: RPG*:** Players can also use the random assignment tables in this section to assign the starting 'Mech, vehicle, or aerospace fighter for a new *CBT: RPG* character. In this case, use these tables instead of the standard tables on pp. 90-94 in *CBT: RPG*. Base the character's equipment rating (or status) on the character's current force (or the force with which he last served).

If the character has not served in a regiment, he has a C rating (Status 2). Increase the rating by one level for every two of the following that the character possesses: Land Grant, Title,

#### RANDOM 'MECH ASSIGNMENT TABLE: DRACONIS COMBINE/RASALHAGUE SPECIAL

| 2D6 | Light (20-35 tons)    | Medium (40-55 tons)  | Heavy (60-75 tons)         | Assault (80-100 tons)      |
|-----|-----------------------|----------------------|----------------------------|----------------------------|
| 2   | MON-67 Mongoose [25]  | CRB-20 Crab [50]     | FLS-8K Flashman [75]       | HTM-27U Hatamoto-Hi [80]   |
| 3   | THE-N Thorn [20]      | CRB-20 Crab [50]     | GLT-3N Guillotine [70]     | KGC-000 King Crab [100]    |
| 4   | MON-67 Mongoose [25]  | STN-3M Sentinel [40] | CHP-1N Champion [60]       | HTM-27V Hatamoto-Kaze [80] |
| 5   | HER-1S Hermes [30]    | CRB-20 Crab [50]     | BL-6-KNT Black Knight [75] | HGN-732 Highlander [90]    |
| 6   | HER-1S Hermes [30]    | KTO-20 Kintaro [55]  | GLT-4L Guillotine [70]     | CGR-1A9 Charger [80]       |
| 7   | THE-N Thorn [20]      | WVE-5N Wyvern [45]   | CHP-1N Champion [60]       | HTM-27T Hatamoto-Chi [80]  |
| 8   | HER-1S Hermes [30]    | STN-3K Sentinel [40] | FLS-8K Flashman [75]       | CRK-5003-2 Katana [85]     |
| 9   | HSR-300-D Hussar [30] | STN-3M Sentinel [40] | LNC25-01 Lancelot [60]     | HTM-27W Hatamoto-Ku [80]   |
| 10  | THE-N Thorn [20]      | KTO-20 Kintaro [55]  | EXT-4D Exterminator [65]   | THG-11E Thug [80]          |
| 11  | HSR-200-D Hussar [30] | WVE-5N Wyvern [45]   | DRG-5N Dragon [60]         | HTM-27Y Hatamoto-Mizo [80] |
| 12  | MON-66 Mongoose [25]  | WVE-5N Wyvern [45]   | LNC25-01 Lancelot [60]     | MAL-1R Mauler [80]         |

#### RANDOM UNIT ASSIGNMENT TABLE: COMBINE/RONIN/RASALHAGUE REPUBLIC

| Light Units (20 to 35 tons) |                       | Equipment Rating       |                        |                               | Aerospace Fighters (20-45 Tons) |  |
|-----------------------------|-----------------------|------------------------|------------------------|-------------------------------|---------------------------------|--|
| 2D6                         | A                     | B                      | C                      | Vehicles                      |                                 |  |
| 2                           | HSR-300-D Hussar [30] | JVN-10N Javelin [30]   | OTT-7J Ostscout [35]   | Plainsman [35] <sup>H</sup>   | Centurion [30]                  |  |
| 3                           | MCY-98 Mercury [20]   | JR7-F Jenner [35]      | FS9-H Firestarter [35] | Peregrine [30] <sup>V</sup>   | Centurion [30]                  |  |
| 4                           | SDR-5K Spider [30]    | STG-3G Stinger [20]    | SDR-5V Spider [30]     | Galleon [30] <sup>T</sup>     | Sabre [25]                      |  |
| 5                           | STG-3G Stinger [20]   | WSP-1A Wasp [20]       | STG-3R Stinger [20]    | Hunter [35] <sup>T</sup>      | SL-21 Sholagar [35]             |  |
| 6                           | PNT-9R Panther [35]   | FS9-H Firestarter [35] | JR7-D Jenner [35]      | Saladin [35] <sup>H</sup>     | SL-21L Sholagar [35]            |  |
| 7                           | JR7-D Jenner [35]     | JR7-D Jenner [35]      | WSP-1A Wasp [20]       | Saracen [35] <sup>H</sup>     | SL-21 Sholagar [35]             |  |
| 8                           | WSP-1A Wasp [20]      | PNT-9R Panther [35]    | PNT-9R Panther [35]    | J. Edgar [25] <sup>H</sup>    | Centurion [30]                  |  |
| 9                           | LCT-3V Locust [20]    | WSP-1K Wasp [20]       | LCT-1V Locust [20]     | Pegasus [35] <sup>H</sup>     | Sabre [25]                      |  |
| 10                          | JR7-F Jenner [35]     | SDR-5K Spider [30]     | PNT-9R Panther [35]    | Scorpion [25] <sup>T</sup>    | SPR-H5K Sparrowhawk [35]        |  |
| 11                          | WSP-1K Wasp [20]      | LCT-3V Locust [20]     | JVN-10N Javelin [30]   | Skulker [20] <sup>W</sup>     | SPR-H5K Sparrowhawk [35]        |  |
| 12                          | MON-67 Mongoose [25]  | LCT-1E Locust [20]     | MON-67 Mongoose [25]   | Warrior H-7 [21] <sup>V</sup> | Sabre [25]                      |  |

# RULES ANNEX

## Medium Units (40 to 55 tons)

| 2D6 | A                        |
|-----|--------------------------|
| 2   | CRB-20 Crab [50]         |
| 3   | WVE-6N Wyvern [45]       |
| 4   | TBT-7K Trebuchet [50]    |
| 5   | HBK-4G Hunchback [50]    |
| 6   | WVR-6R Wolverine [55]    |
| 7   | PXH-1K Phoenix Hawk [45] |
| 8   | SHD-2K Shadow Hawk [55]  |
| 9   | GRF-1N Griffin [55]      |
| 10  | CN9-A Centurion [50]     |
| 11  | WVR-6K Wolverine [55]    |
| 12  | KTO-18 Kintaro [55]      |

| B                        |
|--------------------------|
| VL-2T Vulcan [40]        |
| HBK-4J Hunchback [50]    |
| PXH-1K Phoenix Hawk [45] |
| PXH-1 Phoenix Hawk [45]  |
| SHD-2H Shadow Hawk [55]  |
| GRF-1N Griffin [55]      |
| WVR-6R Wolverine [55]    |
| TBT-5N Trebuchet [50]    |
| WTH-1 Whitworth [40]     |
| HBK-4P Hunchback [50]    |
| HER-4K Hermes III [40]   |

## Equipment Rating

| C                                 |
|-----------------------------------|
| CDA-2A Ciada [40]                 |
| VL-2T Vulcan [40]                 |
| WTH-1 Whitworth [40]              |
| GRF-1N Griffin [55]               |
| PXH-1 Phoenix Hawk [45]           |
| \WVR-6R Wolverine [55]            |
| SHD-2H Shadow Hawk [55]           |
| HBK-4G Hunchback [50]             |
| DV-6M Dervish [55]                |
| SCP-1N Scorpion [55] <sup>Q</sup> |
| ASN-21 Assassin [40]              |

## Vehicles

|                            |
|----------------------------|
| Maxim [50] <sup>H</sup>    |
| Hetzer [40] <sup>W</sup>   |
| Hetzer [40] <sup>W</sup>   |
| Drillson [50] <sup>H</sup> |
| Maxim [50] <sup>H</sup>    |
| Vedette [50] <sup>T</sup>  |
| Hetzer [40] <sup>W</sup>   |
| Condor [50] <sup>H</sup>   |
| Vedette [50] <sup>T</sup>  |
| Hetzer [40] <sup>W</sup>   |
| Maxim [50] <sup>H</sup>    |

## Aerospace Fighters (50-75 Tons)

|                          |
|--------------------------|
| IRN-SD1 Ironsides [65]   |
| CSR-V12 Corsair [50]     |
| Lightning [50]           |
| Lightning [50]           |
| LCF-R16K Lucifer II [65] |
| SL-17 Shilone [65]       |
| SL-17AC Shilone [65]     |
| Hellcat [60]             |
| CSR-V12 Corsair [50]     |
| SL-17 Shilone [65]       |
| HCT-213B Hellcat II [50] |

## Heavy Units (60 to 75 tons)

| 2D6 | A                        |
|-----|--------------------------|
| 2   | LNC-25-02 Lancelot [60]  |
| 3   | CHP-2N Champion [60]     |
| 4   | QKD-4G Quickdraw [60]    |
| 5   | CRD-3K Crusader [65]     |
| 6   | DRG-1G Grand Dragon [60] |
| 7   | WHM-6K Warhammer [70]    |
| 8   | ARC-2K Archer [70]       |
| 9   | ON1-K Orion [75]         |
| 10  | MAD-3R Marauder [75]     |
| 11  | CPLT-K2 Catapult [65]    |
| 12  | GLT-4L Guillotine [70]   |

| B                        |
|--------------------------|
| RFL-3N Rifleman [60]     |
| CRD-3R Crusader [65]     |
| WHM-6K Warhammer [70]    |
| DRG-1N Dragon [60]       |
| ARC-2R Archer [70]       |
| ON1-K Orion [75]         |
| WHM-6R Warhammer [70]    |
| DRG-1G Grand Dragon [60] |
| QKD-4G Quickdraw [60]    |
| CRD-3K Crusader [65]     |
| GHR-5N Grasshopper [70]  |

## Equipment Rating

| C                       |
|-------------------------|
| CPLT-K2 Catapult [65]   |
| OSR-2C Ostroc [60]      |
| QKD-4G Quickdraw [60]   |
| CRD-3R Crusader [65]    |
| DRG-1N Dragon [60]      |
| WHM-6R Warhammer [70]   |
| ARC-2R Archer [70]      |
| ON1-K Orion [75]        |
| GHR-5H Grasshopper [70] |
| RFL-3N Rifleman [60]    |
| TDR-5S Thunderbolt [65] |

## Vehicles

|                               |
|-------------------------------|
| Von Luckner [75] <sup>T</sup> |
| Rommel [70] <sup>T</sup>      |
| Bulldog [60] <sup>T</sup>     |
| Manticore [60] <sup>T</sup>   |
| Po [60] <sup>T</sup>          |
| LRM Carrier [60] <sup>T</sup> |
| SRM Carrier [60] <sup>T</sup> |
| Bulldog [60] <sup>T</sup>     |
| Patton [70] <sup>T</sup>      |
| Pike [60] <sup>T</sup>        |
| Von Luckner [75] <sup>T</sup> |

## Aerospace Fighters (75-100 Tons)

|                        |
|------------------------|
| HMR-HD Hammerhead [75] |
| SL-15B Slayer [80]     |
| F-100 Riever [100]     |
| Eagle [75]             |
| CHP-W5 Chippewa [90]   |
| SL-15 Slayer [80]      |
| SL-15A Slayer [80]     |
| Eagle [75]             |
| Thunderbird [100]      |
| AHB-443 Ahab [90]      |
| SL-15C Slayer [80]     |

## Assault Units (80 to 100 tons)

| 2D6 | A                        |
|-----|--------------------------|
| 2   | LGB-7Q Longbow [85]      |
| 3   | CRK-5003-0 Crockett [85] |
| 4   | AWS-8T Awesome [80]      |
| 5   | AWS-8Q Awesome [80]      |
| 6   | STK-3F Stalker [85]      |
| 7   | AS7-D Atlas [100]        |
| 8   | BLR-1G BattleMaster [85] |
| 9   | THG-10E Thug [80]        |
| 10  | CP-10-Q Cyclops [90]     |
| 11  | STK-4N Stalker [85]      |
| 12  | VTR-9B Victor [100]      |

| B                                |
|----------------------------------|
| CP-10-Q Cyclops [90]             |
| BNC-3E Banshee [95]              |
| CP-10-Z Cyclops [90]             |
| BLR-1G BattleMaster [85]         |
| AWS-8Q Awesome [80]              |
| AS7-D Atlas [100]                |
| VTR-9B Victor [80]               |
| AWS-8T Awesome [80]              |
| STK-3F Stalker [85]              |
| STK-3H Stalker [85]              |
| GOL-1H Goliath [80] <sup>Q</sup> |

## Equipment Rating

| C                                |
|----------------------------------|
| AS7-D Atlas [100]                |
| GOL-1H Goliath [80] <sup>Q</sup> |
| STK-3F Stalker [85]              |
| VTR-9B Victor [80]               |
| CGR-1A1 Charger [80]             |
| AS7-D Atlas [100]                |
| AWS-8Q Awesome [80]              |
| BLR-1G BattleMaster [85]         |
| BLR-1B BattleMaster [85]         |
| CP-10-Z Cyclops [90]             |
| BNC-3E Banshee [95]              |

## Vehicles

|                              |
|------------------------------|
| Demolisher [80] <sup>T</sup> |
| SturmFeur [85] <sup>T</sup>  |
| Schrek [80] <sup>T</sup>     |
| Partisan [80] <sup>T</sup>   |
| Demolisher [80] <sup>T</sup> |
| Ontos [95] <sup>T</sup>      |
| Behemoth [100] <sup>T</sup>  |
| Schrek [80] <sup>T</sup>     |
| Partisan [80] <sup>T</sup>   |
| Behemoth [100] <sup>T</sup>  |
| SturmFeur [85] <sup>T</sup>  |

## DropShips

|                         |
|-------------------------|
| Achilles <sup>A</sup>   |
| Condor <sup>A</sup>     |
| Leopard <sup>A</sup>    |
| Triumph <sup>A</sup>    |
| Leopard CV <sup>A</sup> |
| Union <sup>S</sup>      |
| Intruder <sup>S</sup>   |
| Overlord <sup>S</sup>   |
| Excalibur <sup>S</sup>  |
| Vengeance <sup>A</sup>  |
| Achilles <sup>A</sup>   |

<sup>Q</sup> Quad, <sup>A</sup> Aerodyne, <sup>H</sup> Hover, <sup>S</sup> Spheroid, <sup>T</sup> Tracked, <sup>V</sup> VTOL, <sup>W</sup> Wheeled

## RANDOM UNIT ASSIGNMENT TABLE: FEDERATED SUNS

### Light Units (20 to 35 tons)

| 2D6 | A                      |
|-----|------------------------|
| 2   | OTT-7J Ostscout [35]   |
| 3   | WLF-1 Wolfhound [35]   |
| 4   | VLK-QA Valkyrie [35]   |
| 5   | LCT-3V Locust [20]     |
| 6   | STG-3G Stinger [20]    |
| 7   | JVN-10F Javelin [30]   |
| 8   | FS9-H Firestarter [35] |
| 9   | JVN-10N Javelin [30]   |
| 10  | LCT-1E Locust [20]     |
| 11  | JR7-D Jenner [35]      |
| 12  | VLK-QF Valkyrie [35]   |

| B                      |
|------------------------|
| WLF-1 Wolfhound [35]   |
| HNT-151 Hornet [20]    |
| VLK-QA Valkyrie [35]   |
| FS9-H Firestarter [35] |
| WSP-1D Wasp [20]       |
| JVN-10N Javelin [30]   |
| STG-3G Stinger [20]    |
| COM-2D Commando [25]   |
| JVN-10F Javelin [30]   |
| LCT-1M Locust [20]     |
| JR7-D Jenner [35]      |

### Equipment Rating

| C                      |
|------------------------|
| OTT-7J Ostscout [35]   |
| SDR-5V Spider [30]     |
| COM-2D Commando [25]   |
| WSP-1A Wasp [20]       |
| JVN-10N Javelin [30]   |
| VLK-QA Valkyrie [35]   |
| STG-3R Stinger [20]    |
| LCT-1V Locust [20]     |
| FS9-H Firestarter [35] |
| VLK-QA Valkyrie [35]   |
| JR7-D Jenner [35]      |

### Vehicles

|                            |
|----------------------------|
| Warrior [21] <sup>V</sup>  |
| Warrior [21] <sup>V</sup>  |
| Saladin [35] <sup>H</sup>  |
| Packrat [20] <sup>W</sup>  |
| Hunter [35] <sup>T</sup>   |
| Striker [35] <sup>W</sup>  |
| Pegasus [35] <sup>H</sup>  |
| J. Edgar [25] <sup>H</sup> |
| Galleon [30] <sup>T</sup>  |
| Saracen [35] <sup>H</sup>  |
| Scimitar [35] <sup>H</sup> |

### Aerospace Fighters (20-45 Tons)

|                         |
|-------------------------|
| Centurion [30]          |
| TR-7 Thrush [25]        |
| SYD-Z1 Seydlitz [20]    |
| SYD-Z1 Seydlitz [20]    |
| SPR-H5 Sparrowhawk [30] |
| SPR-H5 Sparrowhawk [30] |
| Centurion [30]          |
| Sabre [25]              |
| Sabre [25]              |
| SPR-H8 Sparrowhawk [30] |
| Centurion [30]          |

### Medium Units (40 to 55 tons) Equipment Rating Aerospace Fighters

| 2D6 | A                        |
|-----|--------------------------|
| 2   | TBT-5N Trebuchet [50]    |
| 3   | DV-6M Dervish [55]       |
| 4   | SHD-2D Shadow Hawk [55]  |
| 5   | CN9-A Centurion [50]     |
| 6   | ENF-4R Enforcer [50]     |
| 7   | PXH-1D Phoenix Hawk [45] |
| 8   | GRF-1N Griffin [55]      |
| 9   | HBK-4G Hunchback [50]    |
| 10  | CN9-AH Centurion [50]    |
| 11  | BJ-3 Blackjack [45]      |
| 12  | HBK-4P Hunchback [50]    |

| B                        |
|--------------------------|
| ASN-101 Assassin [40]    |
| WTH-1S Whitworth [40]    |
| VL-5T Vulcan [40]        |
| GRF-1N Griffin [55]      |
| CN9-A Centurion [50]     |
| ENF-4R Enforcer [50]     |
| PXH-1D Phoenix Hawk [45] |
| SHD-2D Shadow Hawk [55]  |
| BJ-1DB Blackjack [45]    |
| BJ-1DC Blackjack [45]    |
| ASN-21 Assassin [40]     |

### Equipment Rating

| C                        |
|--------------------------|
| HBK-4G Hunchback [50]    |
| TBT-5N Trebuchet [50]    |
| WTH-1 Whitworth [40]     |
| SHD-2H Shadow Hawk [55]  |
| ENF-4R Enforcer [50]     |
| PXH-1D Phoenix Hawk [45] |
| CN9-A Centurion [50]     |
| WVR-6R Wolverine [55]    |
| GRF-1N Griffin [55]      |
| BJ-1 Blackjack [45]      |
| VL-2T Vulcan [40]        |

### Vehicles

|                            |
|----------------------------|
| Hetzer [40] <sup>W</sup>   |
| Condor [50] <sup>H</sup>   |
| Goblin [45] <sup>T</sup>   |
| Maxim [50] <sup>H</sup>    |
| Drillson [50] <sup>H</sup> |
| Goblin [45] <sup>T</sup>   |
| Condor [50] <sup>H</sup>   |
| Vedette [50] <sup>T</sup>  |
| Drillson [50] <sup>H</sup> |
| Hetzer [40] <sup>W</sup>   |
| Drillson [50] <sup>H</sup> |

### Aerospace Fighters (50-75 Tons)

|                      |
|----------------------|
| TR-10 Transit [50]   |
| TR-10 Transit [50]   |
| F-90 Stingray [60]   |
| CSR-V20 Corsair [50] |
| Lightning [50]       |
| CSR-V12 Corsair [50] |
| Hellcat [60]         |
| LCF-R15 Lucifer [65] |
| Lightning [50]       |
| Lightning [50]       |
| LCF-R20 Lucifer [65] |

### Heavy Units (60 to 75 tons)

| 2D6 | A                    |
|-----|----------------------|
| 2   | OTL-4F Ostsol [70]   |
| 3   | ARC-2R Archer [60]   |
| 4   | JM6-A JagerMech [65] |
| 5   | RFL-3C Rifleman [60] |
| 6   | CRD-3D Crusader [65] |

| B                     |
|-----------------------|
| RFL-4D Rifleman [60]  |
| JM6-A JagerMech [65]  |
| RFL-3N Rifleman [60]  |
| WHM-6R Warhammer [70] |
| ARC-2R Archer [70]    |

### Equipment Rating

| C                    |
|----------------------|
| ON1-K Orion [75]     |
| OTL-4D Ostsol [60]   |
| JM6-S JagerMech [65] |
| CRD-3R Crusader [65] |
| RFL-3N Rifleman [60] |

### Vehicles

|                               |
|-------------------------------|
| Von Luckner [75] <sup>T</sup> |
| Rommel [65] <sup>T</sup>      |
| SRM Carrier [60] <sup>T</sup> |
| Bulldog [60] <sup>T</sup>     |
| Patton [65] <sup>T</sup>      |

### Aerospace Fighters (75-100 Tons)

|                       |
|-----------------------|
| CHP-W10 Chippewa [90] |
| CHP-W10 Chippewa [90] |
| STU-K15 Stuka [100]   |
| Thunderbird [100]     |
| Eagle [75]            |



# RULES ANNEX

- 7 MAD-3D Marauder [75]
- 8 WHM-6D Warhammer [70]
- 9 TDR-5S Thunderbolt [65]
- 10 GHR-5N Grasshopper [70]
- 11 RFL-4D Rifleman [65]
- 12 EXT-4A Exterminator [60]

- MAD-3D Marauder [75]
- RFL-3N Rifleman [60]
- CRD-3D Crusader [65]
- JMG-S JagerMech [65]
- TDR-5S Thunderbolt [65]
- WHM-6D Warhammer [70]

- MAD-3R Marauder [75]
- WHM-6R Warhammer [70]
- ARC-2R Archer [70]
- GHR-5H Grasshopper [70]
- TDR-5S Thunderbolt [65]
- CHP-2N Champion [60]

- Manticore [60]<sup>T</sup>
- Rommel [65]<sup>T</sup>
- Po [60]<sup>T</sup>
- LRM Carrier [60]<sup>T</sup>
- Brutus [75]<sup>T</sup>
- Pike [60]<sup>T</sup>

- STU-K5 Stuka [100]
- STU-K10 Stuka [100]
- Eagle [75]
- Eagle [75]
- Thunderbird [100]
- Eagle [75]

### Assault Units (80 to 100 tons)

- 2D6**
- A**
- 2 STK-3F Stalker [85]
  - 3 VTR-9A1 Victor [80]
  - 4 LGB-7Q Longbow [85]
  - 5 STK-3H Stalker [85]
  - 6 VTR-9B Victor [80]
  - 7 BLR-1D BattleMaster [85]
  - 8 AS7-D Atlas [100]
  - 9 AWS-8Q Awesome [80]
  - 10 BNC-3S Banshee [95]
  - 11 CP-10-Z Cyclops [90]
  - 12 KGC-0000 King Crab [80]

- B**
- BNC-3S Banshee [95]
  - BLR-1G BattleMaster [85]
  - CP-10-Z Cyclops [90]
  - STK-3F Stalker [85]
  - AWS-8Q Awesome [80]
  - AS7-D Atlas [100]
  - VTR-9B Victor [80]
  - LGB-7Q Longbow [85]
  - BLR-1D BattleMaster [85]
  - STK-3H Stalker [85]
  - BNC-3E Banshee [95]

### Equipment Rating

- C**
- LGB-7Q Longbow [85]
  - BNC-3E Banshee [95]
  - BLR-1G BattleMaster [85]
  - CP-10-Z Cyclops [90]
  - VTR-9B Victor [80]
  - AS7-D Atlas [100]
  - STK-3F Stalker [85]
  - AWS-8Q Awesome [80]
  - CGR-1A1 Charger [80]
  - LGB-7Q Longbow [85]
  - GOL-1H Goliath [80]<sup>Q</sup>

### Vehicles

- Schrek [80]<sup>T</sup>
- Behemoth [100]<sup>T</sup>
- Partisan [80]<sup>T</sup>
- Ontos [95]<sup>T</sup>
- Behemoth [100]<sup>T</sup>
- Partisan [80]<sup>T</sup>
- Demolisher [80]<sup>T</sup>
- Ontos [95]<sup>T</sup>
- Schrek [80]<sup>T</sup>
- Behemoth [100]<sup>T</sup>
- Schrek [80]<sup>T</sup>

### DropShips

- Achilles<sup>S</sup>
- Intruder<sup>A</sup>
- Seeker<sup>S</sup>
- Overlord<sup>S</sup>
- Avenger<sup>A</sup>
- Union<sup>S</sup>
- Leopard<sup>A</sup>
- Gazelle<sup>A</sup>
- Leopard CV<sup>A</sup>
- Triumph<sup>A</sup>
- Fortress<sup>S</sup>

<sup>Q</sup> Quad, <sup>A</sup> Aerodyne, <sup>H</sup> Hover, <sup>S</sup> Spheroid, <sup>T</sup> Tracked, <sup>V</sup> VTOL, <sup>W</sup> Wheeled

## RANDOM UNIT ASSIGNMENT TABLE: LYRAN COMMONWEALTH

### Light Units (20 to 35 tons)

- 2D6**
- A**
- 2 OTT-7J Ostscout [35]
  - 3 FS9-H Firestarter [30]
  - 4 WLF-1 Wolfhound [35]
  - 5 COM-2D Commando [25]
  - 6 STG-3G Stinger [20]
  - 7 COM-3A Commando [25]
  - 8 LCT-1S Locust [20]
  - 9 JVN-10N Javelin [30]
  - 10 FS9-M Firestarter [35]
  - 11 WSP-1A Wasp [20]
  - 12 LCT-3V Locust [20]

- B**
- OTT-7J Ostscout [35]
  - WLF-1 Wolfhound [35]
  - FS9-H Firestarter [30]
  - LCT-1V Locust [20]
  - COM-2D Commando [25]
  - STG-3G Stinger [20]
  - WSP-1A Wasp [20]
  - JVN-10N Javelin [30]
  - LCT-1S Locust [20]
  - COM-3A Commando [25]
  - FS9-M Firestarter [35]

### Equipment Rating

- C**
- SDR-5V Spider [30]
  - FS9-M Firestarter [35]
  - STG-3G Stinger [20]
  - FS9-H Firestarter [30]
  - STG-3R Stinger [20]
  - COM-2D Commando [25]
  - LCT-1V Locust [20]
  - WSP-1A Wasp [20]
  - JVN-10N Javelin [30]
  - FS9-H Firestarter [30]
  - OTT-7J Ostscout [35]

### Vehicles

- Warrior [21]<sup>V</sup>
- Warrior [21]<sup>V</sup>
- Pegasus [35]<sup>H</sup>
- Hunter [35]<sup>T</sup>
- Saladin [25]<sup>H</sup>
- Striker [35]<sup>W</sup>
- J. Edgar [25]<sup>H</sup>
- Scorpion [25]<sup>T</sup>
- Skulker [20]<sup>W</sup>
- Galleon [30]<sup>T</sup>
- Pegasus [35]<sup>H</sup>

### Aerospace Fighters (20-45 Tons)

- F-10 Cheetah [25]
- F-10 Cheetah [25]
- SYD-Z1 Seydlitz [20]
- Sabre [25]
- SYD-Z2 Seydlitz [20]
- SYD-Z2 Seydlitz [20]
- Centurion [30]
- SL-Z1 Sholagar [35]
- SYD-Z1 Seydlitz [20]
- SYD-Z3 Seydlitz [20]
- SPR-H8 Sparrowhawk [30]

### Medium Units (40 to 55 tons)

- 2D6**
- A**
- 2 HBK-4P Hunchback [50]
  - 3 TBT-5S Trebuchet [50]
  - 4 PXH-1 Phoenix Hawk [45]
  - 5 KTO-18 Kintaro [55]
  - 6 WVR-6R Wolverine [55]
  - 7 HCT-3F Hatchetman [45]
  - 8 GRF-1N Griffin [55]
  - 9 HBK-4G Hunchback [50]
  - 10 CN9-A Centurion [50]
  - 11 HBK-4SP Hunchback [50]
  - 12 TBT-5N Trebuchet [50]

- B**
- STK-3K Sentinel [40]
  - VL-5T Vulcan [40]
  - TBT-5S Trebuchet [50]
  - SHD-2H Shadow Hawk [55]
  - GRF-1S Griffin [55]
  - PXH-1 Phoenix Hawk [45]
  - HCT-3F Hatchetman [45]
  - WVR-6R Wolverine [55]
  - DV-6M Dervish [55]
  - WVR-6R Wolverine [55]
  - HBK-4SP Hunchback [50]

### Equipment Rating

- C**
- CDA-2A Cicada [40]
  - DV-6M Dervish [55]
  - WTH-1 Whitworth [40]
  - CN9-AL Centurion [50]
  - GRF-1N Griffin [55]
  - PXH-1 Phoenix Hawk [45]
  - WVR-6R Wolverine [55]
  - SHD-2H Shadow Hawk [55]
  - TBT-5N Trebuchet [50]
  - HBK-4G Hunchback [50]
  - CLNT-2-3T Clint [40]

### Vehicles

- Goblin [45]<sup>T</sup>
- Condor [50]<sup>H</sup>
- Vedette [50]<sup>T</sup>
- Goblin [45]<sup>T</sup>
- Drillson [50]<sup>H</sup>
- Vedette [50]<sup>T</sup>
- Maxim [50]<sup>H</sup>
- Condor [50]<sup>H</sup>
- Drillson [50]<sup>H</sup>
- Condor [50]<sup>H</sup>
- Drillson [50]<sup>H</sup>

### Aerospace Fighters (50-70 Tons)

- F-90S Stingray [60]
- HCT-213 Hellicat [60]
- HCT-213 Hellicat [60]
- LCF-R20 Lucifer [65]
- LCF-R20 Lucifer [65]
- Vedette [50]<sup>T</sup>
- Maxim [50]<sup>H</sup>
- Lightning [50]
- CSR-V20 Corsair [50]
- CSR-V20 Corsair [50]
- Lightning [50]

### Heavy Units (60 to 75 tons)

- 2D6**
- A**
- 2 OSR-3C Ostroc [60]
  - 3 FLS-7K Flashman [75]
  - 4 GHR-5N Grasshopper [70]
  - 5 ARC-2S Archer [70]
  - 6 CRD-3R Crusader [65]
  - 7 WHM-6R Warhammer [70]
  - 8 TDR-5S Thunderbolt [65]
  - 9 MAD-3R Marauder [75]
  - 10 RFL-3N Rifleman [60]
  - 11 QKD-4G Quickdraw [60]
  - 12 OTL-4F Ostsol [60]

- B**
- OTL-4F Ostsol [60]
  - QKD-4G Quickdraw [60]
  - ON1-K Orion [75]
  - WHM-6R Warhammer [70]
  - ARC-2S Archer [70]
  - TDR-5S Thunderbolt [65]
  - MAD-3R Marauder [75]
  - GHR-5H Grasshopper [70]
  - CRD-3R Crusader [65]
  - RFL-3N Rifleman [60]
  - GHR-5N Grasshopper [70]

### Equipment Rating

- C**
- QKD-4G Quickdraw [60]
  - TDR-5SS Thunderbolt [65]
  - RFL-3N Rifleman [60]
  - ARC-2R Archer [70]
  - CRD-3R Crusader [65]
  - TDR-5S Thunderbolt [65]
  - WHM-6R Warhammer [70]
  - MAD-3R Marauder [75]
  - GHR-5H Grasshopper [70]
  - ON1-K Orion [75]
  - OTL-4D Ostsol [60]

### Vehicles

- Pike [60]<sup>T</sup>
- Manticore [60]<sup>T</sup>
- LRM Carrier [60]<sup>T</sup>
- SRM Carrier [60]<sup>T</sup>
- Patton [65]<sup>T</sup>
- Manticore [60]<sup>T</sup>
- Rommel [65]<sup>T</sup>
- Rommel [65]<sup>T</sup>
- Bulldog [60]<sup>T</sup>
- Brutus [75]<sup>T</sup>
- Po [60]<sup>T</sup>

### Aerospace Fighters (75-100 Tons)

- Eagle [75]
- F-100 Riever [100]
- F-100 Riever [100]
- Eagle [75]
- CHP-W5 Chippewa [90]
- CHP-W5 Chippewa [90]
- STU-K5 Stuka [100]
- Thunderbird [100]
- STU-K5 Stuka [100]
- SL-15 Slayer [80]
- SL-15 Slayer [80]

### Assault Units (80 to 100 tons)

- 2D6**
- A**
- 2 AWS-8T Awesome [80]
  - 3 BLR-1S BattleMaster [85]
  - 4 AWS-8Q Awesome [80]
  - 5 VTR-9S Victor [80]
  - 6 ZEU-6S Zeus [80]
  - 7 AS7-D Atlas [100]
  - 8 STK-3F Stalker [85]
  - 9 BNC-3S Banshee [95]
  - 10 ZEU-6T Zeus [80]
  - 11 BLR-1G BattleMaster [85]
  - 12 VTR-9B Victor [80]

- B**
- BLR-1G BattleMaster [85]
  - ZEU-6T Zeus [80]
  - VTR-9B Victor [80]
  - ZEU-6S Zeus [80]
  - STK-3F Stalker [85]
  - AS7-D Atlas [100]
  - AWS-8Q Awesome [80]
  - CP 10-Z Cyclops [90]
  - BNC-3S Banshee [95]
  - BLR-1S BattleMaster [85]
  - VTR-9S Victor [80]

### Equipment Rating

- C**
- GOL-1H Goliath [80]<sup>Q</sup>
  - BLR-1G BattleMaster [85]
  - CGR-1A1 Charger [80]
  - VTR-9B Victor [80]
  - AS7-D Atlas [100]
  - ZEU-6S Zeus [80]
  - STK-3F Stalker [85]
  - AWS-8Q Awesome [80]
  - CP 10-Z Cyclops [90]
  - BNC-3E Banshee [95]
  - AS7-D Atlas [100]

### Vehicles

- Partisan [80]<sup>T</sup>
- Schrek [80]<sup>T</sup>
- Schrek [80]<sup>T</sup>
- Partisan [80]<sup>T</sup>
- Demolisher [80]<sup>T</sup>
- Ontos [95]<sup>T</sup>
- SturmFeur [85]<sup>T</sup>
- Demolisher [80]<sup>T</sup>
- SturmFeur [85]<sup>T</sup>
- Partisan [80]<sup>T</sup>
- Behemoth [100]<sup>T</sup>

### DropShips

- Triumph<sup>A</sup>
- Intruder<sup>S</sup>
- Excalibur<sup>S</sup>
- Leopard CV<sup>A</sup>
- Seeker<sup>S</sup>
- Union<sup>S</sup>
- Leopard<sup>A</sup>
- Overlord<sup>S</sup>
- Avenger<sup>A</sup>
- Condor<sup>A</sup>
- Fortress<sup>S</sup>

<sup>Q</sup> Quad, <sup>A</sup> Aerodyne, <sup>H</sup> Hover, <sup>S</sup> Spheroid, <sup>T</sup> Tracked, <sup>V</sup> VTOL, <sup>W</sup> Wheeled

an appropriate Contact, Well-Connected, Social Standing of 7 or higher, or a Tour of Duty (only one Tour of Duty Path counts toward this total). Decrease the rating by one level for every two of the following: Bad Reputation, Poverty, Owns Vehicle or Ne'er-Do-Well (Life Path). The rating cannot increase above A or decrease below C.

### Assigning Pilots

Once the players have determined their units, they should assign pilots to each. The players may use the Random Experience Level Table and the Random Skills Table (Expanded), found on p. 114 of the *BMR*.

If playing elements from a specific force, consult the Deployment Table (see p. 135). Each force on that table is rated.

### FORCE SPECIAL ABILITIES

Many of the commands that participated in the Ronin War survived the conflict, and their special abilities may be found under their appropriate entries in *Field Manual: Free Worlds League*, *Field Manual: Mercenaries, Revised*, or the *Mercenaries Supplementals*. Others commands that ceased to exist either during the war or in the years that followed are detailed below.

#### Fifth Rasalhague Regulars (B)

The so-called “Crushers of Insurrections” add +2 initiative when fighting in urban areas.

#### Eighth Rasalhague Regulars (A)

The “Executioners” add a +2 modifier to all rolls on the Light 'Mech table when building a force.

#### Ninth Rasalhague Regulars (B)

The “Pride of Rasalhague” receives a +2 initiative modifier when fighting in urban areas. During force creation, all rolls on the heavy and assault tables may add a +2 modifier.

#### Thirteenth Rasalhague Regulars (B)

The Thirteenth Regulars—the “Bane of the Commonwealth”—gains a +1 to all initiative rolls when fighting Lyran forces.

#### Seventeenth Rasalhague Regulars (B)

The so-called “Veterans of Tamar” may roll all their Light BattleMechs at one equipment rating higher than the rest of the command.

#### Twentieth Rasalhague Regulars (A)

The “Torturers” suffer a –2 initiative penalty when engaged in city combat (any scenario that takes place using Urban mapsheets).

#### Twenty-second Rasalhague Regulars (B)

The MechWarriors of the “Krushers of Kobe” regiment receive a +1 bonus to all Piloting Skill rolls.

#### Twenty-fifth Rasalhague Regulars (C)

During force creation, this Twenty-fifth Rasalhague Regulars (“The Juggernaut”) may roll one BattleMech per lance using the Lyran Random Assignment Table (see p. 151, 3039).

#### [Mercenary] Cameron’s Legion (B)

This mercenary unit may use one vehicle for every four BattleMechs fielded.

#### [Mercenary] Insect Brigade (D)

When fighting from an “insect” class 'Mech (i.e., *Locust*, *Wasp*, *Stinger*, *Scorpion*, and so forth), the pilot receives 1 extra Running MP.

#### [Mercenary] Terrible Treads (C)

During force creation, this all-vehicle command may roll once on the Draconis Combine RAT for every three vehicle units deployed.

#### [Mercenary] Bullson’s Hussars (C)

Bullson’s Hussars receive a –1 initiative modifier when fighting in urban terrain.

#### [Mercenary] Gotterdammerung Society (D)

This unit may field one off-board artillery unit (Thumper, Long Tom, or Sniper) for every eight units on the battlefield.

#### [Mercenary] Meriadoc’s Malcontents (D)

The Malcontents may disregard the Forced Withdrawal rules (if in play).

### INNER SPHERE IN FLAMES ANNEX (RONIN WAR)

The following special rules apply to the ISIF game set during the *Ronin War*:

#### Factions

Three factions are playable in the *Ronin War*: The Draconis Combine, the Free Rasalhague Republic and the *ronin*. No other nations are involved in the conflict. The DCMS and FRR may be played by a single player.

#### Technology and Economics

The *Ronin War* uses the rules for the 3030 setting. Economics are not used during *Ronin War* ISIF scenarios. Units may only re-supply and repair from existing stockpiles. No new units may be created.

Players wishing to incorporate the *Ronin War* into a larger Inner Sphere in Flames game should assume that the Draconis Combine has a base resources value of 330, while the FRR has base resources of 60, and the *ronin* have 25.

No advanced technologies are allowed.

#### Game Turns

Each ISIF turn in the *Ronin War* represents two weeks, and two turns are played per month. The game starts in the second half of March 3034 with a *ronin* turn. The game runs until the second half of October 3034, a total of 15 turns.

#### Victory

The game ends when one of three conditions has been met: the FRR forces are eliminated, the *ronin* forces are eliminated, or fifteen turns are played.



**THE INNER SPHERE IN FLAMES FORCES TABLE (RONIN WAR)**

**DRACONIS COMBINE MUSTERED SOLDIERY (DCMS)**

|                                    | LOCATION       | AIR | GND  | SP   | LD | XP            |
|------------------------------------|----------------|-----|------|------|----|---------------|
| 2nd An Ting                        | Trondheim      | 120 | 660  | 1/3  | 3  | REG/6 (x1)    |
| 11th Legion of Vega                | Buckminster    | 130 | 700  | 1/2  | 3  | REG/6 (x1)    |
| 1st Genyosha                       | Luthien        | 130 | 700  | 1/5  | 4  | VET/16 (x1.5) |
| 1st Shin Legion                    | Buckminster    | 130 | 700  | 1/5  | 3  | REG/6 (x1)    |
| 1st Sword of Light                 | Luthien        | 180 | 1000 | 2/10 | 4  | VET/16 (x1.5) |
| 2nd Sword of Light                 | Pesht          | 180 | 960  | 2/8  | 5  | EL/31 (x2.0+) |
| NightStalkers - McGavin's Regiment | Heiligenkreutz | 90  | 420  | 1/6  | 4  | VET/16 (x1.5) |
| Ryukeni                            | Courcheval     | 130 | 700  | 1/4  | 4  | VET/16 (x1.5) |
| Sorenson's Sabres                  | Togura         | 110 | 660  | 1/5  | 4  | VET/16 (x1.5) |
| 2nd Shin Legion                    | Buckminster    | 120 | 620  | 1/5  | 3  | REG/6 (x1)    |

**RASALHAGUE KUNGSARMÉ**

|                               | LOCATION    | AIR | GND | SP  | LD | XP            |
|-------------------------------|-------------|-----|-----|-----|----|---------------|
| First Freeman                 | Radstadt    | 120 | 660 | 1/x | 3  | REG/6 (x1)    |
| Second Freeman                | Stanzach    | 130 | 660 | 1/x | 3  | REG/6 (x1)    |
| First Kavalleri               | Radstadt    | 110 | 700 | 1/x | 4  | VET/16 (x1.5) |
| Second Kavalleri              | Radstadt    | 120 | 620 | 1/x | 4  | VET/16 (x1.5) |
| First Tyr                     | Rasalhague  | 120 | 700 | 1/x | 5  | EL/31 (x2.0+) |
| First Drakøn                  | Tukayyid    | 130 | 700 | 1/x | 3  | REG/6 (x1)    |
| Second Drakøn                 | Tukayyid    | 130 | 660 | 1/4 | 3  | REG/6 (x1)    |
| Third Drakøn                  | Karbala     | 130 | 660 | 1/4 | 3  | REG/6 (x1)    |
| Cameron's Legion (M)          | Bruben      | 120 | 690 | 1/x | 3  | REG/6 (x1)    |
| Dragon's Breath (M)           | Karbala     | 120 | 690 | 1/6 | 3  | REG/6 (x1)    |
| First Dismal Disinherited (M) | La Grave    | 110 | 558 | 1/6 | 4  | VET/16 (x1.5) |
| Insect Brigade (M)            | Kandis      | 120 | 620 | 1/4 | 3  | REG/6 (x1)    |
| Legion of the Rising Sun (M)  | Fort Loudon | 110 | 660 | 1/3 | 3  | REG/6 (x1)    |
| Terrible Treads (M)           | Kempton     | 120 | 620 | 1/4 | 3  | REG/6 (x1)    |
| Vinson's Vigilantes (M)       | Kempton     | 130 | 700 | 1/4 | 3  | REG/6 (x1)    |

**RONIN**

|                                 | LOCATION       | AIR | GND | SP  | LD | XP            |
|---------------------------------|----------------|-----|-----|-----|----|---------------|
| 1st Sun Zhang Academy Cadre     | Kempton        | 120 | 620 | 1/3 | 2  | GRN/1 (x0.8)  |
| 12th Sun Zhang Academy Cadre    | Rasalhague     | 120 | 620 | 1/3 | 2  | GRN/1 (x0.8)  |
| 5th Rasalhague Regulars         | Jabuka         | 120 | 660 | 1/4 | 2  | GRN/1 (x0.8)  |
| 8th Rasalhague Regulars         | Rasalhague     | 120 | 620 | 1/3 | 2  | GRN/1 (x0.8)  |
| 9th Rasalhague Regulars         | Engadin        | 130 | 700 | 1/4 | 4  | VET/16 (x1.5) |
| 13th Rasalhague Regulars        | Thessolonika   | 130 | 700 | 1/4 | 2  | GRN/1 (x0.8)  |
| 17th Rasalhague Regulars        | Goito          | 120 | 620 | 1/3 | 3  | REG/6 (x1)    |
| 20th Rasalhague Regulars        | Memmingen      | 120 | 660 | 1/4 | 2  | GRN/1 (x0.8)  |
| 22nd Rasalhague Regulars        | Karbala        | 130 | 700 | 1/5 | 3  | REG/6 (x1)    |
| 25th Rasalhague Regulars        | Trondheim      | 120 | 620 | 1/4 | 2  | GRN/1 (x0.8)  |
| 1st Proserpina Hussars          | Orestes        | 170 | 920 | 2/6 | 4  | VET/16 (x1.5) |
| 5th Amphigean LAG               | Rodigo         | 110 | 580 | 1/4 | 3  | REG/6 (x1)    |
| Altenmarkt Militia              | Orestes        | 120 | 620 | 1/6 | 4  | VET/16 (x1.5) |
| NightStalkers—Johiro's Regiment | Heiligenkreutz | 160 | 840 | 1/4 | 4  | VET/16 (x1.5) |
| 248th Light Infantry            | The Edge       | 0   | 27  | 1/2 | 3  | REG/6 (x1)    |
| 3592nd Infantry                 | Bruben         | 0   | 51  | 1/2 | 2  | GRN/1 (x0.8)  |
| 3921st Infantry                 | Karston        | 0   | 58  | 1/3 | 2  | GRN/1 (x0.8)  |
| 433rd Infantry                  | Dawn           | 0   | 58  | 1/2 | 3  | REG/6 (x1)    |
| 3122nd Infantry                 | Karston        | 0   | 27  | 1/3 | 3  | REG/6 (x1)    |
| 522nd Air Wing                  | Thun           | 125 | 0   | 1/3 | 2  | GRN/1 (x0.8)  |
| 603rd Tank                      | Pinnacle       | 0   | 260 | 1/3 | 3  | REG/6 (x1)    |
| 799th Tank                      | Thun           | 0   | 190 | 1/2 | 2  | GRN/1 (x0.8)  |
| 888th Tank                      | Leoben         | 0   | 260 | 1/x | 3  | REG/6 (x1)    |
| 911th Air Wing                  | Thule          | 125 | 0   | 1/3 | 2  | GRN/1 (x0.8)  |
| 937th Tank                      | Bruben         | 0   | 190 | 1/2 | 2  | GRN/1 (x0.8)  |
| 49th Mechanized Tank            | Halesowen      | 0   | 190 | 1/3 | 2  | GRN/1 (x0.8)  |

**OTHER FORCES**

|                         | LOCATION | AIR | GND  | SP   | LD | XP            |
|-------------------------|----------|-----|------|------|----|---------------|
| Third Lyran Guard       | Harvest  | 320 | 1579 | 2/12 | 4  | VET/16 (x1.5) |
| Bullson's Hussars       | Wheel    | 110 | 620  | 1/4  | 3  | REG/6 (x1)    |
| Dragonslayers           | Kandis   | 120 | 600  | 1/6  | 3  | REG/6 (x1)    |
| Götterdämmerung Society | Gunzberg | 120 | 660  | 1/4  | 3  | REG/6 (x1)    |
| Meriadoc's Malcontents  | Kandis   | 130 | 620  | 1/3  | 3  | REG/6 (x1)    |
| Thumpers                | Jabuka   | 90  | 660  | 3/3  | 3  | REG/6 (x1)    |

If the FRR are eliminated, the *ronin* forces win.

If the *ronin* are eliminated, the FRR and DCMS jointly win (victory between the two is determined via overall losses; the faction that sustained the least number of losses is the victor).

If the game time expires, the Draconis Combine loses (as ComStar pulls its support of the DCMS, condemning House Kurita to a loss in the War of 3039) and the other two factions are tied.

**LEADERS AND FACTIONS**

The following leaders are available during the Ronin Wars:

**SAMPLE LEADERS AND FACTIONS (RONIN WAR)**

| Leader               | Faction                     | Popularity | LD |
|----------------------|-----------------------------|------------|----|
| <i>DCMS</i>          |                             |            |    |
| Takashi Kurita       | Draconis Combine Leader     | 100        | 5  |
| Theodore Kurita      | Deputy for Military Affairs | 75         | 6  |
| <i>FRR</i>           |                             |            |    |
| Haakon Magnusson     | Rasalhague Leader           | 100        | 4  |
| Christian Månsdottir | Head of the KungsArmé       | 50         | 5  |
| <i>Ronin</i>         |                             |            |    |
| Marcus Kurita        | Ronin Leader                | 100        | 4  |
| Vasily Cherenkoff    | Warlord of Dieron           | 50         | 5  |

- A**  
 Alshain, 109, 110  
 Altorra, 55-56  
 Amaris Coup/Crisis, 40, 84  
 Andarmax, 57, 66  
 Andurien, 80  
 Andurien Secession, 5, 27  
   aftermath, 83-85  
   border tensions, 135  
   Capellan Confederation invasion, 51, 53-68  
   deployment, 85-89  
   equipment ratings, 129  
   force composition, 136  
   Fourth Succession War, 43, 45  
   Home Defense Act, 42  
   House Liao death, 43, 45  
   Humphreys clan, 40-41, 42  
   Inner Sphere in Flames and, 134-36, 137-38  
   internal divisions, 135  
   leaders, factions, 136  
   Marik, Janos, reign, 42-43, 45-46  
   personalities of, 47-50  
   phase 1 deployment, 86-88  
   phase 2, 70, 72-83  
   phase 2 deployment, 88-89  
   problem, 40  
   random assignment tables, 132-34  
   random forces, 136  
   random garrisons, 135-36  
   regimental components, 136  
   strife, 45  
 Anton's (Marik) Revolt, 5  
   aftermath, 32  
   background on, 7, 9-10  
   BattleForce 2 command lists, 127  
   collapse, 27, 29, 30-31  
   deployment, 33-39  
   diplomacy/espionage, 127-28  
   equipment ratings, 122  
   faltering steps, 24  
   final mistake, 31-32  
   force composition, 129  
   force special abilities, 124  
   Inner Sphere in Flames and, 127-29, 130-31  
   leaders, factions, 129  
   loyalty, 128-29  
   opening moves, 18  
   personalities in, 11-17  
   provincial loyalties during, 20-23  
   random assignment tables, 125-26  
   random forces, 129  
   rebellion, 18, 20, 23-24  
   regimental components, 129  
   timeline of, 18, 20  
   victory, 129  
 Atreus, 11, 18, 21, 29, 57
- B**  
 BattleForce 2 command lists  
   Andurien Secession, 134  
   Anton's Revolt, 127  
 Berenson, 26, 40  
 Betelgeuse, 56, 59-60, 62, 63, 64  
 Bruben, 107-8, 112  
 Buenos Aires, 60, 66
- C**  
 Calloway VI, 29, 30  
 Cameron-Jones, Derick, 42, 44, 45  
 Canopus IV, 67, 68  
 Capella, 78-79  
 Capellan Commonality, 58  
 Capellan Confederation, 101  
   Andurien Secession, 40, 42-43, 45, 48-49,  
   51, 70, 83-84  
   Anton's Revolt, 7, 9, 13, 15, 17, 32  
   invasion, 51, 53-68  
 Centrella, Emma, 45, 57, 66, 84  
 Centrella, Kyalla, 48, 51, 62  
 Cherenkoff, Vasily, 90, 96, 100, 102, 106,  
 113-16  
 Clan Diamond Sharks, 16, 17  
 Clan Invasion, 45, 118  
 Clan Jade Falcons, 16, 17  
 Clan Snow Raven, 16-17  
 Clan Wolf, 11, 15-17  
 Classic BattleTech: RPG, Ronin Wars and, 139  
 Clintock, Jefferson, 11
- ComStar, 5, 7, 12-13, 94, 98, 99-100, 102,  
 111-12, 118  
   Andurien Wars, 40, 44, 46, 49, 50, 73, 79,  
 84-85  
   communiqués, 69  
 Concord of Kapteyn, 15, 43  
 Conquista, 70, 77  
 Crawford, Willis, 9-10, 12, 13, 18, 43
- D**  
 Davion, Hanse, 32, 43, 45, 49, 62, 92, 100  
 Death Commandos, 60, 61  
 Death Watch Brigade, 21, 22  
 Deployment tables, Ronin War, 119-21  
 Deployment  
   Andurien Secession, 85  
   Andurien Secession, phase one, 86-88  
   Andurien Secession, phase two, 88-89  
   Anton's Revolt, 33-39  
   Ronin War, 119-21  
 Dickson, Dick, 21-22  
 Diosd, 111-12  
 Draconis Combine, 5, 92, 139  
   Andurien Wars, 43, 44, 70  
   Ronin War, 90  
 Draconis Combine Mustered Soldiery, 120, 121  
 Dragon, anger of, 109-15  
 Drozan, 54-55, 61-62, 63  
 Ducal Guards, 124  
 Duchy of Andurien, 4, 20-21, 67  
 Duchy of Oriente, 5, 21, 22
- E**  
 Ellman, Jeremy, 20, 21, 22, 29, 30  
 Emris IV, 18, 20, 21-22, 24, 32  
 Engadin, 104, 111  
 Equipment ratings  
   Andurien Secession, 129  
   Anton's Revolt, 122  
   Ronin Wars, 136, 139  
 Evans, Cynthia, 54-55
- F**  
 Federated Suns, 120, 121, 135  
   Andurien Secession, 43, 44, 45, 49, 63,  
 64, 65, 85  
   Anton's Revolt, 10, 11, 16, 32  
   random unit assignment, 140-41  
   Ronin War, 90  
 Free Rasalhague Republic, 90, 92-93, 120, 121  
 Free World's League, 11, 40, 42, 44, 47, 62,  
 70, 83-84, 101  
   Anton's Revolt, 7, 9  
   military deployment, 33-39  
 Freeburg, Maya, 26-27  
 Fronde, 55-56  
 Fujita, 53-54
- G**  
 Garibaldi, Samuel, 74  
 Grand Base, 53-54, 57, 60-61, 62, 64  
 Gunthar, 56, 62, 64
- H**  
 Hasek-Davion, Michael, 15, 32  
 Hesperus, 5, 9  
 Hexare, 57-58  
 Home Defense Act, 7, 42, 45, 75  
 House Dai Da Chi, 55, 61, 63, 65, 66  
 House Davion, 11, 13, 15, 45, 49  
 House Fujita, 60, 61  
 House Liao, 11, 32, 43, 45, 48, 68, 84  
 House Steiner, 9, 24, 43, 77  
 Hsien, 78, 81  
 Hughes, Sigmund, 58  
 Humphreys, Catherine, 4-5, 9, 24, 26-27, 42,  
 45, 47-48, 51, 53-55, 57, 60, 62-63, 67, 76-  
 77, 79-80, 82, 83  
 Humphreys, George, 40, 42  
 Humphreys, James, 57, 60  
 Humphreys, Louise, 57-58  
 Humphreys, Mildred, 53, 57, 60-61  
 Humphreys, Morgaine, 9, 42, 48  
 Humphreys, Richard, 42, 57, 82-83  
 Humphreys, Samuel, 58, 64
- I**  
 Inner Sphere, 5, 43, 49, 51, 100
- Inner Sphere in Flames  
 Andurien Secession and, 134-36, 137-38  
 Anton's Revolt and, 127-29, 130-31  
 Ronin War and, 142-43  
 Internal Emergency Act of 3030, 45, 46,  
 75, 83  
 Irian, 18, 24, 27
- J-K**  
 Jacomarie, 56-57, 65  
 Johiro, Tadaki, 106, 107, 114  
 Kalidasa, 9, 10, 44  
 Kandis, 105-6, 112-13  
 Kekkonen, Miato, 107-8  
 Kelswa, Selvin, 90, 105, 112, 114  
 Kempton, 113, 117  
 Kerensky, Natasha, 13, 14, 16, 17, 20, 22,  
 26, 29, 32, 63, 78, 127  
 Kerensky's Exodus, 40, 56  
 Ko, 115, 117  
 Kristofur, Vesar, 13-14, 31  
 Kurita, Marcus, 90, 95-96, 100, 102, 104-5,  
 109-10, 114  
 Kurita, Takashi, 43, 51, 70, 95, 98  
 Kurita, Theodore, 67, 92, 94, 99, 100-101,  
 109-10, 115
- L**  
 Les Halles, 77-78  
 Leyda, 72  
 Liao, Candace, 10, 15, 49, 51  
 Liao, Maxmillian, 10, 11, 13, 14-15, 18, 27,  
 29, 32, 43, 49, 51  
 Liao, Romano, 49, 51, 54, 58, 67, 68, 84  
 Liao, Sun-Tzu, 40, 45, 49, 67, 84  
 Lyran Alliance, 65, 92  
 Lyran Commonwealth, 120, 121, 135  
   Andurien Secession, 40, 43, 45, 46, 64,  
 70, 85  
   Anton's Revolt, 5, 7, 9, 11, 18, 24  
   random unit assignment, 141  
   Ronin War, 99  
 Magistracy of Canopus, 42, 43, 45, 48, 57,  
 83, 84  
 Magnusson, Haakon, 94, 97, 99, 101-2, 110,  
 118  
 Mansdottir, Christian, 96-97, 99, 111, 115  
 Marik Commonwealth, 18, 21, 23, 29, 30  
 Marik, Anton, 5, 10, 12-13, 20  
 Marik, Charles, 40, 42  
 Marik, Duggan, 12, 45, 46, 50, 68  
 Marik, Duncan, 4-5, 12, 45, 46, 47, 50, 68,  
 70, 72, 74, 75, 84  
 Marik, Gerald, 18, 26, 32, 43, 47  
 Marik, Janos, 9, 10, 11-13, 18, 24, 26-27, 29,  
 32, 42-43, 45-47, 62, 68, 70, 75  
 Marik, Stephan, 7, 9, 10, 11, 18, 42  
 Marik, Thaddeus, 7, 9, 18  
 Marik, Thomas, 4, 5, 12, 46, 49-50, 62, 64,  
 67, 68, 73-74, 75, 76, 81  
 Maris, Julian, 112, 113  
 Matheran, 22-23, 24, 26  
 Memmingen, 104-5, 114-15, 117  
 Menkalinen, 78  
 Mercenaries, 118-19, 127, 142  
 Miraborg, Tor, 97-98  
 Mosiro, 21, 70, 74
- N**  
 Nestor, 70, 72  
 New Avalon, 44, 51, 53, 84  
 New Delos, 11, 13, 17, 18, 20, 22, 27, 31-  
 32, 40  
 New Olympia, 26-27, 29  
 New Roland, 55, 66, 67  
 Nova Roma, 20, 21
- O**  
 Oliver, 18, 65-66  
 Operation Condor, 26, 27, 29  
 Orestes, 113-14
- P**  
 Palladaine, 54, 58-59, 64, 66, 72  
 Polcenigo, 102, 104, 109  
 Predlitz, 105, 110-11, 115  
 Primus, 53, 64  
 Principality of Gibson, 21-22
- Principality of Regulus, 22, 24, 27  
 Prix, 53, 64
- R**  
 Radstadt, 117-18  
 Rahal, Saj, 21, 22  
 Rasalhague, 70, 102, 104, 106-7, 110,  
 139, 142  
 Regulus, 7, 20, 70, 75  
 Renown, 55, 66  
 Replevin Doctrine, 9, 18  
 Repulse, 54, 61, 65  
 Richert, Brenda, 105-6  
 Rim Commonality/Worlds Republic, 22, 57  
 Ronin War, 5, 90, 92-93  
   deployment tables, 119-21  
   Dragon's anger, 109-15  
   Drakon's bite, 106-9  
   equipment ratings, 136, 139  
   forces, 120-21  
   force special abilities, 142  
   honor's end, 115, 117-18  
   Inner Sphere in Flames and, 142-43  
   leaders, factions, 143  
   personalities, 94-99  
   random Mech assignment, 139  
   random unit assignment, 139-41  
   rebellions, intrigue, 99-101  
   ripples, shockwaves, 118-19  
   treachery, treason, 102, 104-6  
 Ryerson, 76-77
- S**  
 Sadurni, 76, 77  
 SAFE, 9, 11, 18, 24, 44-46, 51, 64, 67,  
 70, 78  
 Sarna March, 65, 78  
 Scarborough, 65, 67, 68, 72  
 Second Try, 64-65  
 Shiba, 60, 66  
 Shiro III, 64, 70, 72-73  
 Sigma Mare, 59, 63  
 Skandia, 106, 107  
 Smithson's Chinese Bandits, 24, 26, 31, 32  
 Solaris, 9, 18  
 Sophie's World, 23, 24, 29  
 Sorenson, Daniel, 93, 115  
 Sorenson, Ivan, 98-99, 100  
 St, Ives Compact, 15, 43, 57, 101  
 Star League, 40, 43  
 Steiner, Alessandro, 9, 10, 18, 43  
 Steiner, Katrina, 9, 10, 43, 70, 110  
 Steiner-Davion Alliance, 43, 44, 62, 64, 72,  
 77, 78  
 Stewart, Ana, 9, 18, 43, 48  
 Succession War, 21  
   First, 42  
   Fourth, 7, 11, 15, 40, 43, 44, 45, 46, 49,  
 51, 54, 55, 57, 60, 62, 63, 70, 84, 94, 99  
 Svelvik, 108-9
- T**  
 Task Force Eagle, 20-21, 24, 26, 29  
 Terra, 10, 13, 18, 40  
 Tikonov Republic, 13, 43, 10  
 Trondheim, 105, 107  
 Tsinghai, 62-63
- V-W**  
 Van Castle, Montague, 20, 21, 22, 30  
 Vanra, 29-30  
 Viola, Erin, 23, 26  
 Ward, Kerlin, 16, 17  
 Warrior House, 55, 56, 60, 61, 63  
 Wasat, 65-66  
 Waterly, Myndo, 90, 92, 98, 100  
 Winson, Nadia, 16  
 Wolf, Jaime, 11, 13, 14, 15-16, 20, 21-22,  
 30, 31, 32  
 Wolf, Joshua, 11, 13, 14, 16-17, 20, 31, 32  
 Wolf's Dragoons, 5, 7, 11, 13, 15-17, 18, 20,  
 21-22, 26, 27, 29, 31-32, 62, 127  
 Word of Blake, 5, 7, 44, 118  
 Wright, 18, 20
- X-Z**  
 Xanthe III, 74, 75-76  
 Zion Province, 23, 40



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