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## HISTORICAL WARS OF THE REPUBLIC ERA™





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**Historical: Wars of the Republic Era** describes the border conflicts that inevitably erupted in the decades after the Word of Blake Jihad. Covering the largest of these conflicts in particular—including the Second Combine-Dominion War, the Victoria War, and the Republic of the Sphere's own war against the Capellan Confederation—this book provides a hard look at the early years of what would come to be known as the Dark Age Era



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# WARS OF THE REPUBLIC ERA

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# RIGHTEOUS VENGEANCE

**Bedlam's Barrow**  
**Skadi, Sakhalin**  
**Sarna Commonality, Capellan Confederation**  
**14 January 3113, 1845 Hours**

My name is Kai Allard-Liao, and this is what happened on the day I died. Now, I know what you're thinking: "Kai, you can't die. You're the narrator of this story. The narrator can't die." Okay, so you've got me on a technicality there. I'm not actually dead... yet. I am, however, certain that I'm mortally wounded. I'm also trapped in a prone 'Mech, and I've been left for dead by my lancemates. Finally, those *nǐ bú shì dōngxi* Death Commandos are on their way back to make sure they've finished the job. At least I think they are. *Yen-lo-wang's* sensors are shot—pardon my pun. As far as I'm concerned, it's just a matter of time. I'm already dead but for the dying, and if you're watching this holovid, then unlike Mark Twain, the reports of my death have not been greatly exaggerated.

As for being the narrator, well, I've been many things in my life—hero of the Clan invasion, Champion of Solaris, Lord Governor of the Republic, husband, father—so why not a narrator? Call it the prerogative of a dying man. Actually, I don't much care what you call it. The fact is I've spent the last few months being the angel of death to the CCAF, almost singlehandedly stopping their invasion of the Republic. Today, one of them bought me a clock.

A piece of shrapnel the length of my arm has gone clean through me and into my command couch. It's sticking out of my chest a good twenty centimeters. It's pierced my harness and vest on the right side of my chest. I think it hit an artery, but don't know; I'm not a medic. What I do know is that I've coolant mixed with blood painting my chest in broad strokes. I'm freezing and burning up at the same time. I keep fading in and out, and each time I come back, the world is a little darker than before. The funny part is I keep thinking it should hurt more, but it doesn't, and I know that's a bad sign.

Now that that's out of the way, I guess I should start with how I got here. I was at the Copernicus Center in Geneva, Terra, getting my weekly treatment when Sandy—she's my nurse—walked in.

"Excuse me, Lord Governor," she said.

I've told her a hundred times to call me, Kai. "Yes," I answered, not looking up from my book.

"There's an RAF Colonel here to see you."

That got my attention. I'd been going to the Center every week for the last fourteen months, and I'd not had a single visitor. "Sure," I said warily. "Send him back."

The man who came into my room was in his forties, with thick black hair and the build of a rock climber. He saluted and introduced himself without preamble as Colonel Dixon.

I returned his salute. "What can I do for you Colonel?"

"I'm on Paladin Steiner-Davion's staff. I need you to come with me."

I set down my book. "What's this about?"

"I don't know sir."

"Victor and I have been friends since we were kids." I put some old-man frustration into my voice. "He knows he can call me. He doesn't need to send someone to summon me."

Colonel Dixon wisely didn't reply.

"Okay, fine," I said. "Sandy, get me unhooked from this contraption so I can go with the colonel."

Ten minutes later we were in a car on the way to Paladin central. Fifteen minutes after that, Colonel Dixon was doing an admirable job restraining me. I might be eighty, but I'm wiry.

"You're sorry?" I yelled at Victor. "My cousin killed my daughter, and 'I'm sorry' is all you've got?"

Victor held up his hands. "Kai, I understand. I know what it's like to lose someone special, you know I do, but this won't bring her back."

I pulled my hand free from Dixon and poked Victor in the chest. "This isn't about bringing her back. It's about so much more. It's about payback for the Liao soldiers that killed her while she was trying to help the innocents they tried to butcher. It's about Sun-Tzu getting what's coming to him, but mostly it's about making Melissa's death mean something."

"Kai, please try to calm down," Burton—Victor's son and my close friend—said as he tried to step between us.

"Stay out of this," I warned. Then wheeling back to Victor I said, "Tell me what you're going to do."

"We're at war with House Liao."

"Are you going to kill my cousin?" I waited for an answer but cut him off before he could respond. "Well, someone had best do it. On second thought, no, that's not good enough. Every single one of them deserves to die. Just like the Jaguars. Tell me you're going to kill them all, and I will sit down, shut up, and hear you out."

Victor leaned back against his mahogany desk, rubbed his eyes, and said, "We're drawing up battle plans—"

"Quit playing politician with me!" I yelled. "What do you know? Show me the comms and intel from the front."

Victor wouldn't meet my eyes. To the floor he said, "I can't do that, Kai."

"Why the hell not?" I pulled my other arm out of Dixon's grasp and shot a look over my shoulder that sent him scampering. "You're not actually going to make this about national security are you?"

Victor studied the floor.

"Because if that's all that's this is about, then I'll reenlist right now and you can put me on your staff."

"I can't."

I was panting with anger. I took a couple quick breaths and said, "Victor, I need to do this. Why won't you let me?"



He finally met my gaze. "Because you're sick, Kai, and if you do this your condition will kill you long before the Capellans get a chance."

This hit me like a punch in the face. He was right of course, but I couldn't hear it. I'd retired because running Prefecture V was actually killing me. This was different. I had to avenge Melissa's death, no matter the cost. I strode to the window. Street lights had just come on in the courtyard, highlighting a light snowfall. Winter had come to Geneva early. No one said anything. I don't know how long Burton was standing beside me before I noticed, but my anger had evolved from uncontrollable rage to cold seething. I took a deep breath and turned to face him. We were alone. I hadn't heard the others leave.

Burton said, "I couldn't believe it when Dad told me."

"Are you certain she's..."

Burton nodded. "Dad didn't want to tell you about Melissa. He was afraid that you'd want to be in the fight."

I gave him a *that's obvious* look.

"You have my word they'll face justice, but please let us handle it."

"Okay," I lied. I was already formulating my plan.

"Thank you," Burton said. "I'm having dinner with Dad and the rest of the family tonight. You're coming with me."

## 1859 HOURS

I must have blacked out again. Where was I? Oh, right: on Liao with the Fifth Hastati Sentinels. I was sitting in the officers' mess on *Wounding Pride*, an *Overlord*-class DropShip grounded a few hundred clicks west of Chang-an on Liao. Brevet Colonel Kano Higashi and his command staff clustered around, hanging on my words. They'd lost two COs in as many months and just had their asses handed to them by the Dynasty Guard. They didn't seem too keen on *Major* Higashi taking charge and had welcomed my surprise appearance and assumption of command.

"But how did you get *Yen-lo-wang* off Terra?" Higashi asked.

"That was the easiest part of the operation," I boasted. I knocked back the rest of my coffee, set my cup down, and let them in on the secret. "You don't get to be Lord Governor without having connections. There was a knight-errant on Terra who owed me a favor. Three days after I called him, my *Centurion* had been serviced and loaded in a cargo container. I called in another favor to get the manifest on the container changed to declare it was a shipment of luxury cars. *Yen-lo-wang* was underway that afternoon. I followed four days later, and we caught up on New Canton.

"From there, all I had to do was time my arrival to coincide with military activity. Which would have been simple, except that there wasn't any. We'd been telling Stone for years that Sun-Tzu was going to make a grab for the former Confederation

worlds, but he didn't do anything. He might have saved us from the Blakists, but his Republic has made him impotent, and too many high-level officers are following in his footsteps."

"That's the truth," Higashi said. "DeSanto tried to get a larger force for this op, but the brass wouldn't budge. 'Mechs have become so scarce that people are afraid to risk them."

"I had similar problems on New Canton," I said. "The Sixth Principles were there, but the legate wouldn't release them to sortie against Liao for fear of leaving his world vulnerable. The Capellans are rolling through our front lines and the brass are too knock-kneed to do anything.

"I finally got here on a civilian transport that just happened to come in at the same time you did. Thankfully, the Capellans were so busy planning their defenses that they never even looked at the DropShip I was on."

"We're glad you're here, sir," Higashi said. Smiles and nods echoed through the room. "So what's the plan?"

I leaned in and let my voice carry a conspiratorial tone. "We're going to kill Capellans."

And we did.

We were outnumbered three to one and weren't going to win any stand-up fights, so I organized the Fifth into six skirmish groups and went strike-and-fade on the CCAF. Every time we engaged, I made sure that I was out in front leading my boys. I wanted to put into them the fear of an angry god—me. The first engagement, I dropped a *Men Shen* and gunned down its MechWarrior when he ejected.

I've been a soldier a long time, and I never succumbed to the bloodlust that some of my companions have suffered, until that battle. It was like I'd suddenly found my calling. Killing that MechWarrior put one tiny drop of blood on the scales to balance against Melissa's five liters.

And it felt good.

Not just good, it felt *great*. Some tiny bit of the hurt went away, and I realized just how much hurt I was carrying. After that battle, I knew that I was going to have to kill a lot of Capellans to make things right. I took out a *Raven* and a *Cataphract* in our second action. I'd definitely slowed down from my prime, but I could still dish it out. By the third sortie, the Capellans hesitated as soon as they saw me.

After six months on Liao, it was clear the thrice-damned RAF still wasn't going to commit the troops I needed. When word reached me that the CCAF had launched a second wave and was hitting new targets, I took it as a sign that it was time for the Fifth to go somewhere where they could do more good. Well, that's what I told everyone at the briefing. In reality, I'd become frustrated with the campaign. The CCAF learned their lesson and stopped presenting me with useful targets. I hadn't killed a Capellan in two months, and it was consuming me. Go ahead. Judge me for it. I don't care. I'm not going to suddenly become an apologist.



I cleaned up Warrior House Tsang Xiao on Gan Singh, then Paget's Dragoons on Styk. The Seventh CRC didn't stand a chance on Shensi. Revenge was good, but no matter how many Capellans I killed, it wasn't enough. I kept the holo-vid frame that Melissa gave me in the cockpit. Every time I killed a Capellan, I gave her a smile and she smiled back at me. Funny, now I'm using it to record my...

## 1911 HOURS

...last words. Burton caught up with me on New Aragon. Of course, he tried to convince me to stand down, but he wound up joining my cause instead. Having him along was like old times until we got to Wei. He died saving my life.

## 1919 HOURS

That was a bad one. Think I was out for eight minutes. I definitely feel worse.

You're probably asking, "How can I be so accepting of my death?"

Well, Victor, the truth is I can't. I had quite the rage fest. Cursed everything under the sun, starting with Sun-Tzu Liao for creating this whole mess, and ending with Burton, who had the nerve to go and get killed on my watch—and while he was trying to save my worthless life too. He wasn't even fifty.

"Victor, I'm sorry." Yeah, I think it's worse to be the one saying it than the one hearing it. You were right again, old friend.

I got all of that out of my system before I turned on the recorder, so I'll just say that it happened. It wasn't pretty, but I don't have time to dwell on it. I have so much I want to say and so little time to do it.

A month after Burton died, I took the war to the Confederation. We met at Bedlam's Barrow on Sakhalin, a wintry expanse of tundra bordering the Skule Sea and home to seventy times as many genetically engineered caribou as hardscrabble miners. Most of the region is rocky, rolling hills dotted with bristly alders, giving the landscape the appearance of mint leaves in white chocolate chip ice cream.

Something distorted my sensor readings, but the Red Lancers weren't hiding and the Death Commandos had to be nearby. They killed my daughter and your son and I was going to have enough revenge for both of us. We'd engaged the Lancer's pickets and now had them on the run.

According to my topo map, the fleeing Lancers had made a wrong turn and were sprinting towards a dead end. They were moving east descending into a fjord instead of where I thought they wanted to be, a canyon three clicks further south. The fjord's steep cliffs would corral them, and unless they had a blue water transport waiting, we'd cut them to pieces as they tried to escape through the water. To the north an upslope led about

a kilometer to a low mesa. The approach had a smattering of 'Mech-sized boulders.

I stopped about two hundred meters from the entrance to the fjord and toggled my private channel to Higashi.

"Get some force recon up that hill," I said.

"Roger. I was just thinking the same thing. Looks like a good place for an ambush."

"Agreed."

As the scout lance made its way towards the boulders, I pondered where I would have put the ambush. The plateau was the only significant positive terrain feature within ten kilometers. I'd have preferred aerial surveillance, but the Red Lancers' aerospace fighters still ruled the sky. We'd know soon enough. The last of the pursuit force entered the fjord as the scout lance reached the mesa, and everything went to hell.

They were both traps.

The walls of the fjord exploded in a thunderous roar. The manmade landslide sent tons of rock, earth, and trees cascading down the steep slopes. It devoured my pursuit group—two lances of 'Mechs gone in an instant. To my left a full company of Death Commandos—complete with mobile HQ—emerged from hiding in the boulder field.

I'd been mad before; now I was beyond livid. I'd just been victimized by same tactic I used to thwart the Falcons decades ago on Twycross. This was more than just a trap: it was a personal message to me in a language I understood all too well. The trap sucker-punched my impulse control and it went down hard. Uncontrollable rage welled up in its place.

"Rally to me!" I yelled on the company's command channel.

I goosed the throttle and *Yen-lo-wang* leapt forward, but my scout lance didn't stand a chance. They were cut down before we got halfway there. That left me with just my reinforced command lance against a company—Higashi's *Prefect*, Russet's *Osprey*, plus an *Eisenfaust* and *Thunder Fox*. I can't remember those MechWarriors' names.

I keyed the open channel. "I am Kai Allard-Liao. I am the angel of death, and I've come for you today."

What? When I get angry, I get theatrical.

"The great Kai Allard-Liao isn't so great." I could hear smugness in the voice that invaded my cockpit on the open frequency.

That must have been a prearranged cue because as soon as he finished speaking, two lances of Red Lancers emerged from the boulder field and moved to intercept the rest of my command lance.

Keeping *Yen-lo-wang* closing distance, I said, "Twenty 'Mechs against five. Are you sure you have enough?"

"Plenty for what I need," the voice replied.

"Who are you?"

"Your executioner, *Jiang-jun Zhen-Nei*."

"Commander of the Death Commandos," I said. "I was hoping to make your acquaintance posthumously."



"Kai, wait!" Higashi said on our private frequency. "Don't fall for it. They're baiting you. We can't match these odds. We need to bug out."

"Do what you have to," I replied as I dropped my reticle on the head of a Red Lancer *Shockwave*. Even for me, six hundred meters—particularly with a quickly moving target—was a difficult shot, but I had righteous vengeance on my side. The reticle pulsed gold. I squeezed my secondary trigger, and *Yen-lo-wang* accelerated a nickel-ferrous slug to hypersonic velocity. An instant later, the *Shockwave's* head exploded. It took two halting steps and pitched over onto its right side, sending up a shower of dirt and snow as it hit and clearing a path through the Red Lancer lines.

I keyed the open channel, "Today's the day you die."

"Kai!" Higashi yelled. "Wait!"

I switched off the command frequency and pushed *Yen-lo-wang* into a loping run towards the protection of a boulder. Fire blossomed to my right as the Death Commando 'Mechs unloaded.

A *Penthesilea* scored a hit with its ER PPC carving a deep furrow across *Yen-lo-wang's* right torso but failed to pierce his armor.

"You can't dodge them all," Zhen-Nei taunted.

He sprinted his *Eyleuka* counterclockwise, keeping his command company between us and taking potshots whenever he could. That was fine with me. I was planning to kill all of them and I didn't much care for the order. I reversed direction short of the hill, evading an alpha strike from a *Tian-zong* that had led his shots on the fatal assumption that I was going to shelter behind the rocks. My answering volley, another Gauss rifle shot and brace of ER medium lasers, all struck the *Tian-zong's* left arm. The Gauss slug shattered armor at the shoulder. The first medium laser burrowed through most of the protection, and the second pierced the Gauss rifle's shielding. The MechWarrior's auto-eject system saved his life. He rocketed to safety as the resulting Gauss explosion gutted the 'Mech's torso. The *Tian-zong's* reactor went critical, exploding with the light of a miniature sun. The 'Mech's lancemate, a *Shen Yi*, was following too close and was knocked over by the blast.

Moving counterclockwise around the Death Commando formation, I sent a flight of twenty LRMs screaming across the battlefield to pepper the *Penthesilea* as it moved to intercept me. As I closed range, volley fire from six 'Mechs punished *Yen-lo-wang's* armor, but far more missed than struck. My damage display resembled a yellow patchwork quilt, but for each of the few hits the Death Commandos landed, I scored kills. A Gauss and LRM volley legged the *Shen Yi*. Medium lasers softened the center torso of an *Agrotera*, and I finished it off with a charge.

I scored six kills before running out of ammo and then kicked and punched my way towards Zhen-Nei.

My lancemates squared off against two-to-one odds to keep the Red Lancers occupied. Russet and the *Thunder Fox*

MechWarrior—whose name I still can't remember—both went down fighting to buy me a few extra minutes to kill Zhen-Nei. Leaving a trail of nine broken Death Commando 'Mechs in my wake, I finally cornered Zhen-Nei. His opening volley punched through the last of the armor on my right arm and slagged my Gauss rifle. Fortunately, I had discharged the capacitors when I ran out of ammo. I responded with a pair of laser shots that scoured armor from the *Eyleuka's* left hip.

One of the surviving Death Commandos, a *Shockwave*, walked a line of autocannon shells up *Yen-lo-wang's* right arm. Warning lights indicated internal damage, but all his actuators still showed green. The consummate coward, Zhen-Nei backpedaled while rapidly cycling his lasers, but more shots missed than hit. I charged. A couple seconds more and I'd be in range.

I raised my fist... and the world went black.

## 1921 HOURS

I woke up here, pinned to my command couch, bleeding out, surrounded by frosted trees and tundra. *Yen-lo-wang* is prone on his right side, his cockpit viewscreen is shattered, and I'll be dead long before anyone realizes that I didn't die instantly when Zhen-Nei's desperate missile volley caught him in the head.

I'm almost blind from tunnel vision, and I'm very cold. This is a good place to die. I imagine it looks like this: the gently rolling hills are dotted with boulders and green trees frosted white from recent snow. *Yen-lo-wang's* armor is charred, pitted, and melted. His internal structure shows through in many locations. Smoke escapes from multiple wounds. His left hand is outstretched as if to grasp and crush the enemy. Nearby lay the remains of an RAF *Osprey* and *Thunder Fox*. The ground around us is littered with the corpses of Death Commando 'Mechs. A *Ti T'sang* with smoke billowing from its torso has collapsed onto the back of a mobile HQ. In the distance my two surviving lancemates are being driven away and Zhen-Nei's *Eyleuka's* is on its way back to make sure I'm dead.

Victor, I've spent the last two years consumed by bloodlust. More than consumed, actually—I've enjoyed it, but now I understand. I told you that the only thing I still had faith in was me, but I lost that when I killed the defenseless *Men Shen* MechWarrior. Unfortunately I couldn't see it at the time.

If you are somehow able to recover *Yen-lo-wang*, please see him safely into Danai Centrella-Liao's hands. I think she'll understand why I'm bequeathing her my *Centurion*, but in case she needs a reminder, ask Danai to think of her cousin Melissa for a moment whenever she climbs into the cockpit. Ask her to remember what my daughter died for and to use that 'Mech to protect people like Melissa. That will give her death far more meaning than any number of dead Capellans.







# INTRODUCTION

## MEMORANDUM

To: Hauptmann-General Nicole Kraus  
Kommandant, Nagelring Academy

Hauptmann-General Kraus:

As promised, I have attached my course material for the third-year cadets' first semester of 3146. With the threats currently facing the Lyran Commonwealth, we must act with all due haste to prepare our soldiers for the challenges they will face on the battlefield. These cadets have already studied Alexander, Hannibal, Napoleon, Patton, McKenna, Kerensky, Steiner-Davion, and Stone. Traditionally, this semester focuses on deconstructing historic engagements that are regional in scope, with an emphasis on identifying and correcting the mistakes made on both sides. Cadets will be required to perform detailed analysis and cannot pass the course by simply quoting the latest holovids. The course culminates in a month of virtual tactical exercises and simulator battles with cadets divided into teams representing the principal antagonists. Previously, I have used the Eighth Battle for Hesperus II and other landmark engagements; however, given our current situation an empirical study of the so-called Wars of the Republic Era will be most beneficial. While countless battles have been fought since Gray Monday, we do not have reliably accurate information on these events. As we used to say back in my days with Loki, "Information is ammunition," and right now my cadets are down to one magazine.

The Republic wars are the most recent large-scale conflicts that meet the criteria for the cadets' learning objectives. The dreadful mistakes the Combine made antagonizing the Nova Cats and Ghost Bears, especially how House Kurita nearly drew the entire Draconis Combine and Rasalhague Dominion into war, are object lessons in how not to conduct covert operations. The farcical Siege of Victoria and ensuing blunders by the Federated Suns demonstrated countless failed opportunities. Allowing the Capellan Confederation an opportunity to execute a scorched-earth endgame is exactly the type of error we cannot afford against the Wolves and Falcons. We know how ruthless and calculating these two Clans are, and we dare not shoot ourselves in the foot when facing them. Finally, the inexcusable madness that led to the Massacre of Liao drove soldiers into an uncontrolled rage and created a meat grinder that killed thousands of combatants as vengeance overrode tactics. While our situation is indeed desperate, we cannot afford acts of desperation on the battlefield, and more than any other battle the cadets will review this coming semester, the Massacre of Liao demonstrates why.

These are the lessons that our students must learn and immediately put into battlefield practice if we are to have any hope against the Clans. Accordingly, I will be running things differently this semester. Instead of a lengthy preparation and a final project, the cadets will dissect one of these battles every three weeks and spend the following two weeks in simulated combat. By summer, all three engagements will be covered. I only wish I could do more to prepare them.

I look forward to hearing your thoughts on this matter.

Respectfully,

Hauptmann-Kommandant Wilhelm Steiner-Cross  
Department Chair of Military History, Tactics, and Strategy  
Nagelring Academy, Tharkad  
15 December 3145

## HOW TO USE THIS BOOK

*Historical: Wars of the Republic Era* delves into the three major conflicts that occurred in the *BattleTech* universe during the years of relative peace between the end of the Jihad and Gray Monday, and it provides players and gamemasters with information to create *BattleTech* and *A Time of War* scenarios during this era. It begins with a summary of important events in the Dark Age era (3085 through 3145) and then covers the major conflicts in detail. Each section includes an overview of notable participants, including major personalities and military units.

The Second Combine-Dominion War (3099–3101) began when elements within the Draconis Combine provoked their Nova Cat "allies" into clashing with the Ghost Bears in order to legitimize asserting more control over the Nova Cats. The conflict quickly grew out of control, nearly leading to unrestricted war between House Kurita and the Rasalhague Dominion.

The Federated Suns invasion of multiple rimward worlds in the Capellan Confederation rapidly grew, drawing the Magistracy of Canopus, the Duchy of Andurien, and the Oriente Protectorate into the action. Historians would later call this the Victoria War (3103–3104), and today they still despair over the conflict's missteps.

Beginning with the Night of Screams in 3111, the Capellan Confederation once again battled the Republic of the Sphere over the disposition of worlds lost to the Word of Blake during the Jihad. Both realms flexed their military muscles, and full-scale warfare reigned until 3113.

Following detailed coverage of each conflict, the Rules Annex section provides comprehensive rules for each confrontation. Also included are major personalities and statistics, Random Assignment Tables, and Record Sheets for units first appearing during these tumultuous times.







# THE REPUBLIC ERA: A RETROSPECTIVE

The Inner Sphere has seen more profound changes in the past 120 years than at any other time since the Age of War. All Nagelring cadets are to familiarize themselves with the major events of this epoch, which begins with the start of the Fourth Succession War in 3028 and concludes with the Twilight of the Titans in 3145.

*Volume II: The Republic Era: A Retrospective* covers the latter half of the era beginning with the founding of the Republic of the Sphere. Successful completion of all coursework in this module and a satisfactory exam score are the minimum requirements for passing Military History 101.

The Republic of the Sphere united the worlds sundered by the Word of Blake Jihad under a new banner with new ideas. Devlin Stone believed that lasting peace was within reach, and like Ian Cameron in 2556, he was willing to achieve it by any means. Reclaiming the Kittery Prefecture worlds wooed the Federated Suns. Favored trade status enticed the Lyrans. Stone bought the Draconis Combine by letting them recover 'Mech assets loaned to his Allied Coalition during the Jihad. With the sundered Free Worlds League incapable of effectively challenging Stone, House Liao was the sole dissenter. It took him almost five years to wear down Sun-Tzu Liao, but on 1 May 3085, after the signing of the Treaty of Tikonov, the Republic was born.

## RESETTLEMENT BLUES

The early years of the Republic were dominated by reconstruction. Inspired by an ancient Terran nation's struggle with civil rights issues, Stone introduced desegregation to the Republic. People from diverse ethnic backgrounds were relocated (by force when necessary) to form new heterogeneous communities, often light years from their original homes. Stone wanted to eliminate prejudice, racism, and bigotry and foster the development of community rooted in Republic citizenship instead of ethnic heritage. The Resettlement Act was Stone's most controversial decree, and by 3087 emerging political parties were basing their platform upon its repeal. When the act came up for renewal in 3092, the citizens were beyond disgruntled. Riots broke out on more than a dozen worlds, and Senator Melissa Allard-Liao organized a protest rally in Geneva. Anti-resettlement sentiment grew until 3095, when Stone capitulated and discontinued RAF enforcement, making resettlement truly voluntary.

## 'MECHS INTO PLOWSHARES

Another hallmark of the early Republic was Stone's Military Materiel Redemption Program. The MMRP offered prospective citizens a shortcut. Instead of serving the Republic for five years, a person could become a citizen by surrendering a privately

owned BattleMech to the state. Citizenship granted additional rights beyond residency, such as the right to vote.

Stone expended considerable energy campaigning for arms reductions, and within a year after the founding of the Republic, both the Federated Suns and Draconis Combine were reducing their standing armies. In fairness, this was partially due to the lack of replacement materiel, as several Inner Sphere corporations closed military factories or folded altogether in the waning years of the thirty-first century. Even Stone's most optimistic contemporaries lamented that the MMRP was doomed to fail. That the program not only survived but also altered of the Inner Sphere by the turn of the century is a testament to Stone's charismatic determination.

## DISCUSSION: SHOULD A GOVERNMENT DISARM ITS CITIZENS?

## MEMORIES OF 2687

In early 3089, Black Dragon dissidents attempted to dethrone Hohiro Kurita by drawing the Draconis Combine into a war with the Republic. Elements of the Second Benjamin Regulars and First Genyosha began raiding across the borders of Prefectures I and III. The Regulars grounded on Vega on 6 April where they bloodied the First Triarii Protectors. The Genyosha hit the Second Principes Guards on Proserpina. Although Benjamin had flexed its muscle against the Federated Suns and Lyran Commonwealth recently, the Black Dragon attacks on the Republic deliberately violated the Ares Conventions by selecting non-military targets. Although the raids did not inflict significant damage, they were clearly intended to lure the RAF into *Tai-shu* Randy Olson's expanded Benjamin District. The skirmishes continued until 3093 when a joint DCMS and RAF task force exterminated the Black Dragon MechWarriors.

## CULLING THE HERD

When Swimmer Khanate's Beta Aimag came to Feltre in 3097, Star Colonel Jess Calvert, having recently gained command of Clan Wolf's Seventh Battle Cluster, believed she had a lot to prove. Instead of bargaining with the Diamond Sharks for needed supplies, the Wolf commander challenged the Diamond Sharks to a Trial of Possession for the entire Aimag. The Wolves lost and the Diamond Sharks levied a two hundred percent price hike against Clan Wolf.

In response to this debacle, Khan Ivan Kerensky issued a Trial of Reaving against Star Colonel Jess Calvert and all the Bloodnamed Wolves under her command who died fighting the Diamond Sharks. The Bloodnames under trial included Amirault, Ghiberti, Koga, and Winson, and drew warriors from the Jade Falcons, Hells Horses, Diamond Sharks, and Ghost Bears. Ghiberti

and Koga were successfully reaved. In the aftermath, the Inner Sphere Clans adopted a revised version of the rules of reaving known as the Kittredge Compromise. Among other changes, the rules prevented using Trials of Reaving to settle grievances. Similarly to how the Ares Conventions unintentionally led to centuries of low-grade warfare, the Kittredge Compromise facilitated the very thing it was meant to avoid and led to the Great Reaving. During the next decade underperforming Bloodnames in all the Inner Sphere Clans faced trials, with most suffering some losses while a few were annihilated.

## BEAR AND DRAGON

Instigated by Black Dragon extremists, the first major conflict of the thirty-second century began in September 3098 when the Ghost Bears killed Nova Cat Khan Santin West on Alshain. The Second Combine-Dominion War quickly escalated from a regional skirmish until it threatened to draw both realms into a full-fledged war.

The Nova Cats pledged Clan equipment to the Draconis Combine and acquired their support a month after Khan West's death. By November, both belligerents had massed troops on the border, and major combat operations were underway. Fighting continued until 3092, when negotiations between the Draconis Combine and Ghost Bear Dominion refocused the Combine's attention on the real threat, the Black Dragon Society.

## CAPELLAN RUMBLINGS

Most nations had favorable terms with the Republic during the early years, but the Capellans continually groused about their lost worlds. The Republic took ownership of reconstruction, but many Capellans felt that House Liao should look after its own. A sense of entitlement grew among the Capellans. Shortly after the turn of the century, these grievances were given form as the Reunification Movement.

Although the Resettlement Act had strained relations between Devlin Stone and Melissa Allard-Liao, she campaigned against the Reunification Movement. Lauded within the Republic, her message was decried in the Confederation as the pontificating of an elder stateswoman. Over the next decade relations between the Confederation and the Republic continued to deteriorate, but before the CCAF and RAF crossed swords, the CCAF would weather an assault from the Federated Suns.

Duchess Amanda Hasek marched on Victoria shortly after coming to power on New Syrtis. The goal was twofold: capture Victoria and its valuable factories and impress the First Prince. Although the conflict lasted less than two years, by the end, three additional realms had become embroiled in the fighting. The Federated Suns ultimately gained three worlds and lost nine, but the greater injury of failing to learn from a series of humiliating mistakes would resurface in the 3140s.

***DISCUSSION: BOTH THE SECOND COMBINE-DOMINION WAR AND THE VICTORIA WAR HAD FAR-REACHING CONSEQUENCES. WHICH WAS MORE SIGNIFICANT?***

## EMERGENCY POWERS

Growing resentment in the Capellan Confederation fostered concerns in the Republic. Prior to the Victoria War, the Republic had fortified its border garrisons. While the Capellans were distracted by the Victoria War, Stone ordered Project Aardwolf. It called for the creation of ten special-forces regiments designed to fight independently and without support from the RAF line brigades for up to two years. Two regiments were created during the summer of 3104 with their initial forces drawn from the Republic's signature brigades. The project called for the formation of an additional two regiments per year until the Aardwolf Division was at full strength. When the Victoria War wound down in 3105, the Senate withdrew funding from the project, and no further Aardwolf regiments were formed. In 3107, under the direction of Paladin Alys Rousset-Marik, Project Taipan disbanded the 'Mech elements of the Aardwolf Division and reorganized the infantry, battle armor, and vehicular assets into the Republic Special Scouts.

Following the launch of Project Taipan, Stone and Lear began drafting what would ultimately become the Fortress Republic protocol. A combination of several black book projects including the Clarion Project together with several open projects, Fortress Republic was designed to prevent the conquest of the Republic at all costs. Stone and Lear feared the Senate would undermine the protocol. Although the War Powers Act of 3082 gave the Exarch some of the authority he would need to enact Fortress Republic, many of its more martial aspects required Senate approval. Stone drafted an amendment to the War Powers Act and introduced it during the Senate's 3107 session. Although many prominent senators spoke out against the amendment, the Emergency Powers and Crisis Management bill passed.

## LIAO

On 11 October 3111, Capellan forces aboard a disguised *Overlord* DropShip grounded at the Chang-an spaceport. Shortly after sunset, CCAF 'Mechs slaughtered the planetary militia and turned their guns on civilian targets. The incident became known as the Massacre of Liao and marked the beginning of the Capellan Crusades. The conflict raged for two years and cost the lives of many prominent figures including Kai Allard-Liao, Melissa Allard-Liao, Sun-Tzu Liao, and Burton Davion. The Crusades were fraught with missteps and blunders on both sides, and the war raised serious concerns over the RAF's lack of combat acumen.



## TWENTY YEARS LATER

The second and third decades of the thirty-second century passed with a whisper. As has been the norm throughout human history, most factions skirmished with their neighbors, leaders passed away, and new leaders rose up to take their places. It was during these two decades of relative peace that an inventive conspiracy arose. A cabal of senators—dissatisfied with Stone's vision—began actively sponsoring up-and-coming cadets with the goal of eventually filling key military positions with like-minded ideologues. The plan saw limited success prior to the Senate Uprising of the 3130s.

## A NEW DARK AGE

Devlin Stone shocked the Republic with the announcement of his retirement in the summer of 3130. He appointed Damien Redburn as his successor and quickly disappeared. However, as if he were channeling Aleksandr Kerensky, Stone promised to return if needed.

The event became a heyday for conspiracy theorists. Stone's sudden withdrawal was attributed to a variety of theories: a coup d'état by Redburn, a sudden affliction with a terminal illness, terrorism by Word of Blake sleeper cells, and so on. Various and sundry explanations graced the pages of tabloids for nearly a year. When Gray Monday wiped out eighty percent of the HPG communications network exactly two years after Stone's disappearance, the conspiracy theorists heralded it as proof of their beliefs. A week after Gray Monday many conspiracy theorists were painting Stone as the ultimate Blakist double agent, citing his failure to restore HPG communications as proof of his duplicity and Blakist agenda.

The failure of the HPG network reintroduced problems not faced since the twenty-seventh century. Communication times grew exponentially, and with the lack of information, paranoia and discord found ready audiences. The Dark Age long prophesized by Jerome Blake had come at last.

### *DISCUSSION: WHAT COULD THE ORGANIZATION RESPONSIBLE FOR GRAY MONDAY HAVE HOPED TO GAIN BY ITS ACTIONS?*

## OPENING SALVOS

Small-scale conflicts erupted in the early 3130s. Old scores were settled, perceived threats were neutralized, and those in positions of power either feared their loss of position or took steps to prevent it. While the minor players were busy making names and reputations, the major powers were preparing for the inevitable. The House Lords had paid lip service to Stone's disarmament program, adhering to the letter of the treaty while subverting it in every conceivable way. The early 3130s saw rapid remilitarization, remobilization of mothballed assets,

retooling of factories, and rapidly increased production. In the first year after Gray Monday, combat was dominated by paramilitary forces augmented with a handful of true military units, but by 3134, traditional military forces were once again in vogue, and the slapdash units were rapidly disappearing.

The failure of the communications network caused significant economic repercussions as well. The C-Bill, the centuries-old, international standard currency, experienced runaway devaluation, and many corporations that depended on it faced insolvency. The Emergency Powers Act gave the Exarch the right to freeze prices and suspend foreclosures, but he declined to employ either option. Bankruptcy filings came at such an alarming rate that the Senate tried to amend the bankruptcy protection laws, but the bill failed to pass and economic chaos continued.

As 3134 drew to a close, a group of rogue senators attempted to grab power from the Exarch. The conflict escalated to open fighting when Exarch Levin, using authority granted by the amended War Powers Act, dissolved the Senate. The rogue forces retaliated with a direct assault on Terra but failed to defeat the loyalists. The Senate continued fighting the Exarch until Fortress Republic went live in 3135. Afterwards, the conspirators carved out a small group of worlds styled as the Senate Alliance. They quarreled with the Republic Remnant until 3142 when their holdings were annexed by the Free Worlds League and became the Augustine Alliance.

## MULTA AB UNO

As internecine politics threatened to destroy the Republic from within, its neighbors eagerly devoured under-defended worlds. The Capellan Confederation invaded in earnest in March 3134 and conquered many systems as if they were undefended. The Steel Wolves raided Terra in 3134 proving that humanity's cradle was no longer the impregnable fortress it had been during the Jihad. The Draconis Combine began reacquiring worlds in 3135, and the Lyran Commonwealth followed suit soon after. By late 3135, every Republic prefecture had suffered predations.

In addition to various campaigns against the Republic, the Great Houses and the Clans fought each other as bitter rivalries reignited. Clever brinksmanship and brilliant military action would position some factions for previously unattainable gains in the coming years.

## FORTRESS REPUBLIC

Losing the war on all fronts, Exarch Levin gave the order to execute the Fortress Republic protocol on 1 October 3135. A doomsday scenario, Fortress Republic was meant to ensure the survival of the Republic at all costs. Originally intended to encompass the entire Republic, it was never fully developed. An area slightly larger than Prefecture X was demarked as the Republic Territories. Warnings were sent to all major powers that any attempt to cross the border would be met with deadly force.



The announcement was greeted with skepticism and scorn outside the Republic, but her enemies busied themselves with infighting and consolidation of holdings for the next fifteen months. On New Year's Day 3137, Theodore Kurita and the crew of his WarShip, the *Pride of Kurita*, tried to breach Fortress Republic's wall. When the WarShip was recovered it appeared to have suffered a calamitous misjump and a bewildering array of damage. Bulkheads, decks, and portions of the hull were riddled with pockmarks and melted into somewhat amorphous shapes, or in some cases, missing entirely. Most disturbingly, its cargo and crew had been subsumed by the ship.

The ghastly report of Theodore Kurita's death failed to dissuade further efforts to enter Republic space, but no one has yet survived the attempt.

### ***DISCUSSION: WHAT IS THE FORTRESS REPUBLIC "WALL?"***

## **EMPIRE OF WOLVES**

In early 3137, Clan Wolf abandoned its occupation zone in the coreward region of the Inner Sphere and relocated to the Free Worlds League/Lyran Commonwealth border. During the migration, the Wolves continued to assault Republic worlds in Prefectures I and IX to obfuscate their plans. When their abandoned worlds were discovered, the Ghost Bears, Jade Falcons, and Hell's Horses became embroiled in bitter conflict over the vacated territory.

A year after beginning the migration, Clan Wolf began the second phase of its daring strategy. Allied with the Lyran Commonwealth, the Wolves invaded the Marik-Stewart Commonwealth. Four months later they conquered Stewart and killed Captain-General Anson Marik; the Commonwealth fell shortly thereafter. The Wolves continued their aggressive advances with a ferocity not seen since the Clan invasion nearly a century earlier. However, relations with their newfound allies were already strained. House Steiner continually mistreated the Wolf civilian castes and repeatedly put the Wolf forces at the vanguard of assaults with poor support from the LCAF.

By the time the Wolf forces jumped to Atrius in May of 3140, their tolerance was spent. Instead of continuing their assault, they offered the Free Worlds League a ceasefire. The League accepted and, within a month the Wolves were assaulting Lyran targets instead. Archon Melissa Steiner proved ill-equipped to stop the Wolf invasion, and in March 3141 a coup removed her and placed Duke Vedet Brewer of Hesperus II on the throne.

## **FALL FROM GRACE**

Archon Brewer pulled forces from the Jade Falcon border to reinforce defenses against the newly proclaimed Wolf Empire. This grave strategic error gave the Falcons all the incentive

they needed to attack. Within six months of taking the throne, the Archon was losing a war on two fronts. In July 3143 both the Wolves and Falcons invaded Tharkad, and the Lyran Commonwealth looked ready to fold.

On the other side of the Inner Sphere, the Draconis Combine was being consumed by civil war. Following Vincent Kurita's assassination in 3137, Yori Kurita assumed the throne as a figurehead controlled by Warlord Matsuhari Toranaga. In 3141 Duke Corwin Sandoval launched a series of raids against the Combine to reclaim Draconis March worlds recently lost to the Dragon. The Nova Cats took advantage of this distraction to begin their campaign to install Vincent's rightful heir Emi Kurita as Coordinator. Katana Tormark joined in the fight as an ally to the Nova Cats. Two years of fierce fighting followed. The Nova Cats were defeated in January 3143; Tormark's forces fell two months later. With the Nova Cats annihilated and the civil war finally at an end, the Combine turned its attention to the Federated Suns.

The invasion began in March 3144 and carved a path straight towards New Avalon, killing First Prince Caleb Davion in the process. With Julian Davion engaging the Jade Falcons near the Lyran border, command passed to Erik Sandoval-Groell, who acted as regent until Julian could return home.

In November of 3144, the Capellan Confederation also invaded the Federated Suns, pushing hard towards New Syrtis. They conquered it by mid-February 3145. Daoshen Liao personally oversaw the trial and execution of Amanda Hasek.

## **TWILIGHT OF THE TITANS**

As 3145 drew to a close, Stone's grand experiment had failed. The titans—once near-immutable—now faced almost certain annihilation. House Steiner and House Davion were both losing wars on two fronts, and nearly every Republic world outside the Fortress had fallen. For the first time since the beginning of the Clan invasion, the Free Worlds League had suffered losses to the invaders.

The balance of power in the Inner Sphere has been altered to a degree not seen since the formation of the Federated Commonwealth. The Capellan Confederation, Draconis Combine, Rasalhague Dominion, Clan Jade Falcon, and Clan Wolf now hold the fate of the Inner Sphere.

The past 120 years have seen the rise and fall of the Federated Commonwealth, the Fourth Succession War, the return of the Star League Defense Force, the rebirth and death of the Star League, the Word of Blake Jihad, and now, the fall of the Republic. Poised on a precipice, the Inner Sphere holds its breath and nervously awaits the next hundred years.

### ***DISCUSSION: HOW WILL THE EMBATTLED REALMS WEATHER THE COMING YEAR?***



# THE REPUBLIC ERA: TIMELINE 3085-3145

## 3085

[1 May] Signing of the Tikonov Treaty ends Capellan resistance to the Republic.

## 3088

[18 Jun] Knights of the Republic founded.

## 3089

[6 Apr] The first hidden war between the Republic and the Draconis Combine begins.

## 3090

[4 Nov] Clan Snow Raven completes Mackennopolis on Alpheratz and makes it the new capital of the Raven Alliance.

## 3091

[12 Jul] The Republic shuts down IrTech's 'Mech factory on Irian as a demonstration of its commitment to disarmament.

## 3092

[Aug] Resettlement riots break out on several former Capellan worlds. Senator Melissa Allard-Liao organizes a protest rally in Geneva.

## 3094

[Nov] Clan Diamond Shark begins the first of several sweeping reforms which will eventually lead to their rebranding as Clan Sea Fox.

## 3095

[14 May] The Republic stops using the RAF to force compliance with resettlement. Relocation becomes voluntary.

## 3097

[Jul-Dec] Following a disastrous Trial of Possession by Clan Wolf, the Great Reavings sweep through the Inner Sphere Clans.

## 3098

[14 Sep] The Second Combine-Dominion War begins.

## 3100

[22 Jan] Archon Adam Steiner makes exterminating the Brotherhood of Cincinnatus his top priority.

[2 Aug] Clan Diamond Shark completes its metamorphosis and emerges as Clan Sea Fox.

## 3101

[10 Jan] The Second Combine-Dominion War ends.

[Jun-Aug] The Reunification Movement begins as a grassroots campaign to peacefully liberate former Capellan worlds from the Republic.

## 3103

[16 Feb] The Rasalhague Dominion blends civilian and military government and elects its first Prince, saKhan Ragnar Magnusson.

[7 Sep] The Victoria War begins with the Federated Suns invasion of the Capellan Confederation.

## 3104

[25 May] Adam Steiner's war against the Brotherhood of Cincinnatus concludes with an assault on the last Brotherhood stronghold.

[3 Jun] Stone greenlights Project Aardwolf, giving birth to the RAF's first special-forces regiments. Years later they are repurposed under Project Taipan.

[4 Jun] Hohiro Kurita dies. He is succeeded by his son Vincent.

## 3105

[7 Jan] The Victoria War ends.

[5 Oct] Snow Raven Khan Deidra McKenna becomes the political ruler of the Raven Alliance.

## 3110

[13 Nov] Nova Cat cadet Kev has his first vision quest, planting the seeds for the Spirit Cats.

## 3111

[14 Oct] The Massacre of Liao leaves thousands dead, including Melissa Allard-Liao. The Capellan Crusades begin.

## 3113

[8 Mar] Sun-Tzu Liao dies fighting the RAF on Liao.

[2 Jun] The Capellan Crusades end with the signing of the Sarna Armistice.

## 3122

[Sep-Nov] The Senate Alliance begins its covert attempt to reshape the Republic by sponsoring like-minded cadets at several academies.

**3126**

[28 Apr] Capellan agents begin stirring up trouble on Liao.

**3128**

[19 May] David Lear dies.

**3130**

[10 Aug] Devlin Stone shocks the Inner Sphere with the announcement of his sudden retirement. He appoints Damien Redburn as the next Exarch and then disappears.

**3132**

[7 Aug] Gray Monday. Hyperpulse generators begin failing throughout the Inner Sphere. Within a week fewer than twenty percent remain operational.

**3133**

[2 Jan] Draconis Combine forces test the Republic's defenses.  
 [10 May] Anastasia Kerensky kills Kal Radick and assumes command of the Steel Wolves.  
 [23 Sep] House Liao begins building up forces along the Republic border.

**3134**

[6 Mar] CCAF forces invade the Republic.  
 [Apr] The Steel Wolves raid Terra.  
 [14 Jun] Clan Jade Falcon begins its invasion of the Republic.  
 [26 Nov] Victor Steiner-Davion is murdered.  
 [19 Dec] Exarch Redburn discovers the Senate conspiracy.  
 [20 Dec] Jonah Levin succeeds Damien Redburn as Exarch.

**3135**

[8 Apr] Exarch Levin disbands the Senate.  
 [17 Apr] Senate forces clash with the RAF on Terra.  
 [Apr] The Draconis Combine invades the Republic.  
 [20 Jun] Warlord Mitsura Sakamoto's forces breach Phoenix Dome on Al Na'ir. Thirty million die.  
 [1 Oct] Levin enacts the Fortress Republic protocol.

**3136**

[Sep] Malvina Hazen challenges Khan Jana Pryde for control of Clan Jade Falcon, ultimately sparking a civil war.

**3137**

[1 Jan] Theodore Kurita dies trying to breach Fortress Republic.  
 [Jan] Clan Wolf secretly abandons its occupation zone and begins relocating to the Marik/Steiner border.  
 [15 May] Yori Kurita becomes Coordinator of the Draconis Combine. Rumors abound that she is a figurehead.

**3138**

[5 Jun] Clan Wolf forces kill Captain-General Anson Marik on Stewart. The Wolves soon control most of the Marik-Stewart Commonwealth.

**3139**

[3 Jul] Jessica Marik becomes Captain-General of the reborn Free Worlds League.

**3140**

[May] Weary from constant mistreatment by their "allies," the Wolves sign a peace treaty with the Free Worlds League and turn on the Lyran Commonwealth.

**3141**

[17 Mar] Melissa Steiner is deposed by military coup in favor of Duke Vedet Brewer.  
 [16 Jun] Clan Nova Cat starts a revolution to depose Yori Kurita and put the rightful heir, Emi Kurita, on the throne.

**3142**

[1 Jan] Clan Wolf declares formation of the Wolf Empire.  
 [Jun] Jade Falcons and Hell's Horses invade the Lyran Commonwealth.

**3143**

[6 Jan] The Nova Cats' revolution fails. They are virtually annihilated.  
 [2 Jul] Melissa Steiner deposes Vedet Brewer. Clan Wolf forces arrive at Tharkad.  
 [15 Jul] Jade Falcons invade Tharkad.  
 [17 Jul] Clan Wolf forces kill Melissa Steiner.  
 [24 Aug] Alaric Ward becomes khan of Clan Wolf and also claims the title of Archon Alaric Steiner.

**3144**

[14 Mar] The Draconis Combine invasion of the Federated Suns begins.  
 [25 Jun] Caleb Davion is killed in action on Palmyra. Julian Davion becomes First Prince.  
 [11 Nov] The Capellan Confederation invades the Federated Suns.

**3145**

[Jan] Clans Jade Falcon and Hell's Horses briefly capture Hesperus II.  
 [12 Jan] The Capellan Confederation assaults New Syrtis.  
 [31 Jan] Chancellor Daoshen Liao arrives on New Syrtis to personally oversee the trial and execution of Duchess Amanda Hasek.







# THE SECOND COMBINE-DOMINION WAR

The last decade of the thirty-first century echoed earlier decades: war seemed to fill newscasts across the Inner Sphere. One particular region believed likely to flare up into the short and brutal conflicts common in the 3090s was the long border region between the Draconis Combine and the Ghost Bear Dominion. What started as heated hostilities between the Ghost Bears and Nova Cats spread to include the Draconis Combine, and within a month the situation became hostile enough that many Republic military observers feared a full Ghost Bear push towards Luthien. Many historians have differing opinions on when the war began. Some feel it started with the Nova Cat raid on Halesowen in late 3096, while others note the death of Khan West in 3098 as the inciting moment.

The Second Combine-Dominion War would see the virtual destruction of the Nova Cat industrial base, which had nearly returned to its pre-Jihad production capabilities. The Nova Cat *touman* would be destroyed as an effective combat force due to the Ghost Bear assaults and the resurgent Black Dragons and conservative Combine elements attacking the Bears' sibkos and non-military assets.

The war ended much more clearly than it began. The conflict was halted by negotiations between the Combine and the ever-strengthening civilian government of the Dominion, as both sides saw an opportunity to destroy their mutual enemy: the Black Dragon Society. The brutality and swiftness in which both sides waged the war has made piecing together an accurate picture difficult, especially when involving the generally secretive Combine. This summary of the Second Combine-Dominion War will aid future historians and researchers in gaining a basic understanding of the events of 3099.

—Dr. Eli Hanover, Professor of Military History, University of Procyon, 3135.

## MATTERS OF HONOR

### THE POWDER ROOM

After the Jihad, relations between the Ghost Bear Dominion and the Draconis Combine grew strained. While the Ghost Bears had helped the Combine in its war against the Word of Blake, the loss of the majority of the Alshain Prefecture to the invading Clans still angered many older DCMS officers. Coordinator Hohiro Kurita prohibited any large-scale planetary invasions of the Dominion so as to not start an unwanted war. However, in order to keep a well-trained DCMS and remain diplomatic towards officers wanting war, Hohiro allowed for cross-border raiding. The monthly back and forth raids between

the Combine and the Dominion in the years leading up to the war contributed to a feeling on both sides that these border raids were a competition.

Driven deep underground, the Black Dragon Society would have a hand in the lead-up to and the duration of the war. The ISF, with the help of *Gunji-no-Kanrei* Kiyomori Minamoto, successfully rooted out the majority of Black Dragon loyalists from the DCMS soon after the end of the Word of Blake Jihad, ensuring the Pillar of Steel's loyalty to the Coordinator. The purges of the DCMS and highly public raids against Black Dragon safe houses across the Combine allowed smaller groups to go to ground, only to later cause chaos. In 3089, the Black Dragons attempted to once again destabilize the government on Luthien and remove Hohiro Kurita from the throne by attacking worlds that once belonged to the Combine inside the Republic of the Sphere.

This new Hidden War lasted until 3093 when a combined DCMS and RAF task force rooted out a significant Black Dragon stronghold on Shimonita. Kitsune Kurita led the strike, and while on Al Na'ir he was offered Republic citizenship and knighthood. Kitsune announced he would accept the offer only if his real father, Victor Steiner-Davion, would be the one to knight him. The announcement sent shockwaves through the remaining Black Dragon cells, as the dissident group favored Kitsune for the position of Coordinator. In the following weeks hundreds of Black Dragons committed *seppuku* in shame for backing such a "tainted" heir. The Black Dragons, along with most of the Combine, had thought Kitsune to be the son of Miyako Kurita and therefore the grandson of Isoroku Kurita. Many hoped this would be the end of the Black Dragon Society, but enough dissidents believed they could live with the shame and continue the fight.

In addition to the DCMS raiding Dominion border worlds, Clan Nova Cat took advantage of the Ghost Bears' distraction with the Combine's raiding. With much of their *touman* that survived the Jihad leaving to join the Republic of the Sphere, Khan Santin West used the raiding to help quickly blood new warriors and gain supplies to rebuild Irece Prefecture's industrial base. With no official relations between the Dominion and the Nova Cats, the *toumans* of both Clans became steadily more hostile toward each other.

In one notable Nova Cat raid on Halesowen in November of 3096, the Nova Cat Rangers turned the tide after taking serious losses from the Third Bear Guards. After pinning the two remaining Stars of Ghost Bear 'Mechs into a box canyon, Star Captain Eli Rosse of the Rangers refused *hegira* to the Ghost Bear forces in order to destroy and salvage the remains of the



Third's 'Mechs. This immediately set the tone for each side leading up to the Second Combine-Dominion War, with no quarter being given by either Clan.

The Ghost Bear Dominion had its own internal conflicts in the lead-up to the war with tensions between the civilian government and the warrior-led military. In the years directly following the Jihad, the Rasalhagian government pushed for military actions against its neighbors to "liberate" the Rasalhagian planets occupied by Clans Wolf and Hell's Horses. The Ghost Bears saw this as unviable because their *touman* was greatly diminished by the losses suffered from the Word of Blake and the gifting of four Clusters to the Republic of the Sphere.

The late 3080s and '90s saw a gradual reversal of these attitudes. The civilian government and the population as a whole agitated for change less frequently as the KungsArmé Galaxies took on a more important role in the Ghost Bear *touman*. The population of the Dominion increasingly felt as though it had direct influence on both domestic and military policies. This same increase in non-Clan military personnel allowed the highly aggressive Khan Aletha Kabrinski more freedom in using the Dominion's frontline Galaxies in offensive roles rather than relegating them to garrison duties.

## THE MATCH

After the refusal of *hegira* on Halesowen in 3096, full hostilities between the Nova Cats and the Dominion were inevitable. Seeing an opportunity to kill two birds with one stone, the remaining members of the Black Dragon Society began collecting information on Clan troop movements from both sides of the border. The possibility of a full war between the two Clans was highly desirable to the Black Dragons, as it could weaken both Clans enough that the Combine could retake star systems lost for nearly half a century. While their members were few and far between inside the Dominion's borders, the Ghost Bears' highly efficient and integrated HPG network allowed for an ease of communication not known inside the Combine. The Black Dragons would also receive intelligence gathering aid from elements of the ISF and sympathetic DCMS officers that had survived the purges.

The assistance of these officials proved to be invaluable to the Black Dragons. Since information on Ghost Bear positions and strengths came through known ISF officials, Khan West felt the information was coming directly from the Combine. Semi-official diplomatic channels based at the Combine embassy on Alshain fed Nova Cat movements and strengths to the Dominion military. Information was passed as quickly as the Black Dragons could gather it, but they waited patiently to release the most valuable information to each Clan. When the right moment arrived, the Black Dragons revealed the location of the Nova Cat khans to the Ghost Bears and vice versa.

The Black Dragons' efforts bore fruit when Khan West of the Nova Cats was inspecting his Clan's sibko facilities on Yamarovka. Seeing an opportunity to strike a devastating blow against the Cats, the Black Dragons leaked this intelligence to the Dominion, and the information quickly passed to Khan Kabrinski. Kabrinski ordered the Eighth Bear Cuirassiers across the border, with the Eighth making an orbital drop around the planet's primary Nova Cat enclave on 14 September 3098. Attempting to play both sides against the middle, "friendly" ISF agents had informed Khan West of a potential Ghost Bear assault during his visit, which allowed him to prepare his forces.

Ordered to destroy all Nova Cat forces and ensure Khan West didn't leave the planet alive, the commander of the Eighth, Star Colonel Maya DelVillar, did not attempt to bid forces. Instead, the Cluster raced from its drop zone towards the Nova Cat enclave in the center of the small city of Chita. After fully surrounding the enclave and Khan West's Star of Elementals, the Ghost Bear forces were attacked from behind by hidden, powered-down forces of the Cat's Eye Cluster and the Nekoryu Keshik Supernova. The battle raged for nearly two hours before two Stars from the Eighth Cuirassiers broke through the enclave's fortress-like walls and killed Khan West. Expecting the Bears to surrender immediately, Khan West had initially deployed all of his forces outside to surround the Bears, never expecting them to fight as they did.

## HONORED GUESTS

*[A somber looking newsroom is shown with two male anchors sitting behind a teak desk. Behind them is a blood-red background with a black and stylized Asian dragon that slowly moves across it. The bottom of the frame shows the news ticker for Irece Prefecture News. One of the anchors nods briskly at the camera and begins to speak.]*

"We now move from Luthien to news from the Occupation Zone front and our news agent, Kiri Mosuki. With continuing assaults on Combine worlds across Irece Prefecture, IPN has agreed with the latest proclamation by the Coordinator for all citizens of the Prefecture to learn more of the enemy that threatens us all."

*[The image changes to show a smartly dressed woman bowing towards the camera along with a well-dressed man in a conservative Combine suit standing next to her, looking slightly uncomfortable in his clothes. They are standing outdoors near what is obviously a bright day on Irece, its bright yellow-white sun making the sky a pale blue. A cluster of buildings nearby is topped with the Clan Nova Cat insignia.]*

"*Domo arigato gozaimasu* Horito-san. I stand here with the new khan of Clan Nova Cat, Ajax Drummond. Khan Drummond, let me ask you a question that is on the lips of many citizens of the Combine: With the threat of Ghost Bear attacks on your enclaves, how are you limiting the damage done to innocent lives endangered by your presence?"

*[Ajax Drummond raises an eyebrow at the question, pausing before answering.]*

"It is the position of the Nova Cats to think of ourselves as honored guests in the home of the Dragon. As such, we honor our hosts by dealing with our issues outside of the Combine's cities and away from your innocents homes. However, we do feel a certain... guilt that our misguided brethren may not honor this arrangement."

*—Excerpt from the IPN exclusive interview series with Khan Ajax Drummond of Clan Nova Cat, 20 Oct 3098*

The death of Khan West shocked the Nova Cat forces and halted the fighting long enough for the Eighth to pull out of Chita and board their DropShips. The fighting also ceased across the region as the Nova Cats turned inwards to seek out a new khan that would lead the Nova Cats down a different path. For the rest of September and October, the Dominion's civilian government made repeated attempts to ease relations between the two Clans in an attempt to avoid further civilian deaths on both sides of the border.

The Nova Cats chose their new khan from those present at the death of Khan West. Ajax Drummond, saKhan and commander of the Nekoryu Keshik Supernova, rose to the top of the candidates and was elected to the khanship in late September. A highly skilled MechWarrior, Ajax Drummond was also noted as having an inquiring mind that would have suited him well in the scientist caste. Drummond used the lull in the fighting to consolidate Nova Cat assets across Irece Prefecture and ensure adequate stocks of munitions and 'Mechs for the inevitable resumption of hostilities. Khan Drummond felt the Ghost Bears would never commit to full war with his Clan, so these materiel reserves would prove woefully inadequate.

Khan Drummond used this consolidation process to tie the Nova Cats more strongly to the Combine, pulling them inevitably into the war. Travelling to Luthien, Drummond had a private audience with Coordinator Hohiro Kurita. Records showed that Drummond offered the DCMS half of his Clan's military production output in exchange for much needed logistical support and replacement equipment for the factories damaged in the most recent Ghost Bear assaults. The audience only lasted for an hour and an agreement was quickly reached, allowing the Nova Cat industrial base to recover almost entirely by the end of October 3098.

In order to better protect its new manufacturing assets, the DCMS moved formations closer to Irece Prefecture and closer to the Dominion border. The Eleventh Ghost was deployed inside Irece Prefecture to nominally defend the New Barcella satellite facility that would begin production of battle armor by the beginning of 3099. Another significant redeployment, the Second Arkab Legion relocation to Wolcott protected another Nova Cat industrial facility under constructed that was not expected to open until late 3099. By the end of the year and prior to the start of the war, new Clan-technology equipment was being issued throughout DCMS formations close to the Dominion border.

The Ghost Bears also took advantage of the lull in fighting to redeploy some of its forces from the Hell's Horses border region. More significantly, Khan Kabrinski ordered cached BattleMechs to be released to the KungsArmé's Dispossessed to bolster their combat effectiveness, which had suffered under the earlier waves of Nova Cat attacks. This action both satisfied civilian government officials clamoring

for more influence on military matters and placed a greater buffer between the Nova Cat *touman* and the Dominion's frontline Galaxies.

Kabrinski then ordered many KungsArmé Clusters to the frontlines in preparation for what became known as Operation NIGHTFALL. This operation would consist of first pinning down Nova Cat forces with invasions across Irece Prefecture and then landing KungsArmé forces on Nova Cat industrial sites to raid and destroy them. The redeployment for this operation would still be underway when an unexpected assault by Nova Cat forces on the planet of Soverzene pushed the Dominion into war ahead of schedule on 29 Nov 3098.

## STATE OF READINESS

### Draconis Combine

The state of the Combine's military-industrial complex was much better than even ten years prior to the war's outset. The most drastic improvement came through cooperation between the Combine and the Nova Cats under Khan Santin West. The reconstruction of the factories on Luthien was top priority, and by 3089 both Ishikawajima-Harima BAI and Matabushi Computing, Inc. were both restored to pre-Jihad levels of productivity. BP Industries, while operational in 3081, didn't recover full production until 3095 when it added an orbital dock intended to produce the *Aurora*-class DropShip under license. Luthien Armor Works also reopened a small manufacturing line on Luthien in 3096 which produced limited numbers of BattleMechs such as the *Komodo*. The planet of Avon also saw an industrial revolution of sorts, with sizeable amounts of capital being invested in expanding the Matabushi, Inc. dock facilities to produce aerospace fighters such as the *Slayer* and *Sai* for both the Nova Cats and the Combine.

While the integrated factories created through the agreement between Khan Drummond and Coordinator Kurita in 3098 wouldn't recoup the DCMS's materiel losses until early 3099, the prewar DCMS was in better shape than it had been since the end of the Jihad. Nearly every DCMS formation saw increases in combat readiness and active BattleMechs in the ten years before the war. Though Hohiro Kurita was not allowed to raise any new combat formations during that time, the DCMS saw the addition of nearly six full BattleMech regiments in the years after the Jihad. These additions were spread across many new battalion-sized units within existing combat formations, and a large portion of those employed Clan-produced technology. The vast majority of this Clan technology went directly into the active rosters of formations near the Dominion border.

Of the DCMS formations that participated in combat operations against the Dominion, the largest changes affected the Otomo and the Izanagi Warriors, both of which added a BattleMech battalion to their active rosters to aid in the defense of Luthien. Other formations that saw significant increases



in operational capacity were primarily assigned to garrison important industrial worlds from Ghost Bear predation. The Fifth Galedon Regulars were heavily upgraded as they moved between garrisons on Unity for the Pesht Motors facility and the multiple manufacturers on Schuyler. The Sixth Pesht Regulars had difficulty filling its ranks with qualified personnel as nearly a lance of active 'Mechs were assigned to them each year during the 3090s. Although not as visible as the DCMS's frontline BattleMech forces, the Combine's aerospace wings saw the largest increase in active units. With the continued threat of losing air superiority to the Raven Alliance, DCMS commanders requested an increasing number of DropShips and aerospace fighters be assigned to their commands. By the beginning of 3099, the DCMS had nearly doubled its post-Jihad aerospace assets.

### Clan Nova Cat

After hostilities with the Word of Blake ended, much of Clan Nova Cat's military-industrial base was badly damaged. By 3090, the Nova Cats had repaired only half of the industrial capacity they had lost during the Jihad. With combat losses often heavier than manufacturing lines could replace in a timely manner, Khans West and Drummond cooperated with the Draconis Combine in obtaining skilled workers and hard-to-find manufacturing tools in order to improve and expand their *touman*.

The center of this improvement and cooperation was on Irece itself. By the beginning of the war, the Irece Alpha facility had increased its workforce by over three hundred percent compared to pre-Jihad levels, and its production capacity increased a similar amount. Expansions of other factories on Irece, while not as extensive as Irece Alpha's, were able to increase the variety of combat units the Nova Cats could deploy. The Mualang Alpha facility on Coudoux had many unique circumstances attached to it. While originally built by the Nova Cats, it was far outside Irece Prefecture. After the Word of Blake Jihad, this facility expanded with the importation of skilled workers from the devastated Luthien Armor Works. By the beginning of the Second Combine-Dominion War, Mualang Alpha was still nominally controlled by the Nova Cats, but the high numbers of light BattleMechs produced primarily went to the DCMS. Some models, such as the *Hankyū*, found their way into both militaries.

Between the production increase of its manufacturing facilities and the highly successful raids against the Ghost Bear Dominion, the Nova Cat *touman* was slowly enlarging in the decades following the Jihad. Khan West added the Nova Cat Legionaries to Lambda Galaxy in 3091 and a command Supernova to Omicron Galaxy in 3096. Prior to the official outbreak of the war, Khan Drummond filled out Lambda Galaxy with the Cat's Eye Cluster in November 3098. To the Dominion's dismay the existing Clusters of the Nova Cat *touman* also showed improved combat readiness.

One of the most significant improvements to the Nova Cats' combat ability was their training of the planetary militia forces for Irece Prefecture. Equipping them with Clan-built infantry weapons and drilling them in anti-Clan warfare would benefit them in defensive operations around key manufacturing facilities during the war; however, this would prove a double-edged sword when the Combine's popular opinion turned against them after the war.

### Clan Ghost Bear

Compared to many interstellar entities, the Ghost Bear Dominion ended the Jihad with a relatively strong and undamaged military-industrial base. Most notably damaged were the Odin Manufacturing on Orestes and the Bergan Industries facility on Thule. Because of this, the Dominion had the ability to easily replenish its BattleMechs and other equipment after the Jihad. Alshain's extensive industrial output had been the center of the Ghost Bears' expansion and would later become a favored target of the Nova Cats during the war. The orbital facilities of Alshain Naval Yards barely slowed after the Jihad, and their primary output continued to focus only on producing replacement parts for *Rasalhague* and *Ursa Major*. For two decades, this left the primary dry dock facility for WarShip production available for increased manufacturing of *Scout* and *Merchant*-class JumpShips to transport the Dominion *touman*. Bergan Industries also increased its production capabilities by installing lower-tech weapons on many of the OmniMech chassis destined for the KungsArmé. Odin Manufacturing of Orestes followed a similar strategy as Bergan but instead began producing small numbers of multiple OmniMech chassis that would see heavy use in the Dominion's Provisional Garrison Clusters.

With the increasing influence of the Dominion's civilian government, the structure of the Ghost Bear *touman* began to shift. By the beginning of the war, many trueborn warriors did not consider the KungsArmé worth the expense of replacing their 'Mechs. During the war, however, the improved structure of the *touman* proved highly effective against the Combine and the Nova Cats, especially with KungsArmé units.

The Dominion's *touman* could be divided into three layers of equal importance. The first of these layers consisted of the trueborn Clusters of Alpha, Beta, Rho, Rasalhague, and Omega Galaxies. These Clusters formed the backbone of the Dominion's assault forces and comprised five frontline Binaries that incorporated a small number of second-line Ghost Bear units. After the Jihad the trueborn Clusters would benefit first from new military technologies and the expansion of the Dominion military-industrial complex. Each trueborn Cluster saw improved combat readiness in the decade before the war.

The second layer of the Dominion *touman* was the Provisional Garrison Clusters of Theta, Kappa, and Tau Galaxies. These Clusters provided support to the other trueborn Galaxies;

nearly twenty percent of their 'Mechs were second-line models. After the Jihad, few PGC formations had permanently attached JumpShips, and Khan Kabrinski almost exclusively used them as defensive formations. The Second Combine-Dominion War changed this as Kabrinski began employing PGCs as heavy assault forces against more lightly defended worlds or as a force to secure landing zones for a planetary invasion.

The third and final layer was the KungsArmé Galaxies: Tundra, Taiga, and Polar. With the release of cached units into the KungsArmé to bring it to full fighting capacity, all three Clusters swelled into a massive fighting force. With each Cluster consisting of five Trinaries, these Galaxies would play an integral part in fighting the war.

## KEY PERSONALITIES OF THE SECOND COMBINE-DOMINION WAR

### HOHIRO KURITA

**Rank/Title:** Coordinator of the Draconis Combine

**Born:** 3023 (76 in 3099)

After the last of the Word of Blake forces were destroyed, Hohiro returned to Luthien from his travels between secure locations across the Combine. Hohiro became a hands-on Coordinator, involving himself in military matters ranging from the coordination of DCMS assaults on Raven Alliance-occupied Combine worlds to the repositioning of troops along the Dominion border prior to the Second Combine-Dominion War. Hohiro himself planned the timing and strategy of retaking of the Goubellat Salient from the Raven Alliance in the early to mid-3090s. By the outbreak of the Second Combine-Dominion War, Hohiro had recovered from the mental and physical scars of his captivity during the Jihad and became one of the strongest military leaders Luthien had seen in generations.

His martial strength seemed at contrast to his personal feelings that a military life wasn't the ideal place for a Coordinator to learn all the skills required for leading the Combine. Hohiro's love for his sons Shinjiro and Vincent is well documented, and the many public speeches he gave regarding the DCMS showed the deep honor and pride he felt that both sons had decided to join the Combine's military. Privately he believed giving one's life over entirely to martial pursuits would harm a leader by limiting their experience. His eldest son Shinjiro took this path when he joined the First Sword of Light and later became



the regiment's commanding officer. Where Shinjiro refused to marry, as it would take his attention away from the battlefield, Vincent's wife Ramiko gave birth to a possible heir a year after their wedding.

The Second Combine-Dominion War would take a heavy toll on Hohiro. He feared for both of his sons and worried what the Ghost Bears would do to them if captured, so he went against the advice of *Kanrei* Minamoto and kept both the First Sword of Light and the Sixteenth Sun Zhang Cadre far from the Dominion frontlines. Both units garrisoned the Raven Alliance border where each saw heavy combat. In 3100, Shinjiro was killed in a traffic accident on base between Alliance attacks on the world of Niles. Hohiro recalled Vincent to Luthien in order to help deal with affairs of state and to be groomed as the new Heir-Designate. After the war, Hohiro mourned the passing of his wife Fiona by spending time in solitude writing poetry that would adorn the tomb he and his wife share on Luthien.



## KIYOMORI MINAMOTO

**Rank/Title:** *Gunji-no-Kanrei* of the DCMS

**Born:** 3022 (77 in 3099)

Kiyomori Minamoto held many positions in his life: former commander of the Seventh Sword of Light, *de facto* Coordinator while Hohiro Kurita was held captive during the Jihad, and the Coordinator's most trusted advisor. Initially suspected of having ties to the Black Dragon Society, Minamoto was cleared of charges by the ISF due to the Coordinator's trust. In time, Coordinator Kurita became increasingly reliant on Minamoto's counsel. After the Jihad, ISF officials raised doubts about his true loyalty due to the many ultraconservative policies he proposed or supported. Some examples were his strong and vocal opposition to easing restrictions on the Azami worlds in the mid-'80s, his support for improving planetary infrastructure on "Combine aesthetic" worlds, and his belief that education funding be provided only to schools that taught solely in Japanese. The Black Dragons also supported these policies, and speeches Minamoto gave were often eerily similar to propaganda put out by the secret society. In his memoirs released after his death, ISF Director Shakir Jerrar said, "I swear I'll live to see the day when the truth comes out about [Minamoto]."



During the Second Combine-Dominion War, Minamoto would continue his duties as a liaison between the Coordinator and the DCMS. This allowed the Coordinator to focus on the domestic issues facing his nation. Minamoto was able to take direct control of certain forces and effectively act as Warlord with little oversight and without leaving the comforts of Luthien. This did not mean that Minamoto shied away from domestic affairs during the war. Minamoto was the architect behind the Nova Cat "cultural preservation districts" across Irece Prefecture, which were allegedly to prevent Ghost Bear attacks near Combine civilian targets. These districts were walled compounds where the Nova Cats' civilian castes would be confined and protected while surrounded by planetary militia (or DCMS forces in the case of the camps on Irece itself). With public and military support fiercely anti-Clan, both sides saw the limiting of Nova Cat freedoms inside Irece Prefecture as the best way to protect themselves.

Kiyomori Minamoto did not live long after the war. On 11 January 3102 Shakir Jerrar held a seven-hour meeting with the Coordinator, and Minamoto was summoned to a private audience with the Coordinator soon afterward. An hour later the Coordinator announced that Minamoto had performed *seppuku*.

## AJAX DRUMMOND

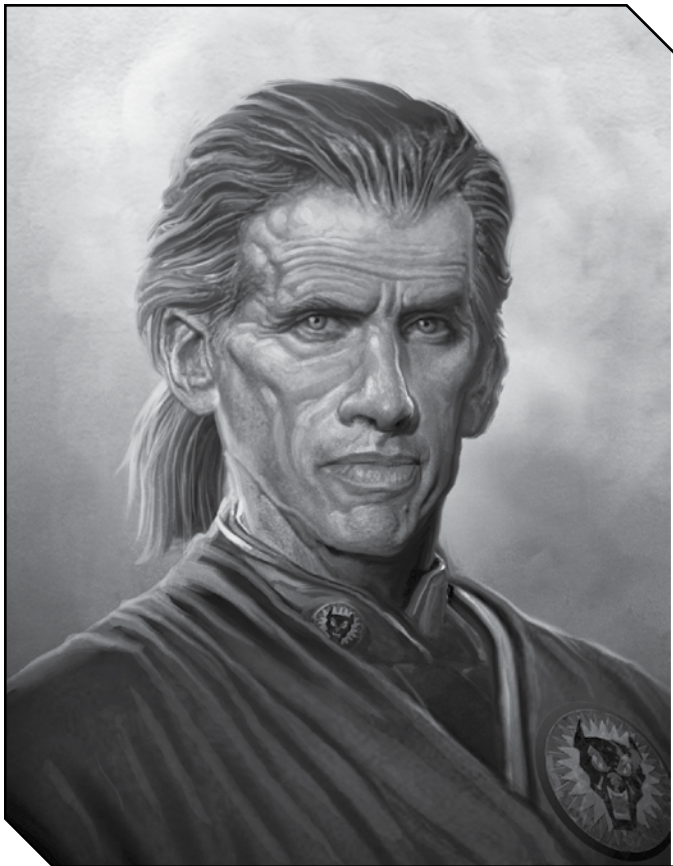
**Rank/Title:** Khan of Clan Nova Cat

**Born:** 3045 (54 in 3099)

Unlike his predecessor, Ajax Drummond was a fierce MechWarrior. Much like his counterpart in the Combine, Hohiro Kurita, Drummond had a love of poetry and culture. While deployed on Mualang as commander of Lambda Galaxy, saKhan Drummond was often seen at performances of *noh*, a traditional Japanese drama. This respect and love for the Combine's culture gave Drummond an advantage in dealing with Coordinator Kurita in the months before the war's outbreak. His fast friendship Hohiro Kurita and his skill at negotiation procured an influx of much-needed materials and labor for his Clan's military production facilities.

Drummond reorganized Xi Galaxy by reassigning Elementals from the Rossei Keshik and the Nova Cat Renegades to the other Clusters in Xi. Drummond planned this reorganization for the entire *touman* by forming a new garrison Galaxy from the Elemental forces across the *touman*, but the rapid progression from relative calm to all-out war stopped this from occurring.

His love of drama was made apparent via battlefield maneuvers and tactics designed to intimidate and shock his Clan's enemies. He favored excessive shows of force, surprise attacks, and running battles over more traditional tactics, and



## ALETHA KABRINSKI

**Rank/Title:** Khan of Clan Ghost Bear

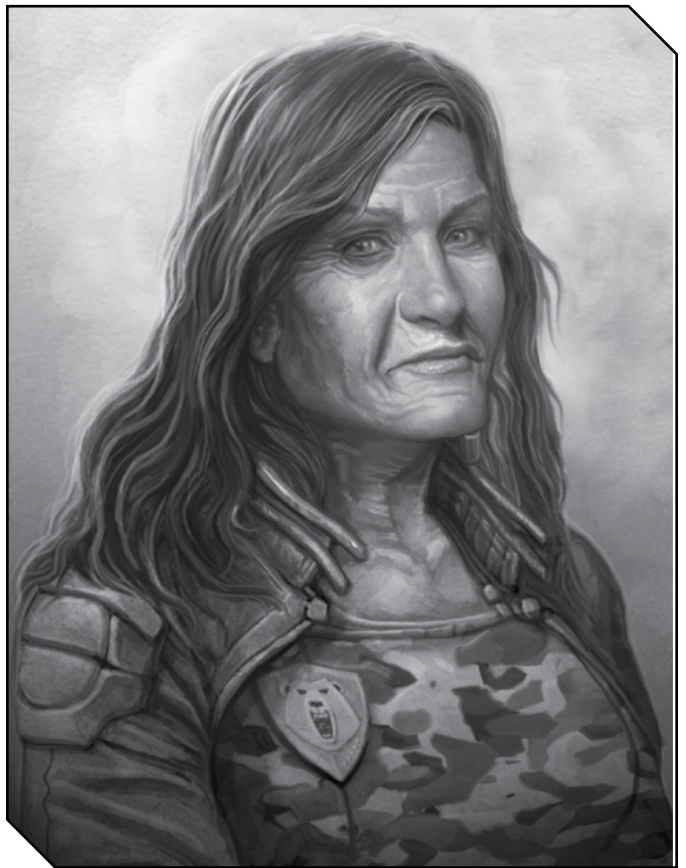
**Born:** 3018 (81 in 3099)

Known as the "Berserker Queen of the Dominion," Kabrinski's nickname was well deserved. Even in her later years her temper was quick to rise, and her fury knew no bounds. After the Nova Cat raid on Halesowen in 3096, a challenger attempted to unseat her as khan of the Ghost Bears. Witnesses said she throttled the man to the ground and strangled him to death with her bare hands in front of Lyran Commonwealth diplomats. Only two men held this temper in check: saKhan Ragnar Magnusson and the Dominion's newly elected Head of the Unity Council, Jukka Heikkinen. Among the trio, Kabrinski would still dominate in any situation, and her abrasive personality put everyone on the defensive.

Many historians consider Kabrinski as the right person in the right job at the wrong time. Her skills in developing tactics for the Dominion in response to the Nova Cat assaults in the latter half of the 3090s ensured that her *touman* suffered fewer losses. However, her aggressive personality and standing orders, such as Operation NIGHTFALL, resulted in the Ghost Bears' assaults making little distinction between Nova Cat and Combine-controlled facilities on Irece Prefecture worlds.

overwhelming evidence suggests that Drummond ordered the Nova Cat Rangers to ignore any Ghost Bear requests for *hegira* before their fateful raid on Halesowen in 3096. While this allowed the Nova Cats to quickly replenish their ranks through bondsmen and salvaged equipment, it would also seal the Nova Cats' fate. This order would prove to be the largest miscalculation of Drummond's life as he believed the Ghost Bears would avoid invading Irece Prefecture because of the threat of war with the Draconis Combine and the possibility of invasion from other Clans.

While not on the battlefield, Drummond was commonly seen across the Combine on newscasts. His handsome features and fluent use of formal Japanese made him famous across the nation, bringing many moderate and progressive citizens out in support of the Nova Cats. His popularity also earned him the hate of the Black Dragons, who saw him as a *gaijin* in Combine clothing. After the war, Drummond's charisma was often the only thing preventing Irece Prefecture's populace from tearing the Nova Cats apart themselves.





After her eightieth birthday, Khan Kabrinski rarely led from the battlefield. Instead she relied on saKhan Magnusson to show the face of Ghost Bear leadership on the field. In the years prior to the war, Kabrinski knew her time as khan was limited, and she began making significant changes to the relationship between the Clan and the Rasalhagian civilian population. She supported popular measures such as the expansion of the KungsArmé, and after the war she increased civilian participation in governance through improving the ability for the civilian caste to affect how the Dominion functioned. These shifts in Clan policy would lead to the system of government seen in the mid-thirty-second century Rasalhague Dominion, with the Clan's khan and *touman* answering to the civilian Prince of the Dominion.

### JUKKA HEIKKINEN

**Rank/Title:** Head of the Unity Council, Minister of the Interior

**Born:** 3052 (47 in 3099)

Born on the planet of Jezersko during the initial Clan invasion of the Free Rasalhague Republic, Jukka Heikkinen grew up with only whispered stories about the freedom his nation briefly had. Heikkinen wanted to take part in the nation his family spoke about, but the developing Ghost Bear Dominion was all that remained. When the Jihad broke out, Heikkinen attempted to test into the warrior caste to become a freeborn MechWarrior. His skill was marginal at best, and instead he joined the Dominion's corps of military engineers, repairing infrastructure on the few war-ravaged worlds struck by the Word of Blake and terrorist attacks. His skill at civil engineering and his passion for the lost culture of his people endeared him to the population of the Dominion. By the end of the Jihad, Heikkinen had made a name for himself in both civilian and military circles.

After the Jihad, the Ghost Bears demilitarized most of the civilian support units common to many Dominion worlds, including Heikkinen's. Still determined to be a part of something larger than himself, Heikkinen successfully ran for Jezersko's Head of the Department of the Interior. He was later promoted to the Dominion's Minister of the Interior after his highly popular and efficient planetary projects on Jezersko came to the attention of saKhan Magnusson in 3090. Jukka Heikkinen quickly became one of the most popular men in the Dominion. His infrastructure projects brought work to many high-unemployment areas and improved the quality of



life for most of the Dominion's civilians. He soon became the figurehead for many of the civilian population's concerns, and even Khan Kabrinski saw him in a positive light.

In 3095, Jukka Heikkinen was selected to sit on the Unity Council as his popularity continued to rise. The Head of the Unity Council, Heather Faulki, retired shortly thereafter, and Heikkinen was chosen to replace her. After his selection, Heikkinen became a powerful figure in Dominion politics. Many considered him to be the "prince" of the Dominion in all but name, as he could hold his own against Khan Kabrinski in debates that often seemed the two would come to blows. Until his early death at the age of fifty-one in a boating accident on his homeworld, "Prince" Heikkinen continued campaigning for more power to be given to the civilian government.

## A WARRIOR'S DUTY

*[Prince Heikkinen is seen standing at a podium, a black armband with a bright blue "3" is worn on his left arm. Text on the bottom of the screen says, "Excerpt of speech from Dominion Prince"]*

"And in conclusion, I can assure the people of the Dominion that Clan Ghost Bear will not let this atrocity go unanswered. Freeborn or trueborn, it does not matter: warriors died today protecting our people against the predation of the Cats. They will be avenged."

*[The view switches to IPN reporter Kiri Mosuki sitting at a desk with Khan Drummond of the Nova Cats.]*

"Khan Drummond, your response?"

"Much like the citizens of the Combine, we feel a warrior's duty is to fight and die for what he believes in. The people who are shocked when warriors are killed do not understand the path the warriors have chosen. We did not weep and rend our clothing when the Dominion killed Khan West, so perhaps my Clan can reeducate the Ghost Bears about the path of the warrior."

—Excerpt from interview with Clan Nova Cat Khan Ajax Drummond by Irece Prefecture News reporter Kiri Mosuki, 1 Dec 3098

## OPENING ACTIONS THE DISASTER AT SOVERZENE

The uneasy lull in fighting would end with the Nova Cats' 29 November 3098 assault on Soverzene, which forced the Ghost Bears to begin Operation NIGHTFALL before all their troops were in position. Khan Drummond wanted to make a bold statement to the Dominion in his first assault against the Bears since the Khan West's death. After receiving information from what he thought was a DCMS intelligence operative, Drummond ordered the Nova Cat Hussars to assault Soverzene's primary spaceport and raid the munitions dumps of the Third Hussars, a KungsArmé Cluster that was slowly increasing its 'Mech forces.

Just before local sunrise the Nova Cat Hussars jumped into the system at a pirate point and made planetfall at the primary spaceport, which gave the Third little time to organize its troops. Knowing the relatively weak and inexperienced freeborn forces the Third had available, Star Colonel Adriana Deleportas forewent issuing a *batchall* to Star Colonel Frida Johansson.

The heaviest fighting was in the spaceport itself, with DropShips engaging each other at low altitude. The ground battle lasted only minutes as the Nova Cats overwhelmed the Third Hussars' command Binary, killing Star Colonel Johansson and throwing the Third's response into total chaos. With the Third's DropShips either destroyed or retreating, the majority of the Nova Cat Hussars spread out into the surrounding area and hunted down the undisciplined and still converging Third Hussars. By the end of 30 November, the Nova Cats had destroyed the Third Hussars except for a Star of 'Mechs and two battle armor Stars that hid in the vast wilderness of the Belluno Badlands.

By the time the Nova Cat Hussars left Soverzene on 10 December, they were able to strip and salvage far more units than they lost. The destruction of the KungsArmé Cluster infuriated Khan Kabrinski and Prince Heikkinen. When word reached Alshain and Rasalhague, both leaders agreed that their response to the Nova Cats should be just as harsh. Forestalling the public outcry already beginning across the Dominion in response to the Third Hussars' destruction, Prince Heikkinen made a speech on 1 December assuring the populace that such events would not occur again.

## THE BEAR IS ROUSED

The Ghost Bear Dominion's response was not long in coming. Khan Kabrinski ordered ready formations near Irece Prefecture border worlds to assault any Nova Cat forces, destroy any Nova Cat facilities, and avoid conflict with the Draconis Combine. As Dominion Clusters continued to move closer to Irece Prefecture, a three-pronged attack launched on 29 December 3098 placed the worlds of Labrea, Mualang, and Yamarovka in the Ghost Bears' crosshairs.

### Mualang

The fight for Mualang was over before it began. When the Ghost Bears arrived, the normal Nova Cat Hussars garrison was still en route through an uninhabited star system after its attack on Soverzene. The Eighth Bear Cuirassiers and the independently operating Rho Trinary Galaxy Command landed on 29 December. Both Ghost Bear units deployed their aerospace assets in low orbit, ready to pounce if the Hussars used a pirate point to return. By the time the Hussars arrived at the system's nadir jump point on 31 December, the Dominion forces had cleared what few Nova Cat militia remained on-planet, destroyed all Nova Cat sibkos and supply dumps, and captured the small Mualang Battle Armor manufacturing facility.

While the Hussars were able to break through the Dominion forces in orbit and deploy on the ground, the Eighth Cuirassiers didn't allow them any time to form attack plans. The few Nova Cat forces that were able to survive the bloodbath of the landing area scattered. Star Colonel Adriana Deleportas was killed shortly after the landings. Without leadership, the Hussars were unable to form a solid counterattack and instead focused on hit-and-run tactics against the Ghost Bear forces while waiting for rescue. The Nekoryu Keshik arrived to rescue the survivors on 31 January 3099 but was forced to retreat themselves soon after. Few Hussars would leave Mualang with them.



## Labrea

The First Battle of Labrea was symbolic in many ways. For the first time in Dominion history, a freeborn Cluster would have operational command over a trueborn Cluster. The assault force was led by Galaxy Commander Marius Storland of the First Drakøn and included Kappa Galaxy's Fourth Bear Regulars. Making planetfall on 18 January 3099, the Dominion forces were quickly engaged by the Nova Cat Legers. The Legers were outnumbered more than two to one, and not knowing the exact objective of the Dominion forces, Star Colonel Jose Watson used the aerospace assets at his disposal to harass the Dominion's LZ.

Storland, expecting the Legers to avoid contact with his ground forces, divided his Clusters into small, ad hoc Stars and allowed them to slowly spread out in an ever-expanding circle around the LZ. Star Colonel Watson began losing air superiority near the growing Ghost Bear circle. Even after pulling in the planetary militia's conventional fighters on 22 January, he knew he would run out of fighters long before the Dominion ran out of fighters and 'Mechs. The only choice was to try breaking the line and destroy the Dominion's DropShips while they were on the ground, so on 27 January the Legers engaged a long stretch of the First Drakøn's circle.

Storland ordered the Fourth Regulars to charge parallel to the line of engagement, hoping to encircle the more tightly packed Nova Cat force, but it would take hours for the first trueborn forces to arrive. The destruction of the Third Hussars was still fresh in the minds of the First Drakøn, so Storland held none of his units in reserve in an attempt to overwhelm the charging Nova Cat force and exact vengeance for the destroyed KungsArmé Cluster. When the first elements of the Fourth Bear Regulars began engaging the Legers, the majority of the Legers were already destroyed or in retreat.

Lacking defenses, the planet's Nova Cat facilities became easy targets for the Dominion's warriors. On 31 January, the First Drakøn razed the Nova Cat settlements near the capital city of Las Cabreas; the following day, they destroyed the sibko and took control of the city's genetic repositories. The Legers' survivors quickly spread word to other Irece Prefecture planets, informing them that the Dominion would not stop until every Nova Cat was destroyed.

## Yamarovka

The Cat's Eye Cluster and the Nekoryu Keshik had more time to prepare defenses before the 13 February landings of the 243rd and Seventy-third Battle Clusters. The new saKhan Paul Leroux was in command of the Nova Cat forces and had wisely concentrated his forces around the Clan's facilities outside the city of Yama. The region's weather was uncooperative: dense cloud cover blinded his aerospace forces at low altitudes, and heavy solar activity made low-orbit operations against the landing DropShips overly dangerous.

Once again outnumbered, the Nova Cat forces used their superior knowledge of the geography around Yama to their advantage. Solar storms had knocked out satellites from both forces, making orbital reconnaissance impossible. During the general advance on Yama on 18 February, the Nekoryu Keshik took advantage of a rare break in the weather and struck elements of the Seventy-third. Led by the saKhan himself, the brief twenty-minute engagement outside the coastal town of Severk was the sole success for the Nova Cats. The saKhan's aerospace fighter Star dove out of a storm front and targeted pinpoint strikes on the Seventy-third's command units while the Keshik's BattleMechs and Elementals sprinted out of bunkers designed to protect heavy machinery from the monsoons and hurricanes common to the region. The skirmish ended after the saKhan's *Scytha* took heavy damage and was forced from the area of engagement. The Nova Cats inflicted heavy damage to the Seventy-third, destroying nearly five 'Mech Stars while only losing three fighters and a 'Mech Binary.

Even with the weather and the small victory against the Seventy-third, the Nova Cats took heavy damage as they held back the Dominion forces long enough for many of the Clan's civilians and sibkos to board waiting DropShips. By 28 February the Dominion firmly held the world, and few Nova Cat-built structures remained standing.

## ESCALATION

Early 3099 not only saw repositioning of forces from both Clans, but the DCMS also scrambled to move regiments to protect its assets in Irece Prefecture. *Kanrei* Minamoto and Hohiro Kurita spent much of 3099's first quarter formulating redeployment orders for DCMS units near the prefecture. As a precautionary measure, Coordinator Kurita ordered the Otomo and the Third Pesht Regulars to defend factories that supplied the DCMS with Clan technology.

By the end of March the heavy DCMS presence inside the prefecture reassured non-Nova Cat citizens that the Dragon had not forgotten about them. This redeployment played directly into the Black Dragon Society's plans: if the Combine were attacked, they would have to respond to the Ghost Bear aggression or lose face.

## LAST STAND ON ITABAIANA

After rendezvousing in the Courchevel and Soverzene systems, Khan Kabrinski ordered Beta Galaxy to assault Itabaiana and the Nova Cat logistical hub being built there with Combine assistance. While a Clan Diamond Shark-administered world, Itabaiana had been agitating for a return to full Combine authority, and the Ghost Bears felt the Nova Cats were using the world—and the Diamond Sharks' neutral status—to shield troop movements and stage later attacks into the Dominion. The Diamond Shark garrison was stationed inside the Clan's

manufacturing facilities and on the planet's three moons for security reasons: repeated terrorist attacks in 3098, which were later attributed to the Black Dragons, had killed hundreds of Diamond Shark personnel and over one thousand civilians. This meant the Third Pesht Regulars were the only force on the surface of Itabaiana when the Ghost Bears made planetfall on 9 April.

The new logistical hub, named LAW-8i, was located on the lightly populated continent of Tesouras. The continent's waste dumps and open-pit mining made the new facility easy to defend, and the Third had set up layered defenses around the facility, hoping to funnel the Ghost Bear forces into camouflaged mine shaft openings and hastily deployed minefields. Commanding the Third was *Tai-sa* Nanami Ueno, a skilled MechWarrior that knew she was outnumbered and had little chance against the overwhelming Ghost Bear force. She ordered that probing strikes against the advancing Ghost Bear force should use Nova Cat-designed 'Mechs in order to fool the Ghost Bears into believing there was also a Nova Cat garrison on-planet.

The probes had the opposite effect. Galaxy Commander Vigo Hall, already under orders to destroy the facility and avoid the Combine forces, now assumed the Nova Cats were integrated into the Third Pesht Regulars. Caution was thrown to the wind, and the advance quickened. Even with prepared defenses, the Third was outnumbered almost four to one. Beta Galaxy poured through the outer defenses, ignoring the turrets and the few units lost to minefields and mine shafts. The primary fighting at LAW-8i only lasted fifty minutes, with a company of the Third's 'Mechs withdrawing into the complex itself. Galaxy Commander Hall, deciding to kill two birds with one stone, ordered an artillery barrage of the facility, killing the majority of the defenders and civilian Nova Cat workers while scattering the rest.

Within hours of the Third Pesht Regulars' near annihilation, holovids of the battle were aired on newscasts across the Combine. The public cry for war was immediate, and invasion orders were already being sent to DCMS formations along the border. By 15 April, Hohiro Kurita and Ajax Drummond had formulated a combined strategy for Irece Prefecture. Due to the smaller number of Nova Cat 'Mechs and an already strained logistical chain, DCMS officers took operational command on worlds where both Combine and Nova Cat forces were present.

## THE DRAGON STRIKES

While Operation BLUEPETER, the response to the events on Itabaiana, was far more organized than the hastily executed Operation NIGHTFALL, the DCMS response was hindered by BLUEPETER's sheer size and multiple fronts. DCMS units were also tied down on both the Federated Suns and Raven Alliance borders. As the Combine was drawn more deeply into war with

the Dominion, the Raven Alliance began planetary invasions across the Combine's borders. With limited resources, Hohiro Kurita believed fighting a two-front war against the Clans would be a folly and ordered the DCMS units in the Combine's spinward region to perform defensive actions only. What the Pillar of Steel lacked in aggressiveness against the Raven Alliance, it made up for with planetary assaults along the Dominion front as it attempted to forestall Ghost Bear aggression.

### Orestes

The Second Legion of Vega was the first to strike back at the Ghost Bears with their assault on the important industrial world of Orestes. With two major military component manufacturers on world, Janesek Industries and Odin Manufacturing, the defending First Kavalleri was well equipped with aerospace fighters and 'Mechs for a KungsArmé formation. After the near annihilation of the Third Pesht, Khan Kabrinski had positioned her *touman's* defensive Clusters around militarily significant points and instructed them to build defensive bulwarks. By the time the Second Legion had entered the Orestes system, the First had insufficient time to construct extra defensive works around the Odin facilities, but the majority of the Cluster's forces had deployed around the complex.

The Second Legion's raid was meant to be a lightning strike against Odin's primary manufacturing complex located on the continent of Clytemnestra, but it soon became apparent that a siege would result. *Tai-sa* Youta Nakahara saw an opportunity to cause havoc with the infrastructure between the Odin complex and the world's primary spaceport. Nakahara ordered the 241st Vegan Regulars to destroy maglev rails and surface roads around the 'Mech production facility as he commanded the Fifty-third Vegan Lancers against the First Kavalleri.

A siege around the Odin facilities began on 25 April 3099 as the Fifty-third fully surrounded the primary manufacturing lines. Reinforced walls with BattleMech bunkers and gun emplacements prevented the Fifty-third from attempting a frontal assault that wouldn't incur heavy losses. Over the six-day battle, the Odin complex became a ruin. The Fifty-Third's artillery assets had bombarded the factory, and multiple sallies by the First to force a more mobile battle all ended in failure.

On 31 April, *Tai-sa* Nakahara ordered the Second Legion to leave the planet before Ghost Bear reinforcements could arrive. The Odin facility was little more than scrap, but one production line manufacturing *Shadow Hawk* chassis would return to operation in October after a secondary power plant was brought online to replace the one destroyed by the rampaging 241st Regulars. Against all odds, the First Kavalleri survived as an operational command. Reduced to a mere two Binaries of 'Mechs and battle armor, the First would be able to restock from the *Shadow Hawk* line and salvage dozens of 'Mechs that littered the battlefield.



## Jarett

The DCMS's largest undertaking in the early months of the war was a two-pronged planetary assault meant to retake Jarett and Thule, two Dominion-held worlds along the lightly defended coreward Periphery border. The operation was launched to coincide with the heavy raid on Orestes, but delays occurred in the coordination of the Thirteenth Sun Zhang Cadre's assault on Thule, resulting in delays for the First Ghost's jump to Jarett. The First Ghost entered the Jarett system on 21 May at the L4 Lagrange point. This gave the Fifty-fifth Provisional Garrison Cluster two days to prepare its defenses before the First Ghost would make orbit.

The Fifty-fifth's commander, Star Colonel Enya Gurdel, had commanded the PGC since the end of the Jihad. Skilled in combined-arms tactics, Gurdel decided to layer her defenses. Placing her DropShips in high orbit, she would use them to attack the First Ghost before the regiment entered the atmosphere. Once inside the atmosphere, the PGC's aerospace fighters stationed in low orbit would follow the First Ghost's DropShips into the atmosphere and contest their landings. Finally, the PGC's ground forces would spread out and engage the Ghosts soon after their landing.

*Tai-sa* Conchobhar Reyer saw the PGC's DropShips burning into high orbit for an intercept. He ordered his DropShips to continue coasting at high velocity and then decelerate at maximum power as close to the planet as possible. The First Ghost's DropShips flew past the Dominion vessels at unexpected speed, exposing the DCMS forces to heavy fire for only a few brief moments. The high-speed deceleration wasn't enough for *Illustrious Sabre*, a *Condor*-class DropShip that had minor damage to its engine cowling. The heavily laden vessel hit the atmosphere too fast and bounced back into low orbit, breaking formation with the rest of the DCMS force. Dominion aerospace forces would later destroy *Illustrious Sabre* during its second reentry attempt.

The ground battle on the first day saw the Fifty-fifth make continual air strikes into the First Ghost's landing zone, which became a large, combined-arms engagement as the First broke through the Fifty-fifth's lines. Once outside the immediate threat of Dominion artillery, *Tai-sa* Reyer ordered his forces to destroy the Fifty-fifth's command, control, and communications systems and secure its munitions dumps. Even with the savage fighting between the PGC and the Ghosts, the larger DCMS force began to push the Fifty-fifth out of defensive positions. By the mid-June the PGC controlled few munitions dumps and had no remaining communication satellites in orbit. With word of similar circumstances occurring on Thule, Gurdel ordered a withdrawal from Jarett to Trondheim in an attempt to rendezvous with other elements of Kappa Galaxy.

## Thule

The second prong of the coreward assault focused on the lightly populated world of Thule. Thule suffered a massive famine soon after the Clan invasion in 3055, resulting in nearly half the population being lost in little more than two decades. The Dominion had been pouring increasing amounts of capital into resettlement programs and bio-diversification to aid in preventing such disasters. The future of the planet looked bright enough that Bergan Industries opened a satellite facility there in the late 3070s. After repairing the damage suffered in the Jihad, the world had become a major producer of low-mass BattleMech components and infantry-grade weapons.

The Thirteenth Sun Zhang Cadre was tasked with invading Thule. Used to being deployed in individual battalions, the Thirteenth entered the system from two separate jump points. Task Force Richmond, consisting of Second Battalion and the Thirteenth's command aerospace company, jumped to the Thule zenith point on 23 May. Slowly accelerating in-system, the task force DropShips broadcast unencrypted signals citing engine trouble on two of the DropShips as cause for the slowdown. Star Colonel Offa, commander of the Dominion's Fourteenth PGC, chalked this up to a mistake made by an academy recruit and decided to take advantage of the situation by launching the Fourteenth's aerospace assets to intercept the incoming forces before they could make orbit.

On 27 May, Task Force Idlewind, consisting of the Thirteenth's First Battalion and the remaining two companies of aerospace fighters, performed a skillful jump to the L1 pirate point only nineteen hours burn from Thule itself. With the Fourteenth's aerospace assets already four days away at hard acceleration, Star Colonel Offa knew he had been tricked and would be unable to oppose the Thirteenth's landing. Task Force Richmond immediately increased its acceleration to nearly four gees to make planetfall as quickly as possible.

The ground battle was bloody, with the Fourteenth's 'Mech and armor forces dealing heavy losses to the Sun Zhang Academy ranks, but over a week without air support allowed the Thirteenth's aerospace to dominate the battlefield. By the time the Ghost Bear fighters could return to Thule, the PGC's ground forces were already nearing fifty percent losses. Air superiority would remain in Combine hands. The Ghost Bear aerospace pilots were exhausted from nearly ten days of hard acceleration, whereas the Thirteenth's pilots were able to recuperate between sorties.

The last actions of the Fourteenth's aerospace forces would be to protect the PGC's DropShips as they picked up the remaining Ghost Bear forces just as Task Force Richmond made planetfall on 10 June. Both sides suffered heavy losses, but with the Fourteenth heading towards Trondheim to link up with the Fifty-fifth PGC, the Combine had successfully conquered its second Dominion world.

## Asgard

With intelligence regarding Nova Cat positions continuing to pour in from Black Dragons sources, Kabrinski held many conferences with Councilman Heikkinen and the Dominion Watch regarding the accuracy and intent of these intelligence leaks. After Dominion intelligence assets confirmed the Black Dragons' sources, Kabrinski gave permission to proceed with the next phase. A combined task force comprising Alpha Galaxy's First and Third Bear Guards and Rho Galaxy's 243rd Battle Cluster would be dedicated to destroying the concentrated Nova Cat forces of the Nekoryu Keshik, Nova Cat Fusiliers, and Cat's Eye Cluster in what would be one of the largest ground battles during the war. After arriving in system at both the zenith and nadir jump points, the Ghost Bear force made landfall at local sunrise on 14 June 3099 with little resistance from Nova Cat aerospace assets.

The Ghost Bears' LZ was near the planetary capital of Vernan, a sprawling megacity of nearly fifty million people. The populace was fleeing the city as the Dominion forces began to push through the outer suburbs, and many newscasts show Ghost Bear forces opening fire on any large vehicle capable of carrying Nova Cat supplies or troops. By nightfall, civilian casualties were already in the thousands as the Ghost Bears pushed into the denser city center. Star Colonel Michael Bekker, commander of the First Bear Guards and the task force, ordered the 243rd Battle Cluster to hold back and protect the First and Third's rear areas as he expected an ambush from hidden Nova Cat forces.

Once the Ghost Bears were in the city center and began to destroy the empty sibko and Clan administration buildings, saKhan Paul Leroux ordered the Cat's Eye Cluster and Nova Cat Fusiliers to power up units hidden in Vernan's parking garages and large building atriums. The narrow roads of the central city limited the amount of firepower the Ghost Bears could focus on the Nova Cat forces, making their larger numbers nearly meaningless. Brutal street-to-street fighting was the norm during the nearly week-long battle of Asgard, with forces from both sides using building wreckage and destroyed 'Mechs as cover. Nova Cat aerospace fighters circled over the city suburbs, picking off heavily damaged Ghost Bear units fleeing towards the LZ for resupply or refit. These fighters also suffered heavy losses as Dominion aerospace forces dropped out of low orbit during each attack.

On 1 July, saKhan Leroux saw the considerable casualties his forces were taking and ordered any remaining Nova Cat forces to withdraw to DropShips hidden in a large park deep in the Nova Cat-controlled area of the city. Seeing the Nova Cat units leaving their positions, Star Colonel Bekker ordered a hard push to chase down the Nova Cats. Calm withdrawal quickly became hasty retreat as defended positions no longer protected Nova Cat forces. Rather than launch as a group,

DropShips began lifting off individually as they filled up, making the few remaining Nova Cat aerospace assets unable to protect them adequately. SaKhan Leroux was killed while protecting a Nova Cat Fusiliers DropShip as it burned for orbit.

With the destruction of the Nekoryu Keshik and Cat's Eye Cluster, the Nova Cats suffered extreme losses. Only the Nova Cat Fusiliers would survive as a combat command, absorbing what few Cat's Eye forces were able to flee to Avon.

## Caripare

After taking moderate losses from their assault on Labrea, both the Fourth Bear Regulars and Seventy-third Battle Cluster were assigned to assault Caripare. Launched concurrently with the assault on Asgard, the objective was somewhat different as Caripare was garrisoned by the Nova Cat Rangers, the unit that in 3096 denied the request of *hegira*. Many in the Dominion considered the Rangers to be representative of Nova Cat arrogance, and the Caripare task force was ordered to annihilate them at all costs. Caripare was also the central logistics hub for transportation of goods across Irece Prefecture, making it strategically important for Ghost Bear assaults on other prefecture worlds.

The Ghost Bear force deployed to two separate locations on the planet. The Fourth Regulars were assigned to take control of Fort Felis, a vast munitions dump used as a waypoint for Nova Cat supply shipments, and the Seventy-third was tasked with capturing the genetic archives in the Nova Cat compound of Dabuteshire. In the days before the Ghost Bears made planetfall, the Rangers emptied as much of Fort Felis as they could and armed volunteers from any caste willing to fight. By the time the Fourth began its assault on 31 July, the munitions dump was defended by a Rangers 'Mech Binary and a volunteer Tertiary of tanks and conventional infantry. Knowing they could not defend the fort, the Nova Cat warriors and volunteers fought to the last in hopes of buying the rest of the Rangers enough time to evacuate sibkos and other important assets.

While the Fourth was tied down at Fort Felis, the Seventy-third made strike after strike at the scattered Nova Cat facilities around Dabuteshire while the Rangers were still evacuating merchant and scientist caste crèches. When the commanding officer of the Seventy-third saw that there were still crèches that hadn't been evacuated, Star Colonel Franklin Vong ordered his Cluster to charge and attempt to overrun the Rangers before they had a chance to retreat. What became known as the "Last Stand at Sibko-HS6" in the media saw some of the fiercest fighting of mid-3099. The Seventy-third and the Rangers fought on long after their weapons ran out of ammunition or were destroyed by physical attacks. In the case of the Rangers' commander Star Colonel Joseph Nostra, he flung his *Sphinx* at a Ghost Bear *Warhammer IIC* and pinned it against an office building as it collapsed around them, destroying both 'Mechs and their pilots.



By 7 August, Caripare was firmly in Ghost Bear hands, with the Seventy-third nearly wiped out by the brutal fighting with the Rangers. However, in their attempt to save the iron wombs, genetic repositories, sibkos, and crèches, the Nova Cat Rangers were wiped out to the man.

### Meilen

Once the DCMS began offensive operations along the Dominion's coreward border, Khan Kabrinski needed to open the war on a wider front in order to keep the DCMS from concentrating its forces. Seeing the skill and bravery displayed by the KungsArmé Clusters, Heikkinen successfully petitioned Kabrinski to allow the Fourth Kavalleri to invade world of Meilen instead of the 283rd Battle Cluster. Lightly defended by the Kouki no Otakebi mercenary battalion, Meilen itself was of strategic importance. Capturing it would put Ghost Bear forces only a jump away from the culturally important world of Arkab and perhaps distract the Arkab Legions enough in other theaters and make them less effective.

The Fourth landed on 17 September to a scene of mass panic. Having heard of the Dominion's destructive rampage through what Voice of the Dragon newscasts called "civilian targets of no military value" in Irece Prefecture, the population of Meilen had begun to flee into the countryside long before the Fourth Kavalleri landed. The largely agrarian world had little transportation infrastructure outside its primary cities. Large roads quickly clogged with civilian vehicles, and many open areas around those cities filled with temporary refugee camps.

The first days of the Fourth's presence on Meilen were peaceful. Kouki no Otakebi was nowhere to be seen even though the mercenaries' JumpShip was witnessed fleeing without DropShips when the Fourth entered the system. After the Fourth had firmly established its control of the world by establishing garrisons at the capital of Lakeside and the planet's small spaceport outside of Alpanland, the mercenary battalion began showing itself in guerrilla raids. Outnumbered and forced to spread themselves thinly over Meilen, Kouki no Otakebi could not afford the loss of even a single 'Mech. On 30 September, the mercenaries concentrated their forces and performed a daring yet successful assault on the spaceport garrison. The Fourth's counterassault came too quickly for the mercenary force, as their DropShips were still en route from their hiding spot on the planet's large moon. Utterly overwhelmed, the already weakened Kouki no Otakeni surrendered, and the officers were executed by firing squad.

### Labrea

Khan Drummond was determined to push the Ghost Bears back from Irece Prefecture and knew he needed to regain offensive momentum. Rather than assault Caripare, the Dominion-occupied world closest to Irece, Drummond ordered

his forces on Outer Volta and Juazeiro to flank the center of the line and make a combined assault against Dominion forces on Labrea. Newly elected saKhan Heather Winters and her Purity Keshik would lead the assault along with the 189th Striker Cluster, the Nova Cat Dragoons, and the surviving Nova Cat Legers. While the Legers were still heavily damaged from their fight on Labrea in January of 3099, Khan Drummond needed their numbers to bolster the assault.

The Ghost Bears kept their aerospace forces close to Labrea to intercept incoming forces when they were most vulnerable. On 12 October, the Ghost Bear forces engaged the invading Nova Cat DropShips in low orbit, and after a fierce firefight during reentry, the Second Drakøn's aerospace fighters destroyed the DropShips carrying the Nova Cat Legers. Once on the ground, saKhan Winters was forced to use her DropShips in a fire-support role to make up for the loss.

During the month-long battle that came to be known as the Second Battle of Labrea, Nova Cat aerospace assets commonly dropped from orbit to pepper Ghost Bear formations with weapons fire and then boosted to orbit before return fire could force them down. In one spectacular example on 4 November, the *Broadsword*-class *Infrared Dream* was supporting operations between the Dragoons and the Second Drakøn with strafing runs when concentrated fire destroyed its main drive. *Infrared Dream's* captain, Star Commander Geoff, knew he could do nothing but crash-land and aimed the DropShip directly into the center of the Second's formation. The resulting impact and explosion destroyed nine 'Mechs and three Stars of battle armor.

The Nova Cats' highly aggressive use of their DropShips gave them an edge in each engagement, one for which the Ghost Bears were not willing to risk their own DropShips to counter. With the First and Second Drakøn both losing combat effectiveness at a greater rate than the Fourth Bear Regulars, Galaxy Commander Storland of the First Drakøn withdrew his forces to Caripare. By 19 November the world of Labrea had returned to Nova Cat control.

### Sternwerde

During most of 3099, the DCMS focused on the coreward campaign and moving troops into position along the lengthy Dominion border. When the regiments slowly got into position, Hohiro Kurita finally ordered the Fifth Sword of Light to make a preemptive strike against the 300th Battle Cluster on Sternwerde. The 300th was still an understrength Cluster, with replacement units instead being diverted into the combat active 243rd Battle Cluster.

The Combine had extensive maps and knowledge of Sternwerde, as the system had been in the Dragon's possession until the Clan Invasion. Using detailed knowledge of the Sternwerde system, the Fifth Sword of Light jumped to a pirate point only a day away from the world on 2 November.

**WILTED LOTUS**

[Kiri Mosuki sits behind the news desk, interviewing a Nova Cat Elemental, her small size made even more apparent by the bulk of the genetically engineered warrior. The background behind her flashes to an IPN "Breaking News" graphic, and she stops mid-sentence to listen to her earpiece. She turns away from the Elemental, politeness forgotten, as the news graphic changes to show wreckage floating in space with the text "Clan Escalates War: Thousands Feared Dead."]

"IPN has just received word from the Draconis Combine Admiralty confirming the destruction of DCS *Amber Lotus* and her attendant DropShips... with all hands lost during a Ghost Bear assault on a secret facility nearly three weeks ago."

[Mosuki pauses for a moment, clearly shaken by the news.]

"The black box recovered near the battle site of battle contained a message to the Combine and the Coordinator himself—the final words from *Sho-sho* Emanuel Inoue."

[A transcript of the message scrolls down the screen as Mosuki reads it aloud.]

"We have fought bravely and die now in service to the Coordinator. My only regret is that we could not kill more Clanners than we already have. My crew and I are honored to lay down our lives for the sake of the Coordinator's benevolence, and I pray we do honor to our families."

[As the shot goes back to Mosuki, her head is bowed, but tears are running down her cheeks. Her words are almost inaudible.]

"My brother served on *Amber Lotus*..."

—Excerpt from *Irece Prefecture News programming*, "Knowing the Enemy with Kiri Mosuki," 22 May 3099

Their arrival was first seen as the long overdue shipments from the Dominion quartermasters, but when the incoming DropShips transmitted no response, the 300th had mere hours to scramble into defensive positions. The Fifth moved out of its landing zone unopposed and moved en masse towards the former DCMS compound that the Dominion had converted for its own use.

The fighting on Sternwerde was brief but heavy. The 300th used Camp Mützenich as a reinforced defensive position that protected them from the majority of the Fifth's firepower. On 10 November, the DCMS concentrated its limited artillery support to fire on a single area of the wall, breaching it and allowing the Fifth to push a small number of units inside before the 300th could close the gap. One of these units was a covert ISF team that detonated explosives to destroy the munitions dump and fusion power reactor inside Camp Mützenich.

With the Fifth beginning to take losses at an unacceptable rate for little gain, the DCMS force withdrew on 14 November. Before departing, their DropShips took one last pass over Camp Mützenich, strafing and destroying what they could. Hohiro Kurita considered the raid to be a success, as the 300th was disarrayed and combat ineffective for the near future.

**Bikini Atoll**

Both the Dominion and the Combine's WarShips had stayed out of any direct combat roles during the early months of the war. Only *Draconis Rift* was seen near the Dominion border when assisting the transport of the Seventeenth Benjamin Regulars and *Ryuken-roku*. Both militaries had reached an unspoken agreement on the use of WarShips, as both were unwilling to escalate the conflict to where ground operations would require orbital support. With both militaries lacking good intelligence on the locations of each other's WarShips, this stalemate would last until late December of 3099.

Khan Kabrinski assumed that this unspoken agreement would break down once things became desperate for the Nova Cat or Combine forces in the region. In February of 3099 she tasked Mimir with locating and tracking the DCMS WarShip fleet. While information was difficult to come by, an intelligence windfall provided Kabrinski with the position of *Amber Lotus*. More importantly, the *Inazuma*-class WarShip was guarding the factory ships *Yamato* and *Ryū* in an uninhabited system codenamed Bikini Atoll. A planetless system located in the Draconis Reach, Bikini Atoll was in the Dominion's stellar catalog because the SLDF once used it for covert testing of mass drivers beginning in 2720. Research in the system was abandoned

during the Amaris Coup, and the facilities were stripped of all valuable material during the Exodus. The Combine was utilizing the system because of the almost limitless amounts of raw material in the asteroid belt circling the white star.

Kabrinski ordered *Rasalhague* and a small flotilla of JumpShips to transport six Stars of Pocket WarShips and aerospace fighter carriers, use uninhabited systems to recharge, and destroy the Combine's WarShip construction and repair capabilities. Using *Vanir*-class Pocket WarShips as the heavy hitters, the sheer number of the vessels would make up for the relative inexperience of their crews. Black Dragon agents noticed the flotilla's departure from Alshain on 5 April, but without knowing their destination, the agents could leak little information to the Nova Cats or the Combine.

The Dominion task force entered the Bikini Atoll system at 1430 hours on 18 December 3099, only one-tenth of a light-second away from a concentration of asteroids that was being used by the DCMS factory vessels. As former WarShips that had been stripped of most weaponry, *Yamato* and *Ryū* engaged their system transit drives and began burning in opposite directions as soon as *Rasalhague's* jump signature was detected. *Amber Lotus* launched its six aerospace fighters and undocked its three *Okinawa*-class DropShips; *Heated Sword*, *Iijima's Pride*, and *Comforting Silence* also launched their aerospace fighters.

As soon as the assault DropShips were able to engage their transit drives, the Dominion fleet split into two groups. Two Stars of *Vanir* DropShips and *Rasalhague* itself pursued *Yamato* and *Amber Lotus*, and four Stars of aerospace fighters along with carrier DropShips



pursued *Ryū*. The Ghost Bears stressed their vessels under high acceleration, and only twenty minutes passed before the first White Shark missiles were launched. The lightly armored factory ships stood little chance against capital weapons. Both factory ships were destroyed or disabled only an hour after the Ghost Bears' arrival in system, and *Amber Lotus* succumbed to a withering broadside from *Rasalhague*.

With no report from *Amber Lotus*, the DCMS sent *Draconis Rift* to investigate on 15 January 3100. What they found was wreckage from the battle. The factory ships had been accelerated into the Bikini Atoll star's corona, destroying them entirely. The wreck of *Amber Lotus* was unsalvageable and no survivors were found; all of the escape pods had been punctured by weapons fire and exposed to vacuum. In the debris from the battle, rescue crews found wreckage from two aerospace fighters bearing Dominion markings. DCMS retribution would be swift.

## HEART OF THE MATTER

By the beginning of 3100, the Dominion was set to push deeper into Irece Prefecture with the intent of finishing off the Nova Cats to focus more on the Combine, but their destruction of *Amber Lotus* escalated the war in unforeseen ways. Black Dragon intelligence leaks to the Dominion either stopped or suddenly became unreliable while official diplomatic envoys to the Dominion's civilian government worked towards bringing about a ceasefire before the Combine's neighbors could take advantage of their distraction.

ISF security regarding troop movements intensified as ISF Director Shakir Jerrar saw patterns emerging in Ghost Bear and Nova Cat responses to each other. With both Clans exploiting each other's weaknesses far too effectively, Jerrar feared moles inside the upper echelons of the DCMS, ISF, and the Coordinator's attendants. More paranoid than ever, Jerrar began compartmentalizing information in order to feed false data to different people and uncover the moles he feared were Black Dragon members trying to regain power.

The destruction of *Amber Lotus* and the Combine's offensive movements in the latter period of the war would also spur the resurgence of the Motstånd resistance group, still led by the aging Cilla Amdahl. Seizing the opportunity presented by the increasing public outcry against the war, Motstånd would organize civilian protests against the Ghost Bears across the Dominion. While violence was rare during these events, it was not unheard of on rural, less integrated worlds of the Dominion.

## THE BATTLE OF TRONDHEIM

In an attempt to add to the gains made by conquering Jarett and Thule, the DCMS ordered another planetary assault, one the Dominion never suspected. The Trondheim system was inside the Dominion's territory, but it was nominally under the administration of Clan Diamond Shark. Minamoto heavily

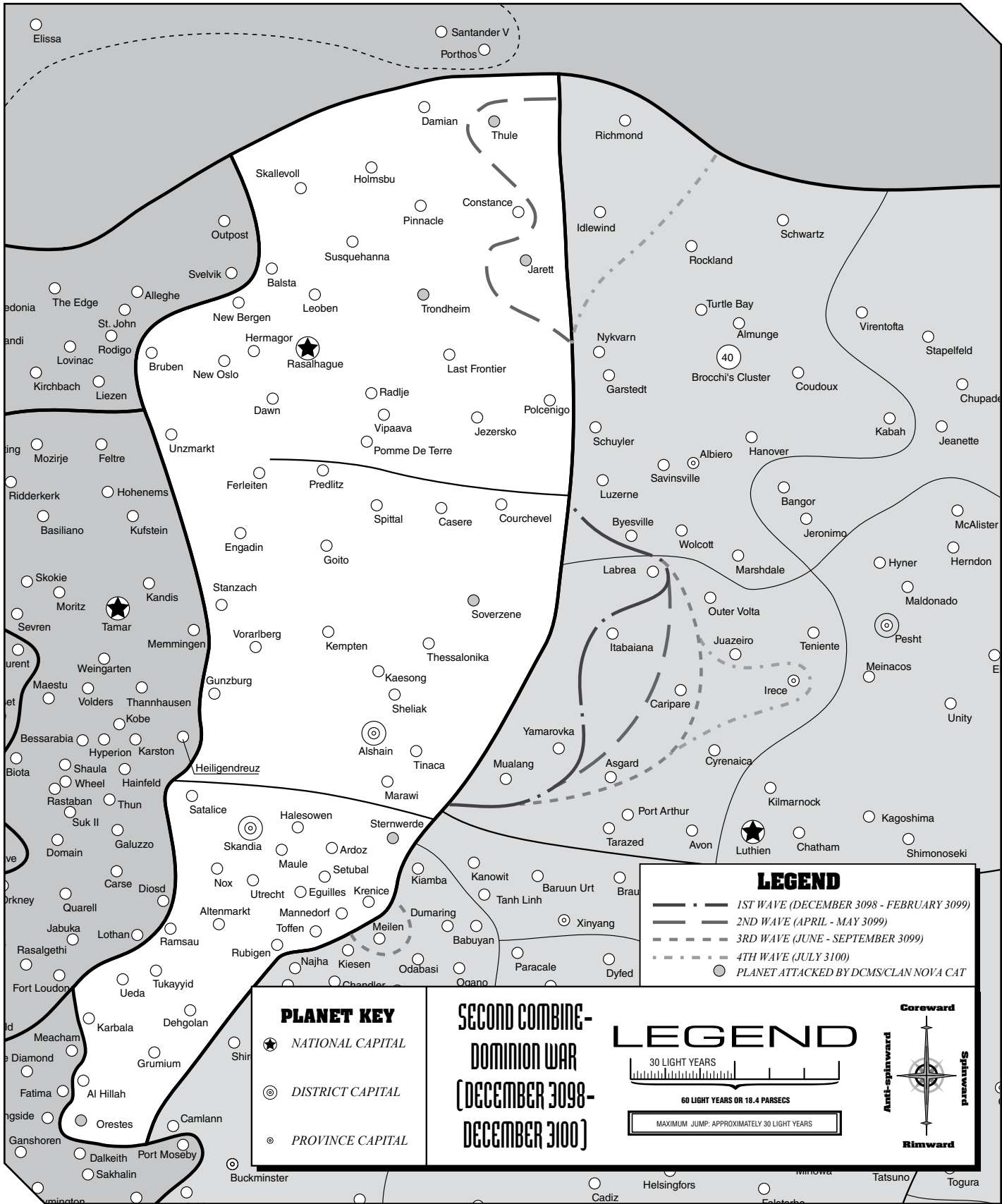
campaigned for the Coordinator to approve the assault, and Hohiro Kurita agreed as long as the DCMS avoided directly attacking Diamond Shark assets. The Trondheim system's strategic position and sizable logistical capabilities made it an ideal target to control for further drives deep into the Dominion, and the Dominion's capital, *Rasalhague*, lay a little over a jump away.

Assigned to the assault were the Fifth Sword of Light and the Eleventh Ghost, both regiments being chosen due to their combat readiness and large amounts of Clan technology in their ranks. En route to the operation, the Eleventh Ghost paused in the Irece system to take on large amounts of Nova Cat-enhanced equipment and the first production run of the *Bakeneko* 'Mech, the first 'Mech jointly engineered by the Combine and the Nova Cats.

In early July 3099, Khan Kabrinski sent a handful of Clusters to Trondheim after accepting a proposal from the Diamond Sharks to reequip her forces there. The system was an ideal location for the refit as Trondheim provided an easy staging point for Kabrinski's planned counterassaults on Jarett and Thule. At the time of the DCMS assault, the Ghost Bears had four Clusters on Trondheim: Kappa Galaxy's Fifty-fifth PGC, *Rasalhague* Galaxy's Second *Rasalhague* Bears and the First Tyr, and the Polar Galaxy's Second Kavalleri. Still more Ghost Bear Clusters were en route.

The Dominion forces were caught off guard when the DCMS forces jumped to Trondheim's L1 Lagrange point on 18 March 3100. Escorted by the DCS *Draconis Rift*, the two regiments were able to blast through the aerospace fighter screen the Ghost Bears scrambled into orbit. Immediately on making orbit, the Eleventh Ghost made a combat drop from *Draconis Rift*, placing its forces in and around the Second *Rasalhague* Bears' muster point, and the Fifth Sword of Light made a high-speed orbital burn around the planet to drop onto the Fifty-fifth. The speed at which the combat drops took place utterly overwhelmed the Ghost Bears. The Second Bears fought furiously while outnumbered. In the first hour of combat, the Second had lost seven Stars of BattleMechs compared to the Eleventh Ghost's loss of five lances. A short time later the Eleventh controlled the Second's muster point, and *Draconis Rift* tracked the Second's remaining forces as the WarShip kept position over the battlefield and the nearby spaceport. The Second was destroyed before the First Tyr was able to get into position to support the weakened Cluster. The Fifty-fifth fared just as poorly against the Fifth Sword of Light. With few forces to allow them to ready themselves quickly, the Fifty-fifth PGC was still outnumbered over six to one as the Fifth Sword of Light dropped from orbit onto the PGC's positions. Through battlefield salvage and unmanned 'Mechs still in the Fifty-fifth's warehouses, the Fifth was able to easily replace losses taken during the brief firefight.

# THE SECOND COMBINE-DOMINION WAR



**PLANET KEY**

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

**SECOND COMBINE-DOMINION WAR**  
**(DECEMBER 3098-DECEMBER 3100)**

**LEGEND**

- 1ST WAVE (DECEMBER 3098 - FEBRUARY 3099)
- - - 2ND WAVE (APRIL - MAY 3099)
- ⋯ 3RD WAVE (JUNE - SEPTEMBER 3099)
- ⋯ 4TH WAVE (JULY 3100)
- ⊙ PLANET ATTACKED BY DCMS/CLAN NOVA CAT

**LEGEND**

30 LIGHT YEARS

60 LIGHT YEARS OR 18.4 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward  
 Spinnward  
 Rimward  
 Anti-spinward



The annihilation of two Clusters spurred the surviving Ghost Bears into action. Star Colonel Jackson Edbom of the Second Kavalleri sent a distress call via HPG to Rasalhague while his forces still held the capital of Misby Flats. On the morning of 5 April, the Second Kavalleri came under heavy fire from the Eleventh Ghost while holding reinforced positions inside the spaceport. The presence of *Draconis Rift* in orbit reminded the Second that they were fighting on borrowed time. The Fifth Sword of Light had been making short hops in its DropShips, chasing the First Tyr as they played hide-and-seek between the planet and its four moons while avoiding *Draconis Rift's* capital weapons.

Unable to hold out any longer, Star Colonel Edbom was close to ordering a final charge out of his defensive position when the Eleventh began to quickly pull back from its forward positions and withdraw to the regiment's waiting DropShips. The rest of Polar Galaxy had arrived at a pirate point along with three Pocket WarShip Stars that were burning hard towards *Draconis Rift*. Fleeing the system, the DCMS was unable to capture Trondheim and was unsuccessful in halting Khan Kabrinski's planned counterassault, but the DCMS wouldn't slow its push towards Rasalhague.

## THE FALL

The DCMS's attack on Trondheim made Khan Kabrinski feel she had some time before the Combine would try to break out of the coreward area of the Dominion they controlled. Refitting Trondheim's survivors became a priority as the DCMS WarShips once again disappeared from intelligence reports after *Draconis Rift* left Trondheim on 30 March 3100. During the early part of June, ISF reports showed that as Dominion forces were being moved to forward positions on Trondheim, Rasalhague was defended only by the First Rasalhague Bears and the *Ursa Major*. With the Combine WarShip fleet already massed for an invasion of Rasalhague, Hohiro Kurita changed his orders for invasion. Instead he ordered DCMS ground troops in the coreward area to dig in while the fleet made an attempt to capture or kill *Ursa Major*.

*Draconis Rift* was the first to enter the system at 1650 hours on 29 April 3100, arriving at a pirate point between the Rasalhague system's inner fifth planet and its sun. Observing the *Ursa Major* in orbit as the Admiralty hoped, *Draconis Rift* began a high-gee burn around the fifth planet, using a slingshot maneuver to boost its speed on a run towards Rasalhague's moon, Sigurd. *Ursa Major* detected the *Kyushu*-class WarShip at 1720 hours and began to intercept the lone WarShip outside of the moon's orbit. This was a clear tactical error when, after an hour of acceleration towards *Draconis Rift* and almost halfway between Rasalhague and Sigurd, *Ursa Major* detected the rest of the Combine fleet entering almost directly in front of it at the Lagrange point between the planet and its moon.

*Ursa Major* flipped and began decelerating to reach low orbit around Rasalhague and come under the protection of the Sixth Valkyrie launching from the surface. As *Ursa Major* continued to move outwards as it decelerated, *Winds of Heaven* positioned itself so it could open fire on the Ghost Bear vessel while *Dieron Star* and *Lair of Mighty Wyrms* maneuvered to intercept the battleship as it attempted to flee towards the incoming aerospace fighters.

*Winds of Heaven* began strafing *Ursa Major* at 1803 hours. The lightly armored corvette was the only WarShip actively fighting the Ghost Bear vessel for nearly ten minutes. *Ursa Major* traded broadsides that tore into *Winds of Heaven*, breaching bulkheads and almost crippling the vessel. *Winds of Heaven* then used all of its acceleration to escape to another Lagrangian point and jump away. *Ursa Major* had little more than scorched armor, but *Winds of Heaven's* distraction gave *Dieron Star* and *Lair of Mighty Wyrms* enough time to match the Ghost Bear vessel's speed, placing it directly between both vessels, with *Draconis Rift* approaching from behind.

Still accelerating hard towards Rasalhague, *Ursa Major* engaged *Lair of Mighty Wyrms* and *Dieron Star* at point-blank range. Both Combine vessels began rolling to spread out *Ursa Major's* devastating naval autocannon fire. At 1825, with *Lair of Mighty Wyrms* badly damaged, *Dieron Star* dropped back to launch another volley of its nose-mounted weapons at the *Nightlord's* stern when the Ghost Bear vessel made a ninety-degree twist. *Ursa Major* fired a full broadside against the bow of *Dieron Star* that cracked the structure of the WarShip and set off a chain reaction of ammunition explosions in its naval autocannon magazines; all hands began abandoning ship beginning at 1827. This killing maneuver pointed the Ghost Bear vessel's stern directly towards *Lair of Mighty Wyrms*. Taking advantage of its position, the Combine vessel fired its naval Gauss directly into *Ursa Major's* drive system, knocking out its ability to maneuver.

Still fighting, *Ursa Major* continued to spin out of control towards Rasalhague, with its thrusters unable to disengage, while *Lair of Mighty Wyrms* kept up fire as it maneuvered out of range. At 1843 hours *Draconis Rift* made a high-speed pass across *Ursa Major's* bow, knocking out its bridge and life support systems. By then *Ursa Major* was spinning too fast for escape pods to launch, and centrifugal force was straining the WarShip's structural members. A series of internal explosions then reduced the WarShip to unsalvageable wreckage and scattered debris across a sizable area of the Rasalhague system.

The remains of *Dieron Star* made a close approach to Rasalhague at 1940 hours before being torn apart by outgassing from internal compartments and fusion reactor overloads. Weeks later, Ghost Bear crews deemed the wreckage unsalvageable due to the extreme stresses that weakened its spaceframe and destroyed the vessel's K-F drive. The loss of

*Dieron Star* wouldn't be the *Ursa Major's* last casualty: *Lair of Mighty Wyrms* was heavily damaged in the fight, and on 15 May its K-F drive catastrophically failed in an uninhabited system three jumps out of *Rasalhague*. Knowing *Rasalhague* would be hunting the fleet, the crew chose to scuttle *Lair* rather than risk letting the Dominion salvage it.

## IRECE

With the loss of *Ursa Major* only days old and *Motstånd* cells inciting civilian protests as a result of its loss, Khan Kabrinski ordered the final assault on Irece. The goals would be to destroy the planet's factories and kill Khan Drummond. On 26 June 3100, two full Galaxies jumped into the Irece system, one at each standard jump point. Leading the combined forces of the Ghost Bears' Beta and Omega Galaxies was Galaxy Commander Vigo Hall, infamous for his attack on Itabaiana. Hall wasn't willing to hold back any of his troops' fury and gave clearance for Omega Galaxy to destroy its targets by any means available. The numerous Nova Cat forces in system consisted of slightly over half of the Clan's remaining *touman* from the Lambda and Xi Galaxies: the Rossei Keshik with Khan Ajax Drummond himself in command, the Nova Cat Fusiliers, Nova Cat Legionaries, Nova Cat Renegades, and the Dragonsclaw Cluster. Drummond knew that Irece would be the last real fight for the Nova Cats, and quoting a twentieth-century leader he ordered, "Not a step back!"

The Nova Cats' aerospace forces were badly depleted and the destruction of the aerospace sibkos on Itabaiana and Asgard left them with an inability to replace lost pilots. This gave the Ghost Bear forces unopposed landings on 7 July. With both Beta and Omega Galaxies having secure LZs outside the capital of New Barcella, the two groups split up. Beta advanced to the nearby Barcella Battle Armor and Barcella-LAW facilities defended by the Nova Cat Fusiliers and Legionaries, and Omega Galaxy drove straight into the heart of the capital city to destroy the sibkos and primary genetic repositories there.

The Fusiliers and Legionaries had to split their forces between the two Barcella manufacturing lines in an attempt to defend them both. Even with the automated defense turrets and hastily constructed defensive fortifications around each installation, Khan Drummond knew both Clusters would sacrifice their lives to buy time for his forces in the capital. The fighting at the Barcella Battle Armor plant began just before sunset as the Tertiary Galaxy Command led the Eighteenth Battle and 140th Striker Clusters in a charge directly at the Nova Cat defensive positions. The automated defense turrets, their programming still untested, were unable to keep up with the dozens of targets; their targeting systems were confused, causing the turrets to shut down. Galaxy Commander Hall personally blasted the first entry into the factory wall with his

*Kodiak's* high-caliber autocannon. The defending Legionaries fought tooth and nail inside the factory itself, using the machinery to provide cover as they concentrated fire on the Ghost Bear 'Mechs climbing through the breach.

At the same time the Fourteenth Battle Cluster and 332nd Assault Cluster were overwhelming the Fusiliers' positions at the Barcella-LAW plant. Halfway through the battle, an unidentified company of Combine 'Mechs came out of hiding and assisted in the plant's defense, declaring to both the Nova Cats and Ghost Bears that they were "defending the rights of the Combine." The Ghost Bears easily destroyed the new combatants but not before the Combine 'Mechs disabled three Dominion 'Mechs to the cheers of the Fusiliers. The sacrifice of the unknown warriors did little to help the Nova Cats: by daybreak, the Fusiliers had all but exhausted their munitions and were teetering on the edge of destruction.

Omega Galaxy's assault on Khan Drummond's forces at New Barcella didn't begin until the morning of 8 July. With Khan Drummond himself in the middle of the heaviest fighting, Nova Cat forces refused to retreat. By the end of the day, Omega Galaxy had gained no ground inside New Barcella, and its Clusters were already seeing losses exceeding fifty percent. Omega Galaxy's commander then ordered the launch of all five of the Galaxy's new Dominion-built *Polaris*-class DropShips. Designed initially as a support DropShip carrying battle armor and tanks, the *Polaris* mounted cruise missile launchers capable of striking with the power of capital-scale weapons. The first ten missiles impacted the primary genetic repository in the heart of New Barcella, instantly destroying every building within fifty meters of ground zero, including three Stars from Khan Drummond's Rossei Keshik. The Nova Cat forces immediately scattered, making them more difficult targets. The second wave of cruise missiles was even more devastating as collapsing buildings added to the destruction. Khan Drummond himself was buried under the rubble of the IPN headquarters. The *Polaris* DropShips then turned their missiles on the Nova Cat Legionaries and Fusiliers' defensive positions. In two volleys the factories were nothing but rubble. Dominion forces on the scene then destroyed the few survivors at their leisure.

As fires raged through New Barcella, Omega Galaxy sent in its forces to mop up remaining Nova Cat forces along with any belligerent groups of civilians inside the burning city. Believing that Khan Drummond was dead, the Dominion forces spent another day bombarding the factories to ensure their complete destruction and then left Irece on 9 July. Five days later, Khan Drummond was found buried under the rubble of the IPN building, alive but severely injured inside the cockpit of his *Nova Cat*.

Overall the Ghost Bears suffered heavy losses in their assault on Irece, but the attack all but destroyed Clan Nova Cat's



future. The damage their primary genetic repository sustained was severe, but the majority of genetic samples survived in a bunker deep below the compound. With their largest manufacturing facilities in ruin and most of the entire Nova Cat *touman* destroyed on Irece, there was no way to rebuild.

## RAGING BEARS

The unknown Combine force's sudden appearance on Irece began a series of events that changed the nature of the war and would ultimately halt it. Across the Combine, anti-Clan protests erupted after what more conservative news media labeled the "sacrifice of loyal warriors of the Combine" when speaking about their destruction. Later evidence would suggest that the 'Mechs used had disappeared from the DCMS ranks during the Jihad and were rumored to have been stolen by the Black Dragon Society.

The loss of life on Irece added to the outrage that quickly spread to the Ghost Bear Dominion as protests at the harsh treatment of the Dominion's civilians became more common through the last half of 3100. Motstånd used this as a pretext to begin a series of bombings and other terrorist activities across the Dominion, focusing on Ghost Bear military bases on and near Rasalhague. This activity later halted Polar and Taiga Galaxies from pushing any further into the Combine's coreward region, as Kabrinski and Magnusson were forced to redeploy KungsArmé forces to assist the Watch against Motstånd cells.

## LOST GROUND

The last joint operation between the Nova Cats and the DCMS took place soon after the Dominion assault on Irece. Intelligence from Dominion contacts Kiyomori Minamoto had made during the Jihad indicated that only the Eighth Bear Cuirassiers were acting as a garrison force on Mualang. The *kanrei* presented a battle plan to Hohiro Kurita and Ajax Drummond that entailed the DCMS and Nova Cats attempting to take back the world of Mualang with the Seventeenth Benjamin Regulars and the Dragonscales Cluster. Fearing renewed Ghost Bear assaults on Irece and Labrea, the Nova Cats would not remove their Clusters from those worlds, leaving only the Dragonscales Cluster for use. Both the Combine and the Nova Cats wished to make another attempt to retake Mualang's battle armor manufacturing lines and cut off a strategic system in the Dominion logistics chain leading into the rimward Irece Prefecture.

The invasion on 1 August was a disaster as the intelligence provided to Minamoto was inaccurate: the Rho TGC was also present when the combined task force landed. While both the Dominion and DCMS/Nova Cat forces were almost equal in size, the Dominion forces had more combat experience under their belts and were determined to protect their new factories. The DCMS and Nova Cat forces engaged the Ghost Bears in two battles around the Mualang Battle Armor facilities in attempts to wrest control. In the first engagement, the Dominion forces singled out units from the Dragonscales Cluster, weakening the Nova Cats significantly. The second attempt on 9 August was met by a Ghost Bear charge that shattered the Seventeenth Regulars' battle lines. Unprepared for such an aggressive move from what was highly defended positions, the Seventeenth Regulars pulled back to regroup as the Ghost Bears once again singled out the Nova Cat units. However, the Seventeenth Benjamin Regulars were unable to regroup as Rho TGC kept its momentum and continued to pursue them all the way to their LZ while the Eighth Cuirassiers picked off remaining Nova Cat warriors. As the DCMS was retreating from Mualang on 11 August, only a Star of 'Mechs from the Dragonscales Cluster survived to escape on the DCMS DropShips.

Although slowed by domestic pressures, the Ghost Bear push spinward didn't end at Irece while the Dominion solidified its hold on Mualang. On 10 September, the Dominion jumped forces to reclaim Thule and Jarett from the occupying DCMS forces. Polar Galaxy was assigned to retake Jarett from the First Ghost. Landing on 18 September, the KungsArmé Galaxy easily outnumbered the understrength Ghost regiment. The First Ghost put up a remarkable fight but was unwilling to be destroyed while trying to hold the agricultural world. After a series of feints and running battles, the First Ghost retired to its DropShips and retreated to Idlewind on 25 September. Lacking dedicated transportation, the Thirteenth Sun Zhang Cadre on Thule had no such benefit. As the highly skilled KungsArmé Taiga Galaxy dropped onto Thule on 22 September, the Thirteenth had to hold its own until the DCMS could provide transportation to evacuate them. The help did not come in time. On 30 September, the skilled Taiga Galaxy utterly destroyed the Thirteenth inside the Dominion

## SIGNING OFF

*[The IPN report shows Kiri Mosuki on the streets of New Barcella, shouting into her microphone to be heard over the blaring air raid sirens and the horns of civilian vehicles that are jamming the streets around her. Nova Cat BattleMechs can be seen behind her, moving through an intersection.]*

"It is chaos outside the IPN building. Both Nova Cat and Combine officials have repeatedly asked the populace to stay calm, but with an entire Ghost Bear Galaxy surrounding the city, most people here are assuming the worst. I've made many attempts to contact Nova Cat officials to speak—"

*[The cameraman swings his camera upwards to focus on ten contrails in the sky between the buildings. They curve downwards and approach the camera at high speed. The missiles disappear out of frame as the cameraman can't track their movement fast enough. There is a clap of thunder and the screen shows Mosuki's face briefly illuminated by bright orange light as the transmission breaks into static.]*

—Extract from final report of Irece Prefecture News reporter Kiri Mosuki, 8 July 3100

military complex outside Thule City. Nearly a decade after the war, the Combine still accused the Dominion of holding members of the Thirteenth on Thule as prisoners of war and using them as forced labor.

## NEW GROUND

The destruction of the Thirteenth Sun Zhang Cadre weakened the DCMS position in the coreward theater significantly. Khan Kabrinski knew the First Ghost was the only DCMS unit still in the theater, and this allowed her to press her advantage. In retaliation for the destruction of *Ursa Major*, she ordered the Polar and Taiga Galaxies to invade and hold two DCMS worlds, Richmond and Idlewind.

For most of its history, Richmond had been lightly touched by war, but the second half of the thirty-first century saw repeated invasions by Clan Smoke Jaguar and Ghost Bear. With its already small population on a steady decline from the 3050s to 3090s, the planetary militia grew smaller in response. Without the backing of the Thirteenth Sun Zhang, the militia stood little chance against the First and Third Freeman of Taiga Galaxy. The world officially surrendered only hours after the Dominion landings on 15 November 3100.

Idlewind was a more populous planet, and while it had experienced invasions like its neighbor Richmond, Idlewind had seen a gradual increase in population and militia under the Combine. The addition of the battle-weary First Ghost to the defending forces meant Idlewind would be much tougher to conquer. The Second, Third, and Fourth Kavalleri dropped onto Idlewind on 18 November and quickly gained control of the capital city of Leeward Cove. Between 20 November and 1 December, the First Ghost and the militia's foot and motorized infantry made probing attacks against the three Clusters' positions. Heavily outnumbered, the First Ghost had little chance of taking control of the spaceport and regaining control of their DropShips, which were captured while undergoing repairs from the First's escape from Jarett.

The defenders developed a plan where two of the First Ghost's companies would attack the Second Kavalleri's position in an attempt to pull in the other Dominion forces. Planetary militia infantry would then free the captive DropShip crews and the rest of the First would control the spaceport long enough to board the DropShips and flee. This ambitious plan was launched on the morning of 2 December and went surprisingly well until the First and the freed DropShip crews reached the spaceport to find their DropShips surrounded by most of the Polar Galaxy's battle armor forces. The First hastily commandeered two civilian DropShips but were unable to load all of their 'Mechs before the Kavalleri Clusters finished mopping up the distraction force. The First Ghost was forced to abandon nearly two companies of 'Mechs at the spaceport before lifting off with their two captured *Mules*.

## ATROCITIES

During most of 3099, the civilian population was generally unaware of the scale that the Dominion was waging its war against the Nova Cats, but by the end of the year the atrocities committed by Ghost Bear forces inside Irece Prefecture were being shown and talked about on every world in the Dominion. Peace protests became more common across the Dominion, even occurring outside the Ghost Bear command compound at Silverdale. After seeing battleROM footage taken by elements of Omega Galaxy on Irece, Heikkinen travelled to Alshain on 1 December 3100 to meet with Khan Kabrinski. He intended to voice public demands for a halt to the Irece Prefecture military campaign and conduct a full investigation into war crimes by Dominion forces.

A heated discussion occurred between Heikkinen and the Dominion's military leaders, and one of Heikkinen's aides reportedly heard Kabrinski refuse to stop operations "until every Nova Cat was dead" but changed her mind when the leader of the Unity Council remarked whether the battle-hardened and now indispensable KungsArmé Galaxies would take kindly to being labeled war criminals. Heikkinen stepped out of the command compound into the middle of a large peace protest and announced that Khan Kabrinski agreed for a temporary halt to offensive operations. The news travelled quickly across the Combine, where Hohiro Kurita agreed to a temporary ceasefire to better take stock of the devastation inside Irece Prefecture.

In the weeks that followed, investigation teams from the Dominion, Combine, and the Republic of the Sphere discovered mass graves filled with the bodies of Nova Cats from all castes, even on worlds not invaded by the Dominion. As early as October 3099 evidence found in a mass grave on Port Arthur implicated forces from the Black Dragon Society being responsible. The Combine had covered up the slaughter in order to maintain the cooperation of the Nova Cats, but Hohiro Kurita ordered the *Ryuken-go* to hunt down Black Dragon cells along the Dominion border. Captured Black Dragon agents claimed the organization pushed the war to a higher pitch as a smokescreen for their extermination squads to "liberate Combine worlds from the grip of the Clans." Even on worlds where Dominion forces had killed large numbers of civilians, such as Omega Galaxy on Irece, Black Dragon extermination squads and Combine citizens that sympathized with the society had murdered an estimated five to ten percent of the Nova Cat population.

With the Republic of the Sphere threatening to station peacekeeping troops in Irece Prefecture and along the Combine side of the shared border with the Dominion, Hohiro Kurita offered to end hostilities with the Dominion. The Coordinator declared that the armistice was to allow the Combine to "cleanse the dishonor that has blackened our soil once again." While the treaty solidified the borders between both nations, both sides



took nearly a year to agree on repatriation of prisoners of war and civilians not wishing to live under a new flag. During this time both the Dominion and the Combine continued light raids to conduct “investigations into compliance of proposed peace conditions.” After Khan Kabrinski grudgingly agreed to order Omega Galaxy to return to Alshain for an investigation of possible war crimes, Unity Council Leader Heikkinen officially accepted the peace treaty. On 10 November 3101 the Second Combine-Dominion War officially came to an end.

## FALLOUT

Once again existing in an uneasy peace with the Dominion, the Combine considered the loss of Richmond, Idlewind, and Mualang as a small price to pay for the dishonor that the Black Dragons heaped upon the nation. In the months that followed, the DCMS turned its attention away from the Dominion as it deployed its forces throughout Irece Prefecture and beyond to help local militia and law enforcement agencies hunt down Black Dragon Society cells. During the DCMS’s rapid reconstruction, new regiments were mustered, including the reconstruction of the Third Pesht Regulars.

While the Combine hunted down the Black Dragons, it bowed to public pressure. A vast majority of the Combine’s citizens saw Nova Cat aggression as the initial cause of the war. The anti-Clan sentiment stirred up by the Black Dragons in the early months of the war never abated but strengthened instead. In one notable incident on Irece in July 3102, an anti-Clan protest stormed the Nova Cat sibko compound still under construction in New Barcella. Nova Cat battle armor guarding

the construction site opened fire on the protesters, killing hundreds. This set in motion a series of new policies dictating that Nova Cat facilities and population centers must be a minimum distance from existing civilian population centers and guarded by ISF troops or planetary militia. With little military strength left at the end of the war, Khan Drummond had no choice but to comply with the new Cultural Preservation Districts that were allegedly “for the protection of both the Draconis Combine and Clan Nova Cat alike.”

On the other side of the border, the Dominion was experiencing upheavals of its own. Eighty-one year old Khan Kabrinski, while still highly respected amongst the Ghost Bear warriors, was slowly losing her faculties. During the war, she made many decisions that were questionable at best, and many were left to saKhan Ragnar Magnusson. Knowing the contribution of the KungsArmé to the war effort and taking advantage of Kabrinski’s weakening grip on power, Prince Heikkinen pushed the Ghost Bears into restructuring the entire Dominion military and government to allow more civilian oversight and control. Surprisingly, saKhan Magnusson supported many of these efforts, which included limiting military governance over all but the most important industrial worlds of the Dominion; reorganizing the Unity Council to include equal numbers of civilians, trueborn warriors, and freeborn warriors; and placing the elected prince above the khan. Many of these efforts wouldn’t come to fruition until the election of Prince Magnusson in 3103, but all of these changes can be directly attributed to the Second Combine-Dominion War.







# THE VICTORIA WAR

## DON'T TURN YOUR BACK

"You can take the girl out of the Capellan March, but you can't take the Capellan March out of the girl."

—*Roymond C. O'Malley, host of New Avalon Tonight, 17 May 3087*

## THE FRAMEWORK OF CARNAGE

The Victoria War is one of those rare conflicts in which the blame can unambiguously be placed upon the shoulders of a single individual. Duchess Amanda Hasek inherited the stewardship of the Capellan March in 3100 after her aunt Angela died. Amanda and her sister Isabella had been hostages of Regent Yvonne Steiner-Davion on New Avalon for most of their youth. Her sister lacked Amanda's internal struggle for independence and "succumbed to the Davion brainwashing" efforts, as Amanda described it. While Isabella married eventual First Prince Harrison Davion, Amanda inwardly hungered for the autonomy Yvonne sought to wean her from; outwardly Amanda kept her political leanings in line with the regent. Much like her father George, she felt the need to exercise military autonomy to gain respect she felt was lacking from New Avalon. In addition, she knew the people of New Syrtis held a serious grudge against the Capellan Confederation for its brutal campaign in 3069, the year of her birth. She hoped avenging that invasion might cement both her legacy and earn an increased measure of respect from the Capellan March peoples, most of whom looked towards New Avalon for leadership instead of New Syrtis.

Almost immediately upon taking the reins of power over her ancestral March, Amanda tasked her military advisors and intelligence analysts with renewing all data for CCAF troops near her border. This intelligence gathering relied upon multiple mercenary commands of varying size, reputation, and ability conducting a series of seemingly unrelated objective raids throughout the Victoria and St. Ives Commonalities. The goal of these raids was to locate the CCAF troop dispositions and identify potential worlds that might be invaded and held. The conclusions were only as reliable as the date when the data were obtained, a fact Amanda's advisors were unable to adequately impress upon her. This was similar to the events that led to her father's disastrous invasion of the Confederation during the Jihad, which directly caused the devastating New Syrtis counter-invasion. Amanda did not take that lesson to heart. Instead, her hunger for status and recognition as a peer by the First Prince blinded her to the risks.

Harrison Davion acceded to the throne in 3099, a year before Amanda's planning began. However, he was preoccupied with the turmoil along the Draconis March border. The Draconis Combine's recent war with the Rasalhague Dominion left the

DCMS with unspent aggression that manifested in increased raids into the Federated Suns. This provided enough distraction for the First Prince's sister-in-law to carry out her maneuvers undetected. She put on a bland public face to embrace Harrison, but her schemes moved forward unabated.

Among the machinations she put into place was to collect all lithium-fusion battery-equipped JumpShips in her March into a single formation. These were assigned exclusively to those commands whose officers she trusted. This trust was gained in a number of ways. Some she cajoled with her native charm; others required bribes in the form of lands and titles. Those whose loyalty she could not sway from New Avalon were cashiered or transferred outside her March. Amanda influenced Warrior Cabal members simply by promising to punish the Capellans, especially for the damage inflicted to New Syrtis and Taygeta. She wisely did not approach any WarShip commanders; all of them held unassailable loyalty to the First Prince. This fortunately limited the war to conventional assets.

The duchess implemented training operations which her trusted commanders carried out. The relative state of peace since the Jihad had atrophied the skills and aggressiveness of her troops. As preparations progressed, Amanda began issuing orders verbally to avoid a paper trail that could lead New Avalon to her. She began transferring her forces toward the Capellan border without informing New Avalon, keeping things secret from the First Prince and the Marshal of the Armies.

Eventually, the plan coalesced in the minds of Amanda and her commanders. Reconnaissance had discovered the CCAF was doing much the same as Amanda herself. CCAF troops were being transferred without the typical communications traffic that would reveal the moves. By all appearances, the Victoria Commonality was being nearly stripped of its defenders. The moves were not so provocative or obvious that border worlds were abandoned, but troops farther from the border were being moved with little notice. Regular intelligence dispatches from New Avalon confirmed that troops missing from the Victoria Commonality had been sighted taking up stations near the Republic border. Amanda had all the rationale she needed: Capellan worlds near her capital were vulnerable. She could strike a blow both to avenge the Jihad and show her peers that she was not to be taken lightly. Over a period of months, the Ziliang Salient and border worlds filled with troops thought to be elsewhere in the Capellan March. Some of these remained cooped up in spaceborne DropShips to prevent leaks.

Amanda chose Victoria as her target for several reasons. First, her father's actions in the Jihad had rendered St. Ives a poisoned apple to her people. Also, St. Ives was closer to recently transferred CCAF commands and would be more

easily reinforced. Mainly, though, Victoria was chosen because of the political situation between the Republic of the Sphere and the Capellan Confederation. Chancellor Sun-Tzu Liao had been transferring his regiments closer to the Republic, likely to reclaim Capellan worlds that had joined the Republic. The reduced Capellan defenses should have made her conquest easy. The duchess sought to take advantage of the local weakness before the Chancellor's spies could alert him to the danger. She had to move fast. Marshal of the Armies Jon Davion retired in early 3103, and Amanda feared his successor, Athena Davion-Roos, would discover her plans. Amanda knew she needed to strike before the CCAF shuffled its troops again and rendered her data useless.

The goal of the invasion was simple: conquer Victoria and its valuable BattleMech factories, along with several neighboring worlds. Menke, for example, boasted its own factories and was home to the hated McCarron's Armored Cavalry brigade. Amanda sought to secure all the worlds from Holloway to Quimberton to Zanzibar. This widening of the Ziliang Salient would allow the populace and military to rest easier, no longer being surrounded by hostile forces. Amanda had hoped a small peninsula of Capellan territory extending to the Taurian Concordat would be taken later; her advisors suggested the Capellans might abandon those worlds rather than expose troops to hold them. Conquering half the Victoria Commonality in one fell swoop would be a devastating blow to the Confederation and would garner Amanda the respect she so craved.

Amanda's plan was daring and narrowly focused. However, she was blind to the many potential avenues of failure she had not prepared for. These included Capellan fanaticism, which made taking Confederation territory a difficult prospect, and the CCAF's underestimated mobility. While reconnaissance showed that CCAF troops were moving towards the Republic for an eventual attack, none of Amanda's advisors considered that those moves could be quickly reversed to address an invasion. This lack of foresight would prove a serious misjudgment.

## CELESTIAL DISTRACTION

Chancellor Sun-Tzu Liao had begrudgingly accepted peace with the Republic of the Sphere after its formation, but he never abandoned his claims to the Capellan worlds now under the dominion of the Exarch. Sun-Tzu had expended too many years and lives liberating those worlds from the Federated Commonwealth to allow his legacy to be tainted by leaving them in the hands of this new enemy.

The Jihad was not any kinder to the CCAF than to the militaries of his neighbors. His industrial base, augmented by Canopian production, was purportedly pushed to not only

replenish his forces but also to manufacture additional output beyond the needs of his troops. This discrepancy was often noted but dismissed as the result of Capellan propaganda or disinformation. In truth, the reports were accurate: the excess materiel was being stockpiled against the future war with the Republic. To retake the Chancellor's former worlds, the CCAF hoped to employ more and better-supplied troops than the Republic could expect. These plans would be thrown into disarray and severely delayed by the unexpected Capellan March invasion.

Capellan intelligence had made a fatal mistake. Like the Chancellor, the Maskirovka believed the only true threat at the time was the Republic. The Davions had embraced the Exarch's policies and reduced their forces per the disarmament treaties. This made them far less of a threat to the Confederation than they otherwise would have been. The new First Prince was also considered weak and unwilling to repeat the sins of his predecessors by starting a war. Therefore, as the Chancellor directed his efforts and focus toward the Republic, the covert movements of the Capellan March forces under their new duchess fell under the radar.

However, the Chancellor had his own secret military movements. While Duchess Amanda's spies had discovered the massive military transfers, they had not stumbled upon how those movements were carried out. Sun-Tzu had conceived and developed a means of rapidly moving his troops. Such large-scale transfers of entire commands always consumed extraordinary transportation assets; however, what Amanda and her advisors overlooked was that the Confederation's economy was not suffering as a result. That meant the JumpShips being used to ferry CCAF troops coreward were not being drawn from the civilian sector. Instead, the Chancellor had spent the last twenty years creating a dedicated corps of transport vessels whose sole mission was to shuttle his troops from one end of the Confederation to the other. The ships would normally be assigned to a specific command, but when ordered they would essentially detach and become an independent formation. Each JumpShip had a pre-assigned system to occupy, being the next link in a chain leading toward the CCAF's ultimate destination, like a flexible command circuit for entire regiments. The system worked perfectly in numerous test transfers in the two decades since peace with the Republic had been secured. This was among the Chancellor's best-kept secrets, and the Victoria War would be its trial by fire. Instead of transporting troops coreward to prosecute Sun-Tzu's invasion, the system would be used repeatedly to funnel troops rimward to repel Hasek's invasion.

Another factor Duchess Hasek and her advisors had not considered was the Chancellor's heir, Daoshen Liao. Little



was known of the Duke of Capella aside from his skill as a MechWarrior. Daoshen had been sheltered from public view most of his life, but rumors that he believed in his father's divinity—and thus his own—would eventually be proven true. At the time, Sun-Tzu was distracted by the dream of invading the Republic. This left Daoshen to be raised by attendants and the Chancellor's mentally unstable sister, Kali.

Daoshen's combat acumen was questioned only by those in other nations. Within the Confederation, to consider the tales anything but fact was all but treasonous. He had gained the respect of many regimental commanders by taking part in operations to a degree that his father never had. Sun-Tzu's heir often assumed greater and greater military responsibilities, but the Chancellor gave his tacit approval after the fact. To keep his son busy, Sun-Tzu put Daoshen in charge of the organization and operation of the JumpShip chains that would ferry troops to the Republic for the invasion. This put Daoshen in direct contact with all of the CCAF's senior commanders. His charisma and confidence infected them, and all came to love him as much as they did his father. The bond he formed with them would be pivotal as Daoshen assumed the duties of defending the Confederation from the Hasek invasion and the subsequent Andurien and Oriente invasions.

## THE FORGOTTEN THREAT

If Amanda Hasek felt she had inherited debts to repay, she had good company. Duchess Evelyn Humphreys took the helm of Andurien in the wake of the Jihad, making her the first ruler of a truly independent Andurien. Her consort Darryl Henry Samuelssen was killed in a training accident with the First Andurien Guards in 3088, leaving Evelyn to raise their son Ari and lead the nation on her own.

The years following the formation of the Republic saw her small realm grow by annexing various unaffiliated worlds between the Duchy of Andurien and its neighbors. This pushed the duchy's territory to border the Magistracy of Canopus and extended the shared border with the Capellan Confederation. The meager Andurien Defense Force was somewhat hard put to adequately secure the increased number of worlds. Evelyn addressed the risk by ordering a new brigade formation. The First Andurien Cavalry debuted in 3095. The regiment was combined arms like the rest of the ADF, but it was assembled loosely on the notion of providing a highly mobile and powerful force. The First Cavalry was so successful at responding to pirate incursions and occasional raids from the duchy's neighbors that a second regiment was commissioned in 3101.

Evelyn Humphreys was a skilled diplomat and maintained cordial relations with her neighbors, even the duchy's ancestral enemies in the Capellan Confederation. When Jessica Halas-

Hughes changed her name to Jessica Marik upon becoming the Grand Duchess of Oriente, Evelyn did not join the other rulers of the former League in publicly rebuking Jessica. While she never truly acknowledged the name change, Evelyn's careful approach to the issue ensured that relations with Oriente remained on good terms. This would lead to disaster for Evelyn when she sought to take advantage of the Capellans during the Victoria War.

Evelyn grew up with bitter tales of the duchy's humiliation when Andurien and the Magistracy of Canopus conducted a failed invasion of the Capellan Confederation in the 3030s. The bitterness increased when the Magistracy and Confederation were joined by blood as Sun-Tzu Liao and Naomi Centrella were married and had children. The complete reversal of relations between the Canopians and Capellans should have ensured the Anduriens never again grew foolish enough to invade the Confederation. However, just as Amanda Hasek felt the need to prove herself to her people by invading the Victoria Commonality, so too did Evelyn desire to leave a legacy and example to her son Ari that the duchy was a legitimate state. Annexing independent worlds near her territory was insufficient to her desires. When the Victoria War began, the duchess realized the abrupt movement of Capellan troops away from her border provided an opening for her to accomplish her goals by taking worlds away from the hated Capellans.

Captain-General Jessica Marik, on the other hand, was a more reasonable leader. She had also ensured the independent worlds near her realm were brought into the Oriente Protectorate. However, she was more concerned with the worlds she coveted, which were part of the Republic of the Sphere. Jessica held no special enmity for the Capellans. Rather, her and Chancellor Liao's desires to recover worlds lost to the Republic had calmed the border between the two nations. Jessica held no illusions that the Duchess' Own Corps of Foot and Horse could ever withstand a determined retaliation by the CCAF. This rational mindset would limit her enthusiasm for the notion of invading the Confederation. Nevertheless, she was not one to pass up a golden opportunity, and she knew that a victory over the CCAF would make a proud feather in her cap. Therefore, when Duchess Humphreys sought a cooperative effort to invade the Confederation along its anti-spinward border, Marik agreed. Her effort was of far smaller scope, though, as she wished to moderate the potential consequences against the intended gains.

The differing approach of the two leaders and their dissimilar prosecutions of their respective invasions led to vastly different responses from the CCAF. Evelyn later accused Jessica of failing to do as promised regarding the invasion, and relations between the two felt the effect.

**OPERATION NAMELESS?**

Amanda Hasek's efforts to prevent anyone leaking her invasion plans took many forms. In addition to seeking support and issuing orders only through word of mouth, she also kept different commanders compartmentalized as to the extent of her plans. This meant that some commanders arrived in the same system at the same time, without expecting one another. More than that, she also apparently named her invasion so many things that history only recorded some of the rumored and suggested names she might have given it; since few of the officers involved survived and even fewer revealed what took place prior to their actions in the invasion, we are left to guess. Thus, instead of a certifiably grand-sounding operation to record in history books, those who studied the conflict called Hasek's invasion things like Operation LIBRA, COUNTERPOISE, RECIPROCITY, ASTRAEA, RHAMNUSIA, NEMESIS, and OBOL. Hasek herself merely gave her typical half-smile when questioned for such details.

**DISCONTENT AT HOME**

The MAF troops might have willingly thrown their might against the Capellan Confederation's enemies, but the peoples of the Magistracy of Canopus were far less enthusiastic to see their defenders pull up stakes to save the misbegotten son of their leader's liaison with Chancellor Sun-Tzu Liao.

Scarcely a month after the nearly wholesale departure of the MAF from Canopian territory, the pirate raids began. These were incredibly severe assaults, oftentimes overwhelming the meager militia forces left behind to repel them. Beyond the bandit raids for slaves, food, and supplies were the raids from the Marian Hegemony.

The worlds of Thraxa and Vixen especially felt the sting of the magestrix's single-mindedness. While the MAF was distinguishing itself against Davion and Andurien forces, the Marian Hegemony's III and IV Legio stormed the two nearest Canopian worlds and dealt a powerful blow to the Magistracy. The infrastructure of Thraxa was devastated, and Vixen's planetary government was rounded up and murdered before the Marians returned to their own territory.

These events, resulting directly from the magestrix stripping the border of its necessary defenders, led to riots and public denunciation of her leadership. Before long, the magestrix and the Canopians as a whole no longer considered these worlds Canopian territory, leaving them and their restive peoples to their own devices. To those so abandoned, the refrain went, it was no change at all.

**ALLY OF CONVENIENCE?**

The Magistracy of Canopus was, as ever, something of a mystery during this conflict. The Magistracy had grown closer to the Confederation since the Jihad as the heirs to both nations shared the same parentage. The mistake the Federated Commonwealth had made by trying to unite its two nations under one ruler would not be repeated by the shrewd Sun-Tzu Liao and Naomi Centrella. Instead, the pragmatic parents knew their children would rule their nations separately, but as allies in all ways, bound by blood. The truth, of course, was far different from the lofty goal. Their firstborn Ilsa was illegitimate in the Chancellor's eyes, and although Sun-Tzu legitimized her after he and Naomi were married and had a legitimate child, Daoshen, Ilsa would never rule the Confederation. Since Daoshen was male he could never rule the matriarchal Magistracy, but Ilsa preserved Naomi's line of succession.

This was a remarkable turnabout from the state of relations between the two nations in the 3030s, when the Canopians foolishly felt they could conquer Capellan space with Andurien allies. Centrella political acumen, though, would ensure grudges were buried if a positive result could be obtained by ignoring past defeats. The following years led to the Trinity Alliance in 3062, which drew the Capellans and Canopians closer. Later that same year, Sun-Tzu used MAF troops to reclaim the St. Ives Compact, and during in the Jihad the Magistracy again aided the CCAF against the Word of Blake.

However, the reality of things as they came to pass generally saw only economic cooperation between the two nations after the Jihad. Joint military training, which was promised by the Chancellor, never took place. Instead, as the Chancellor was consumed with how to recover worlds from the Republic, his concern for the Magistracy and even the rimward portion of his nation became secondary. The magestrix was annoyed, but her love for the Chancellor prevented her from broaching the subject during her regular visits to Sian. She mollified her advisors and commanders by stating that the situation was what it was and there was little point in complaining about it. The magestrix did not tolerate common complaints that the Chancellor saw the Magistracy as only a source of cannon fodder. However, these criticisms would prove both accurate and prophetic.

When Daoshen told Naomi that the Confederation direly needed Canopian military aid, she responded more fully than she ever did for the Chancellor. Instead of sending merely a few regiments, the magestrix would use the opportunity to show her neighbors how the Canopian military had improved through the years. The Federated Suns and Duchy of Andurien would feel the full force of the MAF unleashed as never before. Military analysts throughout the Inner Sphere and Periphery were stunned at the rapid response and savagery the Canopian troops exhibited against their new foes. As surprising as the MAF's merciless combat levied against the AFFS, which had never been a foe to the Canopians, was the brutal invasion of their former Andurien allies.



## KEY PERSONALITIES OF THE VICTORIA WAR

### HARRISON DAVION

**Title/Rank:** First Prince of the Federated Suns

**Born:** 3069 (34 in 3103)

Harrison Davion was a First Prince of strange manner. He inherited none of the avarice and hunger for power that so infected others of the family line. Instead, he refused to accept the title of First Prince from his regent mother until after he had wed and sired an heir. Although he married Isabella Hasek in 3091, Isabella had difficulty conceiving, so the two remained childless even as the Federated Suns remained without a First Prince.

Harrison was struck hard by the death of his father Tancred Sandoval-Davion on the eve of the Second Combine-Dominion War, though it seemed to presage better things. Harrison and Isabella finally conceived, and their son Caleb was born in 3099, making the newborn the first heir to all three of the Hasek, Sandoval, and Davion lines. As soon as the nation's best physicians declared the boy was in perfect health, Harrison finally took the throne.

The Second Combine-Dominion War occupied much of Harrison's early reign. He was intent on preventing ambitious DCMS commanders from seeking glory by invading his realm if their deployment precluded involvement against the Ghost Bears. This led to a narrow focus on the Combine border that would persist even after that conflict ended. The lack of military action on the border lulled the First Prince into a false sense of security. He held no suspicions of his sister-in-law and concerned himself more with his young son. He entrusted his advisors with too much autonomy in carrying out their duties; his adherence to the policies desired by Devlin Stone would erode the AFFS in numbers and quality. This did not earn him many friends in the military.

His time as First Prince would be marred by the early travails of the Victoria War. The disloyalty of so many military commanders, who kept the planning for the invasion under wraps, proved that laxity among the MIIO had grown too great. Harrison first ensured that the logistics train for the invading forces dried up; this required sending troops to arrest rogue commanders in some cases, though courts-martial were never convened. This starvation of materiel made the invasion untenable, so the Capellan counterattack proved difficult to repel in light of the defenseless worlds along the border. Harrison was forced to intercede to prevent the disaster



from spreading. His order for a set of diversionary raids from the Kittery Thumb would lead to disaster. The transitioning of various forces exposed those worlds and encouraged a secondary invasion on that front. Harrison's desperation to save the Ziliang Salient ended up costing him the Kittery Thumb with nothing to show for the effort. Only the stalwart defense of the Thumb worlds kept the invasion from progressing further. He leapt at the chance to end the hostilities.

After the war, Harrison tried to save face by declaring the endeavor a Federated Suns victory. This used even more flawed calculus than his grandfather's declaration of victory in the War of 3039. While Hanse Davion at least took more worlds than he lost, Harrison in fact lost more worlds than he gained, and two of his worlds being rendered uninhabitable made the toll even worse. However, Amanda's success in achieving the objective of Victoria allowed military analysts throughout the Inner Sphere to accept the declaration. Even with the factories demolished, taking a commonality capital and holding it was a considerable feat at the expense of the vaunted CCAF.



## AMANDA HASEK

**Title/Rank:** Duchess of the Capellan March

**Born:** 3069 (34 in 3103)

Amanda Hasek hated the Davion family. Even with her sister being the First Prince's wife, Amanda's hatred did not abate. The only greater loathing in her heart was for the Capellan people, most especially for Chancellor Sun-Tzu Liao. She hated that her family was so tied to the Confederation's fate, from her great-grandfather's death in the Fourth Succession War to her father's in the Jihad after his own failed invasion. She hated to see the persisting scars that Capellan weapons had inflicted on New Syrtis. More than anything else, she hated what she considered a stance of cowardice toward the Confederation mandated first by the Regent and now by the First Prince. Amanda fed on her hatred and let it fuel her actions.

Even before she became Duchess of New Syrtis, she began scheming to invade the Confederation and strike a blow of vengeance in honor of her assassinated father. While Amanda was being groomed for the post, her aunt involved her in the various briefings and daily business of running the Capellan March. This gave Amanda access to many of the top commanders stationed within the March. She learned what those men and women most desired and used those desires to

secure their loyalty to her alone once she took her aunt's place. It was the most basic of backroom dealing, but it served her as duchess quite well.

In 3100, Angela Hasek died and Amanda became the ruler of the Capellan March. She quickly bestowed minor titles on commanders who desired nobility, removed those who could not be turned, and promoted those who could. This gave her a corps of loyal commanders invested in helping the duchess accomplish her goals. Most of those officers shared her hatred of the Confederation, especially those of the Warrior Cabal whom she courted more circumspectly. Because MIIO was always pursuing such individuals, she kept her dealings with them to a minimum. All she needed to secure their loyalty was a guarantee that Capellan lives would be the currency by which her invasion's success would be measured.

As she planned in secret and managed beyond believability to keep New Avalon's spies from discovering the plans, Amanda met all the official obligations of her post. She never seemed able to sway the public's love from the First Prince and her sister onto herself. This only fueled her reckless drive to elevate her name above that of the First Prince. After her forces were humbled, which she blamed on the First Prince for improperly diverting her own assets, she remained defiant. She had gained the love of her troops, but the loss of so many of her worlds had cost her greatly in the eyes of her people. It would take years before she could make up for the mistake. She never risked such adventurism again, having perhaps learned her lesson.

## SUN-TZU LIAO

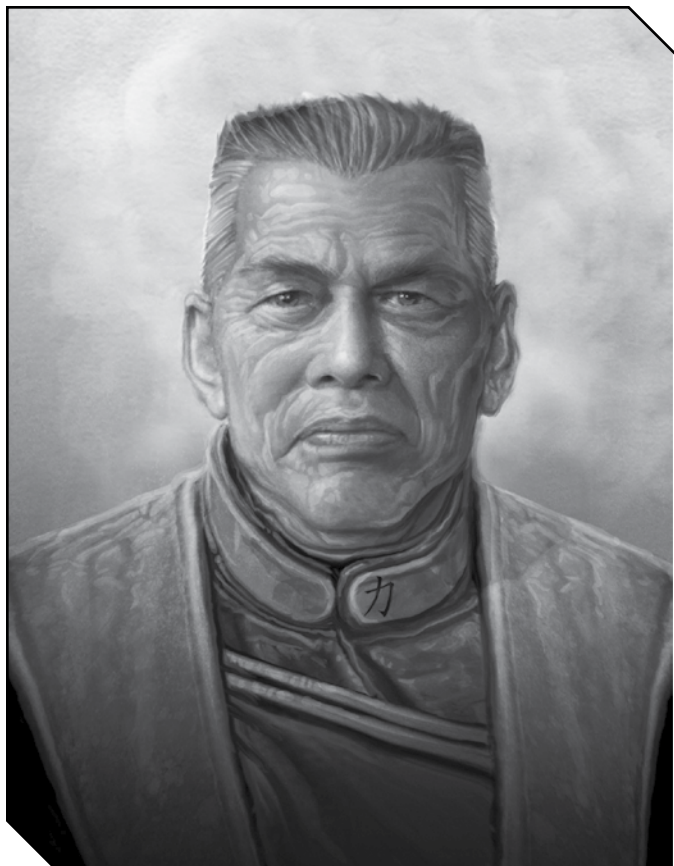
**Title/Rank:** Chancellor of the Capellan Confederation

**Born:** 3031 (72 in 3103)

When the Victoria War broke out, Sun-Tzu Liao was already something of an anachronism. Among all the Inner Sphere leaders who held power before the Jihad, he was the only one still living. A series of medical scares, kept secret and only learned of decades later, led to his obsession with the Republic and the worlds he wanted to reclaim for his nation. He felt he had little time remaining, so his entire focus was directed towards the new nation. His policy of stockpiling war materiel for the eventual war with the Republic would prove to be a stroke of genius that outlived him.

The unexpected invasion by Amanda Hasek's forces caught him by surprise and put a terrible strain on him. This was one of his few mistakes ruling his nation. Because he had relocated the Victoria Commonality's defenders for a planned strike at the Republic, the AFFS invasion nearly succeeded on a scale even Hasek could not have hoped for. Only the Chancellor's son daring to seize authority over the defense saved the commonality from wholesale destruction. Daoshen called on Naomi Centrella to send in the MAF, embarrassing the Chancellor by requiring





foreign aid to repel the invaders. The unexpected maneuver strained the relationship between the two Liaos and between the Chancellor and his top commanders, many of whom were cashiered after the Victoria War ended. The remainder of Sun-Tzu's life was spent trying to complete his last goal, recovering Capellan worlds taken by the Republic.

## DAOSHEN LIAO

**Title/Rank:** Duke of Capella

**Born:** 3071 (32 in 3103)

Daoshen Liao-Centrella always dropped the Centrella name in reference to himself. Because he was the Chancellor's heir, no one else used it either. The Duke of Capella held no hostility about his inability to rule his mother's realm and his father's. Frankly, he considered the matriarchal Periphery nation something of an embarrassment. When he thought of the Magistracy at all it was to denigrate it in comparison to the Confederation and sometimes to justify his own divinity in having risen so far above the potential disaster of being confined to the backwater nation.

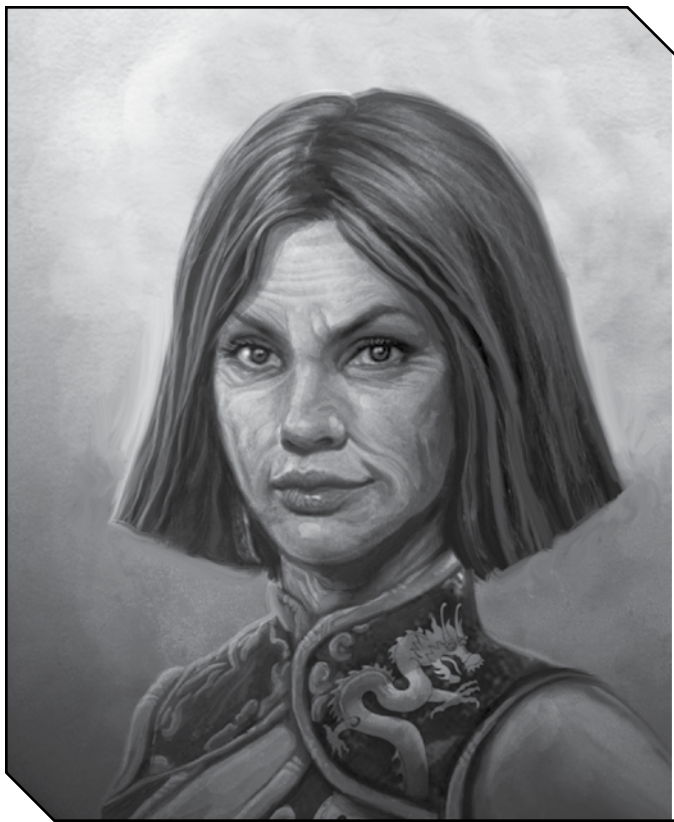
Daoshen graduated top of his class from the Sian Center for Martial Disciplines, apparently thanks to superior ability and not mere toadying. Unlike his father, Daoshen longed for

combat. However, his father's strict concerns regarding security overwhelmed the younger Liao's "foolish desires" to risk himself in battle. That his father doubted Daoshen's clear divinity was infuriating. Daoshen chafed under the veritable house arrest. However, he related well with his guards and often convinced them to allow him greater freedom than ordered because he made them promises he would honor once he became Chancellor.

Daoshen used his excursions to visit combat commanders and gain their favor by expressing genuine interest in the after action reports. He always sought the true story and the gritty details of what had happened instead of the sterile summaries in official reports. He learned the true issues of logistics and put them to use when the Victoria War began. More than that, Daoshen's amazing performance against the former Free Worlds League invasion spread the belief in his divinity beyond his own mind. Instead of being humbled, which might have made him a better leader, his delusion increased and guaranteed a poor future for the Confederation.

Daoshen was loved by the military and the people. Tales of his heroic performance quickly spread throughout the Confederation. Daoshen's popularity among the Capellan peoples rivaled that of his father at the height of the *Xin Sheng* movement. This universal love would only feed back into Daoshen's delusion of divinity.





### NAOMI CENTRELLA-LIAO

**Title/Rank:** Magestrix of the Magistracy of Canopus

**Born:** 3039 (64 in 3103)

Following the Jihad, Magestrix Naomi Centrella used the strong state of her nation to improve the lives of her people. Exports from the nation's intact factories provided a huge influx of funds to rebuild all the provincial military academies and improve the civilian school system. A veritable golden age for the Canopian people began.

Naomi's powers of persuasion were legendary. Like her husband, she always saw potential advantages to be won from untenable situations. While she seemed to make concessions to other parties in negotiations, in fact she was merely setting the stage for a greater concession in her favor later.

Naomi never reached common ground with Caesar O'Reilly of the Marian Hegemony, but he was too focused on his nation's internal issues with the Lothian secession and attempts to conquer former League territory to make war with the Magistracy. She attempted to smooth relations with the Fronc Reaches but only succeeded to a certain degree, as that nation had developed a fierce and unassailable sense of independence. Still, trade was brisk even though Carver Trondel's successor President Elaine Handley maintained the interdiction against the pleasure circuses, which cut off the main source of Canopian intelligence. When Herotitus inexplicably held a plebiscite in

3096 and joined the Fronc Reaches, Naomi was concerned that the Reaches had designs on expansionism. The fears were groundless and peace with the former colonies remained. Through various trade opportunities, though, the Magistracy gained minor leverage against the Reaches. When the MAF was sent into the Confederation during the Victoria War, the Fronc Reaches Sentinels garrisoned Magistracy worlds near the Reaches border; these worlds were among the few spared the piracy that ravaged the rest of Canopian space.

This left the MAF anxious to do more than fight pirates as they had been doing for over a decade. Naomi needed to ensure her troops remained at their best. When the call for aid came from her son, she used the situation to test her entire military. Knowing her borders were secure, she ordered the entire MAF to engage the AFFS invaders, despite her advisors' objections. The subtle delays some of her commanders instituted proved wise, as she diverted some troops from the Confederation to invade the Duchy of Andurien. This soured relations with a traditional ally but gained her the respect that had been lacking among her neighbors. She suffered the discontent of the public, including the secession of two worlds, knowing that a powerful military deterrent was more important than popular approval. She spent the rest of her reign in peace, certain her daughter would inherit a stronger nation that was feared by its neighbors.

### JESSICA MARIK

**Title/Rank:** Captain-General of the Oriente Protectorate

**Born:** 3063 (40 in 3103)

Jessica Marik had one goal in life: to redeem her father, the false Thomas Marik, by reestablishing the Free Worlds League under her authority. The wake of the Jihad saw the Duchy of Oriente bring the Duchy of Orloff into its embrace. That success by her father proved to her that her dream could be achieved. Before her father died in 3097, leaving the leadership of the Oriente Protectorate to Jessica, the nation had taken control of many of the unaffiliated worlds surrounding it. This ensured the people would be safe from pirates and other undesirable elements, like the Capellan Confederation.

Jessica's first official act was to change her surname to Marik. That the leaders of other former Free Worlds League states refused to acknowledge her claim to the name and still addressed her as Jessica Halas was vexing, but she did not allow it to infuriate her. Instead, she gave herself over to running her nation as her father had taught her. Always, though, she considered how she might demonstrate to those other leaders her right to rule a re-formed Free Worlds League.

Duchess Evelyn Humphreys' request to join an invasion of the Capellan Confederation struck Jessica as foolish; however, she saw it as an opportunity to display some of the unity that had been lost by the sundering of the League. Since the Confederation was an old League adversary, any success would be a trophy to lord over





the other rulers. Still, Jessica was no fool. She knew the likelihood of success was small at best, especially since reports indicated Capellan troops were in much higher concentration near her nation than Andurien. Thus, when she sent in troops, it was a token effort at best. This slightly soured relations with Andurien, but it prevented Marik from exposing her worlds to conquest. The loss of two worlds was unfortunate, but Jessica was still able to use her attempt as evidence of her abilities, especially against the severe losses that Humphreys had to absorb thanks to shortsightedness. Jessica's eyes were still fixated on reuniting the League, and they would remain that way until she succeeded.

## EVELYN HUMPHREYS

**Title/Rank:** Duchess of Andurien

**Born:** 3054 (49 in 3103)

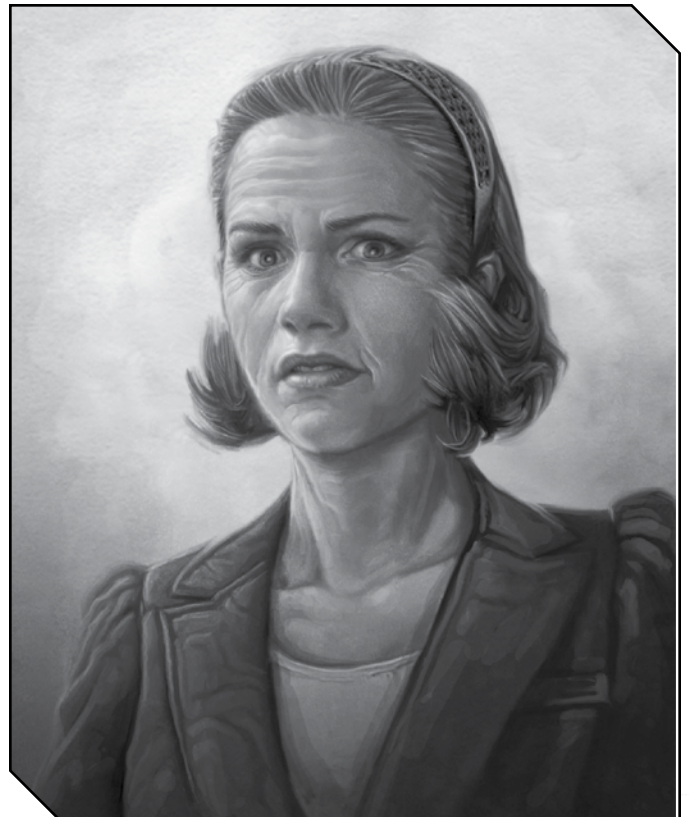
Evelyn Humphreys became Duchess of Andurien when her aunt Dalma died in 3086, shortly before her son Ari turned three. She never married Ari's father, Darryl Henry Samuelssen, instead naming him consort. He was a MechWarrior in the First Andurien Guards, commanding a company. After he was killed in 3088, Evelyn was left to raise her son and guide her nation.

Evelyn's disarming manner and appearance served her well in negotiations. This was crucial to her newborn nation. Among the Duchy's shortcomings was a severe shortage of JumpShips. Through the favorable agreements she brokered with various

manufacturers and ship owners, the Duchy's fleet greatly expanded, mostly via the civilian sector. Those agreements contained standard time-of-war clauses that would allow the military to commandeer those ships as needed. In 3104, Evelyn angered many of the ship owners when she took possession of their ships to support her invasion of the Capellan Confederation.

Evelyn's goals were fairly modest. She primarily sought to secure her small realm that she might pass it on to Ari. Evelyn was quick enough to annex the independent worlds bordering the Duchy of Andurien before her neighbors could do the same. She was always fearful of the Capellan Confederation, though the Chancellor's preoccupation with the Republic of the Sphere left Andurien far beneath his notice. That she considered her nation ever under threat of Capellan invasion was telling of her own inflated sense of grandeur.

To thwart potential disaster, she achieved rapprochement with her neighbors, including the Confederation. The détente was nothing like the Free Worlds League had been, but at least she had confidence that she was safe from invasion by the rest of the former League. The resulting state of peaceful relations was all she had hoped to obtain, but the temptation of securing additional territory from the feared Capellans was too great to ignore. Once the opportunity presented itself, she leapt at the chance, thinking the CCAF too overwhelmed by the AFFS invasion to respond before their worlds would become hers. She never lived down the humiliation.



## SPACEPORT DISASTER

One notable event, referred to by Confederation media as the Spaceport Massacre, marred the conquest of Jacson. After the world was pacified, Major Xavier Creed of the Eighth Syrtis Fusiliers attempted to steal a large germanium cache found at the spaceport. Creed resisted arrest and—with the germanium in tow—led a band of fellow mutineers in a fighting retreat to the grounded DropShips. Creed had used a captured civilian *Mule* to house prisoners who became human shields when he ordered the *Mule* to lift off alongside his own captured *Lung Wang*. Just after takeoff, the *Lung Wang* fired on the *Mule*, sending it crashing into the spaceport. Secondary explosions of fuel and weapons leveled several square kilometers and inflicted more damage to the Fusiliers than Jacson's defenders had. Creed escaped to the Periphery, leaving chaos on Jacson. Subsequent riots occupied Hasek's troops for weeks. This prevented the Fusiliers from joining the second wave of the invasion.

## BLITZKRIEG

Amanda Hasek's invasion began on 7 September 3103, the thirty-fourth anniversary of the Capellan invasion of New Syrtis during the Jihad. Instead of hitting the border worlds of Mitchel and Yuris, Hasek's forces bypassed them for Zanzibar, Jacson, and Menke. The JumpShips released their DropShips and immediately spent their lithium-fusion battery charges to return for the second wave. On all three worlds, Hasek's forces arrived via pirate points and dropped troops to first secure the HPGs instead of engaging the defenders. This was to prevent word of the invasion from spreading before the second wave began.

## ZANZIBAR

The Third Federated Suns Lancers and Second Syrtis Fusiliers LCTs hit Zanzibar along with the Pharaoh's Arrows mercenary battalion. The mercenaries dropped right on top of the HPG in Wete, the planetary capital. After ensuring no messages were sent out, half the battalion spread throughout the city and engaged the militia with the Third Lancers. A brief running battle lasted less than an hour before the conventional forces surrendered. A lance of BattleMechs held out a bit longer, their last two survivors surrendering after their commander refused to eject from his dying 'Mech and was killed.

While the capital was secured, the Second Fusiliers landed outside the coastal city Gaskyl on the northern continent of Khani. They charged the city and assaulted the Duchy Regional Training Center. The defending cadets sold themselves dearly, but a tank company and an infantry battalion were no match for a full LCT. The RTC was razed when the cadets refused generous offers to surrender. The troops died to a man, refusing to give up their world while they still breathed.

## JACSON

The Eighth Syrtis Fusiliers and First Federated Suns Armored Cavalry joined a battalion of Holt's Hilltoppers in assaulting Jacson. A recon raid a month earlier had found only militia defenders. Since then, Lethal Injection had sent a battalion to Jacson for a scheduled forest training operation, providing an unexpected surprise.

The Hilltoppers were wanted criminals in the Confederation due to Carnivore Battalion's post-Jihad "employment" ending after exacting revenge on the Harloc Raiders for an old grudge. Colonel George Holt sent his troops to provide security for Hasek's troops, just as he'd done for the Sandovals during their Combine incursion during the FedCom Civil War. The Hilltoppers' Champion Battalion, the mercenary command's current Field Service Battalion, was first on Jacson, while the rest of the command remained on Portland in the Fronc Reaches as Governor Holt's Home Defense Force, an autonomous element of the Fronc Sentinels.

As the Fusiliers and Armored Cavalry secured the spaceport and HPG, Hilltoppers CO Major Donald "Saint" Valentine, who did not take the surname Holt when commanding the FSB, secured the landing zones. His recon company reported hostiles in the Perpetual Forest just before engaging a Lethal Injection scout lance. Lethal Injection fought as hard as they could—outnumbered three to one—before fleeing the running battle. Lethal Injection's retreat was aided by the heavy forest cover. Lethal Injection left a third of their force dead on Jacson, but they escaped to Victoria and raised the alarm. Hasek's surprise was lost.

## MENKE

The battle for Menke would become one of the greatest boondoggles in AFFS history. Reconnaissance had accurately reported the Second McCarron's Armored Cavalry's disposition. However, Hasek's haste in launching the invasion caused her to miss the report that the Third and Fourth McCarron regiments had departed their stations. MIIO suspected that the troops were being moved to the front, but Marshal Athena Davion-Roos suspected they were returning home to rest and refit. Her assessment proved to be correct.

The Fourth Syrtis Fusiliers and Sixth Ceti Hussars LCTs arrived on 7 September, but the Second McCarron's was nowhere to be found. The Fusiliers secured the HPG on Menke Prime while the Hussars assaulted the Duchy RTC on Menke Omega; the cadets lost half their number before fleeing into the jungles. As the Fusiliers moved on the Ceres Metals factory, the Second emerged from hiding and slammed into their flank. The Fusiliers' command company was taken out almost immediately, and the Fusiliers retreated in disarray as they were pursued all the way back to Archibald. The Hussars returned to Menke Prime with minimal losses, but the Fusiliers had lost half their number. The next day the Third McCarron's arrived.



The orbital StarCorps factory alerted the Third to the invasion. They burned in at several gees and dropped into the jungle outside Archibald, linking up with the Second. Together the two moved into Archibald as the Sixth Ceti Hussars took the Menke Armor and Armaments plant. The two McCarron's regiments assaulted the Fourth Syrtis but not before the besieged troops called Hasek for reinforcements. The Fourth survived only because the Hussars crossed the immense city and hit the McCarron's regiments from behind.

The Fourth McCarron's arrived a few days later and detached their fighters to secure the StarCorps factory before burning recklessly to Menke. Their arrival spelled the end of the Fourth Syrtis Fusiliers. The three McCarron's regiments combined in a frightening display of punitive military action. The few survivors of the Fourth linked up with the Sixth, who fled into the jungles. The Sixth played hide-and-seek for weeks, always evading the enraged McCarron's troops.

The Seventh Crucis Lancers diverted from their second-wave target of Xieng Khouang to relieve the troops on Menke. However, because the Ceti Hussars were hiding in the rainforest, the Seventh drew all three McCarron's regiments. The mauled Lancers quickly retreated to Uravan, departing on the JumpShips that delivered the Fourth Federated Suns Lancers LCT. The Ceti Hussars never even knew the Seventh had arrived. The Fourth Lancers took heavy losses but disengaged and held off the McCarron's troops from the rainforest, hitting the Capellan flanks and raiding the factories in Archibald.

On 8 October, the Davion Assault Guards arrived on Menke instead of their second-wave target of Holloway. The elite Guards smashed into the assembled McCarron's force, dealing a heavy blow. The Sixth Ceti Hussars thought the tide might be turning, so they emerged from hiding to join the assault. Their appearance coincided with the Capellan counterattack. The Guards retreated as the entire city of Archibald seemed to open up on them; this left the Hussars exposed and unsupported. The Second McCarron's annihilated the Hussars, and no survivors made it to friendly forces.

Hasek's forces were regrouping when the Third and Fourth McCarron's drove on the Fourth Lancers. The Lancers were so badly mauled that the Assault Guards commander ordered them to retreat before they joined the Ceti Hussars and Fourth Syrtis. When the Fifth Syrtis Fusiliers arrived on 12 October, the Fourth FedSuns Lancers used their JumpShips to retreat to Velhas.

The Fifth Syrtis and the Assault Guards linked up and avoided a direct battle with the five remaining McCarron's battalions. The brief lull ended with the All Hallow's Slaughter on 31 October. The Guards and Fusiliers charged into the Second and Third McCarron's, and the battle ran for four solid days before Hasek's troops withdrew. All non-Mech forces on each side were wiped out. Both AFFS commands barely boasted half strength.

At *Sang-shao* McCarron's call, the battered Fifth McCarron's arrived after having held out on Victoria for two months. Despite losing half its force there, the Fifth dropped directly onto Hasek's troops in the jungle outside Archibald. This caught the Guards and Fusiliers by surprise and nearly broke them. The Guards rallied, though, and both commands pulled back in good order.

Hasek's troops split up, luring the Capellans far from Archibald. The final battle took place on 15 November when the Guards plowed into and nearly enveloped the Fourth McCarron's. Only the timely arrival of the Second and Fifth McCarron's saved the Fourth. At the same time, the Fusiliers attacked the Third McCarron's. The Third, though, was in a better position and clearly won the engagement. In both cases, the AFFS forces were left little choice but to retreat off-world, leaving Menke in Capellan hands.

## THE SIEGE OF VICTORIA

Amanda Hasek's plan to take and hold Victoria relied upon quick successes in the first wave, because the troops hitting those worlds were supposed to combine to assault Victoria. The quagmire of Menke held back a third of those troops, along with many others intended for the second wave, while the Spaceport Massacre claimed another regiment. Thus, the invaders had only half the planned six regiments.

## THE SIEGE BEGINS

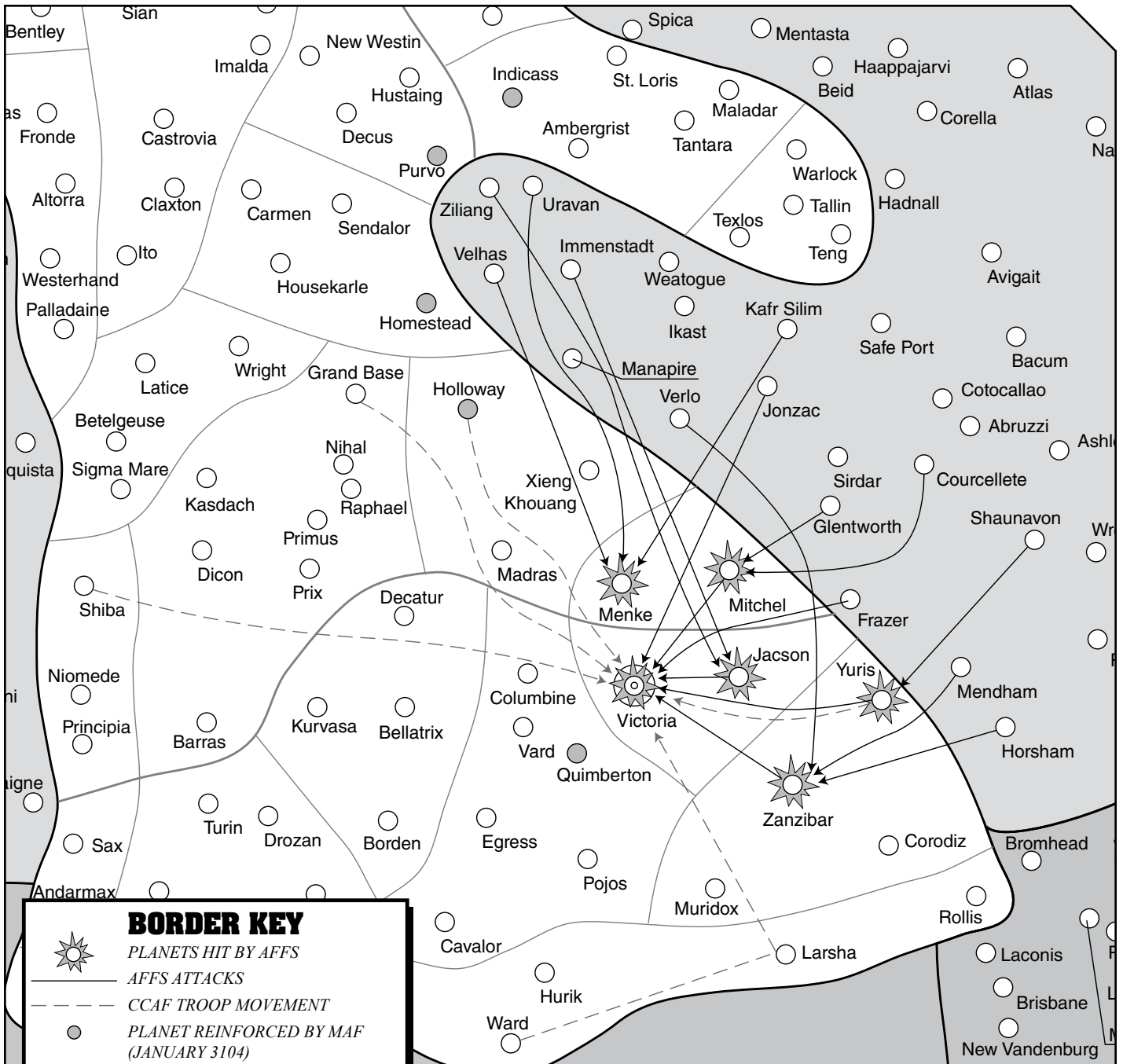
The First Federated Suns Armored Cavalry, Third Federated Suns Lancers, and Second Syrtis Fusiliers arrived via pirate points on 12 September. The battle began the next day, after AFFS fighters swept aside Lethal Injection's aerospace support. The Lancers dropped a battalion outside Barns and destroyed the power lines feeding the capital's HPG, saving them from ambushes in the dome's tight confines. Unfortunately, Lethal Injection had already raised the alarm and reinforcements were on the way.

The Victoria Militia swept around the dome and hit the Lancers just after they landed. The combined-arms militia regiment numbered many Jihad veterans. Despite valor and fanatical fervor, they were no match for the Lancers. The fighting ended after several furious hours.

Before the Lancers could relax, Kingston's Rangers smashed through the Barns dome, sowing chaos in the Lancers' midst. After the initial surprise, the invaders recovered and began driving the defenders back. The Rangers quickly faded; they would emerge from the Barns dome time and again to plague the invaders.

Lethal Injection was stationed outside the Earthwerks factory in the Chancellor's Spine mountain range, next to the O'Hanlon dome. Together with the factory's corporate security, static defenses, and dragooned technicians piloting

# THE VICTORIA WAR



**BORDER KEY**

- PLANETS HIT BY AFFS
- AFFS ATTACKS
- CCAF TROOP MOVEMENT
- PLANET REINFORCED BY MAF (JANUARY 3104)

**PLANET KEY**

- NATIONAL CAPITAL
- DISTRICT CAPITAL
- PROVINCE CAPITAL

**HASEK INVASION**  
September 3103 -  
January 3104

**LEGEND**

30 LIGHT YEARS

60 LIGHT YEARS OR 18.4 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward

Spinward

Anti-spinward

Rimward



the plant's *Fleas*, Lethal Injection put up a solid defense. The First FedSuns Armored Cavalry crushed them with precision ground attacks by their heavy fighters and slashing attacks by their fast hover tanks. Lethal Injection showed its mettle but led an orderly retreat when the Davion 'Mechs arrived to complete the rout. The Cavalry controlled the factory, which took heavy damage that would take several years to repair.

Half of the Second Syrtis Fusiliers moved on Trellis, home to an electronics factory and an academy. The Fusiliers first attacked the cadets' perfectly maintained mixed battalion of 'Mechs and tanks. The defenders stopped several attempts to storm the fortifications until artillery was called in. The rubble contained many brave infantry cadets and ruined BattleMechs. The academy lost more than half its dome, leaving many civilians to freeze to death as the battle raged on. Trellis Electronics surrendered once the academy fell.

The other half of the Fusiliers moved on Pictish and its Shengli Arms factory, which was defended by turrets, breastworks, and a battalion of corporate security. The defenders charged as the Fusiliers moved in. They had little hope of defeating Hasek's superior numbers, but they accounted for themselves well. The Fusiliers lost more than a battalion before the security force surrendered. The factory was spared damage and was soon churning out parts and 'Mechs for the AFFS.

## CAPELLAN REINFORCEMENTS WAVE ONE

Lethal Injection's call to Sian caught the Chancellor and the Strategios by surprise. The steady hand that had dealt so handily with Duke Hasek in the Jihad faltered. Instead, Daoshen Liao ordered the JumpShip chains to reverse their movements. Many of those troops would arrive at Victoria in successive waves, but the first CCAF reinforcements came from the border worlds of Yuris and Mitchel. The Third Ceti Hussars and Twenty-second Avalon Hussars took the undefended worlds with hardly a shot fired as Hasek's second wave hit the worlds the first wave skipped.

Sung's Rangers and the Yuris Home Guard arrived at Victoria on 20 September. Their presence did not change the balance of power, as the invaders held the factories. The Home Guard lost seventy-five percent of its force to the First Cavalry's fighters before setting foot on the world. Sung's Rangers absorbed the survivors and took to the hills outside Barns after the Third Lancers deftly cut off access to the capital and prevented a linkup with Kingston's Rangers. The invaders spent the next few weeks unsuccessfully hunting the defenders.

## CAPELLAN REINFORCEMENTS WAVE TWO

The Fifth McCarron's Armored Cavalry landed on 22 October and linked up with Lethal Injection and the remnants of Earthwerks' corporate security. The First Armored Cavalry still held the factory, but the Fifth's CO, *Sang-shao* Garvey Whitlock, intended to change that.

Whitlock took overall command and ordered the two Rangers regiments to attack the Lancers outside Barns to prevent the Lancers aiding the First outside O'Hanlon. Unfortunately, the two Rangers regiments mistimed their assault. Kingston's Rangers emerged from the dome and was immediately driven back into hiding. When Sung's Rangers arrived, they expected a flanked enemy; instead they lost half their force to the alerted Lancers. The effort was not a complete loss, though: the next day the invaders left to join the Fusiliers after calling for aid on the HPG since its power conduits had been restored.

Whitlock's troops hit the First Cavalry hard and drove to the Earthwerks perimeter when the First's hover tanks flanked, catching Lethal Injection and the security force in the open. The mercenaries were cut down, erasing the command from the rolls forever.

Despite heavy losses, the determined Whitlock kept up the assault until the surprise arrival of Third Battalion of the Second Syrtis Fusiliers from Trellis turned the tide. The Fusiliers hit the Fifth's rear and began to crush them between the two invading forces. Whitlock ordered a withdrawal, but his troops had reduced the First Cavalry by more than half and took out most of the Fusiliers' Third Battalion. However, Whitlock's conventional forces were completely destroyed after they rumbled the factory. Whitlock's survivors took up position outside Barns.

## CAPELLAN REINFORCEMENTS WAVE THREE

Warrior House Kamata arrived on 6 November, and the Fifth McCarron's left to relieve Menke. This left things little changed until Hasek's first reinforcements arrived on 15 November. The Syrtis Avengers and Third Ceti Hussars kept the Warrior House's two battalions from rallying the Rangers, which were now operating as a combined force of under a regiment. The invaders drove the Capellans from Barns, finally, though they did not pursue them into the glacial wilderness.

## CAPELLAN REINFORCEMENTS WAVE FOUR

Between 28 November and 5 December, the Third Confederation Reserve Cavalry arrived one battalion at a time. This spelled their end. On arrival, each battalion was first savaged by Davion fighters then slaughtered on the ground by superior AFFS numbers, which added the Twenty-second Avalon Hussars and Second Federated Suns Armored Cavalry on 2 December. The Hussars met the final Reserve battalion when it dropped from high orbit. The Capellans sold themselves dearly, taking an equal number of Hussars before the last fell on 14 December.

Warrior House Kamata raided Barns several times, forcing the Second Cavalry to try hunting them down. The series of battles whittled both sides down, but Capellan ambushes eventually forced the Second to retreat with heavy losses.

## CAPELLAN REINFORCEMENTS WAVE FIVE

The Fifth Capellan Defense Force arrived on 15 December and dropped directly on the Avalon Hussars and Syrtis Fusiliers outside Trellis. The Davions fought well, but they were not the target. The Fifth CDF had been given strict orders: deny the Shengli Arms factory to the invaders. The CDF absorbed hideous casualties as they focused on the factory, leveling it and retreating immediately. The enraged Hussars and Fusiliers pursued the CDF all the way to their DropShips. The CDF was on-world just over a day, rendezvousing with the remnants of the Rangers regiments. After delivering the Rangers to Quimberton, they escaped to Xieng Khouang just before the 25 December arrival of the Second NAIS Cadre and Forty-second Avalon Hussars. These Hasek troops joined the Victorian meat grinder, deploying to Trellis and the ruins of the Earthwerks factory, respectively.

## CAPELLAN REINFORCEMENTS WAVE SIX

Thompson's August Warriors fought past the heavy AFFS fighter screen to arrive on 4 January 3104. The mercenaries' task was to eliminate Victoria's last factory, Trellis Electronics. Hasek had committed more forces to Victoria than could be dislodged, especially given Daoshen's coming response, but the Chancellor's heir wanted to ensure the prize was not worth the effort.

The August Warriors joined the remaining House Kamata warriors and hit the Second NAIS Cadre and the surviving Second Syrtis Fusiliers at Trellis. Kamata enveloped the Fusiliers as the August Warriors picked off the Cadre. Then the First and Second FedSuns Armored Cavalry arrived, catching the August Warriors in a pincer. Kamata saw the coming disaster and retreated. They ruined the factory and finished off the academy

before returning to their hidden DropShips. The Warrior House then left Victoria on 14 February.

The August Warriors were not so lucky. After the destruction of the world's final prize, the Davion troops vented their rage on the mercenaries. They refused surrender and killed the mercenaries to a man.

The battle for Victoria had finally ended, but it was hardly the prize Duchess Hasek had envisioned. The precious factories were in ruins and her troops were shattered. Few would factor in the coming counterattack.

## SPECTER OF THE LEAGUE

The CCAF's response to Hasek's invasion was to strip the Confederation's borders with the former Free Worlds League, the Periphery, and the Republic. The delivery of troops focused almost entirely on the worlds struck by the invaders. However, much of the force moved from their border garrison posts was not directed at the invaders but moved into positions for a counterattack on Capellan March worlds. This fact was lost on the analysts and advisors in the Duchy of Andurien. All they knew was Capellan defenses had disappeared and the entire border was vulnerable. They recommended Duchess Evelyn Humphreys take advantage of the opportunity.

After securing the reluctant agreement of Captain-General Jessica Marik of the Oriente Protectorate, Duchess Humphreys ordered immediate action by the Andurien Defense Force. Her plans for conquest of the hated Capellans, despite the peaceful border status since the Jihad, was to throw her entire might at the thinly defended border and secure a larger territory for her son to inherit. Jessica Marik's motivation was more basic: she did not want to miss out on a golden opportunity to show those leading the other League splinter states that she could take and hold territory from one of the League's ancient enemies.

## ANDURIEN INVASION

Before Hasek's invaders finally drove the Capellans off Victoria for good, Humphreys sent her troops across the border. The ADF struck along as long a path as they could manage. Four of the five Andurien Rangers regiments, plus the Andurien Guards and one of the two new Andurien Cavalry commands—almost the entirety of the ADF—made up the invasion force. Only the Fifth Andurien Rangers and Second Andurien Cavalry remained behind, solely because the duchess could not wrangle enough JumpShips to transport them along with the rest. That would prove fortunate for her realm.

Unlike Duchess Hasek, who had sent two or more regiments at each target world to overwhelm the defenders, Humphreys sent only one at each world save Westerhand, which was allocated two. The regiments simultaneously struck the Sian Commonality on 5 February 3104.



The First Andurien Rangers took Sigma Mare from the militia and moved on to do the same on Betelgeuse, hardly breaking a sweat in the effort as did the Second Andurien Rangers on Shiba and First Andurien Guards on Frondas. Westerhand and Fronde would prove to be different stories.

### Westerhand

The Third and Fourth Andurien Rangers converged on Westerhand together, staging from Furud and Scarborough, respectively. These commands carried only one BattleMech battalion apiece since the duchess created the Andurien Cavalry brigade instead of expanding the Rangers' numbers. Thus, only two combined-arms regiments assaulted Westerhand.

Westerhand's defense had not been removed to feed the gristmills on Menke and Victoria or Daoshen's eventual counterattack on the Federated Suns. The defender was Warrior House Dai Da Chi, which had rebuilt its BattleMech force to two battalions since the Jihad, giving the two sides equal 'Mech numbers, though the ADF did have more conventional forces. The matchup would hardly be an even one in terms of quality, though.

The ADF was filled with eager and capable personnel, but House Dai Da Chi had been left in place for a reason: it was one of the CCAF's most fearsome commands. The Chancellor, Daoshen, and the Strategios expected Dai Da Chi's presence alone would dissuade adventurism from the former League. The ADF would pay for foolishly disregarding reality.

The Dai Da Chi warriors were calm despite the surprisingly large number of DropShips reported inbound from the nadir jump point; since the Rangers had foolishly not used a pirate point, the Warrior House had several days to prepare their welcome. Dai Da Chi's First Battalion deployed to the open ground outside the capital, Victory City, one hour before planetfall. The rest of the warriors were augmented by militia to form three mixed battalions with one company each of 'Mechs, tanks, and battlesuits. They fanned out through Victory City while the civilians moved into strong shelters. A number of small down-and-out mercenary commands were coerced into the defense simply by being present at the wrong time. These troops were ordered to hold the flanks of the warriors outside the city.

The Rangers landed a safe distance from the city and took another day to consolidate their force. They advanced nearly in parade formation, with only the capital as their target. The two regiments were arranged with infantry on the outer flanks, then the tanks, then the 'Mechs in the middle of the overall formation. Once the Rangers came in sight of the city, the Dai Da Chi warriors reacted. The charge into the midst of the Rangers stunned even those warriors within

the walls. *Shiao-zhang* Doh Mak Su had never subscribed to the combined arms philosophy, and he wanted to use the Rangers to demonstrate why. Su pierced the center of the formation, between the two battalions of Rangers 'Mechs, allowing his warriors to fire indiscriminately but inhibiting the Rangers from firing on their own.

The maneuver sowed chaos among the Rangers. The ADF tanks, though, charged the city hoping to envelop the outnumbered warriors, but they ran headlong into the coerced mercenaries. By halting the tanks and preserving Dai Da Chi's flanks, the mercs more than earned the money they deserved, but they would never get a chance to spend it. The faster tanks did turn the flank, only to fall under the guns of the prepared defenders within the city. It was a rout. More than that, it was an embarrassment. Dai Da Chi lost two-thirds of First Battalion, but the enemy turned back to their DropShips and fled.

*Shiao-zhang* Su reported the attempted raid to Sian with all the contempt it deserved. The news that other worlds had been hit along the border was unsettling. He sought and received permission to mount a pursuit of the invaders, whom he had identified from their unit insignias. The homeworlds of the two commands were well known, and Su looked forward to punishing the invaders. Daoshen Liao gave the order for Su to mount the pursuit, to be "the first of a flood that will wash away the cowards."

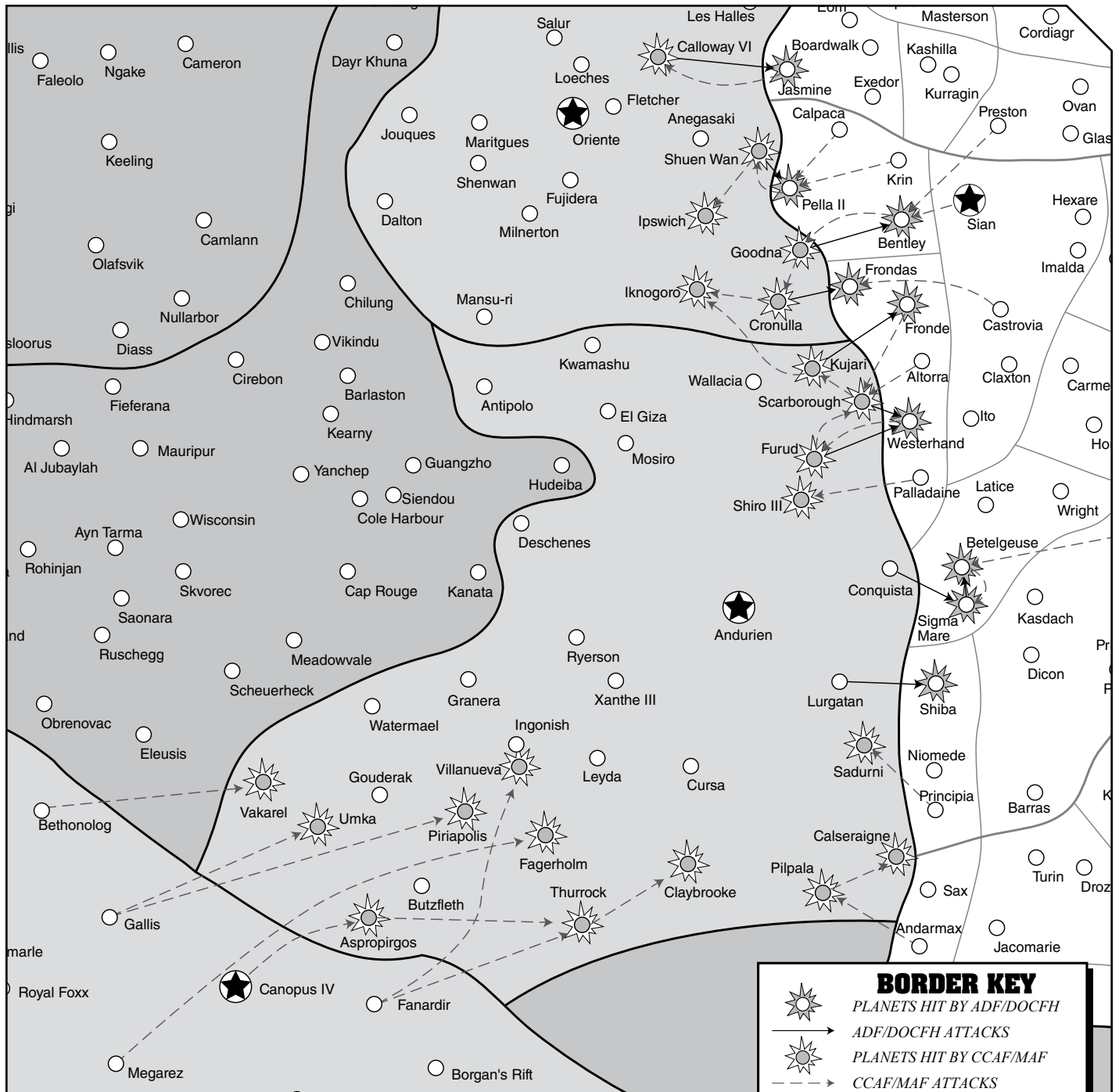
### Fronde

Fronde was one of those rare disasters that befall all militaries from time to time. The world was defended by the Kraken Unleashed mercenary command. The First Andurien Cavalry arrived in-system on 5 February, eager for its first true taste of combat. The fighting, however, would not be as sweet as the duchess had hoped.

Kraken Unleashed had augmented its force since the Jihad by adding a fighter wing, the Air Kraken. Constant drilling over a decade had forged them into a skilled force. The fighters met the Cavalry's DropShips en route to Fronde and obliterated the Cavalry's fighters. The Air Kraken made repeated passes on the Cavalry DropShips, whose own gunners proved lacking, and the entirety of the Cavalry's conventional forces died in the hard vacuum of space.

The Cavalry 'Mechs survived the ordeal and landed on Fronde only to meet the Kraken unfettered. Long service to the Confederation had hardened the mercenaries and given them a Capellan mindset. They offered no quarter in their assault on the Anduriens. After capturing the Cavalry DropShips, the Anduriens had no means of escape. The Fronde militia caught a desperate attempt to break free, and only the Cavalry's JumpShips escaped the system.

# THE VICTORIA WAR



**BORDER KEY**

-  PLANETS HIT BY ADF/DOCFH
-  ADF/DOCFH ATTACKS
-  PLANETS HIT BY CCAF/MAF
-  CCAF/MAF ATTACKS

**PLANET KEY**

-  NATIONAL CAPITAL
-  DISTRICT CAPITAL
-  PROVINCE CAPITAL

**HALAS/HUMPHREYS  
INVASION**  
February-April 3104

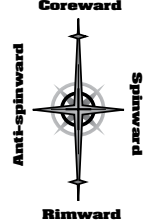
**LEGEND**

30 LIGHT YEARS

60 LIGHT YEARS OR 18.4 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward  
Anti-spinward  
Spinward  
Rimward





## ORIENTE INVASION

Captain-General Jessica Marik was far more measured in her assault on the Confederation. She had the Regulans, Marik-Stewarts, and the Republic to worry about should she strip her nation's defenses the way Duchess Humphreys had done. Ultimately she sent only three regiments. The First Fusiliers of Oriente, Eighth Orloff Grenadiers, and Sixth Oriente Hussars hit Jasmine, Pella II, and Bentley, respectively.

The First Fusiliers of Oriente engaged the Prefecture Guard, who were still stationed on Jasmine. The battle was a fierce one, with neither side willing to concede defeat. Starting from their arrival on-world from a pirate point, the Fusiliers weathered constant fire for two weeks. The Fusiliers wiped out the militia on the ground while the Fusiliers Aerospace Wing obliterated the Prefecture Air Guard, but the Oriente troops were unable to break the Guard. Half the Thirty-ninth Oriente Rifles and Griffith Recon Regiment were lost before Colonel Edoardo Halas ordered the retreat. The Fusiliers withdrew to their DropShips under fire, leaving Jasmine slightly the worse for wear for their presence.

The Eighth Orloff Grenadiers had an easier time of things initially. They took Pella II after driving the militia to flight from the capital, Theodora. Knowing there would not be a second wave, the Grenadiers settled in to consolidate the world for the Captain-General. They had scarcely a week before their darkest days would begin.

The Sixth Oriente Hussars quickly dealt with the Bentley militia, which boasted two companies of antiquated 'Mechs, a battalion of modern tanks, and two regiments of infantry scattered about the planet. The Sixth's attempt to settle in was hindered by the suicide of every member of the planetary government. The governor's suicide note read, in part, "We have no special hate for your people, but the Chancellor will not tolerate collaboration with, or surrender of his territory to, invaders like yourselves. The Chancellor's judgment shall be swift and final." The words would prove prophetic once Daoshen's response manifested. Rumors that the Sixth had executed the politicians and administrators soon spread. Riots and general unrest made the occupation difficult but manageable. Makeshift prisons swelled with restive civilians and failed assassins, guaranteeing the Sixth ran on stressed nerves for the remainder of their stay.

## CAPELLAN RESPONSE

Daoshen Liao took the opportunistic invasion personally. He had assumed the responsibility for culling the CCAF presence on the Confederation's spinward border to power a counterattack that was on the verge of being launched against the Federated Suns. Faced with invasions of former League provinces, he refused to countermand those orders and return those troops to their previous stations. Instead, he mobilized

commands that had not yet moved to repel the new invaders. These commands included some of the best quality and most feared commands in the CCAF.

Fronde, Westerhand, and Jasmine had held out and were not in need of relief. However, six other worlds (Pella II, Bentley, Sigma Mare, Betelgeuse, Shiba, and Frondas) had fallen to the former League states, and Daoshen issued a proclamation that he would personally see them liberated.

## Andurien Conquerors Conquered

The ADF had succeeded in capturing four Capellan worlds: Betelgeuse, Frondas, Shiba, and Sigma Mare. Sigma Mare had only an infantry garrison after the First Andurien Rangers moved on to Betelgeuse; thus, the CCAF only had to engage BattleMechs on three worlds. To recover its territory the Confederation would send vastly superior troops, both in numbers and quality.

Warrior House Imarra struck the First Andurien Rangers on Betelgeuse. The lightning combined-arms assault overwhelmed the Rangers, who had allowed themselves to relax after meeting only militia troops on the two worlds they conquered. The Rangers fled to Sigma Mare with House Imarra on their trail. The battle for Sigma Mare was short but brutal. The Rangers had only sought to recover the garrison troops they had left behind but ended up briefly interdicted by Imarra DropShips. A daring run for the Ranger JumpShips cost them two DropShips, carrying two companies of 'Mechs and all the infantry they had hoped to rescue.

The Castrovia Home Guard mobilized and assaulted the First Andurien Guards on Frondas. The First was surprised by the ferocious assault, since Home Guard forces were so rarely employed in offensive operations. The Capellans crushed the First's armor and threatened to capture the Andurien DropShips. This brought the Andurien occupiers out in the open, where the Capellans bombarded them with over a hundred tons of artillery shells. The shattered remnants of the Guards made it to their DropShips and limped back to Andurien space.

## Oriente Overwhelmed

The Red Lancers and Roman's Mounted Fusiliers landed on Pella II on 25 February. The Eighth Orloff Aerospace barely held out against the Fourth Sian Defense Wing, which spared the ground forces until the Lancers and Fusiliers hit them. Much of Theodora was laid to waste in the battle, as the Grenadiers left behind ninety percent of both the Twenty-ninth Light Recon and the Bashi-Bazook. The Grenadiers lost only a third of their BattleMechs, which would be telling once they returned to Shuen Wan.

The Death Commandos and Second Capellan Defense Force arrived on Bentley less than a month after the Sixth Oriente Hussars finished off the militia. However, the burgeoning

insurgency, apparently founded without Maskirovka or other CCAF influence, had worn the invaders' nerves to a nub. Had just the Second CDF landed, the Hussars might have put up a fight. The presence of the Death Commandos and the former governor's warning eliminated that possibility. The Hussars fled without firing a shot. They returned to Goodna, leaving vengeful Capellans holding Bentley once more. The Sixth would not get the rest they desired.

## **CELESTIAL JUSTICE CAPELLANS ASCENDANT**

The CCAF taught the Capellan March forces a lesson by having its way with the AFFS in the Jihad, and Duchess Amanda Hasek had apparently forgotten that lesson. Daoshen intended to reeducate her and the Capellan March peoples in such a way they would not forget again.

Daoshen's first effort at counterattack was itself a diversion. He sent some of his troops, mostly from those loaned him by the Magistracy of Canopus, to assault worlds that had been lost to Hasek's invasion. This drew the attention away from his true targets: Suns territory that had been all but abandoned due to the stalemates on Menke and Victoria. Instead of simply repulsing the invaders, he intended to counter-invade and conquer the Ziliang Salient and possibly the Kittery Thumb. First, though, the AFFS invaders would have to contend with a foe so surprising it almost cost them their new worlds as well as their old ones.

### **Canopian Entry**

The Magistracy Armed Forces troops closest to the Confederation moved to the worlds Daoshen had assigned them in record time. This was because they rode the Capellan JumpShip chains once reaching Confederation territory. The MAF troops were deployed near the invasion corridor and the Ziliang Salient. The rest of the MAF moved much slower crossing their own nation en route to the Confederation, which would leave them in perfect position to respond to the Andurien invasion. The AFFS was so focused on Victoria and Menke that the arrival of the MAF on worlds near their new conquests went unreported. On 21 February, before the consolidation of Victoria could truly begin, Daoshen's counterattack launched when two Canopian regiments arrived in the Zanzibar system. The rest of the week saw Canopian troops assault Mitchel, Manapire, Velhas, Ziliang, and Immenstadt, all of which had been left largely undefended as Victoria and Menke drained the AFFS resources in the region.

The Sirdar Capellan March Militia defended Zanzibar, and the First Canopian Fusiliers and Second Canopian Cuirassiers sorely outnumbered the garrison. However, the Sirdar CMM had made strides since the Jihad in terms of improving its skill.

Fending raids along the Capellan border had hardened the unit. Thanks to excellent combined-arms tactics, the Militia held off the two Canopian regiments, though this merely delayed the inevitable. The Militia was trapped on Zanzibar and had no choice but to fight. The arrival of the depleted Kingston's Rangers on 15 March, after regrouping on Quimberton, was the final nail in the Militia's coffin. The survivors fled into the wilderness until AFFS JumpShips arrived in-system to evacuate them six weeks later.

The worlds in the Ziliang Salient fell quickly despite desperate redeployments to save them. The Eighth Syrtis Fusiliers tried to save Manapire, but the First Raventhir Cuirassiers had already dug in. The Fusiliers were put to flight quickly. The Fourth Federated Suns Lancers had returned to Velhas from Menke only to be hit by Markson's Marauders. The Lancers were so depleted they could not hold and retreated to Ikast. The First Canopian Brigade took Ziliang from the local militia without a challenge, since the First Federated Suns Armored Cavalry had not returned from Victoria. The same was true for Harcourt's Destroyers on Immenstadt.

Mitchel almost became the Menke of the MAF/CCAF counterattack. The First Canopian Light Horse hit the planet, expecting to roll over the Ridgebrook Capellan March Militia. However, the Militia had honed its edge on the Taurian border for two decades. The Militia dealt a heavy blow to the Light Horse, but the Canopians still outnumbered the AFFS troops. The Militia thought it was saved when the Davion Assault Guards arrived to relieve the five week siege. Unfortunately, the Light Horse had also called for aid. The Second McCarron's Armored Cavalry had rebuilt half their lost strength in record time; they arrived at Mitchel to exact revenge for the invasion of Menke. The Guards and Militia fought valiantly and nearly wiped out the Light Horse, but the Second McCarron's would not leave the world unscathed. Their answer to being forced to retreat was to target the domes protecting the population from the radioactive taint lingering from the Jihad and firebomb the interiors just to make sure the "collaborators" were dealt with. Tens of millions died as the counterattackers retreated, leaving behind a dying world. The evacuation would further strain the available JumpShips, but most of the people were saved.

### **International Cooperation**

Combined MAF-CCAF forces also assaulted a number of other worlds. The Seventh Crucis Lancers had retreated from Menke to Uravan, and their brief period of rest had allowed rebuilding to begin but not much more. When the First St. Ives Janissaries and Canopian Highlanders arrived, the Seventh had to absorb the Uravan militia into its ranks for any hope of defending the planet. The Janissaries focused on infrastructure targets while the Highlanders attacked the

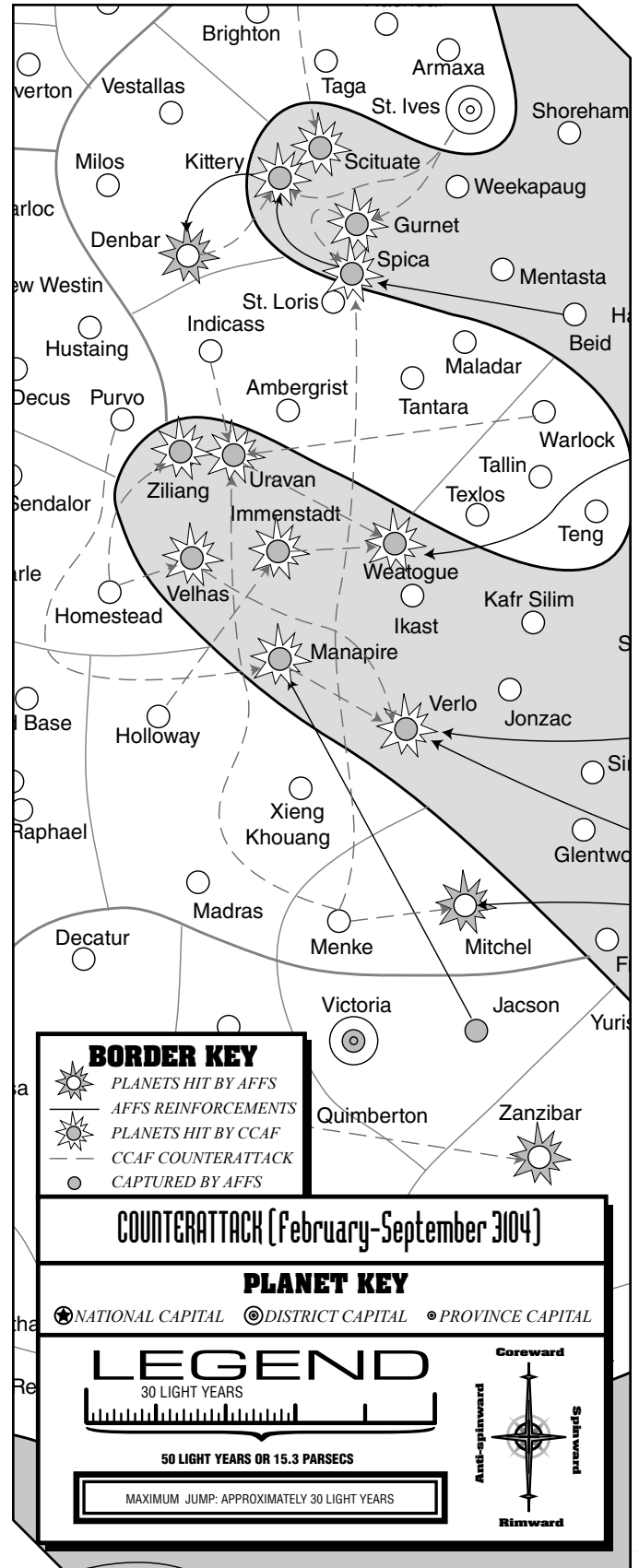


Lancers directly. The Lancers initially gave the Highlanders a bloody nose, but soon the Janissaries joined the fight. The Lancers fled to the untamed southern continent and began a guerrilla war. Like the troops on Zanzibar, they had no transport off-world; in addition, they believed reinforcements would soon arrive and had no intention of abandoning a long-held Suns world to the Capellans,.

That hope was never rewarded. Months passed and no resupply or reinforcement arrived. Without HPG access, the Davion troops did not know how the rest of the salient was dissolving around them. The half-rebuilt Fourth McCarron's Armored Cavalry arrived in mid-June and began hunting down the Lancers. In three weeks the Lancers were whittled down to less than half a combined-arms regiment before DropShips landed to evacuate them. The rescuers were stunned at the half-starved madmen that boarded, leaving most of the transport capacity unused.

A second wave followed quickly on the heels of the first. Harcourt's Destroyers moved on Weatogue from Immenstadt, and they engaged the Fifth Syrtis Fusiliers, who had retreated there from Menke. The Fusiliers were already severely depleted from Menke, but they stalled the Destroyers and prevented an easy conquest. Both sides were reinforced when the Canopian Highlanders moved up from Uravan and the First Syrtis Fusiliers arrived from Hadnall. The fate of the world was never truly in doubt once the First arrived, but the Canopians made sure to leave their mark on Weatogue. Sixteen cities were leveled in the fighting, killing several million and rendering many more homeless. Eventually, the Canopians pulled back as the Fusiliers regiments attacked in suicidal rage to prevent any more senseless loss of life. Most of the invaders never left Weatogue.

The other second-wave target was Verlo. The First Raventhir Cuirassiers and Markson's Marauders attacked the New Syrtis CMM and were handily repulsed, at least initially. The Militia was the best command in the brigade and they knew Verlo and its volcanic vistas well. They were badly outnumbered, though, until the Screaming Eagles arrived from Hyalite. The tide began to turn, until a Canopian ammo-supply DropShip was shot down and crashed on the caldera's edge, opening a massive crater and damaging the Skohkton Dam. Trillions of cubic meters of water from the reservoir wiped out huge numbers from each side, but the flooding of the depths through ancient lava vents and geyser channels caused the true catastrophe. The interaction with near-surface magma caused a series of unimaginably intense phreato-magmatic eruptions of Ultra Plinian scale. The continent of Heyward was split as thousands of tons of ash spewed into the stratosphere. Half the cities and most of the troops were erased from Verlo, while those who survived on both sides fled a world freezing itself to death.



### Capellan Patience Rewarded

The devastating counter-invasion forced the First Prince to take action. Harrison had condemned Hasek's foolishness, but he could not stand by and watch his worlds be conquered. He hoped to force the Capellans and their allies to withdraw by opening a new front in the conflict. Davion ordered the Fourth Crucis Lancers to assault Denbar, with the Seventeenth Avalon Hussars moving to Kittery and Eighth Avalon Hussars to Spica. He did not intend to leave the Kittery Thumb undefended as Hasek had done with the Ziliang Salient.

The Fourth Crucis engaged Devon's Armored Infantry on Denbar and drove them from the capital. The world seemed sure to fall. However, as the AFFS forces were transiting from base to base, Daoshen launched his contingency plan to seize those worlds as well. Kittery, Gurnet, Scituate, and Spica were assaulted simultaneously, preventing any of the defenders from aiding neighboring worlds.

The First St. Ives Lancers hit Kittery before the Seventeenth Avalon Hussars could get properly organized, and several weeks of brutal fighting left the world's fate in doubt. The Hussars called for the Fourth Crucis to return and aid them. When the Fourth arrived, Devon's Armored Infantry followed closely on their heels, revealing that their flight on Denbar was simply to keep the Lancers occupied. The Capellans made little headway until four months into the campaign, when the First Lancers happened upon a command post where Davion leaders were conferring. The First Lancers wiped them out, and the defenders then broke and fled the world.

The First Capellan Defense Force hit Scituate and wiped out the militia before the First Avalon Hussars could arrive from Shoreham several weeks later. By the time the Hussars made planetfall, the CCAF troops were already dug in and waiting. The Hussars tried to break the invader lines but failed. They returned to Shoreham in defeat.

The Second St. Ives Lancers took Gurnet with little effort and moved on to Spica. They engaged the Eighth Avalon Hussars who handily met the invaders. The scrambled Third McCarron's Armored Cavalry threw its rebuilt ranks into the fray and nearly claimed the world outright. However, the Hussars held out until the Fourth Crucis Lancers and Seventeenth Avalon Hussars retreated to Spica by dropping into the midst of the Cavalry. The AFFS reinforcements blunted the Capellan onslaught. The battle lasted until November, but the Capellan assault had become unsustainable. To keep recent gains in Capellan hands, the two CCAF commands retreated to worlds that had fallen in the Kittery Thumb.

### PUNITIVE MEASURES

Daoshen Liao took part in the counterattack and the first stage of the invasion. However, he quickly returned to Sian to

oversee the counter-invasions. His true focus was the combined Canopian-Capellan invasion of the Federated Suns, which he coordinated personally. He believed his participation at the fore of combat would inspire his troops to work their will with the former League states. He would not be disappointed.

### Oriente Push

On Jasmine the Prefectorate Guard fought the First Fusiliers of Oriente to a standstill and forced them in retreat. To exact revenge on the Fusiliers' home turf, the Guard pursued them to Calloway VI. However, the Fusiliers' fighters savaged the inbound Capellan DropShips before the ground battle could begin. This left the Capellans outmatched and outmaneuvered. The Fusiliers played with the Guard, cutting their numbers to a quarter of what they had started with on Jasmine then allowed the shattered Capellans to retreat. Both sides learned that neither force was to be trifled with on their home ground.

The Eighth Orloff Grenadiers fled Pella II under the guns of the Red Lancers and Roman's Mounted Fusiliers, returning to their staging area on Shuen Wan. Before the Grenadiers could lick their wounds, which included the loss of most of their conventional forces, the Lancers and Fusiliers arrived in hot pursuit and continued what they started on Pella II. A ragged line of Grenadiers' Mechs threw themselves onto the Capellans. Their desperate sacrifice slowed the vengeful CCAF troops long enough that the Eighth's commanders could evacuate the planetary officials and destroy Oriente intelligence. The feeble lines broke but not until the Oriente breakout pierced the fighter screen to reach the jump point. The Grenadiers pulled back to Anegasaki, leaving Shuen Wan in Capellan hands. Only later would Oriente intelligence learn that Daoshen Liao himself had led the Red Lancers charge on both worlds. He was so enraged by the invasion that he took it upon himself to join the repulsion effort. This explained the way the Red Lancers had scythed through the Grenadiers, as the life of the Chancellor's heir was in their hands. Though Daoshen returned to Sian after Shuen Wan was taken, the Lancers were not finished with their offensive.

The Sixth Oriente Hussars had retreated from Bentley to Goodna without loss, knowing they could not withstand the Death Commandos and Second Capellan Defense Force. The two Capellan commands followed them to Goodna, though, and engaged them before the Hussars could execute another retreat. The combined CCAF force crushed the Hussars, and the Death Commandos made a point of targeting and killing the Hussars commanders. This threw the Sixth's survivors into disarray, and they fled to Ipswich.

On Ipswich, the Sixth was bolstered by the First Oriente Hussars, which the Captain-General had moved up to address the very type of counterattack now taking place. While the two



Hussars commands quickly prepared for an attack, they did not expect the Red Lancers and Roman's Mounted Fusiliers, as these two regiments had just driven the Eighth Orloff Grenadiers from Shuen Wan. Even without Daoshen in their ranks, the Capellans' fanaticism was hardly diminished. Only the losses the CCAF units had sustained taking Pella II and Shuen Wan prevented another Oriente defeat. The two Hussars commands held firm despite heavy losses and watched the Capellan troops retreat back to Shuen Wan.

### Canopian Surprise

Although Humphreys' attack caught the Chancellor and the CCAF by surprise, the response came much sooner than the duchess expected. Her forces were in full retreat from the Capellan counterattack before any worlds save Shiba were pacified, despite being all but undefended. Too late she recognized that she had exposed herself far worse than the Confederation had.

The magestrix had responded to Daoshen's call for aid by sending almost the entire MAF to the Confederation. Such a maneuver taxed the Canopian JumpShip fleet as never before. Thus, the anti-spinward commands were still transiting the heart of the Magistracy when Andurien and Oriente troops invaded the Confederation. Daoshen had his mother divert the MAF troops still crossing Canopian space. Their present positions left them in perfect position to assault the underbelly of the Duchy of Andurien. They did so to terrible effect.

Raventhir's Iron Hand and the First Canopian Cuirassiers invaded Aspropirgos. The Second Andurien Guards were outnumbered and surprised, but they responded surprisingly well. The assault-weight Guards concentrated first on the Cuirassiers, whose 'Mechs the defenders outmassed. Half the invaders were destroyed before the Iron Hand slammed the Guards from behind. A devastating all-or-nothing battle lasted through the night and into the next afternoon. The heavier Guards were victorious, and the Canopian invaders were driven back to their DropShips. The MAF retreat would be the one bright point of the Anduriens' defense.

Thurrock, Claybrooke, Umka, Fagerholm, Piriapolis, Villanueva, and Vakarel were defended only by militia troops or small mercenary commands. Canopian troops assaulted and held all seven worlds in a two week period. Fagerholm fell to Ramilie's Raiders when the defending Felsing's Redcoats stood down because their contract had expired; they quickly signed a Canopian contract and joined the invaders. In the Duchy, the Redcoats have been called Quisling's Turncoats ever since.

The cascade failure of her border led the duchess to recall all ADF forces not already retreating from the Capellan counterattack. The Second Andurien Rangers abandoned Shiba before any counterattack arrived. Their numbers were intact and

they were the duchess' best hope to prevent her nation falling. Raventhir's Iron Hand moved to Thurrock after Aspropirgos, which allowed the Second Magistracy Highlanders to advance further and take Claybrooke.

At the same time, several CCAF commands near the Andurien border invaded. The Fourth Tau Ceti Rangers engaged the Fifth Andurien Rangers on Sadurni. The Fifth was holding its own but was ordered to withdraw to Lurgatan. This left the Capellans facing only militia, which surrendered within two days and left the Capellans holding the world unchallenged.

Lockhardt's Ironsides invaded Pilpala and followed up by taking Calseraigne. The militias on both worlds lasted less than a week before they formally surrendered.

### Andurien's Hard Lesson

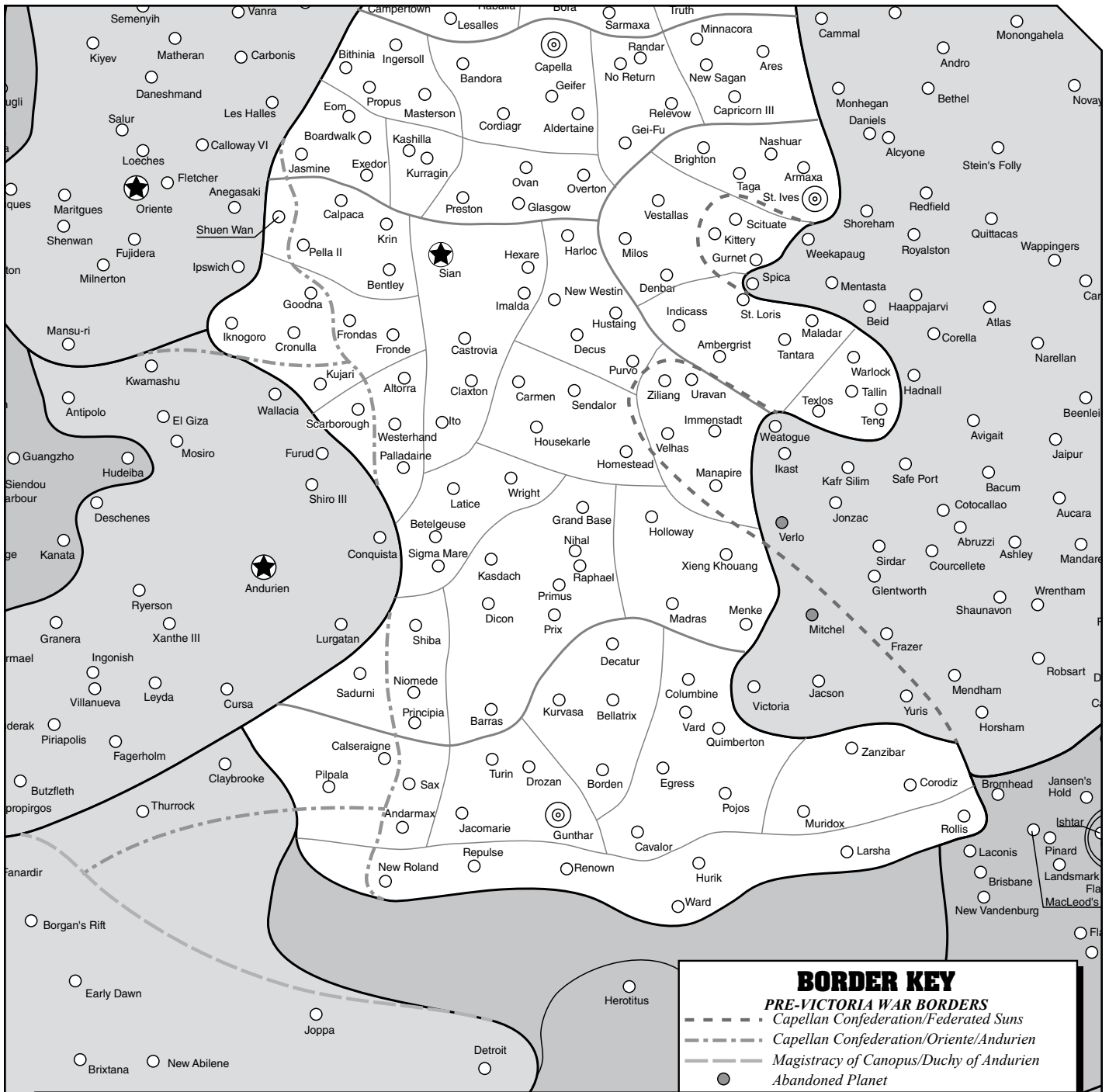
While the rimward Duchy dissolved before Humphreys' eyes, the CCAF troops who had repelled the ADF taught the duchess a painful lesson by counter-invading the Duchy. Some commands pivoted from the counterattack of Oriente to slam the Duchy's coreward worlds.

The Death Commandos and Second Capellan Defense Force took Goodna from Oriente before invading the undefended Cronulla system. The militia surrendered without a shot, though that did not save them all: for failing to defend their people, the militia's officers were publicly executed. The Death Commandos quickly moved on and took Iknogoro. This time the militia put up a fight, eventually meeting the same fate as their comrades on Cronulla.

Warrior House Dai Da Chi pursued the Third Andurien Rangers to Furud and nearly took the world until the Furud militia reinforced the Rangers. The Dai Da Chi warriors retreated to Scarborough where Kraken Unleashed and the Dynasty Guard had overwhelmed and driven off the Fourth Andurien Rangers. This freed those two commands to invade Kujari and force the First Andurien Guards into retreat. The Dynasty Guard continued on to Iknogoro, where they took up garrison duty so the Death Commandos could return to Sian.

Warrior House Tsang Xiao assaulted and briefly held Shiro III until the First Andurien Guards and Third Andurien Rangers arrived. The House warriors stayed on-world just long enough to taunt the ADF troops, evading combat but destroying dozens of power plants, refineries, and other civilian targets. The Guards and Rangers changed tactics and located the Warrior House DropShips. The assault on the Capellan transports finally stopped the devastation of the world's infrastructure, but the skilled warriors caught the ADF troops in a crossfire of 'Mechs and DropShips. This cleared a path that the warriors used to board their vessels and depart Shiro III, clearly victorious despite leaving the world in Andurien hands.

# THE VICTORIA WAR



## BORDER KEY

### PRE-VICTORIA WAR BORDERS

- - - Capellan Confederation/Federated Suns
- - - - Capellan Confederation/Oriente/Andurien
- · · · · Magistracy of Canopus/Duchy of Andurien
- Abandoned Planet

## PLANET KEY

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

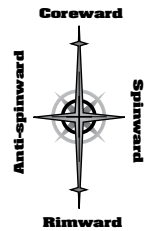
## CAPELLAN CONFEDERATION after The Victoria War (3105)

## LEGEND



90 LIGHT YEARS OR 27.6 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS





## BUTCHER'S BILL HASEK'S INVASION

As 3105 dawned, the Victoria War ended thanks to mediation by retired Fronc Reaches President Carver Trondel's final diplomatic endeavor. His candid rebuke of both the Suns and the Confederation stood him in good stead with the leaders of both sides. Daoshen resolved that Fronc Reaches territory would be off limits from CCAF invasion thanks to the charismatic Trondel. Sporadic fighting continued between the CCAF and AFFS on several worlds, but the horrific fates of Verlo and Mitchel led both First Prince Harrison Davion and Chancellor Sun-Tzu Liao to seek peace, despite either one being particularly involved in the war. Davion was unhappy with Liao's terms, which mirrored those of the peace between the Federated Suns and the Taurian Concordat: all worlds that had changed hands would remain the territory of those currently controlling them. Davion won a rare coup by negotiating the repatriation of government officials and AFFS POWs being held by the Capellans. In turn, Sun-Tzu cemented measurable gains from the Suns and ensured the CCAF would not face AFFS forces under the orders of a renegade March lord.

The Federated Suns had gained three Capellan worlds: Yuris, Jacson, and Victoria. Mitchel would have joined that list save for its sad fate. The Suns lost nine worlds: Scituate, Kittery, and Gurnet in the Kittery Thumb; and Ziliang Uravan, Velhas, Immenstadt, and Manapire in the Ziliang Salient. Both regions were now almost completely under Capellan sway. The Suns also lost Verlo due to Canopian negligence, furthering the loss. Somehow, though, the First Prince managed to spin the war as a Federated Suns victory. This flawed calculus counted the conquest of a commonality capital with factories—razed or not—as more valuable than the freedom of the populations on the worlds lost. History would validate this, as the factories were returned to functionality over the next decade and served to recoup losses from the war.

For the next two decades, Duchess Amanda Hasek was kept under tight surveillance. The Rabid Foxes and Stealthy Foxes kept close watch and monitored her communications and visitors. This prevented her from planning and launching another war of aggrandizement.

After the war Daoshen Liao's star rose and grew bright in the Confederation. His performance at the head of the Red Lancers on Pella II and Shuen Wan spread faith in his divinity through the Confederation. As a father, Sun-Tzu was proud; as a ruler, he was livid that his son risked his life so recklessly. This caused friction between him and Daoshen. Sun-Tzu had no desire to loosen his grip on the Confederation, but Daoshen's favor within the CCAF threatened that. Their strife would eventually break out in open conflict between their respective supporters. The Capellan Crusades would end this conflict.

## HUMPHREYS AND MARIK'S INVASION

The Confederation's anti-spinward border also grew at the expense of the Oriente Protectorate and especially the Duchy of Andurien. Captain-General Jessica Marik was not pleased at losing two worlds, but she wisely accepted the losses to spare her nation annihilation since the CCAF was no longer fighting on three fronts. Decades would pass before she recovered politically in her quest to reform the Free Worlds League.

Duchess Humphreys fared much worse. She lost nine worlds in the final accounting. The CCAF stopped due to disinterest on the Chancellor's part rather than weariness, as Sun-Tzu saw no value in taking her realm. He had spent his reign recovering Capellan territory seized by foreign enemies. While conquering Andurien was a reasonable goal, it would not have served his legacy in the minds of his people or those he would be conquering. Also, he knew annexing Andurien might be the catalyst necessary to reunite the Free Worlds League, and that was not an acceptable price to pay. He preferred a fractured border that could not unite against him. However, Humphreys needed a lesson, and seeing her worlds remain in Capellan hands would accomplish that.

On the Duchy's rimward border, all of the MAF-occupied worlds save Thurrock and Claybrooke would eventually be abandoned, with all the Andurien defenses demolished and valuables looted as the ADF troops returned home. The magestrix chose not to relinquish those two systems for two reasons. First, it enlarged the corridor connecting the Magistracy to the Confederation, which made commerce safer. Also, the sacrifice her people had endured demanded something to show for it. Much as Harrison Davion held up Victoria to his people, Naomi Centrella held up these two worlds to hers. These conquests would placate some of those whose lives had been affected by the lack of defenders, though the peoples on Thraxa and Vixen never forgave the Hegemony atrocities they suffered without MAF protection.

Only the Second Andurien Rangers, which had taken Shiba, returned home without the stigma of defeat. They returned on the duchess' orders, not under Capellan guns. Their return to Lurgatan, along with the Fifth Rangers retreating from Sadurni, kept the border from completely dissolving under the Capellan onslaught.

In a matter of weeks, the duchess not only suffered a tremendous defeat, she lost nearly thirty percent of her nation for the effort. She would never again engage in adventurism of any kind, and the ADF needed three years to recover, although the First Rangers was never reconstituted.

## THE AFFS

The AFFS was humiliated in the Victoria War. This was mainly because of the deception on Hasek's part that allowed the war to be launched at all. Had she involved New Avalon in her schemes, she might not have had to commit so many of her JumpShip assets to the effort. When Victoria and Menke became obvious mistakes, she should have either assaulted other worlds to divert the CCAF or simply retreated to the three worlds already taken and reinforced them. Instead, she threw good troops after bad, wasting them for no gain on Menke and almost none on Victoria, which forced her to live knowing that she had thrown away the lives of both her troops and her people.

The reorganization of the Capellan March troops included a wholesale dismissal (and in some cases, imprisonment) of the surviving command officers. Harrison Davion and Athena Davion-Roos installed commanders who were personally loyal to them and had them report to New Avalon instead of New Syrtis. This state of affairs continued for over a decade before these restrictions were relaxed.

The rebuilding of the demolished commands was aided by finds on Jacson and Victoria. Strange warehouses of factory-fresh 'Mechs, tanks, fighters, and battlesuits were found on the two non-border worlds. They went far to make up the losses of several commands. The AFFS kept these caches secret, though, and their significance would only be realized decades later when the CCAF launched their invasion of the Republic after the Blackout.

## THE CCAF

The CCAF came through the war devastated. Troops who had fought the former League states had fared well. The overwhelming force had suffered comparatively few casualties in conquering seven worlds. The troops who had fought the AFFS, though, were much the worse for wear.

Three commands—two being mercenaries of high quality—and a Home Guard unit were completely destroyed. This was compounded by losing a valuable factory world, which stymied the rebuilding efforts. The acquisition of Detroit from the Canopians made up some of that loss. Even so, the CCAF would rebuild its forces fast enough to launch the Capellan Crusades against the Republic less than a decade later. AFFS analysts believed this to be due to additional warehouse stockpiles, like those found on Jacson and Victoria; such were also thought to explain how the McCarron's Armored Cavalry regiments had returned to duty in the Capellan counter-invasion after being nearly wiped out on Menke.

## THE MAF

The MAF fared incredibly well considering their employment in the war. Those commands that engaged the AFFS fared the worst, but the MAF relied on more than just the element of surprise to take a number of Federated Suns worlds. The quality of the Canopian troops was put on display for all the Inner Sphere and

Periphery to see, and the magestrix made sure that battleROMs of the victories played far and wide. Nothing was mentioned of the privations experienced by those left undefended at home.

Rebuilding her commands was a slow process. A number of units were almost completely destroyed, and the occupation of the Capellan JumpShip chains returning CCAF troops to their bases left the MAF troops to their own devices to return home from the Confederation. The shattered Canopian troops regarded this lack of appreciation as a personal insult; as a result, the notion that the Capellans saw them not as allies but as cannon fodder spread. Those returning troops got no parades or special acknowledgment of their sacrifice because that sacrifice was offered up to another nation. Most troops were spat upon by their own people as they returned. Because of the disdain for their service, this hardened corps of warriors would retire sooner than most, thus deteriorating the MAF's overall skill level. The following generation would forget these lessons, and the ties between the two nations would be further strengthened.

## THE DOCFH

Captain-General Marik had little to complain about regarding her troops' performance in the Victoria War. They had lost her two worlds instead of gaining three, but they faced some of the toughest and deadliest commands in the CCAF and took few casualties. She held up this fact to those who had retreated: though they had been outnumbered and outmatched, they still did their duty by saving important functionaries and keeping intelligence from falling into enemy hands. Rebuilding would be accomplished in a short time, allowing her and her staff to plan how to reform the Free Worlds League.

## THE ADF

Among the commands sent into the Confederation, only the Second Andurien Rangers returned to the Duchy without the stench of defeat about them. This distinction saw their prestige rise over the years, as they became a distinguished regiment. The Rangers brigade would be increased after the First, Third, and Fourth Rangers were rebuilt.

The Second Andurien Cavalry had fought well on Claybrooke and might have kept the world from falling to the Canopians. The unit's faithful obedience to the duchess in retreating to Cursa when ordered went far towards keeping the brigade from being consolidated into the Rangers. While the First Cavalry was never rebuilt, the brigade would expand over the decades to become a solid component of the ADF.

The Second Andurien Guards gained much fame throughout the Duchy for stopping the invading Canopians cold at Aspropirgos. The First Guards' morale fared much worse at Capellan hands in the counterattack, even though their total losses were similar, but the duchess needed to retire the command staff to finally remove the defeatist attitude from the regiment.

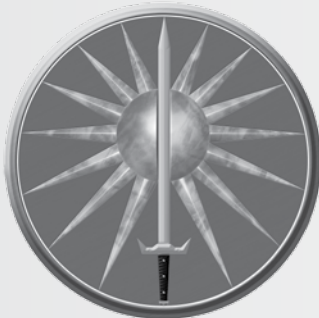


## CASUALTIES OF THE VICTORIA WAR

### AFFS Casualties

Command	Losses*
1st Syrtis Fusiliers	25%
2nd Syrtis Fusiliers	75%
4th Syrtis Fusiliers	100%
5th Syrtis Fusiliers	50%
6th Syrtis Fusiliers	65%
8th Syrtis Fusiliers	45%
3rd Ceti Hussars	30%
4th Ceti Hussars	5%
6th Ceti Hussars	100%
4th Crucis Lancers	75%
7th Crucis Lancers	85%
Davion Assault Guards	50%
1st FedSuns Armored Cavalry	85%
2nd FedSuns Armored Cavalry	55%
3rd FedSuns Lancers	70%
4th FedSuns Lancers	70%
Syrtis Avengers LCT	60%
8th Avalon Hussars	70%
17th Avalon Hussars	80%
22nd Avalon Hussars	50%
42nd Avalon Hussars	35%
2nd NAIS Cadre	75%
1st Avalon Hussars	35%
New Syrtis CMM	80%
Ridgebrook CMM	50%
Sirdar CMM	40%
Holt's Hilltoppers	5%
Pharaoh's Arrows	10%
Screaming Eagles	90%

\*Values reflect losses to the entire command considering all unit types, not just BattleMech elements.



### CCAF Casualties

Command	Losses*
1st Capellan Defense Force	35%
2nd Capellan Defense Force	20%
5th Capellan Defense Force	45%
3rd Confed Reserve Cavalry	100%
Devon's Armored Infantry	75%
Lockhardt's Ironsides	20%
Roman's Mounted Fusiliers	40%
2nd McCarron's Armored Cav	75%
3rd McCarron's Armored Cav	70%
4th McCarron's Armored Cav	80%
5th McCarron's Armored Cav	85%
Death Commandos	20%
Dynasty Guard	30%
Prefectorate Guard	75%
Red Lancers	30%
Kingston's Rangers	75%
Sung's Rangers	60%
1st St. Ives Janissaries	25%
1st St. Ives Lancers	50%
2nd St. Ives Lancers	35%
Warrior House Dai Da Chi	50%
Warrior House Kamata	75%
Warrior House Tsang Xiao	5%
4th Tau Ceti Rangers	25%
Kraken Unleashed	50%
Lethal Injection	100%
Thompson's August Warriors	100%



### MAF Casualties

Command	Losses*
Canopian Highlanders	75%
1st Canopian Brigade	15%
1st Canopian Cuirassiers	70%
2nd Canopian Cuirassiers	20%
1st Canopian Fusiliers	25%
2nd Canopian Fusiliers	10%
1st Canopian Light Horse	85%
2nd Canopian Light Horse	15%
3rd Canopian Light Horse	5%
Magistracy Cavaliers	10%
1st Magistracy Highlanders	10%
2nd Magistracy Highlanders	25%
1st Raventhir Cuirassiers	90%
Raventhir's Iron Hand	35%
Harcourt's Destructors	75%
Markson's Marauders	85%
Ramilie's Raiders	5%
Felsing's Redcoats	5%

### ADF Casualties

Command	Losses*
1st Andurien Rangers	45%
2nd Andurien Rangers	5%
3rd Andurien Rangers	65%
4th Andurien Rangers	70%
5th Andurien Rangers	25%
1st Andurien Guards	65%
2nd Andurien Guards	60%
1st Andurien Cavalry	100%
2nd Andurien Cavalry	35%

### DOCFH Casualties

Command	Losses*
1st Fusiliers of Oriente	35%
1st Oriente Hussars	15%
6th Oriente Hussars	50%
8th Orloff Grenadiers	60%







# THE CAPELLAN CRUSADES

## HAVEN'T WE BEEN HERE BEFORE?

*"Those who cannot remember the past are condemned to repeat it."*

—George Santayana, *The Life of Reason*, 1905

When discussing the Capellan Crusades of the early thirty-second century, amateur historians are liable to trot out the old aphorism about being doomed to repeat unlearned mistakes. However, this belief reveals a fundamental misunderstanding of the conflict itself. Though the Capellan Confederation's Operation GOLDEN FORTRESS of 3081 might bear some striking strategic similarities to the Crusades that would occur nearly thirty years later, these similarities are at best superficial. One of the salient aspects of the conflict that the doomed-to-repeat-history commentators fail to recognize is the Confederation's leadership consciously chose to fight a similar war. Usually when an individual or group repeats history, the repetition is subconscious: oftentimes a reoccurrence is not recognized until a self-assessment is performed after the fact. However, during the Crusades, the CCAF Strategios consciously chose an attack plan of similar execution, except with a few important variations meant to keep the Republic of the Sphere's armed forces off balance.

## CASUS BELLI

The seeds for the Crusades were planted before the Republic's founding. During the Jihad, the Word of Blake claimed guardianship of several former Confederation worlds in the so-called Chaos March and the Liao Commonality. Blakist forces claimed these worlds either by conquering, landing troops at the request of the populace, or landing troops on an otherwise undefended planet. With Capellan line regiments and Home Guard detachments otherwise occupied in conflict with the Federated Suns, the CCAF—like many of the House militaries at the time—was unable to prevent the Word of Blake from expanding the aegis of its Protectorate on these historically Capellan worlds. During Devlin Stone's drive toward Terra, the CCAF fought to restore the worlds the Blakists had stolen. In several instances, Capellan and Allied Coalition troops clashed over a few worlds; these skirmishes were largely chalked up to misunderstandings between the two forces. Although the CCAF was able to reclaim a good many worlds from the Blakists, the Word of Blake's decapitation on Terra did not return all of the Confederation's former systems.

Upon the formation of the Republic of the Sphere in March of 3081, the remains of the Word of Blake Protectorate became part of this new nation. Capellan Chancellor Sun-Tzu Liao demanded the Capellan worlds the Blakists had

stolen—including some systems that the Confederation had not controlled since before the Fourth Succession War—be returned to the Confederation's fold. The Republic's government and populace summarily rebuffed his demands. Those formerly Capellan worlds in Prefectures V and VI had chosen to participate in Devlin Stone's bold, new sociopolitical experiment. Both the Chancellor and the Capellan people found this answer unacceptable: thanks to Maskirovka propaganda efforts, the Capellan citizenry believed these populations were being kept in the Republic against their will. However, as the entire Inner Sphere was still reeling from the Jihad's destruction, the time to reclaim lost Capellan glory had not yet arrived. The Chancellor bided his time until the CCAF could rebuild enough to confidently invade the Republic. Just days after the Republic formed, the sundered Free Worlds League attempted an invasion of former League worlds. Once the RAF successfully crushed this invasion, Sun-Tzu took advantage of the Republic's shifted focus and launched his own initiative to take back the former Capellan worlds.

The initial thrust of Operation GOLDEN FORTRESS began in late 3081 with CCAF regiments spilling over the Republic's border. The RAF troops, recently recovering from combat with former Free Worlds League states, were caught off guard and yielded much ground to the Capellans. In early 3083, Stone's Brigade spearheaded an unexpected counteroffensive codenamed VINDOLANDA, which wrested Commonality capital Tikonov from the Capellans in a hard-fought campaign. VINDOLANDA cost the CCAF's resolve, and the Treaty of Tikonov in 3085 temporarily ended the Capellan aggression.

Though combat halted along the Republic front, the Chancellor's quest to reclaim lost Capellan worlds did not fade. It remained a constant buzz in the back of the Confederation's collective mind, but several major hurdles prevented Sun-Tzu from immediately pursuing his goal. Much of this blame can be placed on how the Confederation fought during the Jihad: instead of joining Stone's Coalition, the CCAF had chosen to fight against the Blakists alone. The Jihad itself had cost the Confederation a good deal of its industrial capability, which was still rebuilding. To make matters worse, the Chancellor's decision to eschew Coalition aid in expelling the Word from his borders meant the nation shouldered the burden of military losses alone. Only MAF support from the Magistracy of Canopus prevented the CCAF from being overwhelmed. By the launch of GOLDEN FORTRESS, the CCAF had only recovered a modicum of combat readiness and was relying on two factors for its success: the RAF removing units from the Capellan border to deal with the Silver Hawks invasion and the Republic military being as war-weary from the Jihad as other nations' armed forces were.

**DIAGNOSIS: SUN-TZU LIAO**

**Abstract:** Without direct access to classified medical records, blood samples, or tissue samples, the malady that afflicted Capellan Chancellor Sun-Tzu Liao late in life remains a medical mystery. Several attempts have been made to discover what the ailment might have been, in order to prevent and treat the disease when it occurs in the future.

Sun-Tzu Liao suffered from a number of unknown medical conditions before the onset of his so-called “wasting disease,” so his malady may have been a syndrome resulting from complications manifested from several convergent disorders. His condition may also have been a wholly new malady as yet unseen in the Inner Sphere.

Since Sun-Tzu’s death, several case studies with similar symptoms have come to light that may approximate his condition. These cases are presented to see how closely the symptoms match Sun-Tzu’s.

*Keywords:* rapid aging, infirmity, decrepitude, *T. gondii*

**Data:** At the time of his initial diagnosis, Sun-Tzu was known to exhibit the following physiological symptoms: sudden muscular atrophy, osteoporosis, macular degeneration, and decreased reflex response. Shortly following the diagnosis, he exhibited the following psychological symptoms: increased irritability, mild paranoia, and extreme introversion.

**Case Study #1:** Patient, aged 66 years, experienced spontaneous rapid aging akin to the onset of progeria, despite being in good health beforehand. Transformation to advanced state of decrepitude occurred over a period of 5 weeks. DNA analysis showed a genetic marker which triggered premature senescence and caused cellular mitosis to slow exponentially. Aside from diagnosis-related anguish, patient did not exhibit abnormal psychology.

**Case Study #2:** Patient, aged 57 years, suffered from *Toxoplasma gondii hardcorea* parasite infestation, which caused symptoms of premature aging. *T. gondii hardcorea* normally affects a subject’s brain and causes toxoplasmosis; however, this particular infestation also targeted the patient’s endocrine system. In addition to toxoplasmotically induced paranoid schizophrenia, the subject experienced 93% endocrine system shutdown, resulting in the appearance of rapid aging.

—Excerpt from *Luxen Journal of Medicine*, Vol. LXVIII, University of Luxen Press, 3119

In theory, the RAF met both of these conditions, but the reality of the conflict was far more complex than predicted. Though the Republic’s forces were indeed fatigued and understrength, the RAF’s destruction of the Silver Hawk Irregulars buoyed the Republic’s morale. Those troops caught in GOLDEN FORTRESS’s advance held the line, and the Stone’s Brigade push to Tikonov rendered the CCAF incapable of continuing its invasion. This failed operation, resulting in a slight enlargement of the Republic’s border with the Confederation, meant Sun-Tzu had squandered his military assets and would need to wait far longer to execute another attempt to regain his lost worlds.

**END OF AN ERA**

By 3103 Sun-Tzu had spent twenty-one years rebuilding his military. Over the course of the previous years, the CCAF had been quietly relocating troops along the Republic’s border to stage a long-awaited invasion of Prefectures V and VI. However, before the invasion could launch, Duchess Amanda Hasek of New Syrtis began waging her own private war against the Confederation’s Victoria Commonality. Sun-Tzu placed the Republic invasion on hold and sought to repel the Federated Suns by shifting troops rimward to counter the threat. Though the Victoria War was a relatively short affair, it further devastated the Capellan military capacity when the CCAF was forced to abandon or destroy crucial factories on Victoria. Also, Capellan troops were forced to deal with incursions from both the Oriente Protectorate and the Duchy of Andurien. The war with these opportunistic former-League states served to season Sun-Tzu’s son Daoshen as a field commander, but this brushfire further distracted the CCAF from its intended goal.

With the Victoria War having a dramatic impact on the Capellan Confederation as a whole, Sun-Tzu realized his nation needed the potential resources of Prefecture V and VI more than ever. He was also compelled to prove to the Confederation’s neighbors that the Victoria War had not rendered House Liao impotent. Sun-Tzu would likely have waited longer to initiate the Capellan Crusades, but he was diagnosed with a wasting disease that had no known cure. Historians believe that, given better health, Sun-Tzu would have waited an estimated five or ten more years before initiating an offensive against the Republic, but his health and the loss of Victoria pushed his timetable forward.

At this point, evidence shows a rift between Sun-Tzu and Daoshen. Many theories abound regarding the impetus of this domestic dispute. Some signs point toward a disagreement on how the Confederation’s next invasion of the Republic should be handled. Others indicate Daoshen espoused a “prodigal son” mentality wherein he demanded his dying father bestow upon him his inheritance and birthright while Sun-Tzu was still alive. Regardless of the this disagreement’s catalyst, the effect of this rift became readily apparent. On various Capellan worlds, largely in the Sarna and Capellan Commonalities, citizens split into two camps. One group maintained support for Sun-Tzu despite his frailty, and the other fully embraced Daoshen as the Confederation’s future Chancellor.



On several worlds, civil unrest broke out into armed conflict between the two groups. In most cases the fighting was confined to incidents between civilian demonstrators and Home Guard or militia units attempting to keep the peace, but a few notable instances in 3111 saw violent disagreements between lance or company formations within frontline CCAF units along the Republic border. The most visible violence between the Sun-Tzu and Daoshen camps took place on Phact, Corey, and Ulan Bator, all of which bordered the Republic. In response, the RAF moved several regiments closer to the border to keep an eye on the CCAF in the event of a repeat of GOLDEN FORTRESS. This was exactly the move the Strategios were expecting, and with Sun-Tzu's blessing, CCAF *Sang-jiang-jun* Marko Sinković put Operations CELESTIAL SPEAR and DIVINE RIGHT into effect.

Thus began the war that Republic historians later dubbed "the Confederation's crusade to regain its lost glory" and "the death of a golden era."

From the outset of the Republic's founding, Operation GOLDEN DAWN—the RAF's decisive retaliation against the 3081 Silver Hawks invasion—showed that the Republic meant to enforce Stone's peace. The RAF's repulsion of House Liao's invasion less than six months later further solidified the Exarch's peaceful mandate across the Inner Sphere. Aside from minor brush wars, the Inner Sphere persisted in a state of relative peace since the Treaty of Tikonov's signing in 3085. While small raids between hostile states still persisted—specifically between the fractured remnants of the Free Worlds League—large-scale combat of the likes seen during the Jihad all but vanished under Devlin Stone's peace. The Military Materiel Redemption Program resulted in a Sphere-wide drawdown of military hardware throughout all of the nations' militaries, which further removed the threat of violence. The Republic's presence tended to compartmentalize conflict, causing most realms to wage wars of politics and shadows much in the same way they occurred during the golden age of the First Star League.

The Capellan Crusades changed all of this. Although the Victoria War was the largest international conflict of the early 3100s by that point, the Crusades took that to the next level. The Confederation was successful in dragging the Republic of the Sphere into war for the first time in twenty-six years. In the wake of the Jihad, the Republic of the Sphere became the locus of power throughout inhabited space. If the Republic demonstrated vulnerability to invasion, Stone's power base would begin to crumble, and it would only be a matter of time before other nations decided to exploit this flaw. Thus, in order to protect the longevity of Devlin Stone's dream, the RAF had to raise a defense with every asset at its disposal.

Unfortunately, the RAF was not the same military that blunted the spearhead of GOLDEN FORTRESS thirty years prior. Though the Republic's troops drilled on a regular basis, they had lost some of their fighting edge due to most regiments not having seen real combat since the Republic's founding. To compound matters, the RAF as a whole had lost countless Jihad veterans to retirement over the years. The CCAF, on the other hand, had recently battled forces from three different nations. By comparison, the Confederation's troops were adequately prepared to wage war against the Republic to reclaim what they believed rightfully belonged to their nation.

## DÉJÀ VU

On a cursory examination, Operation DIVINE RIGHT of 3111 appears to be merely a re-visitation of 3081's GOLDEN FORTRESS; however the two conflicts feature several distinct dissimilarities. Perhaps the most readily apparent difference is in terms of scale. Where the 3081 incursion involved fewer than two dozen regiments on either side, many in garrison or support roles, the Capellan Crusades ultimately encompassed three dozen regimental formations.

The second distinction between the two wars was GOLDEN DAWN and VINDOLANDA resulted in a clear Republic victory. The RAF repelled the Capellan troops to the prewar border and then claimed a substantial portion of the Liao Commonality to dissuade the Confederation from pursuing further military action. In the Crusades, Operation DIVINE RIGHT allowed enough gaps in the CCAF's defensive line for the RAF to again bring the war into Confederation space. This forced the Capellans to adjust their strategies in order to prevent damage to Confederation infrastructure and keep the Republic counteroffensive into becoming another Victoria War. Fortunately for the Capellans, neither the Federated Suns nor the former League states were in any position to exploit the CCAF's backpedalling, and the war devolved into a standoff with no decisive winner.

Another difference between the two Capellan offensives is how deeply the conflict resonated amongst the two nations' leaderships. Whereas the 3081 conflict is treated as little more than a historical footnote, the devastation of Operation CELESTIAL SPEAR and the blitzkrieg of Operation DIVINE RIGHT managed to draw some of the Republic's most visible figureheads into the fray. Likewise, on the Capellan side of the fence, two of the nation's most important personages chose to involve themselves in the war. The Capellan Crusades also saw the deaths of several historical figures. These deaths drew both nations further into the war: although citizens of the Confederation and the Republic supported the war, such devastating losses pushed both sides to double their war efforts in any feasible capacity.

## PULLING OUT OF THE CONFEDERATION

One of the most common reasons attributed to the MAF's withdrawal from Capellan space in 3110–3111 is that Magestrix Naomi Centrella-Liao did not appreciate her son's attitudes towards her realm. Naomi refused to allow her military to be relegated to Confederation reserve troops. She and her mother Emma Centrella had allowed Magistracy troops to aid in Capellan endeavors for nearly fifty years, and in so doing had allowed her nation to slowly smolder while many factors threatened to tear it apart. However, many theorize that Daoshen's gaffes regarding the Magistracy forced Naomi's hand: if she didn't pull her troop support from the Confederation, she would risk losing the approval of her own people.

Other theories indicate far more was at work in Naomi Centrella-Liao's sudden declaration to withdraw her troops. According to declassified MIM briefs, most of the logistical planning for the Capellan Crusades fell to Daoshen, not Sun-Tzu. Sun-Tzu's infirmity and his flagging support within the Confederation prevented him from taking an active role in planning Operation DIVINE RIGHT, and Daoshen, still riding high from his triumphs during the Victoria War, gladly took up the slack. Military analysts interpret this knowledge to mean that Naomi and her senior generals believed Daoshen's involvement in planning the Confederation's offensive would result in a dangerous amount of MAF troops participating on the front lines. In effect, the magestrix worried Daoshen would squander her troops in the push into the Republic and then turn around and ask for more while keeping Capellan troops out of harm's way.

Deprived of Canopian troops, Daoshen was forced to reevaluate the whole military campaign and adjust accordingly, which resulted in a much stronger invasion plan overall. Having to make do with only CCAF regiments pushed Daoshen to utilize his available regiments according to their innate strengths. Military theorists agree that if the Crusades had been fought with MAF support, the war would have gone in a wholly different direction, which would have resulted in the loss of many MAF units and left the Confederation in an even worse position than before.

Because of this, many believe Naomi pulled MAF support from the Confederation largely to preserve her husband's nation. By pulling MAF troops from the Confederation, Naomi's actions could not have been more timely. Effectively she saved not only her own nation, but she also rescued the Capellan Confederation from the jaws of its own potential collapse.

—*Canopus and Sian: The Dance of Empires*, Mindstar Publishing, 3127

Factories stepped up production, specifically for battlefield munitions and other consumables. Suppliers simultaneously increased payloads and decreased shipment times. Both CCAF and RAF soldiers fought with heightened confidence and conviction.

One of the stark differences between the two Capellan invasions is the level of the MAF's inclusion. During GOLDEN FORTRESS and the CELESTIAL JUSTICE offensive in the latter part of the Victoria War, troops from the Magistracy of Canopus had largely acted as garrison troops or were used to fill gaps in the Capellan lines. One of the many purported arguments between Sun-Tzu and Daoshen dealt with the inclusion of the MAF in the prosecution of DIVINE RIGHT. Sun-Tzu favored giving the Magistracy ample time to recover from the Victoria campaign, whereas Daoshen felt the Confederation should bring every military asset to bear in support of what he claimed was "the nation that allows the Magistracy to maintain its illusion of independence." Soon afterward, Magestrix Naomi Centrella-Liao delivered an official address, which formally recalled all MAF regiments stationed within the Confederation's borders. Her address claimed the recall was in the best interest of her nation's security. Sun-Tzu did not attempt to override his wife's decision, as he believed the CCAF could accomplish DIVINE RIGHT's objectives without the Magistracy's military support. Daoshen, however, was incensed and attempted to obstruct his mother's recall order in any way he could, including intercepting HPG communications, bribing Canopian colonels, and detaining key MAF personnel on false charges. Due to intervention by the Magistracy Intelligence Ministry, all of his attempts failed.

Common belief holds that, had Daoshen convinced his mother to allow him to retain control of various MAF regiments, the Crusades would have swung in a completely different direction, and the Republic as we know it would not exist. However, had the magestrix not pushed through the recall, her realm would have collapsed in the interim. During the Victoria War, the MAF's absence in Magistracy space allowed Marian Hegemony raids, piracy, and rioting to go unchecked. Before the recall, Naomi had intended to pull back some of her troops to counter these threats, but the growing rift between her husband and son prompted her to take drastic action in the name of national security.

One of the most important differences between the Confederation's two invasions of the Republic is that the 3081 attempt solidly left the RAF in a position of strength. Beyond the initial charge that caught the Republic off guard, the CCAF's successes in GOLDEN FORTRESS were minimal. The message to the rest of the Inner Sphere militaries was clear: the Republic meant to enforce Stone's peace and had the martial power to back up its threat. During the Crusades, however, the Republic revealed some of its flaws. Regardless of the RAF's defense, Capellan troops managed to push further into the Republic than they had thirty years prior and suffered only a few missteps. By contrast, the RAF had to muster a concerted defense to keep Prefectures V and VI under Republic control, and even a counterthrust into Capellan territory did not achieve quite the desired effect. Although the RAF ultimately managed to contain Sun-Tzu's Crusades, the Pyrrhic victory revealed the RAF's vulnerability to a determined invasion force. In twenty years' time, this vulnerability would prove to be the beginning of the Republic's downfall.



## NOTABLE KNIGHTS OF THE REPUBLIC DURING THE CAPELLAN CRUSADES

Name	Rank	Attached Command	Status in 3113
Devlin Stone	Exarch	High Command/Stone's Lament	Active
Victor Steiner-Davion	Paladin	High Command	Active
David McKinnon	Paladin	X Hastati Sentinels/IX Hastati Sentinels	Active
Kelson Sorenson	Paladin	Amaterasu	WIA (Liao)
Alys Rousset-Marik	Paladin	IX Hastati Sentinels	WIA (Liao), Retired
Daniel Mueller	Paladin	Stone's Lament (Exarch Devlin Stone)	Retired
Cecilia Navarrete	Paladin	Stone's Lament (Exarch Devlin Stone)	Retired
Otto Mandela	Paladin	Stone's Lament (Exarch Devlin Stone)	Active
Meraj Jorgensson	Knight	Stone's Lament (Exarch Devlin Stone)	Active
Jonah Levin	Knight	IV Hastati Sentinels	Active
Burton Davion	Knight	V Hastati Sentinels	KIA (Wei)
Maya Avellar	Knight	Stone's Revenants	Active, Promoted to Paladin
Hester Mahoney	Knight	V Principes Guards	KIA (Second Try)
Thaddeus Marik	Knight-Errant	Stone's Pride	Active, Promoted to Knight
Julia Marbury	Knight-Errant	Liao Standing Guard	MIA (Liao)
Castor Pagonis	Knight-Errant	V Triarii Protectors	KIA (Styk)
Gillian Sandoz	Knight-Errant	VI Triarii Protectors	MIA (Suzano)
Angelina Costello	Knight-Errant	V Hastati Sentinels (Knight Burton Davion)	KIA (Wei)
Jonathan Yasuda	Knight-Errant	V Hastati Sentinels (Knight Burton Davion)	KIA (Wei)
Casper Van Ostrand	Knight-Errant	V Hastati Sentinels (Knight Burton Davion)	KIA (Wei)
Consuela Dagmar	Knight-Errant	Stone's Liberators	Active, Promoted to Knight
Nolan Dotter	Knight-Errant	VI Principes Guards	KIA (Wei)



## KEY PERSONALITIES OF THE CAPELLAN CRUSADES

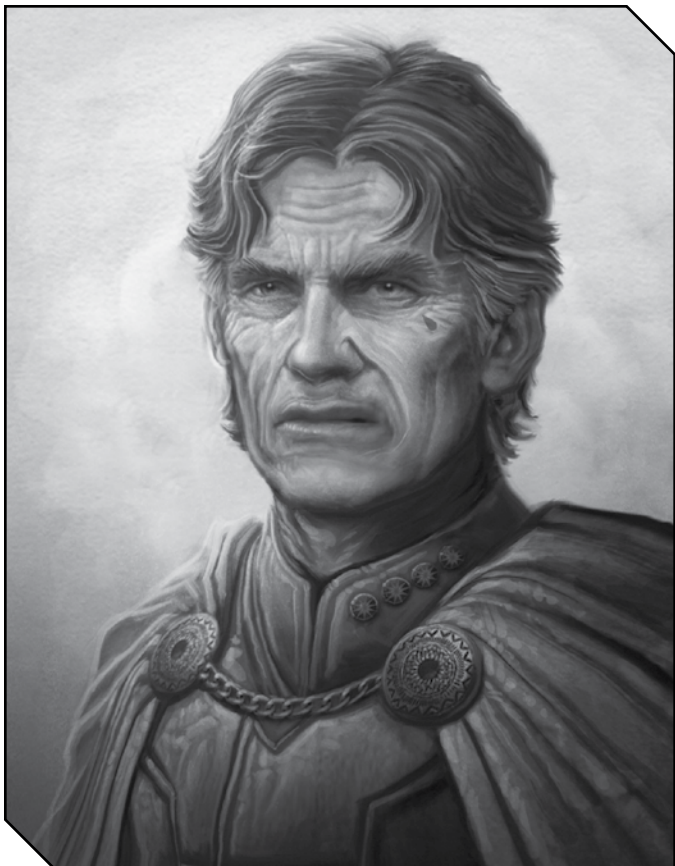
### DEVLIN STONE

**Title/Rank:** Exarch of the Republic of the Sphere

**Born:** 3043? (approx. 68 in 3111)

Although Devlin Stone was the prime architect of the grand sociopolitical experiment that became the Republic of the Sphere, his true past is shrouded in mystery. He first appeared on the galactic stage in 3071, when he orchestrated a prison break from a Word of Blake reeducation camp on Kittery. Few verifiable facts from his past have surfaced in the time since. Within four years of his escape, Stone and his group of freedom fighters had formed the Kittery Prefecture out of planets reclaimed from the Word of Blake, and the wheels of one of the largest multinational military coalitions had already begun turning.

A consummate field commander during the Jihad, Stone commanded the respect of his men, and a cult of personality grew up around him. Able to charm even would-be antagonists, Stone was said to have a calming influence in hostile situations. His military victories, inspiring charisma, and unique vision of Inner Sphere politics made him the only real choice as the first Exarch of the Republic of the Sphere.



Stone governed his Republic with an even hand, allowing the post-Jihad nation to weather storms that, under different leadership, might have forced the Republic to bend, if not break. During the 3081 invasions of the Silver Hawks and the Capellan Confederation, Stone adopted a hands-off approach and gave his Paladins and field commanders free rein to prosecute Operations GOLDEN DAWN and VINDOLANDA.

The Capellan Crusades, however, required a different approach. When it became clear that the Capellan invasion was not merely a reprise of the small-scale skirmish from three decades prior, Stone chose to attend all of the RAF's strategy meetings. Once the war took a sour turn, Stone announced his plan to personally take the war into the Confederation himself. Though many advised him against his decision to command from the field, few had any real power to stop him. When questioned about his presence in the field, Stone remarked that the Republic of the Sphere was his own vision, and if anyone should fight to keep that dream alive, it should be himself.

Even after spending thirty years presiding over the Republic, Stone's field command ability during the Crusades suffered little. Some attribute this to the vast array of Paladins and Knights with which he surrounded himself during the campaign; others chalk up his successes to an impressive knack for inspiring troops to greater heights, greater risks, and greater rewards. A few claimed Stone's skills as a field commander would not have atrophied at all had he spent fifty years away from a battlefield.

### VICTOR STEINER-DAVION

**Title/Rank:** Paladin of the Republic of the Sphere

**Born:** 3030 (81 in 3111)

Victor Steiner-Davion, once heir to the largest interstellar nation in human history, proved himself a competent leader and battlefield strategist at a young age. Although groomed to take the throne of the Federated Commonwealth, Victor showed more predilection towards martial pursuits than for the affairs of state. This focus allowed his scheming sister to usurp control of the Commonwealth, plunging the Inner Sphere into war once again. The fires of the FedCom Civil War forced Victor to depose his sister and officially remove himself and any of his future children from both House Davion and Steiner's lines of succession.

Rather than rule over a nation, Victor chose to concentrate on his talents in military leadership by becoming precentor martial of ComStar. The Word of Blake's Jihad tested Victor's mettle and stretched both Victor and the Com Guards to their breaking point. Instead of him handily winning battles, most of Victor's efforts during the thirteen year conflict resulted in disaster at the hands of Blakist fanatics. This led to Victor joining Devlin Stone's Allied Coalition earlier than most, and the resulting conflict saw the last few surviving Com Guard armies





## KAI ALLARD-LIAO

**Title/Rank:** Lord Governor of Prefecture V (retired)

**Born:** 3030 (81 in 3111)

Kai Allard-Liao's relationship with the Capellan Confederation is a complex one. As he was the son of Candace Liao, Chancellor Sun-Tzu Liao's independence-seeking aunt, and Justin Xiang Allard, a Federated Suns double agent who infiltrated the Maskirovka, Kai's birth nation often viewed his very existence as being one step away from treason by default. However, his skills at the controls of a BattleMech often allayed those concerns. He earned a draw in NAMA's "unwinnable" La Mancha simulation, fought an impressive series of battles during the Clan Invasion, ruled the arenas of Solaris VII, participated in Operation BULLDOG, and fought Clan Wolf to a draw during the Great Refusal. However, his leadership during the Capellan Civil War did not endear him to his cousin Sun-Tzu. After the conflict, the Confederation formally reabsorbed the St. Ives Compact, and all ills were forgiven. Kai also helped his friend Victor Steiner-Davion regain control of the Federated Commonwealth during the FedCom Civil War; a year later, after Kai's mother was killed during the Blakist attack on Sian, he officially became Duke of St. Ives.

By the time the Capellan Crusades arrived in 3111, Kai had been considered the best MechWarrior in the entire galaxy

folded into the newly born Republic of the Sphere. From that point forward, Victor upheld Stone's new era of peace in any way possible, without seeking glory or prestige for himself. Since the founding of the Republic, he consciously decided to remain under Stone's shadow and would step away only when given a direct order. His position as Paladin notwithstanding, Victor chose to remain aloof from warfare and politics in his later years, preferring to remain in advisory and administrative roles, which allowed other Paladins to attach themselves to active combat formations whenever necessary.

When the Capellan surprise attack on Liao and the rest of Prefecture V threw the whole region into disarray, Victor dedicated himself to planning the RAF's strategies and contingency plans. What truly drew him into the war was the response of longtime friend Kai Allard-Liao. Due to his advancing age and senior position, Victor was unable to follow his unsettled friend into combat. However, he strongly urged his son Burton Davion to go in his stead.

Victor remained on Terra for the duration of the Capellan offensive. Though he took no active combat role in the Republic's defense, he had a guiding hand in nearly every strategy the Republic used to try pushing the CCAF from the Republic's borders.



for the better part of six decades. A veteran of nearly every major Inner Sphere conflict since 3049, Kai was no stranger to the highs and lows of warfare. During Operation GOLDEN FORTRESS he abandoned command of the First St. Ives Lancers and defected to the Republic after the Lancers were ordered to attack a world the Confederation hadn't controlled since the Fourth Succession War. Once the Inner Sphere quieted down from the chaos of the Jihad and the Silver Hawks and Capellan invasions, the governors of Prefecture V elected Kai as Lord Governor in 3085, which allowed him to lay down his arms and claim a rightfully earned reprieve from the horrors and hardships of war.

Kai served one term as Lord Governor and then quietly retired from politics in 3095, choosing to repair his strained relationship with his children as best he could. In 3110, however, the legendary MechWarrior began exhibiting signs of mental and emotional distress. While he still had the presence of mind to do so, Kai traveled to the Capellan Confederation to reconcile with his sister Kuan-Yin. Upon returning to Terra he chose to live out his remaining years in peace, and during his more lucid periods he would visit his friend Victor Steiner-Davion.

The peace Kai had fought for would not last. Less than a year later, Confederation troops perpetrated one of the most horrific tragedies of the Capellan Crusades on Kai's old political stomping grounds. This wanton disregard for human life and the glorification of renewed warfare prompted Kai to ignore the advice of confidants and medical professionals in order to prosecute one of the most storied rampages throughout the Inner Sphere. True to his legendary nature, Kai's exploits during the Crusades captured the minds of Republic and Capellan citizens alike. Since the cessation of hostilities, countless holovids detailing Kai's conquests have been produced on both sides of the border; most of the portrayals trend towards being apocryphal or sensational in nature.

## SUN-TZU LIAO

**Title/Rank:** Chancellor of the Capellan Confederation

**Born:** 3031 (80 in 3111)

One of the most successful and most powerful Chancellors to ever rule the Capellan Confederation, Sun-Tzu Liao came to power at the young age of twenty-one. Having witnessed firsthand what his mother's reckless stewardship of the Confederation had done to the realm, Sun-Tzu devoted his life towards attempting to regain his nation's place as a major power in the Inner Sphere. Through various economic, social, and military initiatives, the Chancellor shepherded the revitalized Confederation into a new era of prosperity, dialing back most of the damage his mother and grandfather's policies had inflicted upon the nation. With resounding popular support, he guided the Confederation through a potentially disastrous

civil war and led his nation against the Blakist threat during the Jihad without relying on aid from Stone's Allied Coalition. Once the Capellan military rebounded from the Jihad's desolation, Sun-Tzu's failed bid to recapture former Capellan worlds in 3081 led to him signing the Treaty of Tikonov in 3085. With the Republic's détente in place, Sun-Tzu believed his vision of the Confederation's role in the Inner Sphere was rapidly running out of time. Before he could set his plans in motion and fulfill his self-appointed destiny, the Victoria War broke out, and a series of unfortunate medical diagnoses numbered his days, further putting his ambitions on hold.

Of even more concern to Sun-Tzu in his latter years was the grooming of his heir, Daoshen. Despite Daoshen's military accomplishments, Sun-Tzu expressed deep reservations about his son's ability to lead the nation. He also made no attempt to hide his worries that Daoshen would undo all of the progress Sun-Tzu had spent nearly six decades cultivating and in essence return another Maximilian or Romano Liao to the throne. This bitter realization put both father and son at each other's throats, with both sides attempting to sway the citizens' favor. In the end, Sun-Tzu's rapidly deteriorating health prompted him to set aside his own ambitions and focus on what would best serve his nation, even at the cost of his own life.





**DAOSHEN LIAO****Title/Rank:** Duke of Capella**Born:** 3071 (40 in 3111)

Throughout his lifetime, Daoshen Liao-Centrella—styling himself as Daoshen Liao—remained convinced of his own divinity. His aunt, Kali Liao, helped instill this notion in him, and Daoshen's immediate circle of peers reinforced the idea. Even from a young age Daoshen would go out of his way to impress this belief on everyone he met, even to the point of belligerence, torture, or execution in the most extreme cases of stubbornness. His feelings of intrinsic superiority attracted many sycophants to his side. Among his peers, the nobility, and the CCAF brass, he developed a reputation of cruelty for even the slightest infractions, and even those who considered themselves within his favor were never immune to his frequent moments of caprice.

As he matured, Daoshen's prestige amongst the common people of the Capellan Confederation grew, and his military leadership during the Victoria War brought him further accolades. The general populace believed Daoshen would become a canny leader of the Confederation once Sun-Tzu passed from this life. In fact, many believed Daoshen, as the scion of divinity, would even surpass Sun-Tzu's greatness due to Daoshen's more hands-on approach with the military.

Daoshen and his father disagreed on many things, the foremost of them being the control of the nation. Rumors claim Daoshen sought to coerce his father to abdicate the Chancellorship to him upon learning of Sun-Tzu's terminal diagnosis. Eventually cracks formed within Sun-Tzu's power base, and a good portion of the nation split its support between Sun-Tzu, whose public appearances had all but ceased in the years leading up to the Capellan Crusades, and Daoshen, the dying Chancellor's divine son with a history of successful conquest. Daoshen turned his father's absence from the public eye to his own benefit and drummed up considerable support within the Capellan military.



When Sun-Tzu chose how to spend his last days, the result succeeded in solidifying Daoshen's claims of divinity, and Daoshen exploited this belief to garner further support for his Crusades. Once Sun-Tzu had left the picture, Daoshen was then able to pursue his own aims without his father looming over his shoulder. Without Sun-Tzu's guidance to rein him in, Daoshen's reputation for cruelty only increased.

## THE NIGHT OF SCREAMS

The actual genesis of what would become Operation CELESTIAL SPEAR, the opening salvo of the Capellan Crusades, occurred in the latter half of 3110, but the disease that caused it had been festering for nearly three decades. Ever since the Republic's founding, a near-constant state of low-level terrorism plagued Liao, the ancestral homeworld of House Liao and former capital of the Capellan Confederation's Liao Commonality. Local law enforcement traced these terrorist activities to a vast network of Capellan sympathizers that strived to see Liao return to the Confederation's fold. The network, masterminded by Capellan Maskirovka agents, proved too large, too secretive, and too adaptable for local law enforcement to handle. The RAF was likewise unable to fully contain the threat, as concentrating on stamping out the network would have required the RAF to declare martial law and devote substantial military assets to the planet, which would leave the Republic vulnerable on other fronts. Unfortunately, either of these options would have infuriated the locals and only worsened matters. In the end, RAF High Command deemed the occasional terrorist activities low priority—an acceptable cost of ensuring the Republic's safety. Working hand-in-hand with law enforcement, Liao's Standing Guard was forced to deal with the resulting terrorism by itself. However, for every large cell the Guard found and destroyed, two smaller cells always seemed to take its place. By 3110, the situation had come to a slow boil, and no further aid from the RAF would be forthcoming.

Since before the end of the Victoria War, Sun-Tzu Liao and the Strategios had been planning an invasion of the Republic, and the situation on Liao provided enough fertile ground from which to grow the perfect opening salvo against the Republic. Several Standing Guard officers on the planet voiced discontent with the recurring terrorist violence, and Maskirovka agents singled out one who would further the Confederation's cause. The candidate, Lieutenant Daniel Peterson, had grown increasingly tired of the RAF's inaction regarding the Capellan sympathizers. Though credit for the plan agreed to in November 3110 should ultimately go to the Maskirovka, Peterson believed if a Confederation deep-strike force landed on Liao and displayed an intent to take the planet, RAF line units would be forced to respond. A strong RAF presence on-planet would then discourage further terrorism. At least, that was Peterson's goal; the operation he signed up for did not proceed as he had hoped.

On 11 October 3111, nearly a month after unrest erupted on Capellan border worlds, a single JumpShip arrived at a pirate point in the Liao system. The attached *Overlord* DropShip, broadcasting proper RAF code clearances and landing permits, traveled in-system and landed at a spaceport just outside the capital city of Chang-an. Just after nightfall, CCAF troops spilled out from the DropShip and began marching on the city.

Despite Lieutenant Peterson agreeing to allow one Capellan DropShip to land, the lone *Overlord* carried more than the single battalion of troops it was designed for: the DropShip had been heavily modified to accommodate enough berths for a full BattleMech regiment. According to analysts, the extra troop mass meant the DropShip needed to be refueled during transit—an extremely risky undertaking—and again at the jump point before docking with the JumpShip heading for Liao. Also, the vessel carried just enough fuel to reach the planet's surface from the pirate point. The CELESTIAL SPEAR strike force was prepared for a one-way trip.

Within minutes of debarkation, two battalions of the Holdfast Guard and a company of Death Commandos opened fire on the streets of Chang-an. The Standing Guard armor and infantry units stationed in the city barely had time to deploy before being slaughtered in a brief but intense battle. Once the Capellans triumphed over the city's sole military force, they continued on, setting whole communities in Chang-an to the torch. CCAF 'Mechs toppled buildings while conventional troops gunned down people in the street. Within two hours of the Capellan landing, nearly the whole of Chang-an was afire, and the death toll continued to mount throughout the night.

Republic citizens called this sneak attack the "Massacre of Liao"; Capellan troops dubbed it the "Night of Screams." Both sides, however, acknowledged the then-unknown "Betrayer of Liao" as the one responsible for the ruination and mass murder. Daniel Peterson was initially believed to have been killed in the initial attacks, but later evidence showed he escaped the massacre. His parents, however, numbered among the dead, another unforeseen consequence of his betrayal.

Although at first glance the Confederation forces seemed intent on wholesale chaos throughout Chang-an, their path of destruction was not entirely random. Certain key facilities, such as the Liao Conservatory of Military Arts and the Hall of Civic Governance, were targeted at the outset, but whole swaths of neighborhoods populated by known Capellan sympathizers were spared destruction until after they could be evacuated to safer areas. The message was clear: the Confederation sought to reclaim Liao by ridding the planet of as many Republic loyalists as possible.

With Chang-an secured, the first phase of Operation CELESTIAL SPEAR was complete. Two days later, three more DropShips arrived bearing the Dynasty Guard. Now that the Republic's collective attention turned to face Liao, all of the on-planet Capellan troops dug in to face the inevitable RAF counterattack. Once RAF reinforcements arrived, however, they would be too late to save the heart of Prefecture V.

The civilian death toll of the massacre is believed to have reached the hundred-thousand mark, yet a single civilian casualty changed the face of the conflict to come. Former



Republic Senator Melissa Allard-Liao, daughter of famed MechWarrior Kai Allard-Liao, had retired to Liao to distance herself from her father, and immediately after the Massacre of Liao she headed up a humanitarian relief mission to provide aid to those buried in Chang-an's rubble. While the Capellans hunted down the last known pockets of partisan resistance, Melissa oversaw dozens of field clinics and rescue efforts. Shortly after the Dynasty Guard landed, Republic officials lost contact with her, and she was never heard from again. However, a platoon of Dynasty Guards was witnessed operating near her last known location, and all of the aid stations in the area were later found bombed out or abandoned. The Capellan invaders were directly blamed for her disappearance, and before the month was out, the former Senator was presumed dead—just another of the thousands of unidentified bodies consigned to mass graves.

## UNLEASHING THE DOGS OF WAR

Two days after the Massacre of Liao, the CCAF commenced the first wave of Operation DIVINE RIGHT. Capellan troops swarmed across the border of Prefecture V and landed on a total of seven Republic systems. Tsitsang, Palos, and St. Andre fell quickly after Standing Guard forces failed to raise an adequate defense. In all three cases, the Standing Guard fought to the last man, despite facing overwhelming odds. According to the locals, the Guard troops refused to surrender for fear that a repeat of the Massacre of Liao might target either themselves or the people they had sworn to protect.

The other four worlds targeted in Wave One proved much harder to capture, despite the CCAF having the element of surprise on its side. In the case of Foot Fall, for example, the Fourth McCarron's Armored Cavalry's descent upon the planet and its blitzkrieg deployment into the field caught the Fourth Principes Guards in the middle of a refit. Before the Principes could mount an appreciable defense, the Fourth MAC destroyed an RAF compound containing a 'Mech hangar and barracks. Robbed of critical facilities, the remaining Principes were forced to engage the Fourth MAC with 'Mechs and tanks that were missing various armor plates, weapon systems, or ammunition reserves. The resulting battle in the Valley of Kings routed the Fourth Principes, and what few survivors remained fled further into Republic space. Similar situations occurred on Wei, between the Seventh Confederation Reserve Cavalry and the Sixth Principes Guards, and on Suzano, between Phyr's Hussars and the Sixth Triarii Protectors. In both cases, the RAF troops held out as long as they could before folding under the Capellan advance and retreating what few companies remained off-planet.

The sole wrinkle in Wave One proved to be the tenacity of the Fifth Principes Guards stationed on Second Try. One of the JumpShips bearing the Sixth Confederation Reserve Cavalry suffered a minor mechanical failure while at Corey's jump point, which put the Sixth three days behind its intended timetable. Daoshen Liao, personally overseeing Operation DIVINE RIGHT from his base on Sarna, ordered the JumpShip to jump regardless. The vessel misjumped; a full third of the Sixth CRC vanished, only to be found months later, stranded in the Victoria Commonality. The remainder of the Sixth, now below optimal strength, landed with a severe disadvantage compared to its sister regiments. The Fifth Principes, now outnumbering the Sixth and fully cognizant of the impending attack, arranged its pickets in a way to deny the Sixth easy access to the spaceport and planetary capital. After both sides suffered losses, the Fifth dug in and waited for RAF reinforcements that would never arrive.

## DADDY ISSUES

One of the oddities concerning the Capellan Crusades remains the conflict between Sun-Tzu and Daoshen Liao. On the surface it appears to be a mere power struggle between Chancellor and heir, an ambitious son demanding his early inheritance. However, some historians believe more factors were at work.

The most intriguing aspect of this domestic flare-up is the suspiciously propitious timing of the events. Unrest on Capellan border worlds—ostensibly over the divide between support for Sun-Tzu or Daoshen—turned into armed conflict mere weeks before the Confederation launched the most devastating military action of the Crusades. Although the violence on those border worlds resulted in little more than a few militia and civilian deaths, the RAF focused on the border with intent, going so far as to move a small handful of regiments closer to Capellan space in case this internecine warfare spilled out into the Republic. The troop movements in turn pulled the Republic's attention away from Liao, which allowed the CCAF to wreak havoc until RAF reinforcements could arrive.

One of the most common theories regarding the Sun-Tzu-Daoshen split is that Sun-Tzu purposefully pushed his son away. This theory holds that the Chancellor, knowing his days were numbered, sought to make his realm prosper in any way possible, even if it meant alienating some of his support. Upon learning of his diagnosis, Sun-Tzu prodded his son towards notions of the Confederation's military supremacy, essentially indoctrinating Daoshen towards seeking conquest. This theory purports that Sun-Tzu built up Daoshen's dreams and then tore them down, even going so far as to influence his wife's decision to strip the Confederation of MAF support. Daoshen then grew even more determined to claim what he saw as his rightful destiny. Thus, the unrest on the Confederation's border worlds, while real for the civilian and Home Guard participants, was little more than a carefully staged performance on Sun-Tzu's part. As the RAF watched Sun-Tzu's right hand, his left hand was landing troops on a Republic planet deep beyond the Confederation's border.

The most significant evidence supporting this theory is that, once Operations CELESTIAL SPEAR and DIVINE RIGHT commenced, all of the strife on the affected border worlds effectively vanished.

—*Taking up the Cross: Sun-Tzu's Last Crusade*, Republic Press, 3125

## REMEMBERING THE LEGENDS

**Anchor Ken Klostermann:** In continuing our special series this week on a retrospective look at the Republic's greatest heroes, we turn to an archived interview with Paladin Victor Steiner-Davion. At the close of the Capellan Crusades that began ten years ago, countless reporters interviewed Victor, often inquiring about his relationship with the legend Kai Allard-Liao. Many received wooden, canned responses, but the hard-hitting Eliza Marnett managed to sit down with the Paladin and draw out one of the most personal interviews of the Crusades' aftermath. Let's take a look.

[Begin archived footage excerpt]

**Correspondent Eliza Marnett:** Paladin Steiner-Davion, it's believed that, of anyone across the whole Inner Sphere, you understood Kai the most. How did you feel when he made his fateful decision to reenter military service to the Republic?

**Paladin Victor Steiner-Davion:** Well, Eliza, to be honest, I didn't see it coming. None of us did. In the space of minutes, he went from calm introspection to complete outrage. Don't get me wrong: I've seen Kai angry—many of his close friends have—but I had ... I had *never* seen him like this before. I ... I knew part of it was his condition, but ... [wipes corner of his eye] ... I'm sorry.

**Marnett:** Just take your time.

**Steiner-Davion:** That ... That moment was when I knew beyond doubt that Kai was truly leaving us. I knew it before then, intellectually, but how he responded to Melissa's death ... That was when I *knew*.

**Marnett:** Did Kai say anything to you before he left Terra?

**Steiner-Davion:** [hesitates] He and I had just finished having dinner with my family, and the two of us were standing out on the balcony of my estate. He stared out into the sunset and said something I will never forget. [sniffles] "When I was young," he told me, "I believed in the St. Ives Compact and the Federated Commonwealth. Then, when the Compact fell, I put my belief into the Confederation. When the Confederation betrayed me, I put my faith in Stone's Republic." He looked directly at me and said, "I have since come to the conclusion that the only thing I can believe in is myself, and even that is slowly being taken away from me." The next day, he left Terra without telling any of his friends goodbye, even me.

[end archival footage]

—“Remembering the Legends” segment, Republic Broadcasting Corporation, aired 12 July 3121

## AWAKENING THE BEAST

Many attribute the resounding success of DIVINE RIGHT's initial wave to Operation CELESTIAL SPEAR, the infiltration and assault of Liao. The Strategios sought to distract RAF attention away from the border, stir up support amongst Capellan sympathizers, and ultimately reclaim the planet as a potent symbol of House Liao. In all of these aspects, the operation exceeded expectations. Unfortunately, Melissa Allard-Liao's death in the Massacre of Liao was an unforeseen consequence.

By the time news of Melissa's death reached her father Kai Allard-Liao, DIVINE RIGHT was already well underway. Kai was on Terra at the time, visiting with longtime friend Paladin Victor Steiner-Davion and his protégé, Knight Burton Davion, Victor's son. For at least a year before the Liao attack, Kai had been experiencing an array of mental impairments, such as fugue states, disorientation, and signs indicating the onset of low-grade dementia. His close friends and confidants had thus far hid his mental state well, but Kai could hide it no longer. Rather than allow the public to see him in this state, he had chosen to remain on Terra, where he could spend time with his friends while he still had the presence of mind to remember who they were.

At first, Victor and Burton tried to keep Kai from hearing reports from the front lines, as they did not want to risk worsening his condition and he was retired from both military life and politics. However, they refused to hide Melissa's death from him. Kai reportedly flew into a rage upon hearing his daughter's fate, cursing the name of his cousin the Chancellor and reviling the whole Capellan Confederation. Kai demanded access to all communiqués from the frontlines and requested official permission to join the war effort. Victor, Burton, and even Devlin Stone himself tried to talk Kai down from the ledge, but Kai refused to listen, instead opting to go against medical advice in order to pursue his singular goal of waging a campaign of vengeance against the Confederation. Regardless of his friends' urgings, within a week Kai and his legendary 'Mech *Yen-lo-wang* disappeared from Terra.

Given Kai's medical condition, Victor worried both for Kai and those around him. In such a state, Kai would trust few people, and under any other circumstances, Victor would have tracked down Kai himself. Unfortunately, incoming news of the Capellan border invasion kept Victor on Terra, where he could better lend his talents in coordinating the Republic's defense. Instead, Victor tasked Burton with locating Kai before matters could worsen. During Burton's youth, Kai had acted as a mentor to him, and the two had developed a strong friendship in the years since, which made Burton the best candidate for the job. As soon as Burton could prep for the journey, he and three Knight-Errant associates left Terra immediately and took the first JumpShip heading rimward.

Despite efforts to track his immediate whereabouts, Kai would not resurface until more than a month after his disappearance.

## LIAO REVISITED

When Operation CELESTIAL SPEAR struck Liao unawares, the planetary defense consisted of little more than a small Standing Guard contingent due to the prefecture capital's distance from the Republic border. Most RAF line regiments in the region were either already engaged with the CCAF along the frontlines or were too far away to provide immediate assistance to the burning capital. The sole exception, the Fifth Hastati Sentinels, were stationed on Ningpo when the Massacre of Liao occurred.

As one of the Republic's elite fighting units, the Fifth was prepared to jump immediately to Liao's defense when the unexpected happened. The night after the destruction of Chang-an, the Fifth's CO, Brigadier General Candida Morello, was found dead in her quarters. A Liao native, Morello had a reputation for heavy drinking, and



news of the Night of Screams had sent her crawling deeply into the bottle. Autopsy results were inconclusive, and the coroner ultimately attributed her death to alcohol poisoning. The rest of the Fifth, however, suspected foul play. Regardless of the actual cause, Morello's death prevented the Fifth from responding to the Liao crisis in a timely manner. Once the regiment finally received its marching orders, CCAF troops already had a firm stranglehold on the planet and were dug in for the Fifth's eventual arrival.

Capellan control of Liao's spaceport forced the Fifth Hastati to land at Shèng Diàn Ridge, far from Chang-an. Already in disarray from their commander's death, the soldiers of the Fifth marched on Chang-an with far more caution than normal. The entrenched Holdfast Guard provided heavy resistance, but a small detachment of Dynasty Guard 'Mechs circled behind enemy lines and executed a successful headhunting mission targeting the Fifth's current commander, Colonel Adam DeSanto. Rendered leaderless for a second time, the Fifth folded under the pressure and retreated to its DropShips to regroup.

After fending off patrols for two weeks, brevet Colonel Kano Higashi received reports of a lone 'Mech approaching his command post. Instead of displaying Capellan colors, the 'Mech bore the well-known color scheme of *Yen-lo-wang*, the most famous *Centurion* in the entire Inner Sphere. After being escorted to Colonel Higashi's headquarters by the Fifth, Kai Allard-Liao emerged from the *Centurion's* cockpit and claimed command of the regiment. As the Fifth was considered Prefecture V's premier regiment during Kai's tenure as Lord Governor and the entire unit knew and held him in utmost respect, no one questioned him.

With Kai at the helm, the Fifth renewed its offensive against the Capellan troops. Using hit-and-fade tactics similar to those used in Kai's La Mancha simulator win, Kai and his men chipped away at the Dynasty Guard. In most engagements, Kai led from the front, and enemy troops sighting *Yen-lo-wang* approaching at the head of the column sent ripples of hesitation throughout the Dynasty Guard. In many cases, this hesitation led to the Fifth claiming victory in various skirmishes outside of Chang-an. By the end of 3111, the Republic and Capellan troops had settled into a stalemate that not even Kai's leadership could break.

## DIVINE RIGHT WAVE TWO

Much like DIVINE RIGHT's wave one, wave two got off to a slower start than expected but still managed to take the RAF by storm. Launched at the beginning of 3112, wave two targeted five additional Republic worlds. The Republic Standing Guard on Hunan and New Aragon quickly fell to the Capellans after short firefights. On Shensi, the grossly outnumbered Standing Guard surrendered once the militia learned the Seventh CRC was landing with intent to invade. Daoshen Liao, as senior field commander of the campaign, issued orders from his base

on Sarna that all surrendering Republic troops were to be executed. The order was followed out to the letter.

Asuncion fell quickly to a lightning assault by Phyr's Hussars. The Sixth Hastati was unable to mount a coordinated defense due to the Hussars landing several DropShips, two-thirds of which were deliberately empty. Styk, the final target of wave two, proved a harder nut to crack. Paget's Dragoons was expected to encounter the Fifth Triarii Protectors. The initial stages of the assault progressed in the Dragoons' favor, but the Fifth retreated into the Tao MechWorks industriplex and set up heavy defenses. While the Dragoons attempted to breach the MechWorks' defenses, Stone's Liberators descended on the Dragoons' position and forced the Capellans into retreat. Once Daoshen learned of the situation, he altered his original plan and sent Warrior House Tsang Xiao to Styk. Tsang Xiao's arrival initially tilted the battle back in the CCAF's favor, but a daring nighttime raid by the Liberators nearly broke the Dragoons' back. Both Tsang Xiao, Paget's Dragoons, and the newly arrived Fifth CRC were about to abandon the world when Stone's Liberators mysteriously departed for the jump point. The CCAF renewed its assault. Within three days of the Liberators' departure, Tao MechWorks was in Capellan hands and survivors from the Fifth Triarii retreated further into the Republic.

Second Try fell not long thereafter, as fresh supplies from Sarna allowed the Sixth CRC to end its siege on the capital city of Messhorn and run down the Fifth Principes. On Foot Fall, the Tenth Hastati arrived to initiate the RAF's first real counterattack of the war. Aerial raids on the Fourth MAC's positions flushed the Capellans into the open, but the ensuing firefight crippled the Tenth's command company. The rest of the Tenth would not budge, however, and the Fourth MAC, determined to hold at the Capellan border, refused to fall back.

## ON THE RAMPAGE

Upon the launch of wave two, Kai and the Fifth Hastati abandoned Liao to the CCAF and left for an unreported destination. He appeared shortly thereafter on Gan Singh, easily routing the Warrior House Tsang Xiao garrison. Within two weeks he uprooted the Fifth yet again and made planetfall on Styk, where his troops dislodged Paget's Dragoons. A month later he had repelled the Seventh CRC on Shensi. Eyewitness accounts claim Kai stormed through the enemy's defenses with abandon during each battle, heedless of the infrastructure damage he left in his wake during his relentless pursuit of Capellan troops. After pushing the CCAF from each system, Kai and the Fifth would again depart without announcing their next destination.

After nearly a year of planet-hopping through the Republic, Burton Davion finally caught up with Kai on New Aragon. Despite long talks with his mentor, Burton was ultimately unsuccessful in convincing Kai to return to Terra. During the

battle in which the Fifth Hastati forced the Fourth Tau Ceti Rangers off-planet, Burton witnessed firsthand Kai's masterful skill at the controls of *Yen-lo-wang*. After the battle, he sent his father a message stating he would be better off standing out of Kai's way than trying to hinder his efforts. Burton then officially attached himself to the Fifth as a tactical advisor to ensure Kai's effective but reckless actions did not endanger civilians.

When news of Kai's rampage reached Daoshen, he moved several Warrior House Orders and reserve troops closer to the frontlines. Daoshen's critics claimed he feared his cousin's impending wrath; others believe he was merely acting in the Confederation's best interest.

## THROWING STONES

Due to the focused preparations for countering Kai's arrival in Capellan space, not even Daoshen's top advisors foresaw the arrival of Stone's Pride on the Confederation world Phact in August of 3112. Within two weeks, Corey, Ulan Bator, and Quemoy also came under attack from other Stone's Brigade regiments. On Quemoy, several reports confirmed the presence of a black *Atlas II* painted with a familiar white skeleton pattern among the RAF troops. At first many believed the sighting of Exarch Devlin Stone's personal BattleMech was a stunt intended to rattle CCAF morale, but this rumor was quickly denounced. Along with an entourage of Paladins and Knights, Devlin Stone himself was leading a counter-invasion of the Confederation.

Daoshen had insufficient time to evacuate his base on Sarna before the four regiments of Stone's Brigade began landing in force in October. Only his foresight in bringing forward reserve troops prevented the initial battle from devolving into a rout. The Prefectorate Guard and First St. Ives Janissaries formed the bulk of Sarna's defense, and Warrior House Lu Sann, which Daoshen had personally resurrected following the Victoria War, acted as Daoshen's personal bodyguards. Within days, it became clear the planet was forfeit: the Janissaries suffered heavy casualties, and the Prefectorate Guard was outnumbered in nearly every engagement. As Daoshen headed to his DropShip at Tengo Aerospace's factory complex to evacuate, Stone's Lament charged the complex, and Stone's Liberators charged in from the flank. Lu Sann *janshi* fought a holding action against the two-pronged assault but inevitably crumpled beneath the strain. When the Liberators surrounded Daoshen, his *Yu Huang* was armless and limping. Liberators' CO Colonel Jerome Edwards demanded his surrender, but Daoshen maintained radio silence and continued to limp toward safety. At that moment, Warrior House Imarra, which Sun-Tzu had personally ordered to assist in Sarna's defense, performed a combat drop on Daoshen's position and formed a line in front of him. The Imarra *janshi* pushed back the RAF, allowing Daoshen to reach his DropShip before they executed a fighting retreat to follow him off-planet. As the price for Lu Sann failing to protect him,

Daoshen would order the Warrior House permanently stricken from the CCAF's rolls.

The Republic's counterattack into Confederation space and the seizure of Sarna, codenamed Operation MAGNUS, succeeded in breaking Capellan morale, further isolating Liao from the CCAF, and stopping the Confederation's advance cold.

## LEGENDS FALL...

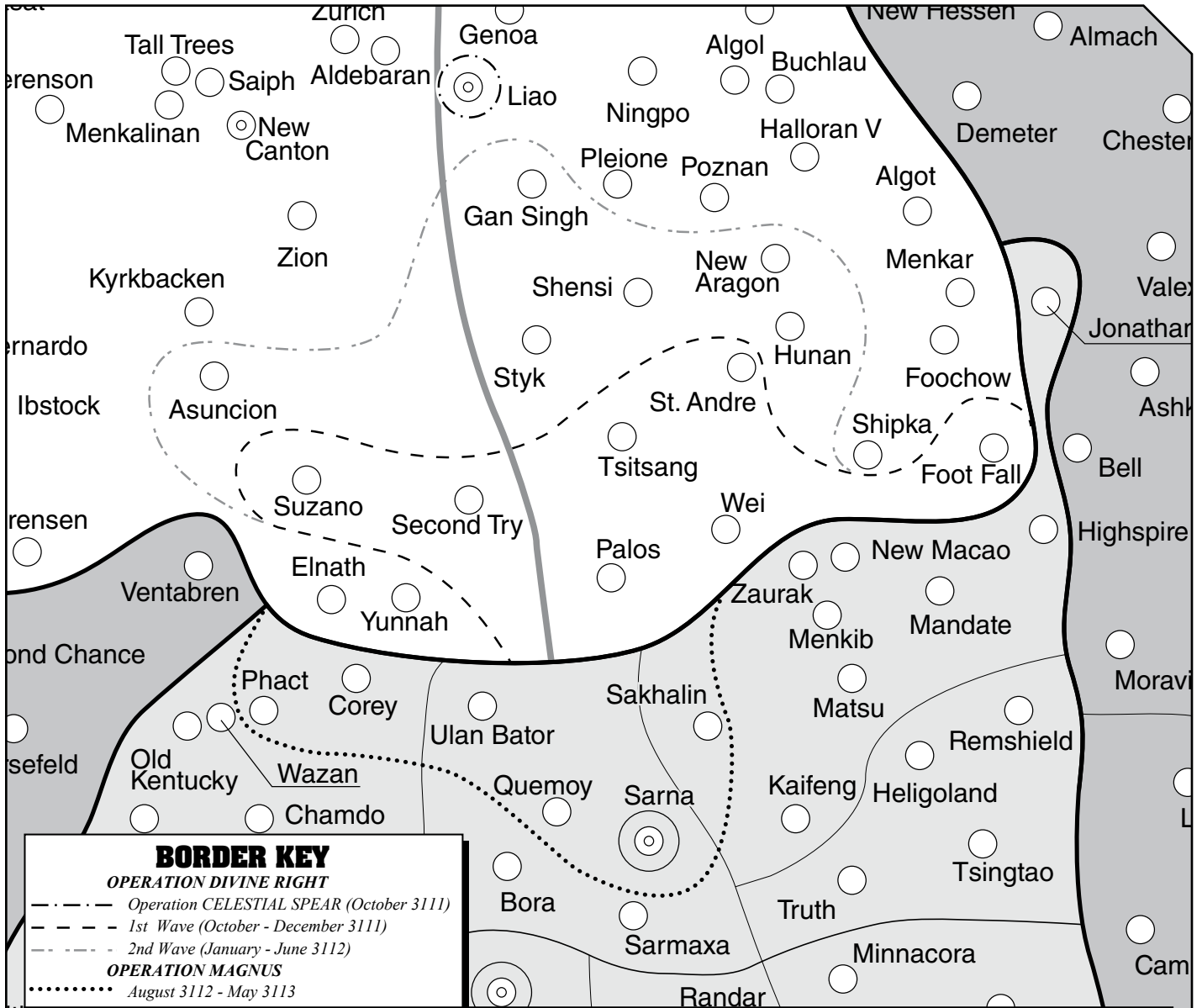
With Sarna lost, Daoshen focused his efforts on stopping Kai's thrust towards the heart of the Confederation. The Strategios predicted Wei would be Kai's next target, so Daoshen pulled troops from other fronts, ensuring Warrior House Kamata, the Fifth and Sixth CRC, and the Fourth MAC would be waiting for his cousin. Kai and the Fifth Hastati arrived right on schedule, but so did Stone's Lament, leaving the rest of Stone's Brigade to hold Sarna against Capellan reprisal.

Fierce combat ensued, with Confederation forces bearing the brunt of the damage. The Capellan troops, spooked by tales of Kai's rampage throughout the Republic, withdrew into Vadannis City to regroup and used the RAF's disdain for urban combat against them. As the Fifth Hastati attempted to flush out the Sixth CRC and Fourth MAC, a Capellan air strike closed on Kai and Burton's position. The strike crippled Burton's lance of Knights-Errant, but Burton refused to let Kai out of his sight. A Kamata headhunting lance then attempted to take down *Yen-lo-wang* in the confusion, but Burton and his lance managed to hold off the Warrior House 'Mechs long enough for Kai to escape. The battle named "Burton's Last Stand" saw Burton Davion singlehandedly eliminate three of the Kamata 'Mechs right before artillery tore his *Orion IIC* apart. Enraged at Burton's death, Kai and the Fifth Hastati hammered the remaining Capellan troops, destroying several skyscrapers in the process. Stone's Lament then pushed the rest of the Capellans into retreat.

By this point, Kai's aberrant mental state had regressed to its lowest point. Already his troops had become afraid of him for not only his frightening battlefield performance but his blatant disregard for the safety of anyone near him. Burton had provided a tempering influence on Kai's rage, but after Burton was killed, Kai talked only of killing as many Capellans as he could. Sometimes he claimed he was speaking to Burton or said the Capellans had killed Victor, who was still on Terra directing RAF movements. Several sources claimed Devlin Stone himself attempted to sway Kai away from his course of revenge, but Kai refused to remain in Republic space. To repay the Capellan Confederation for stealing the lives of his daughter and Burton Davion, Kai was determined to bring the war to the Confederation itself. After a short repair and refit, he took the last of his surviving troops and jumped across the Capellan border.

On Sakhalin, the Red Lancers and Death Commandos were already awaiting Kai's arrival. Daoshen gave *Jiang-jun* Kuhyen Zhen-Nei one order: stop Kai Allard-Liao at all costs.





**BORDER KEY**

**OPERATION DIVINE RIGHT**

— Operation CELESTIAL SPEAR (October 3111)

- - - 1st Wave (October - December 3111)

- - - 2nd Wave (January - June 3112)

**OPERATION MAGNUS**

..... August 3112 - May 3113

**PLANET KEY**

★ NATIONAL CAPITAL

◎ DISTRICT CAPITAL

⊙ PROVINCE CAPITAL

**OPERATION DIVINE RIGHT AND OPERATION MAGNUS (October 3111 - May 3113)**

**LEGEND**

30 LIGHT YEARS

50 LIGHT YEARS OR 15.3 PARSECS

MAXIMUM JUMP: APPROXIMATELY 30 LIGHT YEARS

Coreward

Anti-spinward

Spinward

Rimward

## SEPARATING FACT FROM FICTION

Stories portraying Kai Allard-Liao's exploits during the Capellan Crusades vary widely, from lifeless, documentary depictions to sensational tall tales. The truth, however, lies somewhere between these two extremes. As previous chapters have established, Kai was always well aware of his own legend. Most men who are aware of their own fame are gripped by immense pressure to excel or continue along the same path of greatness. Instead, Kai chose to walk his own path. He would invoke his celebrity status only when necessary, but he would never rely on it as a crutch, and he never allowed performance anxiety to defeat him.

When the Crusades rolled around, Kai's celebrity status held no part in his decision to fight. His fight was personal. He no longer cared whether he took top honors in an arena contest, and his battlefield behavior showed he had no real care for his own survival. Rather than accomplishing cartoony, superhuman feats—as the tall tales would attest—or treating the Crusades as “just another routine battle”—as the documentarians would have us believe—Kai approached each battle as though it would be his last.

That kind of motivation can propel even the most mediocre of soldiers to impressive feats. In the case of Kai Allard-Liao, those impressive feats only increased exponentially. For example, some claim *Yen-lo-wang* singlehandedly destroyed an entire Home Guard battalion on St. Andre without suffering a scratch (the tall tale), while Fifth Hastati after action reports state Kai destroyed two tank platoons (the documentary). What both versions fail to acknowledge is that, based on battleROM footage and stills, Kai annihilated each of those eight tanks with a well-placed laser shot to the turret.

On Tsitsang, the sensationalists would have us believe Kai took to the field by himself and chased the Capellan garrison all the way to their DropShip without firing a single shot. The documentarians would have us believe the Home Guard packed up and left the instant they received positive confirmation that Kai and the Fifth Hastati were inbound. However, the truth, again lies somewhere in the middle. Kai and the Fifth did indeed land on Tsitsang, but Kai stepped out from his unit and told the garrison troops that if they wanted to see their families again, they would leave; otherwise he gave them his personal guarantee that all of them would die. The Home Guard commander then saw reason and took the out that Kai had offered.

—*Kai Allard-Liao: The Man Inside the Legend*, New Avalon Press, 3115

On 14 January 3113, the two forces met at Bedlam's Barrow, a wide, tundra-filled valley lined by expansive mining operations. The Red Lancers acted as a screen for the bulk of the Fifth Hastati as the Death Commandos attempted to lure Kai out into the open. Several of the Fifth's MechWarriors sacrificed themselves to keep Kai safe, but he pushed past their protection to face his daughter's killers himself.

Cutting off his communications, Kai advanced *Yen-lo-wang* into the battle, alone. A company of Death Commandos moved in to engage him, but Kai cut through them with a surgeon's precision, one at a time, never faltering. Eyewitnesses claim Kai's battle was unlike any they had ever seen, as though some mystical force kept the Death Commandos at bay. One by one, the Death Commando 'Mechs fell by Kai's hand until a stray missile strike to *Yen-lo-wang's* cockpit sent the legendary 'Mech crashing down. By that point, Kai had singlehandedly laid waste to nearly the whole company of the Chancellor's crack troops, leaving only three heavily damaged Death Commando 'Mechs still standing.

The battle came to a standstill to witness the greatest MechWarrior in the entire galaxy fall. The Fifth Hastati, once more leaderless, renewed its assault, but its fury was not enough to turn back the Confederation's elite. However, before the broken Fifth could retreat, Stone's Lament landed—far too late to save Kai. Led by Stone himself, the Lament tore into the Red Lancers. However, with their mission from Daoshen complete, both the Death Commandos and Red Lancers retreated before Stone's Lament could destroy them.

As a sign of respect for Kai's legacy, *Jiang-jun* Zhen-Nei and the other surviving Death Commandos chose to leave *Yen-lo-wang* right where it fell instead of claiming it as salvage. A beacon was attached to the 'Mech so the RAF could easily locate and retrieve it.

## ...GODS ASCEND

By the end of February 3113, the Confederation was still reeling from the aftershocks of Operation MAGNUS. The CCAF had lost its primary staging base on Sarna, and the few Republic worlds still in Confederation hands were behind enemy lines and running out of supplies. The deaths of Burton Davion and Kai Allard-Liao were not the shot in the arm for CCAF morale that Sun-Tzu had hoped for, and the war for which he had spent thirty years preparing for was on the verge of failing. In order to turn the tide, the Capellans needed a decisive victory that would rally the troops.

For a number of years Sun-Tzu had known he was living on borrowed time. When his physicians told him he had only a few months before suffering mass organ failure, he chose to take advantage of the time he had remaining.

Here is where historical accounts differ. The official Capellan line is that Sun-Tzu traveled to the Republic to initiate peace talks and his retinue was attacked upon their arrival on Liao. A more likely interpretation of events is that Sun-Tzu assembled his most loyal Red Lancers and Death Commandos and led a deep strike force that would carry the war back to where it had started, where beleaguered Capellan troops were still fighting a losing battle. In so doing, Sun-Tzu hoped personally leading his men on Liao would provide enough of a morale boost to end the stalemate.



To direct attention away from Sun-Tzu's movements, Daoshen launched what historians dubbed the Warrior House Offensive. Codenamed Operation GOLDEN DESTINY, the risky push saw the remainder of the Warrior House Orders enter combat. Within two weeks Houses Hiritsu, Dai Da Chi, and Imarra reclaimed Phact, Corey, and Ulan Bator from RAF garrisons. The Warrior House maneuvers and further saber rattling from Capellan troops in the Sarna Commonality indicated the beginnings of a hard push toward the CCAF attempting to reclaim Sarna.

By traveling through uninhabited systems, the Chancellor and his troops secretly landed on Liao. After resupplying the faltering remains of the Dynasty Guard, the Red Lancers and Death Commandos executed a pre-dawn assault on the Ninth Hastati's cantonment outside Chang-an. Many of the Ninth's soldiers were helping with the city's reconstruction and were caught out in the open when the attack occurred. A company of Amaterasu, the elite RAF regiment of Draconis Combine pedigree, was patrolling the city outskirts and prevented the Capellans from routing the Ninth. Despite initially outnumbering the enemy, the Red Lancers and Dynasty Guard began to falter against Amaterasu tenacity and the Ninth's defensive maneuvers. Before sunrise, the battle moved from the Cavalry River to the edge of Chang-an's eastern city limits, where several thousand onlookers had gathered to witness the fighting.

At dawn, the sky was overcast. From above the battle, an *Emperor*—entirely electroplated in burnished gold—dropped through the cloud cover, weapons blazing. According to eyewitness reports, the *Emperor's* armor plates scintillated in the sunrise, which made the 'Mech appear almost godlike. Nearby lasers and missile contrails only served to make the 'Mech's polished armor shine with further brilliance.

In the light of dawn, Republic and Capellan troops alike stopped to witness the 'Mech's descent. Several quiet seconds passed until the *Emperor's* pilot transmitted a general broadcast across the battlefield: "This world belongs to the Capellan people, *my* people!" Chaos broke out as Amaterasu's commander, Major Rachelle Mikazuki, identified the pilot as Sun-Tzu Liao. The Capellan troops had known Sun-Tzu planned to make an appearance, but none, even his Red Lancer bodyguards, knew quite what he had in mind. The Chancellor's unexpected arrival spurred the Red Lancers command company to abandon its current fight and form a wall to protect the Chancellor, but he ordered them away. Alone, the Chancellor of the Capellan Confederation waded into the Amaterasu and Ninth Hastati. His *Emperor's* firepower allowed him to down a few careless light 'Mechs, but as he was not a master at the controls, the Amaterasu easily crippled Sun-Tzu's 'Mech. The sight of the Chancellor's defeat sent the Red Lancers into a rage, singlehandedly forcing the RAF into retreat while a company of Dynasty Guard hunted down stragglers.

Rumors spread across Liao that Chancellor Sun-Tzu's 'Mech was empty once it was recovered after the battle, that in his final moments he had ascended to godhood. No effort was made to dispel these beliefs. BattleROM and news camera footage of the whole Sun-Tzu incident, from descent to defeat, was circulated around Liao and other worlds for months afterward, and amongst the Capellan people, the legend of his final moments continued to grow.

### BEYOND THE PALE

The most sensationalized conspiracy theory of the Crusades deals with the disappearance of Sun-Tzu Liao. Ever since news of his putative "ascension" on Liao swept across the Inner Sphere, speculation ran rampant outside the Capellan Confederation. Ask a Capellan national, and she'll say the former Chancellor "took his rightful place among the divine." But what really happened that fateful morning of 8 March 3113? Did Sun-Tzu really transcend into godhood, or have the Capellan people been lied to?

Rational thought concludes that Sun-Tzu died a mundane death on the battlefield. The most common theory of his disappearance posits that a team of Maskirovka operatives disguised as battle armor infantry discreetly pulled Sun-Tzu from the wreckage during the battle, closed the hatch, and spirited the body away so the Chancellor's fanatical Red Lancers would "discover" the empty cockpit afterward. Detractors of this theory claim that no battleROM footage captured such an event. Even adaptive camouflage would not be able to mask the opening and closing of the golden *Emperor's* access hatch.

Another theory claims Sun-Tzu may have used an incendiary device in his cockpit—either triggered by himself or by remote—to burn his body. Of course, the lack of ash and carbon scoring in video footage of his cockpit tends to dismiss this idea. A more plausible theory is that Sun-Tzu wasn't even in the BattleMech at all. The beliefs that the *Emperor* was either controlled by remote or piloted by someone other than the Chancellor both have their proponents. Those against remote piloting claim such technology doesn't exist, as without a pilot there is no data to feed a 'Mech's gyroscope. Those against the idea of an alternative pilot say extant footage show no means by which a pilot—Sun-Tzu or otherwise—could have escaped the 'Mech without being captured on camera.

—*Conspiracies Theories: The Capellan Crusades*, Golden Star Entertainments, 3115

## UNSUNG HEROES

One aspect of the thirty-second century RAF that often receives short shrift is the Republic Special Scouts, a Special Operations Command program begun in 3107. The brainchild of Paladin Alys Rousset-Marik, Project Taipan strove to train small forces to operate behind enemy lines for long periods of time without a support apparatus. Taipan units consisted of lone battle armor squads and IFV-supported infantry platoons capable of moving relatively unnoticed in enemy territory.

In 3111, the Capellan Crusades gave the RAF's new Commanding General Elijah Hopewell the first chance to test the program's efficacy. Shortly after the opening waves of the Capellan Confederation's invasion of the Republic, Hopewell dispatched the Special Scouts to critical worlds behind enemy lines.

The first deployment occurred on Styk, where the Special Scouts were instructed to disrupt enemy operations. For several weeks the Scouts successfully stymied Paget's Dragoons whenever possible. Under Major Evelyn Masamura's command, the Scouts hit supply convoys, military checkpoints, patrols, and other targets of opportunity and appropriated outgoing shipments from Tao MechWorks. Upon the arrival of Stone's Liberators in early 3112, Paget's Dragoons had grown sloppy and would strike out at shadows, thus limiting the unit's effectiveness.

In the latter half of 3112, the Scouts redeployed to Wei, a strategic chokepoint along the Republic's prewar border. RAF intelligence predicted a large convergence of forces would occur here as Capellan forces would attempt to halt the advance of legendary MechWarrior Kai Allard-Liao, and the Scouts were intended to prepare the battlefield in advance of combat. When the Scouts arrived, two CCAF regiments and a Warrior House Order were already on-planet, and this force concentration greatly hampered the Scouts' operations. During the deployment, individual squads fought more defensive engagements than on Styk, leading to heavier casualties. Before the Scouts evacuated, however, two squads succeeded in disabling a DropShip belonging to the Fourth McCarron's Armored Cavalry, which stole a sizable portion of the Fourth's battlefield mobility before RAF line regiments could arrive on-planet.

Despite the lessened effectiveness and the heavy casualties the Special Scouts sustained on Wei, Commanding General Hopewell declared Project Taipan a success. Special Operations Command immediately approved the formation of other Taipan units.

—From *Foundation to Fortress: The Complete History of the Republic Armed Forces*, NAMA Press, 3140

## RENEWED FAITH, RENEWED WAR

Operation GOLDEN DESTINY's goal was twofold. First was breaking through the isolation of Liao, which Sun-Tzu's sacrifice achieved. Daoshen himself oversaw the second objective, which was to eject all foreign forces from worlds the Confederation held before the war began. While the fighting on Liao continued in favor of the CCAF, the second phase of GOLDEN DESTINY sought to deprive the Republic of its largest foothold in Confederation territory: Sarna.

According to Maskirovka intelligence, only three Stone's Brigade regiments remained on-planet, as Stone's Lament had relocated to other fronts. For the campaign, Daoshen, now Chancellor of the Confederation, called upon the strength of two partially repaired regiments and four Warrior House Orders. Using Capella as a staging ground, CCAF troops jumped to pirate points in the Sarna system on 16 April 3113. Without Stone himself to rally the troops, Liberators CO Colonel Jerome Edwards took up the slack.

Still flush from Sun-Tzu's "divine" triumph on Liao, the Capellans stormed the revetments and fire bases that Stone's Brigade had erected outside the city of Rajput. Despite being at just above half-strength from previous combat on Sarna, the Prefectorate Guard fought with a drive previously unseen in the war. In a handful of documented engagements, Guard forces sent a Stone's Revenants company into full retreat by blanketing them with withering firepower. House Hiritsu added insult to injury by assaulting the Revenants' supply depots and barracks.

By the end the first week of combat, an airstrike destroyed Edwards' forward operating base, killing him and most of the brigade's command staff. Major Damien Redburn, one of the few survivors of the incident, took command of the regiment and coordinated the planetary defense.

Stone's Pride goaded the Sixth CRC into a game of cat-and-mouse in the Madhya Highlands, for which the Pride possessed the advantage of aerial reconnaissance. For several days, the Sixth were hunted near the breaking point until Stone's Pride learned they themselves were being hunted—by Warrior House Dai Da Chi. True to their creed of excellence, the Dai Da Chi *janshi* picked off Pride 'Mechs one at a time, which allowed the Sixth to retreat and reposition itself for better effect. Stone's Pride fell back to its DropShips and held its ground.

Stone's Liberators fared the best of the RAF forces. With Brevet Colonel Redburn at the helm, the regiment faced down Warrior Houses Imarra and Kamata. The clash near Rajput quickly devolved into a standoff from which neither force would budge. Communiqués from the RAF's Department of Military Intelligence placed Daoshen on Sarna, and Redburn attempted to capitalize on that knowledge in order to break the stalemate. According to the intel, Daoshen had learned from his mistake with Warrior House Lu Sann during the previous year's combat on Sarna and maintained his operations base within a short distance from his DropShip. Redburn sent a company of Liberators to determine Daoshen's position and flush him out. The ensuing battle saw the complete destruction of the Liberators company by hidden Dai Da Chi and Prefectorate Guard 'Mechs. Later analysis would reveal the DMI intel as a carefully orchestrated Maskirovka operation: Daoshen wasn't even on Sarna. Rather than overseeing Sarna's liberation, Daoshen had secretly returned to Sian to address matters of state resulting from his father's "ascension."



By late May, Stone's Pride and Stone's Revenants had pulled back to Republic space, leaving the Liberators as the last RAF regiment on Sarna. Rather than retreat without orders, Redburn chose to hold his position at Rajput. The CCAF had raised a strong offense, but the Capellan troops involved were beginning to show strain, and Redburn hoped to exploit this. However, within two weeks, Redburn received a communiqué directly from the Council of Paladins ordering him to return to the Republic. Shortly afterward, Redburn was awarded the Silver Cluster, and Stone inducted him into the Knights of the Republic as a Paladin for his unflagging service during the Sarna campaign.

### THE LIAO LINCHPIN

Following Sun-Tzu's battlefield defeat, the Capellan troops on Liao fought in a manner previously unseen during the long campaign for the planet. Dynasty Guard and Red Lancers companies would often remain in the field for days at a time, eschewing resupply if it meant being able to hound Republic forces for a few more kilometers. The Capellans ran their equipment ragged in their attempt to take revenge for the Chancellor's defeat, and supply lines stretched longer and longer, which often forced CCAF 'Mechs and armor to operate with empty magazines, thus decreasing their overall combat capability.

The Capellans' dogged persistence paid off greatly, however. By the end of April, the Red Lancers had pressed the Ninth Hastati's Second Battalion into the southern end of the Du-jin Mountains and trapped them in a noose from which few Republic soldiers escaped. Also, Dynasty Guard detachments had gained control of the HungLi Military Base and the coastal cities of Desu and Duan. Heedless of

equipment wear, the Confederation troops continued to press their advantage.

In early May 3113, Stone's Lament unexpectedly landed on Liao. The RAF juggernaut besieged the Capellans' defenses and slowly rolled across the landscape, throwing the Capellans into disarray. Together, the Lament, Amaterasu, and the remnant of the Ninth Hastati dislodged the Dynasty Guard and Red Lancers; many of these victories were attributed to Capellan equipment failures and the resultant combat-loss grouping. Before the month was out, the ragged remains of the Confederation's troops had fallen back and taken refuge in the ruins of Chang-an, where the battle for Liao—the ultimate military and political goal of the Capellan Crusades—had begun two years prior. The Red Lancers, Dynasty Guard, and Death Commandos dug in for a last stand that never occurred.

On 2 June, the Capellan commanders on Liao received word that Devlin Stone and Daoshen Liao had signed the Sarna Armistice. Although Daoshen had wished to pursue the war further, counsel from the Strategios convinced him that the CCAF's losses during the conflict—specifically on Liao—would only serve to bankrupt the nation's defensive capability if the war continued.

Furious over the campaign's outcome, Daoshen swore to one day take revenge on the Republic for making him look the fool across the entire Inner Sphere. He blamed the war's failure not on the performance of his troops but on his mother Naomi depriving the Confederation of the Magistracy's military support right before the commencement of hostilities. Rebuilding the CCAF and securing MAF support for a third invasion of the Republic of the Sphere would take Daoshen the better part of two decades.

# THE CAPELLAN CRUSADES

## CAPELLAN CRUSADES DEPLOYMENT TABLES

### CAPELLAN CONFEDERATION (OCTOBER 3111–JUNE 3112)

	Jump-Off	Oct 3111	Nov 3111	Dec 3111	Jan 3112	Feb 3112	Mar 3112	Apr 3112	May 3112	Jun 3112
<b>Capellan Hussars</b>										
Red Lancers	Capella	—	—	—	—	—	—	—	—	—
Prefectorate Guard	Sarna	—	—	—	—	—	—	—	—	—
Holdfast Guard	*	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	[Liao]
Dynasty Guard	*	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao
<b>Warrior House Orders</b>										
Warrior House Imarra	Capella	—	—	—	—	—	—	—	—	—
Warrior House Kamata	Capella	—	—	—	—	—	—	—	—	—
Warrior House Hiritsu	Tsinghai	—	—	—	—	—	—	—	—	—
Warrior House Dai Da Chi	Tsinghai	—	—	—	—	—	—	—	—	—
Warrior House Tsang Xiao	Sakhalin	Tsitsang	—	—	Styk	Styk	Gan Singh	[Gan Singh]	—	—
Warrior House Lu Sann	Sarna	—	—	—	—	—	—	—	—	—
<b>Death Commandos</b>										
Death Commandos	*	Liao	Liao	Liao	(Gan Singh)	—	—	—	—	—
<b>McCarron's Armored Cavalry</b>										
4th MAC	Highspire	Foot Fall	Foot Fall	—	—	—	Foot Fall	Foot Fall	Foot Fall	—
<b>Confederation Reserve Cavalry</b>										
5th CRC	Jonathan	—	—	—	Hunan	—	—	Styk	—	—
6th CRC	Corey	Second Try**	Second Try	Second Try	Second Try	—	—	—	—	—
7th CRC	Zaurak	Wei	Wei	—	—	Shensi	—	—	[Shensi]	—
<b>Liao Cháng-Chéng</b>										
Phyr's Hussars	Wazan	Suzano	Suzano	—	—	—	Asuncion	Asuncion	—	—
Paget's Dragoons	Ulan Bator	Palos	—	—	Styk	Styk	Styk	Styk	—	[Styk]
Sarna Martial Academy Cadre	Phact	—	—	—	—	—	—	—	—	—
<b>Citizen's Honored</b>										
4th Tau Ceti Rangers	New Macao	St. Andre	—	—	New Aragon	New Aragon	—	—	—	—
<b>St. Ives Sentinels</b>										
1st St. Ives Janissaries	Tsingtao	—	—	—	—	—	—	—	—	—

### REPUBLIC OF THE SPHERE (OCTOBER 3111–JUNE 3112)

	Jump-Off	Oct 3111	Nov 3111	Dec 3111	Jan 3112	Feb 3112	Mar 3112	Apr 3112	May 3112	Jun 3112
<b>Hastati Sentinels</b>										
IV Hastati Sentinels	Kansu	—	—	—	(Poznan)	—	Foot Fall	Foot Fall	Foot Fall [D]	—
V Hastati Sentinels	Ningpo	—	Liao	Liao	Liao	Liao	Liao	Gan Singh	Shensi	Styk
VI Hastati Sentinels	Asuncion	—	—	—	—	—	Asuncion	Asuncion [D]	—	—
IX Hastati Sentinels	Epsilon Eridani	—	—	—	—	(Nanking)	Liao	Liao	Liao	Liao
X Hastati Sentinels	Algot	—	—	—	—	Foot Fall	Foot Fall	Foot Fall	[Foot Fall]	—
<b>Principes Guards</b>										
IV Principes Guards	Foot Fall	Foot Fall	Foot Fall [D]	—	—	—	—	—	—	—
V Principes Guards	Second Try	Second Try	Second Try	Second Try	Second Try [D]	—	—	—	—	—
VI Principes Guards	Wei	Wei	Wei [D]	—	—	—	—	—	—	—
<b>Triarii Protectors</b>										
IV Triarii Protectors	Angol	—	—	—	(Buchlau)	—	—	Hunan	—	—
V Triarii Protectors	Styk	—	—	—	Styk	Styk [D]	—	—	—	—
VI Triarii Protectors	Suzano	Suzano	Suzano [D]	—	—	—	—	—	—	—
<b>Stone's Brigade</b>										
Stone's Lament	Terra	—	—	(Epsilon Eridani)	—	(Ohrensen)	—	—	—	—
Stone's Liberators	Pleione	—	—	—	—	Styk	Styk	Styk	—	—
Stone's Pride	Terra	—	—	(Epsilon Eridani)	—	(Ohrensen)	—	—	—	—
Stone's Revenants	Zion	—	—	(Kyrkbacken)	—	(Ohrensen)	—	—	—	—
<b>Independent Units</b>										
Amaterasu	Capolla	—	—	—	(Aldebaran)	—	—	Liao	Liao	Liao

Parentheses denote non-combat movement. Brackets mean the unit suffered heavy casualties. [D] means the unit was rendered combat ineffective.

\*Uninhabited Republic system

\*\*One-third lost due to mis-jump



CAPELLAN CRUSADES DEPLOYMENT TABLES

CAPELLAN CONFEDERATION (JUL 3112–MAY 3113)

	Jul 3112	Aug 3112	Sep 3112	Oct 3112	Nov 3112	Dec 3112	Jan 3113	Feb 3113	Mar 3113	Apr–May 3113
<b>Capellan Hussars</b>										
Red Lancers	—	—	—	—	(Kaifeng)	—	Sakhalin	—	Liao	[Liao]
Prefectorate Guard	—	—	—	Sarna	[Sarna]	(Capella)	—	—	—	[Sarna]
Holdfast Guard										
Dynasty Guard	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	[Liao]
<b>Warrior House Orders</b>										
Warrior House Imarra	—	—	—	Sarna	Sarna	(Capella)	—	Ulan Bator	—	Sarna
Warrior House Kamata	—	(Kaifeng)	—	—	—	Wei	—	—	—	Sarna
Warrior House Hiritsu	—	(Wazan)	—	—	—	—	—	Phact	—	Sarna
Warrior House Dai Da Chi	—	(Wazan)	—	—	—	Corey	—	—	—	Sarna
Warrior House Tsang Xiao										
Warrior House Lu Sann	—	—	—	Sarna [D]						
<b>Death Commandos</b>										
Death Commandos	—	—	—	(Second Try)	—	—	Sakhalin	—	Liao	Liao
<b>McCarron's Armored Cavalry</b>										
4th MAC	—	—	—	—	—	[Wei]				
<b>Confederation Reserve Cavalry</b>										
5th CRC	—	—	—	—	(Wei)	[Wei]				
6th CRC	—	—	—	—	(Wei)	Wei	—	—	—	[Sarna]
7th CRC										
<b>Liao Cháng-Chéng</b>										
Phyr's Hussars	—	—	—	—	[Suzano]					
Paget's Dragoons										
Sarna Martial Academy Cadre	—	[Phact]								
<b>Citizen's Honored</b>										
4th Tau Ceti Rangers	[New Aragon]									
<b>St. Ives Sentinels</b>										
1st St. Ives Janissaries	—	(Sarna)	—	Sarna	[Sarna]	(Capella)	—	Quemoy	—	—

REPUBLIC OF THE SPHERE (JUL 3112–MAY 3113)

	Jul 3112	Aug 3112	Sep 3112	Oct 3112	Nov 3112	Dec 3112	Jan 3113	Feb 3113	Mar 3113	Apr–May 3113
<b>Hastati Sentinels</b>										
IV Hastati Sentinels										
V Hastati Sentinels	New Aragon	St. Andre	Tsitsang	Palos	—	Wei	[Sakhalin]			
VI Hastati Sentinels										
IX Hastati Sentinels	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	[Liao]
X Hastati Sentinels										
<b>Principes Guards</b>										
IV Principes Guards										
V Principes Guards										
VI Principes Guards										
<b>Triarii Protectors</b>										
IV Triarii Protectors	—	Second Try	—	Suzano	Suzano	—	—	—	—	—
V Triarii Protectors										
VI Triarii Protectors										
<b>Stone's Brigade</b>										
Stone's Lament	—	—	Quemoy	Sarna	Sarna	Wei	Sakhalin	—	—	Liao
Stone's Liberators	—	—	Ulan Bator	Sarna	Sarna	—	—	—	—	Sarna
Stone's Pride	—	Phact	—	Sarna	Sarna	—	—	—	—	[Sarna]
Stone's Revenants	—	Corey	—	Sarna	Sarna	—	—	—	—	[Sarna]
<b>Independent Units</b>										
Amaterasu	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao	Liao

Parentheses denote non-combat movement. Brackets mean the unit suffered heavy casualties. [D] means the unit was rendered combat ineffective.







# RULES ANNEX

This section provides rules for regular campaign play that reflect the unique strengths and weaknesses of the various realms involved in the major conflicts of the post-Jihad Republic era. These rules are for use with *BattleTech* games of all kinds, rules for which can be found in *Total Warfare (TW)*, *TechManual (TM)*, *Tactical Operations (TO)*, *Strategic Operations (SO)*, and *A Time of War (AToW)*.

Each conflict has its own *Creating Scenarios* section, designed for use in conjunction with the *Creating Scenarios* rules contained within *Total Warfare* (see p. 256, *TW*), which allows for the quick generation of *BattleTech* scenarios and forces for pick-up games. The appropriate *Notable Personalities* sections provide rules for using the most significant commanders and leaders of each conflict's belligerent states, while the *Special Abilities* sections provide optional rules for simulating the unique characteristics of the various key forces that fought in these conflicts. The vast majority of the units newly introduced over this period in history have been covered in *Technical Readouts: 3075*, *3085*, *Prototypes*, and *3145*, thus there is little in the way of new units or technologies featured in this volume.

## CREATING SCENARIOS FOR THE REPUBLIC ERA WARS

Gamemasters and players can use the rules on the following pages to generate scenarios or use notable forces and commanders in the conflicts that punctuated the early decades of the post-Jihad Republic era (from roughly 3090 to 3130). Because each of these conflicts were localized to select regional borders, only the Random Assignment Tables (RATs), personalities, and key forces from the powers involved in each war are represented in their respective sections. Uninvolved parties—such as the Lyran Commonwealth—are thus not covered in this book.

## RANDOM ASSIGNMENT TABLES

The Random Assignment Tables in each section should be used instead of those provided within the *Creating Scenarios* rules in *Total Warfare* (see p. 256, *TW*) to provide for era-specific unit choices. Likewise, they should replace the Assignment Tables presented in *A Time of War* (see pp. 130–135, *AToW*).

Game statistics for these units will be found in various *Technical Readout* books and their related *Record Sheets* products. To aid players in identifying each unit's source, abbreviated titles appear in parentheses after each unit's RAT entry. These abbreviated titles translate to the sourcebooks shown in the Record Sheet Source Table (see below).

## ASSIGNING 'MECHS AND VEHICLES

After determining the weight classes of the combat units in each force (see p. 265, *TW*), use the *Random Assignment Table* appropriate to the faction and conflict to determine the specific designs to be used.

To use the table, the players need to determine what type of unit(s) they will be using and reference that particular table. After determining which nationality to use, the player chooses a unit type, determines what weight class to use (if applicable), and then rolls on the corresponding column of the appropriate section of the table.

### RECORD SHEET SOURCE TABLE

Abbr.	Source	
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan & Star League
3050U-I	BC204	Record Sheets: 3050 Upgrade, Inner Sphere
3055U	BC209	Record Sheets: 3055 Upgrade Unabridged
3057	FPR35007p	Technical Readout: 3057 Revised
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3060	BC-211p	Record Sheets: 3060 Upgrade Unabridged
3067	CAT35RS216	Record Sheets: 3067 Upgrade Unabridged
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-ONN	BC-215p	Record Sheets 3085: Old is the New New
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
3145	CAT35133	Record Sheets 3145
3145Merc	E-CAT35TR001	Technical Readout 3145: Mercenaries
3145CC	E-CAT35TR002	Technical Readout 3145: Capellan Confederation
3145DC	E-CAT35TR003	Technical Readout 3145: Draconis Combine
3145FS	E-CAT35TR004	Technical Readout 3145: Federated Suns
3145FWL	E-CAT35TR005	Technical Readout 3145: Free Worlds League
3145LC	E-CAT35TR006	Technical Readout 3145: Lyran Commonwealth
3145Clan	E-CAT35TR007	Technical Readout 3145: The Clans
DATP:L	CAT35TP006p	Dark Age Turning Points: Liao
HB:MPS	CAT35203p	Handbook: Major Periphery States
Jihad Secrets	CAT35303Xp	Jihad Secrets: The Blake Documents
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Prototypes	CAT35132	Technical Readout: Prototypes
Vehicle	CAT35002X	Technical Readout: Vehicle Annex
WOR	CAT35306	The Wars of Reaving
XTRClans	CAT35XT009p	Experimental Technical Readout: The Clans
XTRKurita	CAT35XT001p	Experimental Technical Readout: Kurita
XTRPrim1	CAT35646p	Experimental Technical Readout: Primitives V1
XTRRepublic	CAT35XT021p	Experimental Technical Readout: Republic of the Sphere
XTRRetro	CAT35XT008p	Experimental Technical Readout: RetroTech

## SPECIAL RULES FOR THE SECOND COMBINE-DOMINION WAR

The following rules cover scenarios and forces employed by the realms and powers involved in the Second Combine-Dominion War (3098–3101). Unless otherwise indicated, this conflict affected only the Draconis Combine (House Kurita), Ghost Bear Dominion, and Clan Nova Cat factions.

### SECOND COMBINE-DOMINION WAR RANDOM ASSIGNMENT TABLES

There was little significant change among the militaries of the Draconis Combine, Ghost Bear Dominion, or Clan Nova Cat at the onset of the Second Combine-Dominion War. For this reason, the Random Assignment Tables of all three affiliations as presented in *Field Manual: 3085* still apply to all three powers during this conflict (see pp. 196, 202, and 203, *FM: 3085*, respectively).

For additional options when determining forces for this conflict, see the *New Units* section later in this chapter.

### KEY PERSONALITIES OF THE SECOND COMBINE-DOMINION WAR

The following noteworthy leaders and officials played key roles in the Second Combine-Dominion War.

#### Hohiro Kurita (Draconis Combine)

Long since recovered from his ordeals during the Jihad, Coordinator Hohiro Kurita has still chosen to stay off the battlefield as an active MechWarrior and has instead focused more on the strategic side of military campaigns. Any force participating in an operation directly planned by Hohiro Kurita receives a +2 bonus for all Initiative rolls for the duration of that operation.

#### Kiyomori Minamoto (Draconis Combine)

Highly conservative culturally, *Gunji-no-Kanrei* Minamoto still holds firm to the traditions of the Draconis Combine. Anyone approaching Minamoto without using proper protocols receives a +4 modifier to all target numbers in non-combat tests involving Minamoto. If a character has the trait Enemy\Black Dragon or Enemy\Draconis Combine, the modifier to all target numbers is increased to +8.

#### Ajax Drummond (Clan Nova Cat)

Intelligent on and off the battlefield, Khan Drummond was key to the few successes the Nova Cats saw during the Second Combine-Dominion War, ensuring their survival. Ajax Drummond pilots a *Nova Cat F* as an Elite-level MechWarrior. All forces directly under his command in a planetary campaign may automatically start a scenario with half of their units placed as hidden units (see p. 259, *TW*). Additionally, the same forces gain a +1 Initiative bonus.

#### Aletha Kabrinski (Ghost Bear Dominion)

Age has yet to calm the hot temper Kabrinski continues to show even in her eighth decade. Now far too old to take out her aggressions on the battlefield, she directs her rage at anyone she thinks may be trying to harm her or the Dominion, intentionally or not. All tests involving Khan Kabrinski using CHA-linked skills have a +3 modifier to its target number as she is naturally suspicious and ready for a fight. Additionally, if a character is a civilian from the Ghost Bear Dominion, the modifier is increased to +6.

#### Jukka Heikkinen (Ghost Bear Dominion)

While not a highly skilled politician, Prince Heikkinen is still popular amongst the civilian population of the Dominion for standing up for the rights of non-Clan citizens. Prince Heikkinen has spurred KungsArmé Clusters to prove themselves equal to trueborn Ghost Bear Clusters, and all KungsArmé formations operating within two jumps of the regional capital worlds of Rasalhague, Alshain, and Skandia gain a +1 bonus to all Initiative rolls in addition to any other special abilities for a KungsArmé Cluster or Galaxy.

### SPECIAL ABILITIES FOR NOTABLE SECOND COMBINE-DOMINION WAR COMMANDS

The following special command rules apply to the indicated forces of note in the Second Combine-Dominion War.

#### Draconis Combine

**First Ghost:** The First is expert at urban fighting and gains a +1 Initiative bonus while operating in urban environments. If the First is outnumbered when fighting in urban terrain, the First loses this Initiative bonus but gains a +1 bonus to To-hit rolls for all weapon attacks.

**Thirteenth Sun Zhang Cadre:** Used to operating in small, combined-arms formations, the Thirteenth Sun Zhang Cadre gains a +1 Initiative bonus when operating in groups of eight (8) or fewer units. If operating in groups of nine (9) or greater, this bonus is replaced with a -1 Initiative penalty.

#### Clan Nova Cat

**Rossei Keshik:** Filled with Elite-level MechWarriors, the Rossei Keshik is the personal unit of Khan Ajax Drummond. The Rossei Keshik is immune to Forced Withdrawal (see p. 258, *TW*) and also has the Overrun Combat command ability (see pp. 192–193, *TO*).

**Omicron Galaxy:** Accustomed to defensive operations across Irece Prefecture, forces from Omicron Galaxy are immune to Forced Withdrawal (see p. 258, *TW*) while acting as the Defender in any scenario. In addition, these same forces are allowed to deploy two of every five units (round down to nearest Point/Star) as Hidden Units (see p. 259, *TW*) if acting as the Defender in a scenario.



**Ghost Bear Dominion**

**Omega Galaxy:** At the beginning of the war, the Clusters of Omega Galaxy already had the reputation for being *dezgra*, and Omega's actions during the war allowed that reputation to become fact. All *A Time of War* characters that are from or have served in Omega Galaxy lose 2 Trait Points to the Reputation Trait (see pp. 124–125, *AToW*). Furthermore, when dealing with characters from the Draconis Combine or Clan Nova Cat, the character from Omega Galaxy suffers a further +2 to all target numbers for the Negotiation Skill.

**KungsArmé:** The rapid expansion of the KungsArmé in the years prior to the outbreak of hostilities filled its ranks with captured units not seen in the rest of the Dominion's *touman*. When randomly determining forces using RATs, for every five KungsArmé units deployed (round to nearest five units), the player must roll for two units from the Draconis Combine or Nova Cat RAT.

**SPECIAL RULES FOR THE VICTORIA WAR**

The following rules cover scenarios and forces employed by the realms and powers involved in the Victoria War (3103–3105). Unless otherwise indicated, this conflict affected only the Capellan Confederation (House Liao), Federated Suns (House Davion), Magistracy of Canopus (House Centrella), the Duchy of Andurien (House Humphreys), and Oriente Protectorate (House Marik) factions, along with their attached mercenaries.

**VICTORIA WAR RANDOM ASSIGNMENT TABLES**

For the military forces of the factions involved in the Victoria War, consult the Victoria War Random Assignment Tables. Note that the former Free Worlds League states (the Duchy of Andurien and Oriente Protectorate) make use of a general table, but a special sub-table may be referenced on certain dice rolls that provides for the subtle differences in their available unit lists.

**VICTORIA WAR BATTLEMECH RANDOM ASSIGNMENT TABLES**

**Capellan Confederation**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	MEB-11 Ebony [25] (3085)	SNK-1V Snake [45] (3055-U)	TNZ-N3 Tian-zong [75] (3145CC)	VTR-10L Victor [80] (3050U-I)
3	DOL-1A1 Dola [30] (Prototypes)	HUR-WO-R40 Huron Warrior [50] (3055)	JNG-8A Jinggau [65] (3060)	PLG-3Z Pillager [100] (3058U-C)
4	D9-G9 Duan Gung [25] (3060)	EYL-45A Eyleuka [55] (3075)	CTF-4L Cataphract [70] (3050U-I)	Y-H9GC Yu Huang [90] (3060)
5	ABS-3T Anubis [30] (3067)	PXH-5L Phoenix Hawk [45] (3085-PP)	WHM-4L Warhammer [70] (3085-PP)	GOL-3L Goliath [80] (3085-PP)
6	UMR-80 UrbanMech [30] (3085-ONN)	SYU-2B Sha Yu [40] (3067)	CRD-8L Crusader [65] (3085-PP)	LGB-13C Longbow [85] (3085-PP)
7	WSP-3L Wasp [20] (3085-PP)	VND-4L Vindicator [45] (3050U-I)	LHU-3C Lao Hu [75] (3067)	BLR-4L BattleMaster [85] (3085-PP)
8	DOL-1A1 Dola [30] (Prototypes)	GRF-5L Griffin [55] (3085-PP)	WHM-5L Warhammer [70] (3085-PP)	XNT-4O Xanthos [100] (3075)
9	STG-6L Stinger [20] (3085-PP)	VND-3Lr Vindicator [45] (3085-ONN)	CTF-3L Cataphract [70] (3050U-I)	EMP-7L Emperor [90] (3058U-C)
10	FLE-17 Flea [20] (3050U-I)	SHD-8L Shadow Hawk [55] (3085-PP)	SHY-3B Shen Yi [65] (3085)	LGB-12C Longbow [85] (3085-PP)
11	RVN-3L Raven [35] (3050U-I)	SKW-2F Shockwave [50] (3085)	TSG-9H Ti T'sang [60] (3060)	HGN-733 Highlander [90] (3039)
12	Koshi (Standard) [25] (3145Merc)	YOL-4C Yao Lien [55] (3055)	THR-C4 Thunder [75] (Prototypes)	TR-XL Trebaruna [95] (3085)

**Federated Suns**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	TLN-6W Talon [35] (3085-ONN)	WVR-7D Wolverine [55] (3085-PP)	GLT-7-0 Gallant [70] (3085-PP)	BLR-2D Warlord [80] (3075)
3	OSR-4D Osiris [30] (3067)	NH-2 Rook [55] (3085)	MAD-5D Marauder [75] (3085-PP)	EMP-6D Emperor [90] (3058U-C)
4	VLK-QD1 Valkyrie [30] (3085-PP)	ENF-5D Enforcer [50] (3050U-I)	PTR-6S Penetrator [75] (3055U)	STK-7D Stalker [85] (3050U-I)
5	SCB-9T Scarabus [30] (3055U)	GRF-6S Griffin [55] (3085-PP)	HMH-6E Hammerhands [75] (3085)	AS8-D Atlas [100] (3085)
6	LCT-3D Locust [20] (3085-PP)	SDH-5D Shadow Hawk [55] (3085-PP)	JM6-DD JagerMech [65] (3055U-I)	NSR-9FC Nightstar [95] (3058U-C)
7	VLK-QD4 Valkyrie [30] (3085-PP)	PXH-3D Phoenix Hawk [45] (3085-PP)	WHM-9D Warhammer [70] (3085-PP)	MAD-6D Marauder II [100] (3085-PP)
8	ALM-10D Fireball [20] (3085-ONN)	CDR-1X Cuirass [40] (3085)	RFL-6D Rifleman [60] (3085-PP)	DVS-2 Devastator [100] (3058U-I)
9	VLK-QD3 Valkyrie [30] (3085-PP)	WVR-8D Wolverine [55] (3085-PP)	MDG-1Ar Rakshasa [75] (3085-ONN)	VTR-10D Victor [80] (3050U-I)
10	Koshi (standard) [25] (3145Merc)	LGN-2D Legionnaire [50] (3075)	TNS-4S Thanatos [75] (3067)	KGC-007 King Crab [100] (3050U-C)
11	Arbalest [25] (3085)	FEC-1CM Fenec [55] (3085-PP)	BKX-6D Battleaxe [70] (3075)	PDG-1R Pendragon [95] (Prototypes)
12	VLK-QD Valkyrie [30] (3085-PP)	UCU-F4 Scarecrow [40] (3145FS)	FLC-8R Falconer [75] (3055U)	TLR-2O Templar III [85] (3145FS)



**VICTORIA WAR BATTLEMECH RANDOM ASSIGNMENT TABLES**

**Duchy of Andurien/Oriente Protectorate**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	STG-3G Stinger [20] (3085-PP)	WVR-9M Wolverine [55] (3085-PP)	Rifleman IIC 8 [65] (3085-PP)	BLR-3M BattleMaster [85] (3085-PP)
3	Koshi 2 [25] (3145Merc)	HBK-6N Hunchback [50] (3050U-I)	TMP-3M2 Tempest [65] (3055U)	AWS-8Q Awesome [80] (3039)
4	LCT-6M Locust [20] (3085-PP)	TR-1 Wraith [55] (3055U)	ARC-8M Archer [75] (3085-PP)	STK-6M Stalker [85] (3050U-I)
5	See Sub-table	See Sub-table	See Sub-table	See Sub-table
6	SDR-8M Spider [30] (3050U-I)	SDH-7M Shadow Hawk [55] (3085-PP)	WHM-8M Warhammer [75] (3085-PP)	T-IT-N11M Grand Titan [100] (3055U)
7	EGL-2M Eagle [25] (3060)	WVR-7M Wolverine [55] (3085-PP)	CRD-5M Crusader [65] (3085-PP)	EMP-6M Emperor [90] (3058U-C)
8	See Sub-table	See Sub-table	See Sub-table	See Sub-table
9	HMR-3C Hammer [30] (3055U)	SDH-5M Shadow Hawk [55] (3085-PP)	TDR-7M Thunderbolt [65] (3085-PP)	ALB-3Ur Albatross [95] (3085-ONN)
10	ZPH-2A Tarantula [25] (3055U)	GRF-3M Griffin [55] (3085-PP)	MAD-9M2 Marauder [75] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
11	Koshi (Standard) [25] (3145Merc)	APL-4M Apollo [55] (Prototypes)	RFL-7M Rifleman [60] (3085-PP)	GOL-3M Goliath [80] (3085-PP)
12	WLF-3M Wolfhound [35] (3085)	SKW-2F Shockwave [50] (3085)	LFA-1A Pandarus [75] (Prototypes)	MAD-6M Marauder II [100] (3085-PP)

**Andurien/Oriente Sub-table**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
<i>Duchy of Andurien</i>				
5	CVR-A1 Cadaver [30] (3145Merc)	EYK-45B Eyleuka [55] (3075)	HD-2F Hound [70] (3145Merc)	HWK-4F Hawkwolf [80] (3145Merc)
8	ABS-3L Anubis [30] (3067)	VT-U1 Violator [45] (3145FWL)	KSM-5MC Koschei [65] (3075)	LGB-8V Longbow [85] (3085-ONN)
<i>Oriente Protectorate</i>				
5	Koshi 3 [25] (3145Merc)	TFT-A9 Thunder Fox [55] (3085)	CRN-7M Carronade [70] (3145FWL)	TR-XB Trebaruna [95] (3085)
8	STG-5G Stinger [20] (3085-PP)	GST-10 Ghost- [50] (3085)	WHD-10CT Warhammer [70] (3085)	LGB-13C Longbow [85] (3085-PP)

**Magistracy of Canopus**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	WSP-3L Wasp [20] (3085)	GRF-5L Griffin [55] (3085-PP)	HD-2F Hound [70] (3145Merc)	EMP-6M Emperor [90] (3058U-C)
3	ABS-3L Anubis [30] (3067)	MHL-6MC Marshal [55] (3060)	MAD-9M2 Marauder [75] (3085-PP)	LGB-12C Longbow [85] (3085-PP)
4	Koshi (Standard) [25] (3145Merc)	SDH-7M Shadow Hawk [55] (3085-PP)	WHM-4L Warhammer [70] (3085-PP)	STK-6M Stalker [85] (3050U-I)
5	LCT-5V Locust [20] (3085-PP)	HER-55A Hermes [40] (3050U-I)	CRD-5M Crusader [65] (3085-PP)	GOL-3L Goliath [80] (3085)
6	DOL-1A1 Dola [30] (Prototypes)	HUR-WO-R4O Huron Warrior [50] (3055U)	RFL-7M Rifleman [60] (3085-PP)	BNC-3Mr Banshee [95] (3085-ONN)
7	WSP-3L Wasp [20] (3085-PP)	PXH-4W Phoenix Hawk [45] (3085-PP)	KSM-5MC Koschei [65] (3075)	LGB-14C Longbow [85] (3085-PP)
8	ABS-4C Anubis [30] (3067)	SHD-8L Shadow Hawk [55] (3085-PP)	MAD-5L Marauder [75] (3085-PP)	Y-H9GB Yu Huang [90] (3060)
9	MEB-9 Ebony [35] (3085)	WVR-7M Wolverine [55] (3085-PP)	PEN-2MAF Penthesilea [75] (3085)	ALB-3Ur Albatross [95] (3085-ONN)
10	MEB-10 Ebony [35] (3085)	EYK-45A Eyleuka [55] (3075)	CRD-8L Crusader [65] (3085-PP)	PLG-3Z Pillager [100] (3058U-C)
11	STG-6L Stinger [20] (3085-PP)	VND-4L Vindicator [45] (3050U-I)	PEN-2H Penthesilea [75] (3085)	HWK-4F Hawkwolf [80] (3145Merc)
12	MEB-11 Ebony [35] (3085)	EYK-45B Eyleuka [55] (3075)	CTF-4L Cataphract [70] (3050U-I)	BLR-4L BattleMaster [85] (3085-PP)

**Mercenary**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	ABS-4C Anubis [30] (3067)	EYK-45A Eyleuka [55] (3075)	PEN-2H Penthesilea [75] (3085)	PKP-1B Peacekeeper [95] (3085)
3	Koshi 3 [25] (3145Merc)	TR-1 Wraith [55] (3055U)	CRD-5M Crusader [65] (3085-PP)	HWK-4F Hawkwolf [80] (3145Merc)
4	PNT-13K Panther [35] (3085)	NH-2 Rook [55] (3085)	HD-2F Hound [70] (3145Merc)	BLR-3M BattleMaster [85] (3085-PP)
5	Koshi (Standard) [25] (3145Merc)	WVR-7D Wolverine [55] (3085-PP)	RFL-6D Rifleman [60] (3085-PP)	PLG-3Z Pillager [100] (3058U-C)
6	STG-5T Stinger [20] (3085-PP)	SNK-1V Snake [45] (3055-U)	ARC-8M Archer [75] (3085-PP)	STK-7D Stalker [85] (3050U-I)
7	ABS-3T Anubis [30] (3067)	PXH-3D Phoenix Hawk [45] (3085-PP)	WHM-5L Warhammer [70] (3085-PP)	TR-XB Trebaruna [95] (3085)
8	TLN-5W Talon [35] (3058U-C)	VND-4L Vindicator [45] (3050U-I)	TDR-7M Thunderbolt [65] (3085-PP)	EMP-7L Emperor [90] (3058U-C)
9	Koshi 2 [25] (3145Merc)	SDH-5M Shadow Hawk [55] (3085-PP)	MAD-5D Marauder [75] (3085-PP)	MAD-6D Marauder II [100] (3085-PP)
10	WLF-5 Wolfhound [35] (3085)	Shadow Hawk IIC [45] (3085-PP)	HD-2F Hound [70] (3145Merc)	LGB-13C Longbow [85] (3085-PP)
11	VLK-QD1 Valkyrie [30] (3085-PP)	TR-1 Wraith [55] (3055U)	PEN-2H Penthesilea [75] (3085)	HWK-4F Hawkwolf [80] (3145Merc)
12	CVR-A1 Cadaver [30] (3145Merc)	EYK-45B Eyleuka [55] (3075)	WHM-8D Warhammer [70] (3085-PP)	NSR-9J Nightstar [95] (3058U-C)



**VICTORIA WAR VEHICLE RANDOM ASSIGNMENT TABLES**

**Capellan Confederation**

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Garrot Transport [30] (3145Merc)	Hetzer Assault Gun (LB-X) [40] (3058U-I)	Pixiu Heavy Tank [70] (3145CC)	Behemoth II Tank (Support) [100] (3145CC)
3	Warrior H-9 VTOL [20] (3058U-I)	Regulator Hovertank (Arrow IV) [50] (3058U-I)	Pike Support Vehicle (RAC) [60] (3058U-I)	Heavy MML Carrier [80] [3060]
4	Tufana Hovertank [35] (3085)	Sheriff Infantry Support Tank [50] (3145CC)	Po II Tank (Arrow IV) [60] (3085)	DI Morgan [100] (3075)
5	Tamerlane Strike Sled [20] (3075)	Regulator II Hovertank [50] (3085)	SRM Carrier [60] (3039)	Demolisher Tank (Gauss) [80] (3058U-I)
6	Pegasus (3058) [35] (3058U-I)	Myrmidon Type 2 [40] (3060)	Zhukov Tank (Liao) [75] (3085-ONN)	Demolisher Tank (Arrow IV) [80] (3058U-I)
7	Yasha VTOL [30] (3085)	Regulator Hovertank [45] (3058U-I)	Po Tank (LB-X) [60] (3058U-I)	Demolisher Tank (Gauss) [80] (3058U-I)
8	Tamerlane 2 Strike Sled [20] (3075)	Danai Support Vehicle [45] (3075)	Manticore Tank (HPPC) [60] (3085-ONN)	Heavy LRM Carrier [80] [3060]
9	Pegasus (3058) [35] (3058U-I)	Regulator II Hovertank [50] (3085)	Brutus [75] (3058U-I)	Partisan (LRM) [80] (3085-ONN)
10	Yasha VTOL (Spectre) [30] (3085)	Vedette (LB-X) [50] (3058U-I)	Po II Tank [60] (3085)	Schrek (Armor) [80] (3085-ONN)
11	Asshur Artillery Spotter [20] (3060)	Predator Tank Destroyer [45] (3145CC)	LRM Carrier [60] (3039)	Arrow IV Assault Vehicle [80] (3145CC)
12	Pegasus (3058) [35] (3058U-I)	Regulator II Hovertank (Stealth) [50] (3085)	Kinnol [70] (3085)	Behemoth II Tank [100] (3145CC)

**Federated Suns**

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Marten Scout VTOL [15] (3145FS)	Sortek Assault Craft [45] (3145FS)	Manticore Tank (HPPC) [60] (3085-ONN)	Destrier Siege Vehicle [200] (3145FS)†
3	J12A1 Attack APC [15] (3145FS)	Hasek Mech. Combat Vehicle [40] (3145FS)	Pilum (Arrow IV) [70] (3058U-I)	DI Morgan [100] (3075)
4	Minion [20] (3067)	JES I (3082) [50] (3085-ONN)	Patton (Ultra) [65] (3058U-I)	Partisan (Quad RAC) [80] (3058U-I)
5	Pandion [20] (3085)	Goblin [45] (3058U-I)	Typhoon (RAC) [70] (3058U-I)	Fury [80] (3050U-C)
6	Yellow Jacket (RAC) [30] (3058U-I)	Condor (Laser) [50] (3058U-I)	Manteuffel* [70] (3067)	Challenger XII [90] (3058U-I)
7	Pegasus (3058) [35] (3058U-I)	Myrmidon [40] (3067)	Kinnol [70] (3085)	JES II (Standard) [95] (3085)
8	Striker (3061) [35] (3058U-I)	Fulcrum (Hybrid) [50] (Prototypes)	Pilum [70] (3058U-I)	Partisan [80] (3058U-I)
9	Fox [20] (3085)	Regulator [45] (3058U-I)	Brutus (HPPC) [75] (3085-ONN)	Challenger XV [90] (Prototypes)
10	Scorpion (LAC) [25] (3085-ONN)	Zibler Fast Strike Tank [50] (3145FS)	Rommel (Gauss) [65] (3058U-I)	Morrígu (Laser) [80] (3067)
11	Kruger Combat Car [10] (3145FS)	Hasek Mech. Combat Vehicle [40] (3145FS)	LRM Carrier [60] (3039)	Sniper Artillery [80] (3145FS)
12	Garrot Transport [30] (3145Merc)	Bishop Transport VTOL [45] (3145Merc)	LB-2X Carrier [60] (3058U-I)	Ballista Artillery Trailer [100] (3145FS)†

**Duchy of Andurien/Oriente Protectorate**

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Red Kite Attack VTOL [25] (3145FWL)	R10 Mechanized ICV [45] (3145FWL)	Manticore Tank (HPPC) [60] (3085-ONN)	Heavy LRM Carrier [80] [3060]
3	Yasha VTOL [30] (3085)	Condor Hovertank (Upgrade) [50] (3075)	LB-2X Carrier [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
4	Galleon Tank GAL-102 [30] (3058U-I)	Regulator Hovertank [45] (3058U-I)	Brutus Tank (HPPC) [75] (3058U-I)	Ontos Tank (3053) [95] (3058U-I)
5	See Sub-table	See Sub-table	See Sub-table	See Sub-table
6	Tufana Hovertank [35] (3085CE)	Vedette Tank (LB-X) [50] (3058U-I)	Manticore Tank (3055) [60] [3058U-I]	Ontos Tank (Light Gauss) [95] [3085-ONN]
7	Main Gauche Tank (C3) [30] (3067)	Stygian Hovertank [40] (3067)	Moltke Tank M1 [75] (3085)	JES II (Standard) [95] (3085)
8	See Sub-table	See Sub-table	See Sub-table	See Sub-table
9	Pegasus (3058) [35] (3058U-I)	J.E.S. I Missile Carrier (3082) [50] (3085)	Po Tank (Light Gauss) [60] (3058U-I)	DI Morgan Tank [100] (3075)
10	Balac VTOL (LRM) [25] (3085CE)	Condor Hovertank (Laser) [50] (3075)	Kinnol [70] (3085)	Ontos (MML) [95] (3085-ONN)
11	Galleon Tank GAL-102 [30] (3058U-I)	Vedette Tank (Light Gauss) [50] (3058U-I)	LRM Carrier (3055) [60] (3058U-I)	Morrígu Tank [80] (3067)
12	Thang-Ta [10] (3145FWL)	Hetzer (LB-X) [45] (3058U-I)	Zhukov Tank (Liao) [75] (3085-ONN)	Schrek PPC Carrier (Armor) [80] (3085-ONN)

**Andurien/Oriente Sub-table**

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
<i>Duchy of Andurien</i>				
5	Aeron [25] (3085)	Danai Support Vehicle [45] (3075)	Po II Tank [60] (3085)	Demolisher (Arrow IV) [80] (3058U-I)
8	Tamerlane Strike Sled [20] (3075)	Regulator II Hovertank [50] (3085)	Moltke Tank M3 [75] (3085)	Partisan (LRM) [80] (3085-ONN)
<i>Oriente Protectorate</i>				
5	Yasha VTOL (Spectre) [30] (3085)	Condor (Laser) [50] (3058U-I)	Bardiche Heavy Strike Tank [70] (3145FWL)	Demolisher II (MML) [100] (3085-ONN)
8	Aeron (BAP) [25] (3085)	Drillson (Streak) [50] (3058U-I)	Moltke Tank M2 [75] (3085)	DI Morgan Tank (LRM) [100] (3075)

†Only one of these is allowed per player force. Player may choose any result from 3-11 when duplicate units are rolled.



**VICTORIA WAR VEHICLE RANDOM ASSIGNMENT TABLES**

**Magistracy of Canopus**

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Aeron [25] (3085)	Vedette (Standard) [50] (3039)	Po II Tank [60] (3085)	Partisan (Cell) [80] (3085-ONN)
3	Warrior S-9 [21] (Prototypes)	Regulator Hovertank (Arrow IV) [45] (3058U-I)	LRM Carrier (3055) [60] (3058U-I)	Partisan (LRM) [80] (3085-ONN)
4	Sprint (Laser) [10] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Zhukov Tank (Liao) [75] (3085-ONN)	Ontos (MML) [95] (3085-ONN)
5	Pegasus (3058) [35] (3058U-I)	Regulator II Hovertank [50] (3085)	Pike (Standard) [60] (3039)	JES II (Standard) [95] (3085)
6	Yasha VTOL [30] (3085)	Regulator Hovertank (Gauss) [45] (3058U-I)	Po Tank [60] (3058U-I)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
7	Tamerlane Strike Sled [20] (3075)	Vedette (LB-X) [50] (3058U-I)	Manticore (Standard) [60] (3039)	Heavy MML Carrier [80] (3060)
8	Tamerlane 2 [20] (3075)	Danai Support Vehicle [45] (3075)	Po Tank (LB-X) [60] (3058U-I)	Demolisher (Gauss) [80] (3058U-I)
9	Tamerlane (RL) [20] (3075)	Vedette (Cell) [50] (3085-ONN)	Kinnol [70] (3085-)	Ontos (Light Gauss) [95] (3058U-I)
10	Pegasus (3058 Upgrade) [35] (3058U-I)	Predator Tank Destroyer [45] (3145CC)	SRM Carrier [60] (3039)	Heavy LRM Carrier [80] (3060)
11	Galleon GAL-102 [30] (3058U-I)	Vedette (Light Gauss) [50] (3058U-I)	Po Tank (Light Gauss) [60] (3058U-I)	JES II (Standard) [95] (3085)
12	Garrot Transport [30] (3145Merc)	Light SRM Carrier [40] (3060)	Manticore Tank (HPPC) [60] (3085-ONN)	Behemoth II Tank [100] (3145CC)

**Mercenary**

2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Scorpion (LAC) [25] (3085-ONN)	Light SRM Carrier [40] (3060)	Moltke Tank M1 [75] (3085)	Demolisher (Gauss) [80] (3058U-I)
3	Warrior S-9 [21] (Prototypes)	Bishop Transport VTOL [45] (3145Merc)	Po Tank (LB-X) [60] (3058U-I)	Partisan (LRM) [80] (3085-ONN)
4	Garrot Transport [30] (3145Merc)	Sortek Assault Craft [45] (3145FS)	Manticore Tank (HPPC) [60] (3085-ONN)	Heavy LRM Carrier [80] (3060)
5	Pegasus (3058) [35] (3058U-I)	Regulator II Hovertank [50] (3085)	Kinnol (Standard) [70] (3085)	Schrek PPC Carrier (Armor) [80] (3085-ONN)
6	Scorpion (Standard) [25] (3039)	Hetzer (LB-X) [40] (3058U-I)	Manticore (3055 Upgrade) [60] (3058U-I)	Ontos (Light Gauss) [95] (3058U-I)
7	Tamerlane Strike Sled [20] (3075)	Regulator [45] (3058U-I)	LRM Carrier (3055) [60] (3058U-I)	Challenger XII [90] (3058U-I)
8	Tufana Hovertank [35] (3085)	Drillon (Streak) [50] (3058U-I)	Rommel (Gauss) [65] (3058U-I)	JES II (Standard) [95] (3085)
9	Striker (3061) [35] (3058U-I)	Condor Hovertank (Laser) [50] (3075)	Kinnol (Standard) [70] (3085)	Demolisher II (Thunderbolt) [100] (3060)
10	Garrot Transport [30] (3145Merc)	Danai Support Vehicle [45] (3075)	Brutus Tank (HPPC) [75] (3058U-I)	Arrow IV Assault Vehicle [80] (3145CC)
11	Yasha VTOL [30] (3085)	Bishop Transport VTOL [45] (3145Merc)	Po II Tank (Arrow IV) [60] (3085)	Ontos (MML) [95] (3085-ONN)
12	Marten Scout VTOL [15] (3145FS)	Hasek Mech. Combat Vehicle [40] (3145FS)	Savior Repair Vehicle (3145Merc)	Partisan [80] (3058U-I)

**VICTORIA WAR BATTLE ARMOR RANDOM ASSIGNMENT TABLES**

**Magistracy of Canopus**

2D6	Capellan/Magistracy	Federated Suns	Andurien/Oriente	Mercenaries
2	Spectre (3145Merc)	Gray Death Scout (3058U-I)	Ogre (3145FWL)	Spectre (3145Merc)
3	Theseus "Killshot"* (3085-ONN)	Cavalier* (3058U-I)	Achileus* (3058U-I)	Kopis (3085)
4	Longinus* (3058U-I)	Infiltrator Mk. II (Magnetic) (3085-ONN)	Longinus (Magnetic) (3085-ONN)	Raiden (3058U-I)
5	Shen Long (3145CC)	Hauberk II (3075)	IS Standard* (3058U-I)	IS Standard* (3058U-I)
6	Fa Shih* (3058U-I)	Infiltrator Mk. II (3058U-I)	Longinus* (3058U-I)	Fa Shih* (3058U-I)
7	Achileus* (3058U-I)	Grenadier* (3075)	Kopis (3085)	Gray Death Standard (3058U-I)
8	Ying Long* (3075)	Infiltrator Mk. II (3058U-I)	Phalanx A (3075)	Achileus* (3058U-I)
9	Amazon (3145CC)	Hauberk (3075)	Kopis (3085)	IS Standard* (3058U-I)
10	Fa Shih (Support)* (3085-ONN)	Grenadier* (3075)	Ravager (3085)	Grenadier* (3075)
11	Ravager (3085)	Cavalier* (3058U-I)	IS Standard* (3058U-I)	Ravager (3085)
12	Tornado G12 (3075)	PAB-28 Sniper Suit (3145FS)	Spectre (3145Merc)	Spectre (3145Merc)



**VICTORIA WAR AEROSPACE RANDOM ASSIGNMENT TABLES**

**Capellan Confederation**

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	F-11 Cheetah [25] (3039)	DFC-O Defiance* [55] (3067)	F-77A Deathstalker [80] (3075)	Seeker (3054) (3057)
3	TR-7 Thrush [25] (3039)	TR-13G Transit [50] (Prototypes)	TR-16 Transgressor [75] (3039)	Triumph (2593) (3057)
4	SB-27b Sabre [25] (Klondike)	LTN-G16L Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Kuan Ti (3057)
5	F-10 Cheetah [25] (3039)	LTN-G15b Lightning [50] (Klondike)	F-700b Riever [100] (3039)	Leopard-CV (3054) (3057)
6	SB-27 Sabre [25] (3075)	TR-10 Transit [50] (3039)	MNG-8L Měngqín [95] (3085)	Overlord (3056) (3057)
7	F-13 Cheetah [25] (3039)	CMT-4U Troika [65] (3067)	TR-13 Transgressor [75] (3039)	Lung Wang (3057)
8	PGD-Y3 Poignard [35] (3085)	TR-12 Transit [50] (3039)	F-700a Riever [100] (3039)	Lung Wang P2 (Prototypes)
9	TR-8 Thrush [25] (3039)	CMT-3T Troika [65] (3067)	TR-14 Transgressor [75] (3039)	Overlord-A3 (3067)
10	CNT-1D Centurion [30] (3075)	F-92 Stingray [60] (3039)	TR-13A Transgressor [75] (3039)	Vengeance (3056) (3057)
11	RF-1 Umbra [30] (3085)	Ammon [65] (3067)	F-100 Riever [100] (3039)	Excalibur (2786) (3057)
12	TR-7p Thrush [25] (3039)	F-95 Stingray [60] (3039)	F-700 Riever [100] (3039)	Vengeance-DC (Prototypes)

**Federated Suns**

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27b Sabre [25] (Klondike)	CUT-01D Cutlass [70] (3145FS)	CHP-7 Chippewa [90] (3039)	Avenger (3048) (3057)
3	SPR-7D Sparrowhawk [30] (3039)	RDL-01C Rondel [55] (3145FS)	VLC-8N Vulcan [80] (3075)	Seeker (3054) (3057)
4	SPR-6D Sparrowhawk [30] (3039)	CSR-V12b Corsair [50] (Klondike)	STU-D7 Stuka [100] (3039)	Union (3055) (3057)
5	SB-29 Sabre [25] (3075)	LTN-G16S Lightning [50] (3075)	STU-D6 Stuka [100] (3039)	Avenger (3048) (3057)
6	DARO-1 Dagger* [45] (3067)	CSR-V18 Corsair [50] (3039)	STU-K5 Stuka [100] (3039)	Overlord (3056) (3057)
7	SYD-Z1 Seydlitz [20] (3039)	LTN-G16D Lightning [50] (3075)	TRB-D36 Thunderbird [100] (3075)	Arondight (3085)
8	CNT-1D Centurion [30] (3075)	CSR-V18 Corsair [50] (3039)	TRB-D46 Thunderbird [100] (3075)	Claymore (3057)
9	SB-27 Sabre [25] (3075)	LX-2 Lancer [50] (3067)	CHP-W10 Chippewa [90] (3039)	Leopard-CV (3054) (3057)
10	SYD-Z2A Seydlitz [20] (3039)	F-95 Stingray [60] (3039)	HSLC-1-O Huscarl* [75] (3067)	Vengeance (3056) (3057)
11	F-13 Cheetah [25] (3039)	HCT-213 Hellcat [60] (3075)	EGL-R6 Eagle [75] (3055U)	Leopard (3056) (3057)
12	SYD-Z4 Seydlitz [20] (3039)	RDL-01C Rondel [55] (3145FS)	STU-K10 Stuka [100] (3039)	Conquistador (3067)

**Duchy of Andurien/Oriente Protectorate**

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	See Sub-table	See Sub-table	See Sub-table	See Sub-table
3	PGD-R3 Poignard [35] (3085)	F-92 Stingray [60] (3039)	EGL-R6 Eagle [75] (3039)	Kuan Ti (3057)
4	F-10 Cheetah [25] (3039)	GTHA-500 Gotha [60] (3050U-C)	F-100a Riever [100] (3039)	Achilles (3055) (3057)
5	F-13 Cheetah [25] (3039)	F-95 Stingray [60] (3039)	TR-16 Transgressor [75] (3039)	Union (3055) (3057)
6	PGD-L3 Poignard [35] (3085)	F-90 Stingray [60] (3039)	F-700a Riever [100] (3039)	Hannibal (3057)
7	TR-7p Thrush [25] (3039)	LX-2 Lancer [50] (3067)	F-100 Riever [100] (3039)	Leopard (3056) (3057)
8	SB-27 Sabre [25] (3075)	LTN-G16L Lightning [50] (3075)	EGL-R6b Eagle [75] (Klondike)	Merlin (3067)
9	PGD-R3 Poignard [35] (3085)	F-95 Stingray [60] (3039)	F-700b Riever [100] (3039)	Fury (3056) (3075)
10	OF-17A-R Cheetah [25] (Prototypes)	LX-2A Lancer [50] (3067)	TR-13A Transgressor [75] (3039)	Vengeance (3056) (3057)
11	TR-8 Thrush [25] (3039)	GTHA-600 Gotha [60] (3050U-C)	CHP-W5 Chippewa [90] (3039)	Hamilcar (3057)
12	F-12-S Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TRB-D46 Thunderbird [100] (3075)	Leopard PWS (3075)

**Andurien/Oriente Sub-table**

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
<i>Duchy of Andurien</i>				
2	CSR-F100 Picaroon [35] (3145FWL)	F-94 Stingray [60] (3039)	F-77A Deathstalker [80] (3075)	Gorgon Carrier (3145FWL)
<i>Oriente Protectorate</i>				
2	F-14-S Cheetah [25] (3039)	AQA-1M Aquila [55] (3145FWL)	SHV-O Shiva [85] (3067)*	Gazelle (2531) (3057)



**VICTORIA WAR AEROSAPCE RANDOM ASSIGNMENT TABLES**

**Magistracy of Canopus**

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SYD-Z1 Seydlitz [20] (3039)	SL-17 Shilone [65] (3039)	MNG-8L Měngqín [95] (3085)	Union (2708) (3057)
3	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	TR-16 Transgressor [75] (3039)	Seeker (3054) (3057)
4	SB-27b Sabre [25] (Klondike)	F-92 Stingray [60] (3039)	TRB-D36 Thunderbird [100] (3075)	Leopard (PPC) (3057)
5	TR-7p Thrush [25] (3039)	LTN-G16L Lightning [50] (3075)	TR-14 Transgressor [75] (3039)	Condor (3054) (3057)
6	SB-27 Sabre [25] (3075)	F-90 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)	Lung Wang (3057)
7	F-11 Cheetah [25] (3039)	CMT-4U Troika [65] (3067)	TR-15 Transgressor [75] (3039)	Triumph (2593) (3057)
8	SYD-Z4 Seydlitz [20] (3039)	CMT-3T Troika [65] (3067)	F-700b Riever [100] (3039)	Achilles (3055) (3057)
9	TR-8 Thrush [25] (3039)	SL-18 Shilone [65] (3039)	F-700 Riever [100] (3039)	Kuan Ti (3057)
10	CNT-1D Centurion [30] (3075)	TR-10 Transit [50] (3039)	CHP-W7T Chippewa [90] (3039)	Overlord-A3 (3067)
11	F-13 Cheetah [25] (3039)	TR-13G Transit [50] (Prototypes)	F-77A Deathstalker [80] (3075)	Dictator (3075)
12	TR-7 Thrush [25] (3039)	F-95 Stingray [60] (3039)	MNG-8L Měngqín [95] (3085)	Leopard-CV (2581) (3057)

**Mercenary**

2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SPR-6D Sparrowhawk [30] (3039)	CUT-01D Cutlass [70] (3145F5)	MNG-8L Měngqín [95] (3085)	Vengeance (3056) (3057)
3	SB-27 Sabre [25] (3075)	LX-2 Lancer [50] (3067)	F-77A Deathstalker [80] (3075)	Union (3055) (3057)
4	SYD-Z1 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	CHP-7 Chippewa [90] (3039)	Claymore (3057)
5	F-11 Cheetah [25] (3039)	CSR-V14 Corsair [50] (3039)	F-700b Riever [100] (3039)	Leopard (3056) (3057)
6	SB-27b Sabre [25] (Klondike)	TR-10 Transit [50] (3039)	TRB-D36 Thunderbird [100] (3075)	Merlin (3067)
7	SYD-Z4 Seydlitz [20] (3039)	LTN-G16S Lightning [50] (3075)	TR-15 Transgressor [75] (3039)	Hamilcar (3057)
8	SB-29 Sabre [25] (3075)	TR-12 Transit [50] (3039)	SL-15K Slayer [80] (3039)	Lung Wang (3057)
9	PGD-R3 Poignard [35] (3085)	LTN-G16D Lightning [50] (3075)	STU-D7 Stuka [100] (3039)	Kuan Ti (3057)
10	F-13 Cheetah [25] (3039)	LX-3 Lancer [50] (3067)	F-700a Riever [100] (3039)	Overlord (3056) (3057)
11	TR-8 Thrush [25] (3039)	CSR-V18 Corsair [50] (3039)	STU-K10 Stuka [100] (3039)	Union (3055) (3057)
12	DARO-1 Dagger* [45] (3067)	RDL-01C Rondel [55] (3145F5)	TRB-D46 Thunderbird [100] (3075)	Leopard-CV (2581) (3057)

**MAJOR PERSONALITIES OF THE VICTORIA WAR**

The following noteworthy leaders and officials played key roles in the Victoria War.

**Sun-Tzu Liao (Capellan Confederation)**

Chancellor Sun-Tzu is still regarded as a divine being by the common Capellan citizen. His word is law and his people are fanatical in their support for him and his policies. However, as he has aged, his influence among the CCAF has begun to wane. The commanders still follow his orders, but they are less likely to obey them blindly. When Sun-Tzu is within one jump of a CCAF force in battle, those troops always succeed Morale checks and never fall under Forced Withdrawal. Troops farther away are subject to the abilities of their commanders in the field.

**Daoshen Liao (Capellan Confederation)**

The heir to the Celestial Throne fully believes his own divinity. He will act rashly compared to his father, including entering active combat zones. When he commands a CCAF force in combat, the unit is always considered the Attacking force. The force will never suffer Forced Withdrawal while Daoshen is alive and will never fail a Morale check.

Sun-Tzu has lost some of the control of Daoshen's upbringing, but he still keeps the heir safe. Among the minimum thirty retainers and guards surrounding Daoshen at all times, at least a dozen are Death Commandos; Daoshen is not aware of this and would take offense at the evident doubt of his divinity. Also, when he takes to a BattleMech cockpit, he does so with a company of chosen warriors; the other three members of his command lance are Elite-level Death Commandos charged to protect him, again without his knowledge.

Daoshen's patronizing attitude causes him to suffer a -2 penalty to all Negotiation and Persuasion Checks. However, his combat skills are fearsome. He gains a +6 bonus to all close combat and small arms combat actions. He is also an Elite-level MechWarrior; when he commands a force in combat, that force ignores enemy Initiative special abilities and gains a +1 Initiative bonus.

**Harrison Davion (Federated Suns)**

Harrison believes completely in the disarmament philosophy of Exarch Devlin Stone, whom Harrison respects above all others. However, this faith goes only so far. He knows he has three hostile borders, but he trusts his March Lords to secure the borders while he attempts to govern the realm itself.



This has led to a weaker central authority of the AFFS. Apply a -2 penalty to any Tactical or Leadership check he makes regarding the military. He has also allowed his combat skills to atrophy after assuming the throne. Apply a -2 penalty to any combat checks, whether in a BattleMech cockpit or out of it.

#### **Amanda Hasek (Federated Suns)**

Amanda learned well from her aunt before assuming command of the Capellan March. Her impressive abilities at swaying military officers to her way of thinking allowed her to plan and prosecute the Victoria War invasion while leaving New Avalon in the dark. Apply a +4 bonus to all bureaucratic and logistics actions and a +6 to Persuasion Checks. However, because she focuses on politics and scheming, her combat skills are lacking: apply a -3 penalty to any combat action she takes.

#### **Naomi Centrella-Liao (Magistracy of Canopus)**

Naomi no longer takes to the field in combat, but she still makes recommendations and gives strategic and tactical advice to her commanders. When operating under her aegis (such as following her orders to serve under Daoshen Liao during the Victoria War), MAF regimental commanders suffer only half the effect of casualties to commander abilities (see p. 191, *TO*) and Morale (see p. 38, *SO*). They also gain a +1 bonus to Initiative for the first combat theater in which they fight under such conditions.

While she may not be a combat leader anymore, she is still a skilled diplomat. She gains a +6 bonus in all Negotiation and Persuasion Checks involving interstellar politics. This allows her to get other nations to agree to outrageously favorable terms for the Magistracy. She is also fiercely protective of her family. Any request by one of her children will garner greater results than sought, including depriving the nation of defense to protect a child's future realm.

#### **Evelyn Humphreys (Duchy of Andurien)**

Evelyn has grander dreams than she can reliably make come true, but she acts as though she has greater means than she actually does. She is able to make her people believe in her promises of grandeur, though. Therefore, apply a +5 bonus to any Negotiation or Persuasion Check made for interactions with any Duchy citizen, but apply a -1 penalty to interactions with anyone from outside the Duchy.

Her influence extends to the ADF. Whenever she directs the ADF on a course of action beyond in-theater command limited to local commanders, every command involved ignores Forced Withdrawal and automatically succeeds in all Morale checks until that command is defeated in combat. After the truth of things is thus revealed, those commands lose the noted benefits; this is reflected by doubling the effect of casualties on commander abilities (see p. 191, *TO*) and Morale (see p. 38, *SO*).

#### **Jessica Marik (Oriente Protectorate)**

Jessica is driven to restore the Free Worlds League in honor of her disgraced father, thereby redeeming his legacy. She will always pursue opportunities to demonstrate her suitability to lead such a reborn League to those leading the other splinter states. This leads her into cooperative agreements where she realizes success is doubtful but in which she takes part just enough to show her willingness to operate in combination with the others. She hedges her bets in such circumstances by only doing the minimum necessary and thus sparing her assets from destruction.

Because of her diplomatic skill, apply a +4 bonus to all Negotiation Checks with leaders of other League splinter states. To those who wish not to see the League restored, she is contemptuous and dismissive. To those individuals, apply a -4 penalty to all Persuasion and Negotiation Checks on any subject.

### **SPECIAL ABILITIES FOR NOTABLE VICTORIA WAR COMMANDS**

The following special command rules apply to the indicated forces of note in the Victoria War.

#### **Capellan Confederation**

**Second McCarron's Armored Cavalry:** When fighting as the Defender, the Second suffers a -1 Initiative penalty. When fighting as the Attacker, the Second can use the Banking the Initiative, Off-Map Movement, and Overrun Combat special abilities (see pp. 191-193, *TO*). When fighting against AFFS forces, the Second gains a +1 bonus to all To-hit rolls for all weapon attacks at short range and inflicts double damage with all physical attacks.

**First St. Ives Lancers:** The First is well-acquainted with its AFFS enemies. When fighting as the Attacker against any AFFS Defender, the First gains a +2 Initiative bonus and automatically succeeds in Piloting Skill rolls forced by AFFS attacks. When the First is the Defender against any AFFS enemy, the First wins Initiative and gains a +1 bonus to all To-hit rolls for the first 3 turns.

**Prefectorate Guard:** The Guard gains a +1 bonus to all To-hit rolls made when fighting on any current Capellan world, regardless of the enemy. When fighting on foreign worlds, the Guard loses Initiative for the first 6 turns but gains the Banking the Initiative special ability (see p. 192, *TO*) starting on Turn 7.

When the Guard fights as the Defender, Guard units gain a +2 bonus to all Piloting Skill rolls forced by enemy fire. When fighting as the Attacker, Guard units gain a +2 bonus to all physical attack To-hit rolls and a +1 bonus to all To-hit rolls from short or medium range. These bonuses are cumulative with those produced by fighting on Capellan or foreign worlds.

**Kingston's Rangers:** When fighting as the Defender on any world in the Victoria Commonality, Kingston's Rangers gain the following abilities: a +2 Initiative bonus for the first 4 turns and a

+1 bonus to Piloting Skill rolls for the entire battle; the Rangers may hide units in terrain otherwise prohibited by Hidden Units rules (see p. 259, *TW*); and the Rangers can reveal Hidden Units at any point during the Movement Phase to make an immediate weapons attack, even if the target is not adjacent to the hidden unit.

**Fourth Tau Ceti Rangers:** The Rangers are mobility experts. For any unit that used its maximum MP, that unit gains a +1 bonus to all Piloting Skill rolls forced for any reason and gains a +1 to that unit's maximum MP for the following turn (this additional 1 MP does not stack across consecutive turns). Any unit with Running/Flanking MP of 8 or more gains a +1 bonus to all To-hit rolls at long range. Any unit with Running/Flanking MP of 6 or less may add 1 MP in a turn but only if that unit suffers a -2 penalty to all To-hit rolls at short and medium range for the current turn.

### Federated Suns

**First Federated Suns Armored Cavalry:** When fighting as the Attacker, the First gains +1 Running MP and a +1 bonus to all To-hit rolls at short and medium range. When using a RAT to assign BattleMech forces, the First's player must re-roll any unit that has less than 5 Walking/Cruising MP; the second roll result must be accepted. Any unit with Walking/Cruising MP of 4 or less does not gain the bonuses when fighting as the Attacker force; instead, those units suffer a -1 penalty to all To-hit rolls at long range.

**Third Ceti Hussars:** The Third excels at combined-arms tactics. When using two or more unit types in battle, the Third gains a +1 Initiative bonus and a +1 bonus to all Piloting Skill rolls. When the total non-Mech units outnumber BattleMechs by 2:1 or more, the Third's Mech units gain +1 Running/Flanking MP and a +1 bonus to all To-hit rolls made at short range.

**Sixth Syrtis Fusiliers:** The Sixth is expert at fighting Capellan troops. When fighting against any CCAF force, the Sixth gains a +1 Initiative bonus and a +1 bonus to all Piloting Skill rolls and To-hit rolls. When fighting against any other enemy (even if allied with the CCAF), the Sixth suffers a -1 penalty to Initiative and all Piloting Skill and To-hit rolls.

**Seventeenth Avalon Hussars:** When fighting any CCAF command, the Seventeenth gains a +1 bonus to all To-hit rolls for weapon attacks at long range and for all physical attacks. When fighting on any Capellan world in the St. Ives Commonality, the Seventeenth also gains a +1 Initiative bonus. When fighting as the Defender against any CCAF command, the Seventeenth automatically loses Initiative for the first 3 turns and does not gain any bonuses for fighting CCAF enemies until Turn 4.

**Fourth Federated Suns Lancers:** The Fourth gains a +1 Initiative bonus and a +1 bonus to To-hit roll results for medium and short range when fighting on a mapsheet containing Woods hexes. The Fourth's arboreal specialty causes them to suffer a -1 penalty to all Piloting Skill rolls made to avoid skidding in an urban setting.

### Magistracy of Canopus

All Magistracy commands may use Capellan Confederation RATs to assign up to half the player's units. The rest must be rolled on the Magistracy of Canopus RATs.

**Canopian Highlanders:** When fighting as the Attacker against any militia or non-state force (e.g., pirates or mercenaries), the Highlanders gain a +2 Initiative bonus and a +1 bonus to To-hit rolls for any unit that uses its maximum MP in the Movement Phase. However, when fighting any state military force (as Attacker or Defender), the Highlanders suffers a -1 Initiative penalty and are limited to expending only Walking/Cruising MP in any non-Clear/Paved hexes. When fighting as the Defender on any Magistracy world, Highlanders units gain a +1 bonus to To-hit rolls for any punch, club, hatchet, mace, or sword physical attacks.

**First Canopian Light Horse:** The First specializes in cavalry and may reserve half its force by keeping it off the map at the start of play. At the end of any Physical Attack Phase starting in Turn 5, this reserve force may enter from any map edge and use its full MP that turn but cannot fire any weapons until the following turn. Physical attacks may be made that turn after all others have been resolved, with the First gaining a +1 bonus to the To-hit rolls. Any Piloting Skill rolls forced on the enemy as a result of these attacks incur a -2 penalty.

**Magistracy Cavaliers:** The Cavaliers prefer hand-to-hand combat. They may make physical attacks during the Movement Phase, with damage taking effect immediately. Charges or Deaths From Above may be declared and resolved against enemy units that have not yet moved, with the resolution taking place immediately. Cavaliers units gain a +1 bonus to all To-hit rolls for physical attacks when the Cavaliers are the Attacker. When the Cavaliers are the Defender, reduce all Walking/Cruising MP by 1 and recalculate Running/Flanking MP accordingly.

**Raventhir's Iron Hand:** The Iron Hand prefers heavier units. When randomly determining unit composition, replace any light units with medium, medium units with heavy, and heavy units with assault. In addition, any commander of a company-sized unit or larger may choose any unit desired from the assault column RAT from either the Magistracy of Canopus or Capellan Confederation RAT.

**First Canopian Cuirassiers:** To obtain a more mobile force, the First may opt to replace half of its heavy and assault units with light and medium units; if using RATs, the choice of weight class must be made before rolling. The pilots of these units subtract 2 from their Gunnery and Piloting Skills.

When fighting on any Canopian world as the Defender, the First automatically wins Initiative the first 3 turns; also, any unit that moves off its home edge (and is not under Forced Withdrawal) may re-enter via either adjacent map edge at the start of the turn, starting 3 turns later.



### Duchy of Andurien

**Second Andurien Rangers:** The Second relies on fast units and exceptional scouting. Every unit with a maximum MP of 8 or higher is considered to have an Active Probe with a range of 3 hexes; units with an installed Active Probe of one type or other add 3 to its range. All units with a maximum MP of less than 8 do not gain this ability but instead add 1 to their Running/Flanking MP in any terrain. Note that this will stack with the bonus MP granted in some cases, such as when some units move over paved terrain.

**First Andurien Guards:** The Guards are a highly mobile force. Reduce the time needed to board or disembark DropShips by half for all unit types. Also, the Guards gain a +2 bonus to rolls made for accurate landing when Dropping Troops from any altitude (see p. 22, *SO*). When using RATs to determine units, re-roll any result up to two times if the unit's Walking/Cruising MP is less than 5. The third result must be taken regardless of the unit's speed.

**Second Andurien Cavalry:** The Second focuses on long-range combat to enhance its cavalry tactics. Units from the Second gain a +2 bonus to all To-hit rolls for attacks made at long or extreme range but suffer a -1 penalty for To-hit rolls for physical attacks or weapon attacks at short range. When randomly determining vehicles or aerospace fighters, replace any heavy fighters with medium fighters and assault vehicles with heavy vehicles.

### Oriente Protectorate

**First Fusiliers of Oriente:** The First excels at combined-arms tactics. When two or more unit types are in the player's force, the First gains a +1 Initiative bonus and a +1 bonus to Piloting/Driving Skill rolls. If the player is reduced to one unit type, whether through destruction or withdrawal, the bonuses no longer apply. If the First cannot destroy or force the withdrawal of half the enemy units in the first 12 turns (only considering the enemy units that started the battle and excluding enemy reinforcements that might arrive during the battle), the First may withdraw directly to its home edge, adding 1 MP to the Running/Flanking MP of each unit that declares prior to movement that it will not make any attacks in the Weapon Attack or Physical Attack Phases.

**Sixth Oriente Hussars:** The Sixth specializes in assault tactics. When fighting as the Attacker, the Sixth automatically wins Initiative and gains a +1 bonus to all To-hit rolls for the first 5 turns. Starting in Turn 6, the Sixth gains a +1 bonus to attacks made at short range but only when two or more units fire on that target exclusively.

When the Sixth fights as the Defender, the Sixth suffers a -2 Initiative penalty and a -1 penalty to all To-hit rolls for attacks made at medium or long range. Also, apply the first hit to all MechWarriors at the start of battle (no consciousness roll is required).

### Mercenaries

**Holt's Hilltoppers, Champion Battalion:** Champion Battalion specializes in company-level tactics. Assault Company gains a +1 bonus to all Piloting Skill Roll results when it is the Attacker on any urban or fortress scenario. Brawl Company gains a +1 bonus to all To-hit rolls made at short range but incurs a -1 penalty to all To-hit rolls made at long range. Crusher Company relies on overwhelm tactics and may use the Overrun Combat and Forcing the Initiative special abilities (see p. 193, *TO*); Crusher also cancels out any opponent's Initiative-based special abilities. When fighting Taurian, pirate, or Capellan enemies, Crusher Company gain a +1 Initiative bonus and a +1 bonus to To-hit rolls for physical attacks.

As Federated Suns mercenaries, Holt's Hilltoppers may choose to roll on the Mercenaries or Federated Suns RAT. The choice must be made at the company level prior to rolling.

**Pharaoh's Arrows:** The Arrows specialize in long-range missile and artillery combat. When firing any missile-based weapon, the Arrows ignore minimum range penalties and extend the weapon's long range by 1 hex. When using RATs to assign units, if the rolled result lacks any LRM or artillery weapons, the Arrows player may add or subtract 1 from the result if the change will result in a unit with LRMs or artillery (if both meet the requirement, the player chooses which to take). Any unit in combat that lacks missile or artillery weapons suffers a -1 penalty to all To-Hit rolls.

As Federated Suns mercenaries, Pharaoh's Arrows may choose to roll on the Mercenaries or Federated Suns RAT. The choice must be made at the company level prior to rolling.

**Lethal Injection:** Lethal Injection's long service with the Capellan Confederation gives them several special abilities when fighting on Capellan worlds: in any city environment, Lethal Injection units gain a +1 bonus to all Piloting Skill rolls to avoid skidding and add 1 Running MP; when fighting as the Defender, Lethal Injection units gain a +1 bonus to all To-hit rolls; when outnumbered by the Attacker, units with 6 Walking/Cruising MP add 1 to Running/Flanking MP.

As Canopian mercenaries, Lethal Injection may choose to roll on the Magistracy of Canopus, Capellan Confederation, or Mercenaries RAT. The choice must be made at the lance level prior to rolling.

**Thompson's August Warriors:** When fighting as the Defender, the August Warriors gain a +2 Initiative bonus for the first 3 turns; this reduces to 1 for Turns 4-6 and disappears after that. When fighting as the Defender, the Warriors may execute one physical attack per unit during the Weapon Attack Phase, but any unit that does so cannot make physical attacks in the Physical Attack Phase.

Prior to any battle where the Warriors are the Attacker, the player may choose to roll 2D6. On a result of 10+, the player is considered the Defender rather than the Attacker.

As Capellan mercenaries, Thompson's August Warriors may choose to roll on the Mercenaries or Capellan Confederation RAT. The choice must be made at the company level prior to rolling.

**Ramilie's Raiders:** When fighting on any world outside the Magistracy of Canopus, the Raiders suffer a -1 Initiative penalty and a -1 penalty to Piloting Skill rolls. These penalties are ignored if the Raiders are fighting alongside a MAF command.

When outnumbered by the enemy, Raiders units gain a +1 bonus to all To-hit rolls made at medium and long range. When the Raiders outnumber the enemy, they gain a +1 bonus to all To-hit rolls made at short range.

As Canopian mercenaries, Ramilie's Raiders may choose to roll on the Mercenaries or Magistracy of Canopus RAT. The choice must be made at the company level prior to rolling.

## SPECIAL RULES FOR THE CAPELLAN CRUSADES

The following rules cover scenarios and forces employed by the realms and powers involved in the Capellan Crusades (3111-3113). Unless otherwise indicated, this conflict affected only the Capellan Confederation (House Liao) and the Republic of the Sphere factions.

### CAPELLAN CRUSADES RANDOM ASSIGNMENT TABLES

For the military forces of the factions involved in the Capellan Crusades, consult the Capellan Crusades Random Assignment Tables.





**CAPELLAN CRUSADES RANDOM ASSIGNMENT TABLES  
CAPELLAN CONFEDERATION**

**2D6**

**Light BattleMechs**

- 2 FLE-20 Flea [20] (3050U-I)
- 3 LCT-1V Locust [20] (3039)
- 4 D9-G9 Duan Gung [25] (3060)
- 5 ABS-3T Anubis [30] (TR3067)
- 6 UMR-80 UrbanMech [30] (3085-ONN)
- 7 WSP-3L Wasp [20] (3085-PP)
- 8 DOL-1A1 Dola [30] (Prototypes)
- 9 STG-6L Stinger [20] (3085-PP)
- 10 C-SK1 Cossack [20] (3060)
- 11 RVN-4Lr Raven [35] (3085-ONN)
- 12 MEB-11 Ebony [25] (3085)

**Medium BattleMechs**

- AGT-1A Agrotera [50] (3145CCAF)
- OSP-26 Osprey [55] (3085)
- PXH-5L Phoenix Hawk [45] (3085-PP)
- SKW-2F Shockwave [50] (3085)
- SYU-2B Sha Yu [40] (TR3067)
- VND-4L Vindicator [45] (3050U-I)
- GRF-5L Griffin [55] (3085-PP)
- VND-3Lr Vindicator [45] (3085-ONN)
- SHD-8L Shadow Hawk [55] (3085-PP)
- YOL-4C Yao Lien [55] (3085)
- MS1-O Men Shen [55] (3060)\*

**Heavy BattleMechs**

- CPLT-C5 Catapult [65] (3050U-I)
- CRD-8L Crusader [65] (3085-PP)
- MS-1A Mortis [75] (3145CCAF)
- TSG-9H Ti T'sang [60] (3060)
- CPLT-C5A Catapult [65] (3085-ONN)
- WHM-4L Warhammer [70] (3085-PP)
- TNZ-N3 Tian-zong [75] (3145CC)
- CTF-3L Cataphract [70] (3050U-I)
- SHY-3B Shen Yi [65] (3085)
- LHU-3C Lao Hu [75] (TR3067)
- THR-C4 Thunder [75] (Prototypes)

**Assault BattleMechs**

- LN-4B Lu Wei Bing [85] (3145CCAF)
- PLG-5Z Pillager [100] (3058U-C)
- Y-H9G Yu Huang [90] (3060)
- GOL-3L Goliath [80] (3085-PP)
- STC-2D Striker [80] (3058-C)
- BLR-4L BattleMaster [85] (3085-PP)
- XNT-4O Xanthos [100] (3075)
- EMP-7L Emperor [90] (3058U-C)
- LGB-12C Longbow [85] (3085-PP)
- HGN-733 Highlander [90] (3039)
- TR-XL Trebaruna [95] (3085)

**2D6**

**Light Vehicles**

- 2 J. Edgar [25] (3039)
- 3 Warrior H-9 [20] (3058U-I)
- 4 Tufana [35] (3085)
- 5 Tamerlane [20] (3075)
- 6 Pegasus (3058) [35] (3058U-I)
- 7 Yasha [30] (3085)
- 8 Tamerlane 2 [20] (3075)
- 9 Pegasus (3058) [35] (3058U-I)
- 10 Yasha (Spectre) [30] (3085)
- 11 Asshur [20] (3060)
- 12 Garrot [30] (3145Merc)

**Medium Vehicles**

- Hetzer (LB-X) [40] (3058U-I)
- Vedette (Liao) [50] (3039)
- Sheriff [50] (3145CCAF)
- Maxim [50] (3039)
- Condor (Liao) [50] (3039)
- Myrmidon Type 2 [40] (3060)
- Danai [45] (3075)
- Regulator II [50] (3085)
- Vedette (LB-X) [50] (3058U-I)
- Predator [45] (3145CCAF)
- Regulator II (Stealth) [50] (3085)

**Heavy Vehicles**

- Pixiu [70] (3145CCAF)
- Zahn [65] (3145CCAF)
- Bulldog [60] (3039)
- SRM Carrier [60] (3039)
- Zhukov (Liao) [75] (3085-ONN)
- Po (LB-X) [60] (3058U-I)
- Morningstar [60] (TR3067)
- Brutus [75] (3058U-I)
- Po II [60] (3085)
- LRM Carrier [60] (3039)
- Po HV [60] (Prototypes)

**Assault Vehicles**

- Partisan (Cell) [80] (3085-ONN)
- Behemoth [100] (3039)
- Devastator [80] (3039)
- Heavy LRM Carrier [80] (3060)
- Ontos (3053) [95] (3058U-I)
- Demolisher (Gauss) [80] (3058U-I)
- Demolisher (Arrow IV) [80] (3058U-I)
- DI Morgan [100] (3075)
- Schrek (Armor) [80] (3085-ONN)
- Arrow IV Assault Vehicle [80] (3145CCAF)
- Behemoth II [100] (3145CCAF)

**2D6**

**Light Fighters**

- 2 F-11 Cheetah [25] (3039)
- 3 TR-7 Thrush [25] (3039)
- 4 Y-2 Yun [40] (3145CCAF)
- 5 F-10 Cheetah [25] (3039)
- 6 SB-27 Sabre [25] (3075)
- 7 F-13 Cheetah [25] (3039)
- 8 SB-27b Sabre [25] (Klondike)
- 9 TR-7p Thrush [25] (3039)
- 10 F-10 Cheetah [25] (3039)
- 11 TR-8 Thrush [25] (3039)
- 12 Saroyan [25] (3145CCAF)

**Medium Fighters**

- F-90 Stingray [60] (3039)
- DFC-O Defiance [55] (TR3067)\*
- LTN-G16L Lightning [50] (3075)
- LTN-G15 Lightning [50] (3075)
- TR-10 Transit [50] (3039)
- CMT-4U Troika [65] (TR3067)
- TR-12 Transit [50] (3039)
- CMT-3T Troika [65] (TR3067)
- F-92 Stingray [60] (3039)
- TR-13G Transit [50] (Prototypes)
- F-95 Stingray [60] (3039)

**Heavy Fighters**

- F-77A Deathstalker [80] (3075)
- TR-16 Transgressor [75] (3039)
- TR-15 Transgressor [75] (3039)
- F-700b Riever [100] (3039)
- MNG-8L Mèngqín [95] (3085)
- TR-13 Transgressor [75] (3039)
- F-700a Riever [100] (3039)
- TR-14 Transgressor [75] (3039)
- TR-13A Transgressor [75] (3039)
- F-100 Riever [100] (3039)
- F-700 Riever [100] (3039)

**DropShips**

- Seeker (3054) (TR3057)
- Union (3055) (TR3057)
- Kuan Ti (TR3057)
- Achilles (3055) (TR3057)
- Excalibur (2786) (TR3057)
- Lung Wang (TR3057)
- Vengeance (3056) (TR3057)
- Overlord (3056) (TR3057)
- Overlord-A3 (TR3067)
- Lung Wang P2 (Prototypes)
- Vengeance DC (Prototypes)

**2D6**

**Battle Armor**

- 2 Inner Sphere Standard (3058U-C)\*
- 3 Spectre (3145Merc)
- 4 Longinus (3058U-I)\*
- 5 Shen Long (3145CCAF)
- 6 Fa Shih (3058U-I)\*
- 7 Achilles (3058U-I)\*
- 8 Ying Long (3075)\*
- 9 Amazon (3145CCAF)
- 10 Fa Shih (Support) (3085-ONN)\*
- 11 Ravager (3085)
- 12 Phalanx A (3075)



**CAPELLAN CRUSADES RANDOM ASSIGNMENT TABLES  
REPUBLIC OF THE SPHERE**

2D6	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	Locust IIC 5 [20] (3085-PP)	Dasher II [40] (3085)	HMH-3D Hammerhands [75] (3075)	CGR-3Kr Charger [80] (3085-ONN)
3	Pack Hunter II [30] (3085)	TRG-1N Targe [40] (3085)	OSR-5W Ostroc [60] (3085-PP)	HGN-732 Highlander [90] (3050U-C)
4	SDR-8R Spider [30] (3085)	OSP-26 Osprey [55] (3085)	PRF-1R Prefect [75] (3085)	PKP-1A Peacekeeper [95] (3085)
5	NX-80 Nyx [30] (3085)	NH-2 Rook [55] (3085)	Thor [70] (3050U-C)*	TR-XB Trebaruna [95] (3085)
6	AF1 Arctic Fox [30] (3060)*	LGN-2D Legionnaire [50] (3075)	MAD-7D Marauder [75] (3085-PP)	LGB-12R Longbow [85] (3085-PP)
7	JA-KL-1532 Jackal [30] (3055U)	WVR-7M Wolverine [55] (3085-PP)	RFL-7X Rifleman [60] (3085-PP)	AWS-10KM Awesome [80] (3050U-I)
8	Arbalest [25] (3085)	GRF-5L Griffin [55] (3085-PP)	MAD-9W2 Marauder [75] (3085-PP)	MAD-4K Marauder II [100] (3085-PP)
9	WGT-35C Wight [35] (3075)	MON-267 Mongoose II [40] (3075)	Orion IIC [75] (3060)	BNC-9S Banshee [95] (3050U-I)
10	PNT-16K Panther [35] (3050U-I)	TFT-A9 Thunder Fox [55] (3085)	GLT-7-0 Gallant [70] (3085)	Warhammer IIC 4 [80] (3085-PP)
11	WLF-5 Wolfhound [35] (3085)	SKW-2F Shockwave [50] (3085)	Ryoken II [75] (3075)	Daishi [100] (3050U-C)*
12	OTT-11J Ostscout [35] (3085-PP)	Mad Cat III [55] (Prototypes)	QKD-8P Quickdraw [60] (Prototypes)	AS7-K2 Atlas [100] (3085)
2D6	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Lightning [35] (3050U-C)	Zephyr [40] (3050U-C)	Brutus (HPPC) [75] (3085-ONN)	Demolisher II [100] (3060)
3	Minion [20] (TR3067)	Glaive [45] (TR3067)	LRM Carrier [60] (3039)	Schrek (Armor) [80] (3085-ONN)
4	Galleon GAL-102 [30] (3058U-I)	Giggins [40] (3085)	Bulldog [60] (3039)	Rhino [80] (3050U-C)
5	Main Gauche (XL) [30] (TR3067)	Maxim Mk. II [50] (3085)	Rommel (Gauss) [65] (3058U-I)	Trajan (ICE) [85] (3085)
6	Yellow Jacket [30] (3085)	Demon [40] (3085)	Manticore (HPPC) [60] (3085-ONN)	Demolisher (Gauss) [80] (3058U-I)
7	Yasha [30] (3085)	Fulcrum [50] (3058U-I)	Kinnol [70] (3085)	Ajax [90] (TR3067)
8	Mantis (ECCM) [25] (3050U-C)	Ares [40] (3060)	Manteuffel [70] (TR3067)	Gürtelier [100] (3085)
9	Hawk Moth (Thunderbolt) [25] (3060)	Regulator II [50] (3085)	Athena [75] (3060)	Morrígú [80] (TR3067)
10	Fox [20] (3085)	Padilla [55] (3085)	Winston [70] (3085)	Trajan [85] (3085)
11	Zorya (ATM) [35] (3060)	Chaparral [50] (3050U-C)	Bolla [50] (3085)*	JES II [95] (3085)
12	Donar [21] (3060)	S3 Tank Destroyer [50] (3075)	Athena (HAG) [75] (3060)	Mars (XL) [100] (3060)
2D6	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	SL-17 Shilone [65] (3039)	TRB-D46 Thunderbird [100] (3075)	Claymore V3 (Prototypes)
3	F-10 Cheetah [25] (3039)	LTN-G15 Lightning [50] (3075)	F-100 Riever [100] (3039)	Interdictor (3085)
4	PGD-L3 Poignard [35] (3085)	CSR-V14 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)	Fortress (3058) (TR3057)
5	SYD-Z2B Seydlitz [20] (3039)	SL-17R Samurai [50] (3039)	STU-D7 Stuka [100] (3039)	Gazelle (3055) (TR3057)
6	PGD-Y3 Poignard [35] (3085)	LX-2 Lancer [50] (TR3067)	SL-15K Slayer [80] (3039)	Leopard (3056) (TR3057)
7	THK-63CS Tomahawk [45] (3050U-C)	SL-17R Shilone [65] (3039)	EST-0 Eisensturm [95] (TR3067)*	Vengeance (3056) (TR3057)
8	Issus [40] (TR3067)	MIK-0 Tatsu [70] (TR3067)*	TFN-5H Typhoon [90] (3075)	Overlord (3056) (TR3067)
9	SGT-2R Sagittarii [45] (3085)	F-95 Stingray [60] (3039)	Hydaspes [95] (TR3067)	Union X (TR3067)
10	SB-31D Sabre [25] (Prototypes)	GTHA-600 Gotha [60] (3050U-C)	EGL-R11 Eagle [75] (3075)	Overlord A3 (TR3067)
11	RF-1 Umbra [30] (Prototypes)	Ammon [65] (TR3067)	HSCL-1-0 Huscarl [75] (TR3067)*	Dragau II (3085)
12	Avar [35] (3055U)*	Visigoth* [60] (3055U)	Kirghiz [100] (3055U)*	Tiamat (3085)
2D6	Battle Armor			
2	Spectre (3145Merc)			
3	Angerona (3085)*			
4	Kobold (3075)			
5	Purifier Adaptive (3085-ONN)*			
6	Inner Sphere Standard (3058U-C)*			
7	Phalanx A (3075)			
8	Kopis (3085)-			
9	Infiltrator Mk. II (3058U-C)			
10	Grenadier (3075)			
11	Hauberk (3075)			
12	Gnome (3058U-C)			



## MAJOR PERSONALITIES OF THE CAPELLAN CRUSADES

The following noteworthy leaders and officials played key roles in the Capellan Crusades.

### Sun-Tzu Liao (Capellan Confederation)

Although still believed by the common Capellan citizen to be a divine being, Sun-Tzu does not possess the same political clout he once had, as public favor slowly swayed toward his son Daoshen's direction. However, in any scenario where Sun-Tzu is within one jump from CCAF troops or is present on the battlefield, those troops always win Morale checks and ignore Forced Withdrawal. Sun-Tzu possesses Natural Aptitude in Leadership and Negotiation skills but suffers a -2 penalty to rolls when interacting with anyone claiming loyalty toward Daoshen.

The disease that has afflicted him for the past few years has stolen some of his physical capabilities, reducing his mediocre MechWarrior skills to a Green level. His lifelong fear of becoming mad like his ancestors imparted the Introvert Trait (see p. 121, *AToW*).

### Daoshen Liao (Capellan Confederation)

Daoshen fully believes his own divinity, resulting in a -3 TP in Compulsion/Arrogance. He will act rashly compared to his father, including entering active combat zones. When he commands a CCAF force in combat, the unit is always considered the Attacking force. The force will never suffer Forced Withdrawal while Daoshen is alive and will never fail a Morale check. When he takes to a BattleMech cockpit, he does so with a company of chosen warriors; the other three members of his command lance are either Elite-level Death Commandos (before Sun-Tzu's "ascension") or Red Lancers (after).

Daoshen's patronizing attitude causes him to suffer a -2 penalty to all Negotiation and Persuasion Checks. However, his combat skills are fearsome. He applies a +6 bonus to all close combat and small arms combat actions. He is also an Elite-level MechWarrior; when he commands a force in combat, that force ignores enemy Initiative special abilities and gains a +1 Initiative bonus.

### Devlin Stone (Republic of the Sphere)

As Exarch of the Republic of the Sphere, Stone's word is literally law. Forces under Stone's command receive a +3 Initiative bonus and may use the Overrun Combat ability (see p. 193, *TO*). Additionally, such forces are required to operate under Forced Withdrawal rules (see p. 258, *TW*), even if their unit or leader's ability overrides it.

### Victor Steiner-Davion (Republic of the Sphere)

Although an Elite-level MechWarrior, Victor chose to abstain from 'Mech combat during the Capellan Crusades in favor of a more administrative role. He possesses Combat Intuition, gains +5 Skill roll bonus for Leadership, Protocol, and Tactics, and commands absolute loyalty from his friends. If he is alongside friends in any situation, all of them including Victor receive +2 bonus on WIL-related Action Checks.

### Kai Allard-Liao (Republic of the Sphere)

A legendary, Elite-level MechWarrior, Kai possesses the Marksman, Maneuvering Ace, and Demoralizer Special Pilot Abilities (see pp. 220, 223, and 225, *AToW*) when in combat.

Kai's mental deterioration confers a -3 TP in Compulsion/Dementia, which has the capacity to trigger Berserker, Confusion, or Flashbacks statuses (see Madness Table, p. 111 *AToW*). However, unlike normal Compulsion, any negative modifiers caused by Kai's Compulsion (if any) do not affect actions involving Kai's Gunnery or Piloting Skills.

## SPECIAL ABILITIES FOR NOTABLE CAPELLAN CRUSADES COMMANDS

The following special command rules apply to the indicated forces of note in the Capellan Crusades.

### CAPELLAN CONFEDERATION

**Death Commandos:** When determining units, the controlling player may choose his entire force from any Inner Sphere units from any Random Assignment Table; no rolling is necessary.

Death Commandos ignore all enemy special abilities that affect opposing forces.

At the start of a combat scenario, the Death Commandos player chooses and reveals two of the following special abilities for the battle: Banking Initiative, Forcing the Initiative, Off-Map Movement, and Overrun Combat (see pp. 192-193, *TO*). If the opposing force is not of Elite level, the opposing force suffers a -2 Initiative penalty each turn.

**Dynasty Guard:** The Dynasty Guard ignores any opposing unit's special ability that would inflict a negative Initiative modifier; if the Dynasty Guard is ever reduced to one-third of its starting force, it loses this ability.

To represent the Dynasty Guard's incessant search for new equipment, one Guard 'Mech in every full lance deployed may choose to mount any single Inner Sphere weapon. The added weight and critical space of the weapon must be made up for by removing other components; however, there is no risk of losing design integrity.

**Fourth McCarron's Armored Cavalry:** When randomly generating forces, any time a roll results in a 12, the player may choose to keep that 'Mech and trade any 'Mech already rolled for another 'Mech of the same weight class on that Random Assignment Table. If a 12 is rolled for the first 'Mech assignment, ignore this ability.

The Fourth MAC may use Banking Initiative and may bank 3 Initiatives instead of the standard 2.

At the beginning of a scenario, the player must designate a command unit. If the designated command unit is destroyed, the regiment loses any currently banked Initiative and suffers a -2 Initiative penalty for the next 2 turns.

**Red Lancers:** Unless the opposing force is of Elite level, none of its units may intentionally move into a hex adjacent to a Red Lancers unit. Only accidental movement (such as skidding, being pushed, or approaching a hidden Red Lancers unit) or the movement of a Lancers unit can place a non-Elite opponent adjacent to a Red Lancers unit. Non-Elite units that find themselves within 1 hex of a Red Lancers opponent during the Movement Phase may not execute any weapon attacks in that turn (but may execute physical attacks).

The Red Lancers can also use Banking Initiative and Off-Map Movement (see p. 192, *TO*).

**Sixth Capellan Reserve Cavalry:** When determining units, the Sixth CRC's player may instead choose any light- or medium-class 'Mechs or vehicles listed on the Capellan Confederation RAT without needing to roll. The player will still need to roll when determining heavy- or assault-class units.

The Sixth's vehicles may use Forcing the Initiative and Off-Map Movement (see p. 192, *TO*).

**Warrior House Kamata:** Warrior House Kamata operates based on signs and portents. To read the portents, at the beginning of each turn, the controlling player must roll 2D6 and apply the result to the Warrior House for the remainder of the turn:

2D6	Result
2-3	Danger Ahead: Units may only expend Walking/Cruising MP
4-6	Shortsightedness: Units suffer a -1 penalty for all To-hit rolls against targets at long range
7-10	Swiftly Unto Battle: Units gain an additional +1 MP for Walking/Cruising or Running/Flank movement
11-12	Great Fortune: Units gain a +2 bonus on all To-hit rolls this turn

## REPUBLIC OF THE SPHERE

**Amaterasu:** A unit composed predominantly of warriors from Draconis Combine ancestry, the Amaterasu imposes a -2 Initiative penalty upon all opposing units.

An Amaterasu 'Mech unit may declare a one-on-one duel against an opposing 'Mech unit. As long as the Amaterasu 'Mech fires on only the declared target, the Amaterasu unit gains a +1 bonus to its To-hit rolls until the opposing unit is crippled or destroyed; at that point, the unit may declare another duel. If the Amaterasu unit fires upon any target other than its declared dueling opponent, the To-hit bonus is lost, and the unit can declare no further duels for the remainder of the game due to its dishonorable conduct.

**Fifth Hastati Sentinels:** The resilience of the Fifth Hastati and the command presence of Kai Allard-Liao allow the player to negate one Fifth Hastati 'Mech's "truly destroyed" status at the end of a campaign track (see *Destroyed vs. Truly Destroyed*, p. 175-176, *SO*); the controlling player removes a single point of internal structure damage from the chosen 'Mech's center torso.

Due to a solid support system, the Fifth also receives four free unit repairs between campaign tracks. A 'Mech that was returned from "truly destroyed" status during the track is ineligible for one of the free repairs, but it can be repaired as per standard campaign rules by expending Support Points as normal.

**Ninth Hastati Sentinels:** One unit per lance gains the Blood Stalker special ability (see pp. 219-220, *AToW*). When operating alongside other RAF regiments, the Ninth receives a +2 Initiative bonus.

**Fifth Triarii Protectors:** Due to the unit having undergone extended training maneuvers throughout the regiment's history, all units from the Fifth Triarii are treated as having the Maneuvering Ace special ability (see p. 223, *AToW*).

When randomly assigning units for the Fifth, the controlling player may choose to add or subtract 1 from the roll and select that roll result instead.

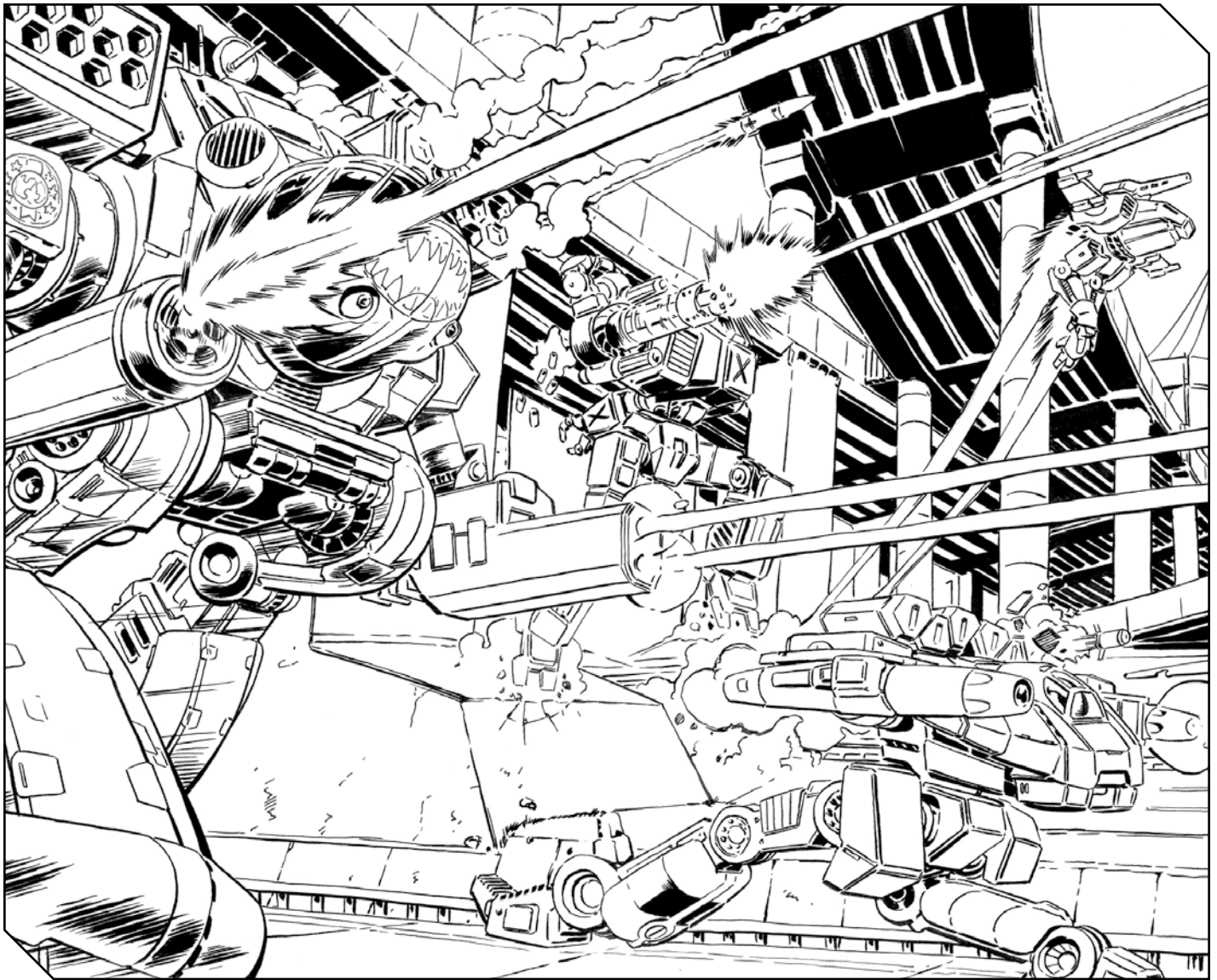
**Fifth Principes Guards:** When acting as the Defender in a scenario, the Fifth's commander may use the Communications Disruption special ability (see p. 193, *TO*).

All Fifth Principes units ignore To-hit modifiers for secondary targets in forward and arm firing arcs; targets in a unit's rear arc are unaffected.

**Stone's Brigade:** All Stone's Brigade forces receive a +1 Initiative bonus and possess the Overrun Combat special command ability (see p. 193, *TO*).

The warriors of Stone's Lament are among the best in the RAF and their skills on the battlefield show it. Each individual





MechWarrior in the unit may choose any one Gunnery special ability and any two Piloting special abilities listed in *A Time of War* (see pp. 219–224, *AToW*). Furthermore, apply a +1 modifier to all die rolls when randomly determining Piloting and Gunnery skills of the units in Stone's Lament.

Stone's Liberators are masters of tactical maneuvering and can utilize Off-Map Movement if allowed by the current scenario (see p. 192, *TO*). They also possess the Zone of Control special ability (see p. 193, *TO*) and may negate any special ability used by an opposing force which grants that opponent additional Movement Points.

The men and women of Stone's Revenants have trained themselves to push their equipment to the limit. To reflect this, apply +1 Running/Flanking MP to every unit in the regiment. Additionally, the Revenants can use the Opportunity Fire rules (see p. 86, *TO*).

The soldiers of Stone's Pride strive to limit civilian casualties at any cost. Stone's Pride units will not fire on any buildings or non-military units unless such targets are specifically designated as scenario or track objectives. Also, a Stone's Pride unit making a weapon attack against a unit in a hex adjacent to a building or a non-military unit will gain a +1 bonus to its To-hit roll.

## NEW UNITS

The new units presented in this section—the BKN-1K *Bakeneko* and the *Polaris*-class DropShip—reflect two new units developed before or during the events of the Second Combine-Dominion War. Because their production and deployment were so limited, players may substitute the *Bakeneko* on any Draconis Combine or Nova Cat random 'Mech assignment roll of 12 (11 or 12 for Nova Cat forces), while Ghost Bear Dominion naval forces may substitute a maximum of one *Union C*-class DropShip with a *Polaris*.

Neither of these units were available to any of the forces involved in the Victoria War or Capellan Crusades.

### BKN-1K BAKENEKO

**Mass:** 55 tons

**Chassis:** Alshain Type N Endo Steel

**Power Plant:** Fusion 330 XL

**Cruising Speed:** 64.5 kph

**Maximum Speed:** 96.8 kph (129.0 km/h)

**Jump Jets:** Icarus 99 TurboProp Experimental

**Jump Capacity:** 180 meters

**Armor:** StarSlab-5X w/Clan CASE

**Armament:**

- 1 "Blinding Vision-Mk2" Large Pulse Laser
- 1 Lord Light 4 Light PPC w/ PPC Capacitor
- 1 Victory Heartbeat ER Medium Laser
- 2 Shigunga-Light MML-3

**Manufacturer:** Irece Alpha

**Primary Factory:** Irece

**Communications System:** JNE Integrated

**Targeting & Tracking System:** Build 3 Cat TTS

Before the Second Combine-Dominion War began, cooperation between the Draconis Combine and Clan Nova Cat allowed factories in Irece Prefecture to rebuild and expand at a rapid rate. To take advantage of these expanded facilities, the DCMS proposed the production of a mid-sized BattleMech capable of filling long-range fire support and flanker roles. Given only six months to design the specifications and begin production, engineers from Luthien Armor Works and Clan Nova Cat used existing chassis to accelerate their development process. Using a time-tested *Phoenix Hawk* 3K chassis as a base, the *Bakeneko* began rolling off Irece's assembly lines in early 3100.

## CAPABILITIES

Heavier and bulkier than the *Phoenix Hawk* on which it was based, the *Bakeneko* was just as nimble as its predecessor. The *Bakeneko* supplemented the standard leg-mounted jump jets with powerful gimbal-mounted turboprop pods on its back armor in order to better control the 'Mech's flight path. While the *Bakeneko*'s speed was not unusual for the 'Mechs of the time, the combination of long-range energy weapons and variable-munitions missile systems made the *Bakeneko* a deadly opponent no matter where it was on the battlefield.

## DEPLOYMENT

A large number of *Bakeneko* were produced in the year before the Ghost Bear invasion in 3100 destroyed the Irece Alpha plant. The majority of these 'Mechs found their way into the ranks of the DCMS, the Fifth Sword of Light and the Eleventh Ghost in particular. The DCMS would often pair them with slower, heavy or assault BattleMechs and use them to herd small enemy formations towards the larger 'Mechs. The Eleventh Ghost used this tactic during its combat drop onto the Second Rasalhague Bears' muster point during the Battle of Trondheim in March 3100. With the Second Rasalhague outnumbered and scattered during the initial wave, the Eleventh was able use flanking *Bakeneko* to herd and entrap Dominion BattleMech Stars. Of the seven Stars the Second the Eleventh Ghost destroyed during the initial battle, the *Bakeneko* is credited with nearly twenty-five percent of those kills.

## NOTABLE UNITS

**Shujin Arpana Verma:** During the *Bakeneko*'s rushed combat testing, *Shujin* Verma was the most skilled of the test pilots representing the DCMS. Verma was initially assigned to the Irece facility because of disciplinary issues while serving in the Sixteenth Sun Zhang Cadre, but her skill in piloting the new *Bakeneko* quickly came to the attention of ISF agents monitoring the manufacturing plant's personnel. Styling herself as a *quasi-ronin* and operating independently from her lancemates didn't sit well with the Sixteenth, but her obvious skill at using the *Bakeneko*'s speed and weaponry ensured that she was assigned to the Eleventh Ghost to pilot her 'Mech "Divine Nuisance."

Immediately after the orbital combat drop from *Draconis Rift* on Trondheim, she sprinted away at top speed, leaving the turboprop pods on the back of her *Bakeneko* activated. While the turboprops didn't provide enough power to keep her airborne, the continual down thrust of air blew huge clouds of dust around her, obscuring her movements from the Second Rasalhague Bears' sensors. She would then sprint out of the cloud and strike the Dominion BattleMechs before fading back into cover. She frequently used this same tactic over the nearly two-week battle, scoring six confirmed kills and assisting on one.



Type: **Bakeneko**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 55

Battle Value: 2,022

**Equipment**

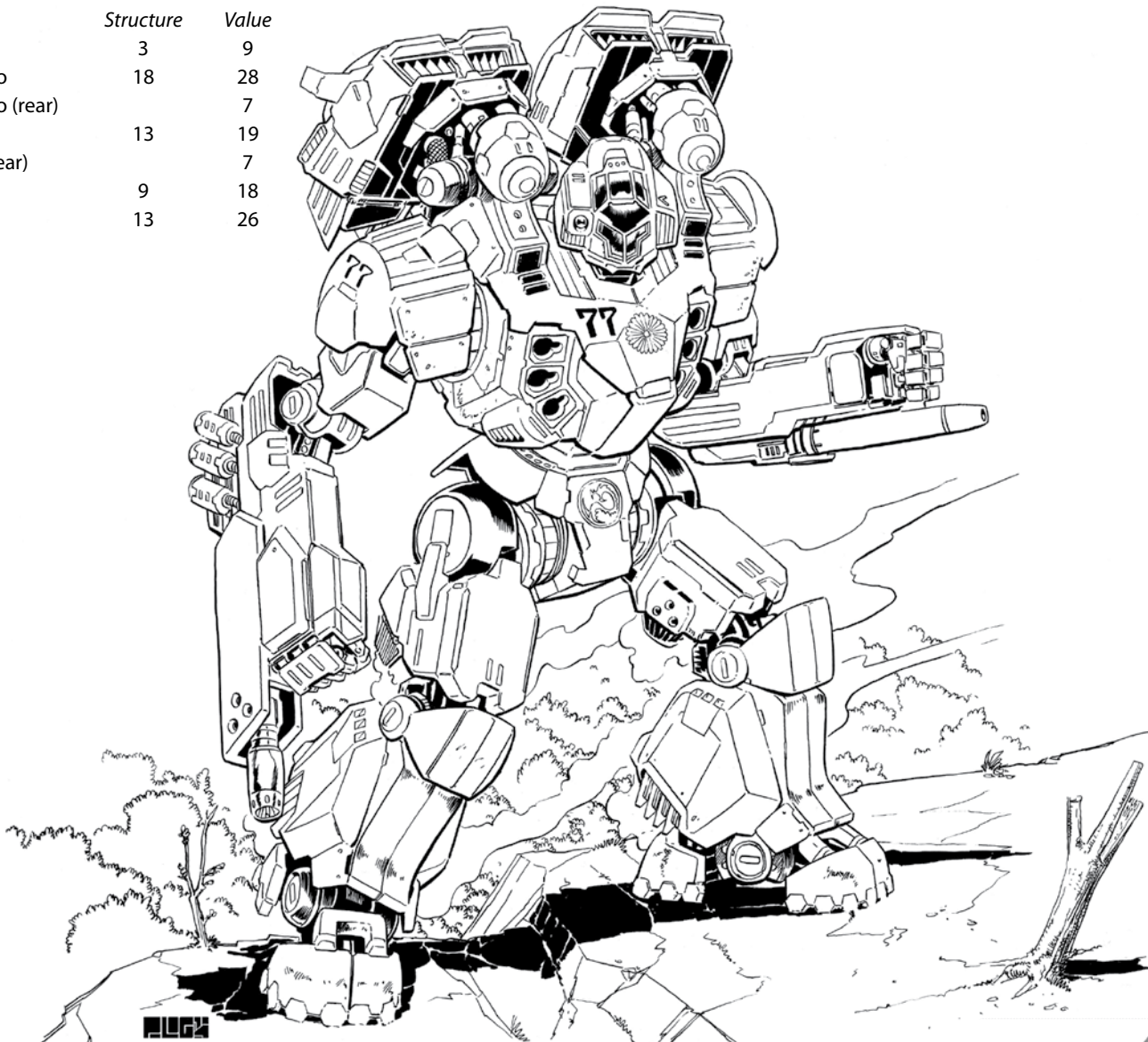
		Mass
Internal Structure:	Endo Steel	3
Engine:	330	12.5
Type:	Clan XL Fusion	
Walking MP:	6	
Running MP:	9 (12)	
Jumping MP:	6	
Heat Sinks:	10 (20)	0
Gyro:		4
Cockpit:		3
Armor Factor (Standard):	184	11.5

**Weapons and Ammo Location Critical Tonnage**

Light PPC	RA	2	3
PPC Capacitor	RA	1	1
Large Pulse Laser (C)	LA	2	6
ER Medium Laser	HD	1	1
MML-3	RT	2	1.5
MML-3	LT	2	1.5
Ammo (MML-3) 40/33	RT	1	1
CASE (C)	RT	0	0
Ammo (MML-3) 40/33	LT	1	1
CASE (C)	LT	0	0
MASC (C)	CT	2	2
Jump Jet	RT	1	0.5
Jump Jet	LT	1	0.5
2 Jump Jets	RL	2	1
2 Jump Jets	LL	2	1

*Internal Structure Armor Value*

Head	3	9
Center Torso	18	28
Center Torso (rear)		7
R/L Torso	13	19
R/L Torso (rear)		7
R/L Arm	9	18
R/L Leg	13	26



## POLARIS

Only produced in small numbers from January to August 3100, the *Polaris*-class ground assault DropShip was initially considered too specialized for the Ghost Bear *touman* to use but would go on to be one of the most successful craft produced during the Second Combine-Dominion War. The *Polaris* was based heavily upon the *Fortress*-class DropShip, but the top fifty meters was redesigned extensively enough for the new vessel to be considered its own class. The *Polaris* was designed to provide transportation for the Kungsarmé's conventional forces but also offer artillery support to ground forces via cruise missile systems located in its nose.

The complex cruise missile system made the *Polaris* difficult and time-consuming to produce, even at the Alshain Naval Yards where primary construction occurred. Of the twenty *Polarises* the Dominion constructed, three were lost during the war and twelve were mothballed after the end of hostilities. Only recently have these vessels been returned to active duty, with many seeing service during the Rasalhague Dominion's absorption of the Vega Protectorate.

## CAPABILITIES

The *Polaris*' primary role is to provide accurate, long-range artillery fire with its paired cruise missile systems. The devastating amounts of damage these systems can deliver rival that of tactical nuclear weapons but lack the residual fallout. The drawback of using these conventional warheads is that the *Polaris* is unable to sustain the barrage for an extended amount of time. The *Polaris*' secondary role is to transport a Supernova of heavy tanks and battlesuit infantry. The *Polaris* is meant to land at the edge of a landing zone, deploy its forces to control the LZ, and bombard hostile positions in preparation for a Dominion assault.

## DEPLOYMENT

Of the original twenty constructed, fifteen *Polarises* were assigned to Omega Galaxy, while the other five were deployed to assist Beta Galaxy during the Second Combine-Dominion War. All would see use during the Dominion invasion of Irece on 26 June 3100 and would gain their negative reputation as indiscriminate killers of civilian targets. During the attack, a *Polaris* naval Star attached to Omega Galaxy fired a total of fifty cruise missiles. The devastation that the bombardment visited upon New Barcella would all but end the war in Irece Prefecture.

Since the cessation of hostilities, the single largest concentration of *Polarises* is in the Dominion's Beta Galaxy. The remaining vessels taken from Omega Galaxy were evenly distributed between Alpha Galaxy and the Kungsarmé Galaxies.

**Type:** Military Spheroid

**Use:** Ground Assault and Support

**Tech:** Clan (Advanced)

**Introduced:** 3099

**Mass:** 6,000 tons

**Battle Value:** 14,615

### Dimensions

**Length:** 115 meters

**Width:** 115 meters

**Height:** 96 meters

**Fuel:** 160 tons (4,800)

**Tons/Burn-day:** 1.84

**Safe Thrust:** 3

**Maximum Thrust:** 5

**Heat Sinks:** 175 (350)

**Structural Integrity:** 15

### Armor

**Nose:** 222

**Sides:** 195

**Aft:** 168

### Cargo

Bay 1: Heavy Vehicles (20)	4 Door
Bay 2: Battle Armor Points (10)	2 Doors
Bay 3: Cargo (217 tons)	1 Door

**Life Boats:** 35

**Escape Pods:** 0

**Crew:** 3 officers, 5 enlisted/non-rated, 13 gunners, 220 bay personnel

**Notes:** Equipped with 30 tons of ferro-aluminum armor.



**Weapons:**

**Arc (Heat) Type**

**Nose (387 Heat)**

- 3 Ultra AC/20  
(60 rounds)
- 5 ER Large Lasers
- 4 Large Pulse Lasers
- 5 Anti-Missile Systems  
(72 rounds)
- 2 Cruise Missile/120  
(10 rounds)

**Front Left/Right Sides (96 Heat)**

- 5 Anti-Missile Systems  
(72 rounds)
- 4 Large Pulse Lasers
- 3 Gauss Rifles  
(32 rounds)

**Capital Attack Values (Standard)**

Short	Medium	Long	Extreme	Class
9 (90)	9 (90)	—	—	Autocannon
5 (50)	5 (50)	5 (50)	5 (50)	Laser
4(40)	4 (40)	4 (40)	—	Pulse Laser
—	—	—	—	Point Defense
(NA)				Artillery
—	—	—	—	Point Defense
4 (40)	4 (40)	4 (40)	—	Pulse Laser
5 (45)	5 (45)	5 (45)	—	Autocannon

**Weapons:**

**Aft Left/Right Sides (96 Heat)**

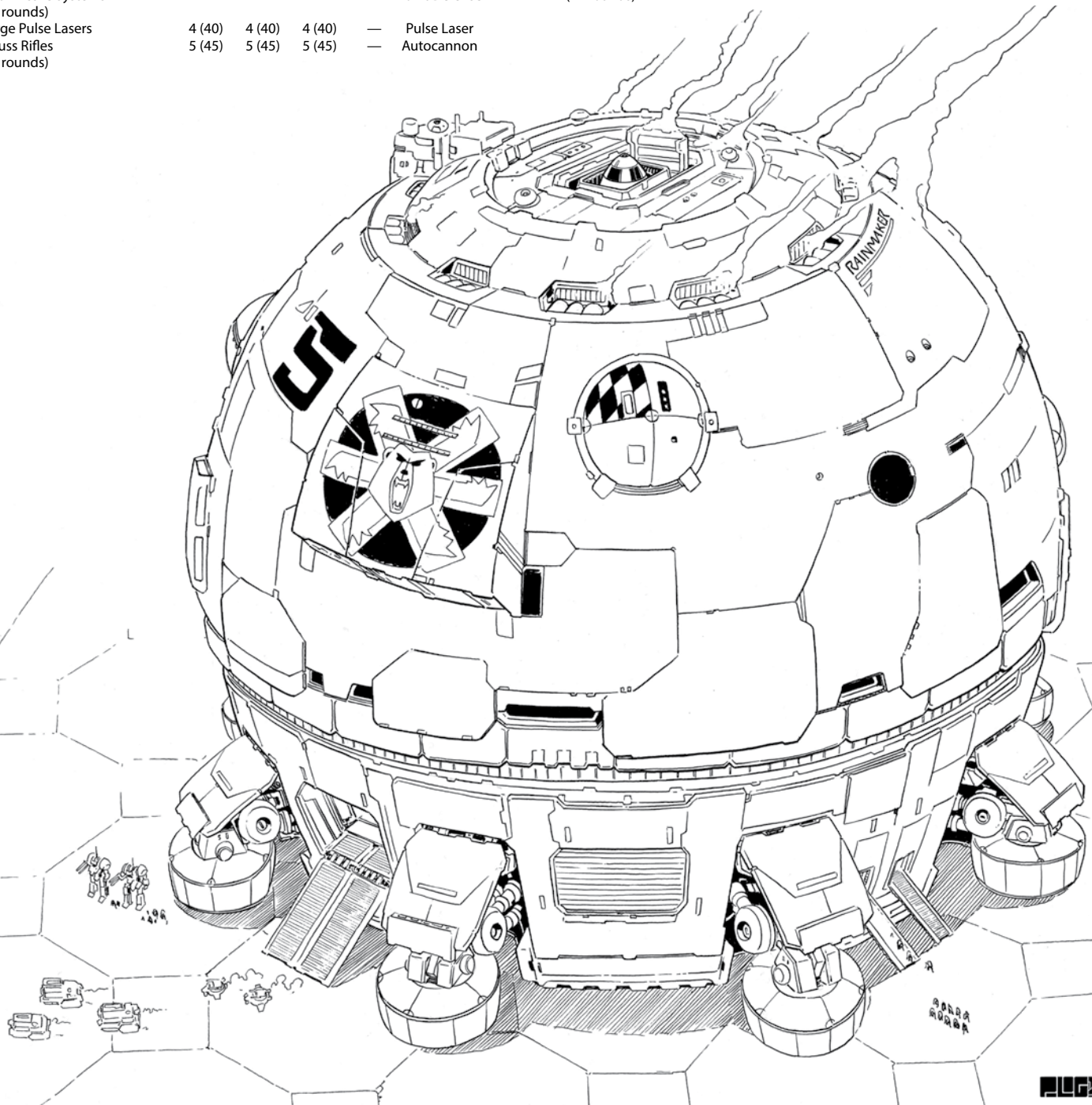
- 5 AMS  
(72 rounds)
- 4 Large Pulse Lasers
- 3 Gauss Rifles  
(32 rounds)

**Aft (37 Heat)**

- 5 Anti-Missile Systems  
(72 rounds)
- 3 Large Pulse Lasers
- 2 Gauss Rifles  
(24 rounds)

**Capital Attack Values (Standard)**

Short	Medium	Long	Extreme	Class
—	—	—	—	Point Defense
4 (40)	4 (40)	4 (40)	—	Pulse Laser
5 (45)	5 (45)	5 (45)	—	Autocannon
—	—	—	—	Point Defense
3 (30)	3 (30)	3 (30)	—	Pulse Laser
3 (30)	3 (30)	3 (30)	—	Autocannon



# BATTLETECH

## 'MECH RECORD SHEET

### 'MECH DATA

Type: Bakeneko BNK-1K

Movement Points: **Tonnage:** 55  
 Walking: 6 **Tech Base:** Mixed Tech (I.S.)  
 Running: 9 [12] (Advanced)  
 Jumping: 6 **Era:** Dark Age

### Weapons & Equipment Inventory (hexes)

Qty	Type	Loc	Ht	Dmg	Min	Sht	Med	Lng
1	ER Medium Laser	HD	5	5 [DE]	—	4	8	12
1	MML 3	RT	2	[M,C,S]	—	—	—	—
	LRM			1 / Msl	6	7	14	21
	SRM			2 / Msl	—	3	6	9
1	MML 3	LT	2	[M,C,S]	—	—	—	—
	LRM			1 / Msl	6	7	14	21
	SRM			2 / Msl	—	3	6	9
1	Light PPC	RA	5	5 [DE]	3	6	12	18
1	PPC Capacitor	RA	5	[E]	—	—	—	—
1	Large Pulse Laser (Clan)	LA	10	10 [P]	—	6	14	20

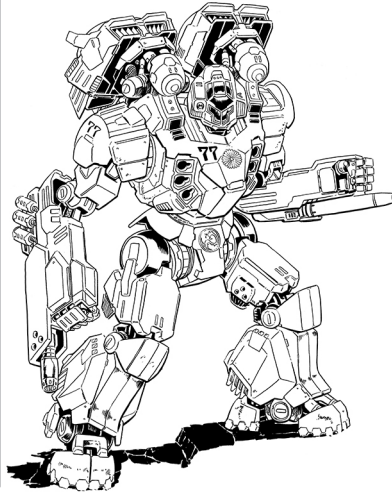
BV: 2,022

### WARRIOR DATA

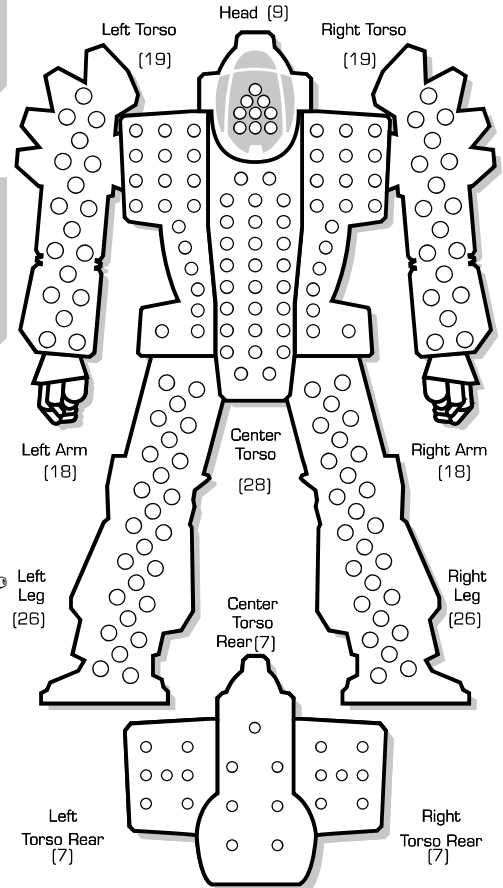
Name: \_\_\_\_\_

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Consciousness#	3	5	7	10	11	Dead



### ARMOR DIAGRAM



### CRITICAL HIT TABLE

#### Left Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Large Pulse Laser (Clan)
- Large Pulse Laser (Clan)

- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again
- Roll Again

#### Left Torso(CASE)

- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- MML 3
- MML 3
- Ammo (MML 3/LRM) 40

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Left Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

#### Head

- Life Support
- Sensors
- Cockpit
- ER Medium Laser
- Sensors
- Life Support

#### Center Torso

- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- Gyro
- Gyro
- Gyro

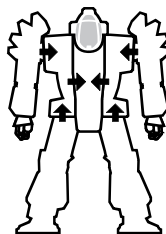
- Gyro
- XL Fusion Engine
- XL Fusion Engine
- XL Fusion Engine
- MASC (Clan)
- MASC (Clan)

Engine Hits ○○○○

Gyro Hits ○○

Sensor Hits ○○

Life Support ○



Damage Transfer Diagram

#### Right Arm

- Shoulder
- Upper Arm Actuator
- Lower Arm Actuator
- Hand Actuator
- Light PPC
- Light PPC

- PPC Capacitor
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Right Torso(CASE)

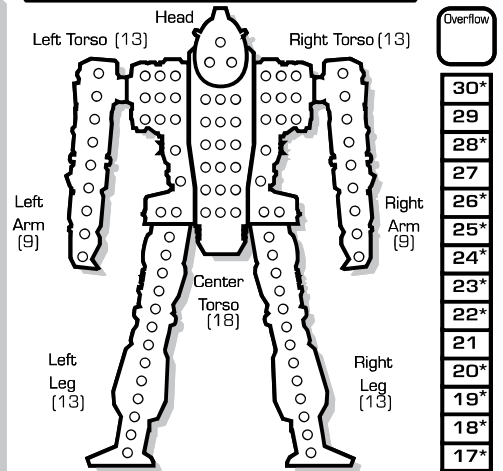
- XL Fusion Engine
- XL Fusion Engine
- Jump Jet
- MML 3
- MML 3
- Ammo (MML 3/SRM) 33

- Endo Steel
- Endo Steel
- Endo Steel
- Endo Steel
- Roll Again
- Roll Again

#### Right Leg

- Hip
- Upper Leg Actuator
- Lower Leg Actuator
- Foot Actuator
- Jump Jet
- Jump Jet

### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	10 (20) Double
30	Shutdown	○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○

### Heat Scale

Overflow
30*
29
28*
27
26*
25*
24*
23*
22*
21
20*
19*
18*
17*
16
15*
14*
13*
12
11
10*
9
8*
7
6
5*
4
3
2
1
0



# BATTLETECH™

Nose Damage Threshold (Total Armor) **23 (222)**

## ARMOR DIAGRAM

Standard Scale

## SPHEROID DROPSHIP RECORD SHEET

### DROPSHIP DATA

Type: **Polaris**

Name: \_\_\_\_\_ Tonnage: **6,000**  
 Thrust: \_\_\_\_\_ Tech Base: **Mixed Tech (Clan)**  
 Safe Thrust: **3** (Experimental)  
 Maximum Thrust: **5** Era: **Dark Age**

### Weapons & Equipment Inventory

Standard Scale	Bay	Loc	Ht	[1-6]	[7-12]	[13-20]	[21-25]
				SRV	MRV	LRV	ERV
3	Ultra AC/20 [60 rnds]	N	21	9 (90)	9 (90)	—	—
5	ER Large Laser	N	60	5 (50)	5 (50)	5 (50)	5 (50)
4	Large Pulse Laser	N	40	4 (40)	4 (40)	4 (40)	—
5	AMS [72 rnds]	N	5	2 (15)	Point Defense	—	—
4	Cruise Missile/50 (IS) [40 rnds]	N	200	—	—	—	—
4	Large Pulse Laser	FL/FR	40	4 (40)	4 (40)	4 (40)	—
3	Gauss Rifle [32 rnds]	FL/FR	3	5 (45)	5 (45)	5 (45)	—
4	Large Pulse Laser	AL/AR	40	4 (40)	4 (40)	4 (40)	—
3	Gauss Rifle [32 rnds]	AL/AR	3	5 (45)	5 (45)	5 (45)	—
5	AMS [72 rnds]	AL/AR	5	2 (15)	Point Defense	—	—
3	Large Pulse Laser	A	30	3 (30)	3 (30)	3 (30)	—
2	Gauss Rifle [24 rnds]	A	2	3 (30)	3 (30)	3 (30)	—
5	AMS [72 rnds]	A	5	2 (15)	Point Defense	—	—

### Cargo:

Bay 1: Heavy Vehicle Bay - 20 units (4 doors)  
 Bay 2: Battle Armor Bay - 10 Points (2 doors)  
 Bay 3: Cargo Space - 217 tons (1 door)

BV: 14,615 Fuel: 4,800

Left Damage Threshold (Total Armor) **20 (195)**

Right Damage Threshold (Total Armor) **20 (195)**

Structural Integrity: 15

Aft Damage Threshold (Total Armor) **17 (168)**



### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_

Hits Taken	1	2	3	4	5	6
Modifier	+1	+2	+3	+4	+5	Incp.

Crew: 21 Marines: 0  
 Passengers: 0  
 Other: 220 Battle Armor: 0  
 Life Boats/Escapes Pods: 35/0

### CRITICAL DAMAGE

Avionics	+1	+2	+5	Gear	+5	
FCS	+2	+4	D	Life Support	+2	
Sensors	+1	+2	+5	K-F Boom	D	
Thrusters				Docking Collar	D	
Left	+1	+2	+3	D		
Right	+1	+2	+3	D		
Engine	-1	-2	-3	-4	-5	D

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										
Altitude										
Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										
Altitude										

### HEAT DATA

Heat Sinks: **175 (350) Double** Heat Generation Per Arc  
 Nose: **347** Aft: **37**  
 Fore-Left: **43** Aft-Left: **48**  
 Fore-Right: **43** Aft-Right: **48**

## AGE OF DESTRUCTION

The printed pages of *Technical Readout: 3145* show only some of the new war machines brought to the fore in the decades since the Jihad. Even throughout the days of the Republic of the Sphere, the Great Houses and Clans of the Inner Sphere continued to hone their military technologies, producing a new wave of battle armor, vehicles, and BattleMechs unique to their realms alone.

Detailing these new machines and technologies, *Technical Readout: 3145* continues in electronic format, with faction-based PDFs, available for download at our online BattleShop (<http://www.battlecorps.com/catalog/>) and DriveThru RPG (<http://rpg.drivethrustuff.com/>). Each of these supplemental readouts includes the details and specs for twenty-five units unique to each faction, and even includes record sheets ready for immediate print-and-play use! Collect them all for the full update on 3145's state of the art in battlefield equipment!

### Technical Readout: 3145

### Stock #

Mercenaries .....	E-CAT35TR001
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Federated Suns .....	E-CAT35TR004
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The Republic of the Sphere (Not Pictured) .	E-CAT35TR007
The Clans (Not Pictured) .....	E-CAT35TR008