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REQUIEM

Leutnant-Colonel William Lange fought for control of his *Banshee* as the enemy *Nightstar* circled him and what was left of his company. Fortunately for Lange, the *Nightstar* had less support; eight of its comrades were crumpled and smoking on the ground while it and its three comrades were in little better condition. Barely remaining upright after that last fusillade from the *Nightstar*'s two LB-X autocannons punctured his own 'Mech's gyroscope casing, Leutnant-Colonel Lange turned his attention toward his secondary monitors. Four Allied tanks were moving in to support the *Nightstar* and its remaining compatriots.

"Wolves three and eight, break off and hit those *Pattons* before they eat us for lunch! Two, five, six and eleven, you're with me!"

Lange and his six other Eleventh Arcturan Guards 'Mechs looked like they'd been through hell and back again, but they'd finally tracked down the last few stragglers from the Assault Guards' third batt/bravo company, and they weren't about to let those Allied 'Mechs get away again. The Assault Guards weren't going to give up easily, though. The *Nightstar* turned and fired again, this time at Hauptmann Krein's *Atlas*.

"Damn! I'm out, sir." Even through the static and the rumble of the battlefield, Lange could still hear the anger and disappointment in Krein's voice. Or maybe it was that he knew the man so well. "Sonuvabitch musta got my hip." Lange looked to his right and saw Krein's *Atlas* sprawled out face-down on the ground. Its arms had been blown off earlier in the battle. Short of a recovery crane or two other 'Mechs stopping to help his shattered *Atlas* up, Krein knew he was finished. "Whoever the hell he is, he's got some moves!"

"Roger, five. The rest of you, get his friends. That *Nightstar* is mine!" Lange rarely let his emotions get the best of him, but he'd seen that particular *Nightstar* take down too many of his men. He had no doubt that he could have laid waste to the *Nightstar* in his *Fafnir*, but that 'Mech was still down for repairs. So he was piloting Koch's *Banshee*. At least he had one Heavy Gauss Rifle in the 'Mech.

The *Nightstar* made a sudden shift to its left, placing a copse of trees between it and Lange's *Banshee*, while it fired off another barrage from its autocannons, followed quickly by a PPC blast, at Leutnant Orsini's *Devastator*, toppling yet another assault 'Mech. "Two, are you alright?"

It took five long seconds before Orsini answered Lange. "Affirmative, one. Just shook me up there, that's all." As Lange moved around the copse, he watched Orsini get back up. But before the leutnant could swing her dual Gauss Rifles around to punish the Davion 'Mech, the *Nightstar* loosed one more fusillade. Lange watched in horror as Leutnant Orsini's left arm literally disintegrated in an explosion that tore up her entire left

side, dropping the 'Mech to the ground on its other arm, which exploded a second later.

Lange didn't have the time to consider his MechWarrior's fate, however. A *Falconer* ran into view three hundred meters out. Leutnant-Colonel Lange triggered both his Heavy Gauss and his autocannon, driving both weapons' projectiles directly into the *Falconer*'s torso and dropping the 'Mech. It would never get up again.

"Good shot, one!"

Lange didn't answer. He'd already turned his attention back to the *Nightstar*. The enemy 'Mech wasn't cooperating, though. "Damn, he's good." The compliment just slipped out. Not that he expected anything less from a member of the Davion Assault Guards. But there was something about the way the *Nightstar* moved. Something *familiar*. Lange dismissed the thought. He'd drilled with literally thousands of MechWarriors during his thirty-three years in the military, each with their own unique piloting style. But still, he couldn't shake the feeling that he knew this MechWarrior.

Hauptmann Carter and Leutnant Griscom teamed up to take down a *Victor* and continued to harry a *Stalker*, leaving only the *Nightstar*. Suddenly, the enemy assault 'Mech stopped within another copse of trees, obviously lining up a shot on Griscom's *Pillager*. The *Nightstar* fired, striking the *Pillager* with standard munitions. The Lyran MechWarrior remained standing, however, and fired two Gauss rounds back towards the *Nightstar*, one hitting the Davion 'Mech in the leg and nearly felling it. The attack did spoil the *Nightstar*'s move though, giving Lange the opening he needed.

The Lyran MechWarrior charged forward, bursting into the copse. Realizing he was in danger, the Davion MechWarrior turned to meet the *Banshee*'s charge. Both MechWarriors fired their weapons at the same time. Before Lange fell to the ground, he saw the satisfying crunch of his Heavy Gauss slug rip the 'Mech's already-wounded leg off. He scrambled to get back up before the *Nightstar* could snap off another round, but the 'Mech just lay there, still.

Then he saw the crack in the cockpit canopy and the subtle splatter of blood on the inside. His own LB-X autocannon had found a breach. "Good." His gaze shifted down to the words scrawled beneath the canopy, but it took him a few seconds to process the words he'd just read. *No, that can't be right*, he thought. *He was in the New Syrtis CMM. But he'd taken vacation on Alcyone before the war. The Assault Guards were on Alc...*

"Oh, Jesus Christ! Jesus Christ, Jes..."

The words 'Leftenant William Lange, Jr.' were clear as day to the leutnant-colonel.

His last word came out barely as a whimper. "Billy..."

INITIAL THOUGHTS

How does one begin an introduction to the darkest and most painful chapter in the history of the Federated Suns or the Lyran Alliance without sounding insincere or cold-hearted? The Civil War lasted some five long years, killed millions of people in both realms, plus many more in the Draconis Combine and even the Clan Occupation Zones, cost untold trillions of C-Bills in damages and involved soldiers from every major power in the Inner Sphere.

Some say it was destined to happen while others believe that it was the jealousy and treachery of one individual that brought Civil War to the Federated Commonwealth. Historians can argue those points of view until they are blue in the face and the outcome will still be the same: the Federated Commonwealth is no more. Her best sons and daughters are dead. The Inner Sphere is in ruins. The economies of the Federated Suns and the Lyran Alliance are shattered. Their militaries are mere shells of what they once were.

What more can anyone say?

As a soldier myself, I had considerable difficulty even responding to Victor Steiner-Davion's request that the NAIS put together a document that would recount the events of the Civil War, much like Dr. Banzai did following the Fourth Succession War. The New Avalon Institute of Science has always been devoted to making knowledge and technology accessible to the common man, but weren't we still too close to the war? The wounds opened up by this conflict were still far from healing, indeed if they even *could* heal.

But then I came to realize that, more than anything, if we were to begin the healing process, we would need information. We cannot begin to answer the question "why" without knowing "how." From my position on New Avalon, I was unfortunately sitting center-stage to the entire progress of the war. I watched the terrible battles here on this beautiful world, saw gun-camera footage and battle reports as they came in. Talked firsthand to those who fought on both sides.

I was one of the "lucky" few who knew what was truly going on. But only after I was asked to put this work together did I realize that almost no one outside of the AFFS or LAAF High Commands had that kind of access. As my staff began to research the progress of the war, we began to see just how deep the lies that Katherine Steiner-Davion and her agents spread truly were. While every world within the former Federated Commonwealth was touched in some way by the Civil War, most had only received news about its progress as filtered through the Archon's propagandists, individuals whose job it was to paint Katherine as the benevolent ruler and Victor as the evil despot.

Worse, with the glut of "renegade" news stories, "real-life" accounts and fictionalized novels and holo-vid productions, even the educated had difficulty determining what was "real" and what was fiction. Almost everyone in the Inner Sphere has seen either the Archer Christifori or the "Heavy Guard" holo-flicks, but

while they interspersed gun-camera footage into their productions and employed actual AFFS or LAAF officers as advisors, those vids bear little resemblance to what really transpired.

So, what you see here in front of you, is the "real deal." We have cut through the propaganda and the fictionalizations to deliver you the true stories of the Civil War. You will probably be shocked to learn that, in many cases, what you thought was true has nothing to do with the truth. We have not changed names or dates to protect anyone. What we have done is comb through the mountains of official reports, conducted thousands of interviews and reviewed the personal journals of numerous officers and soldiers who were involved directly in the war. This work is, simply, a concise and clear history of the Civil War. Do not let any other publication or release misguide you; this is your ultimate resource to the Civil War.

The first section, *Behind the Civil War*, presents you a brief glossary of sorts to the terms we use through this work. *Prelude to War* is a brief history of the events that lead up to the beginning of the Civil War, penned by myself. The next nine chapters describe in relative detail the events of each major Civil War Wave (including the invasion of the Draconis Combine, the Jade Falcon Incursion and the DCMS Reprisal) and was written by members of my staff. *Postscript* provides you a conclusion of sorts to the Civil War. The next two sections provide a detailed breakdown of how the major units involved in the war deployed and where they fought. The *Atlas* provides a brief atlas of the significant worlds where battles occurred during the Civil War. The final section is primarily for use by military and academic personnel involved in recreating the battles of the Civil War for the purposes of education.

Every one of us involved in this project have been deeply affected by our work on this project. Like everyone else within the Lyran Alliance or the Federated Suns, we lost family members and dear friends, respected colleagues and close mentors. Having been here on New Avalon during then entirety of the war, from the Flashpoint, through the senseless destruction of the First Davion Guards, past the Archon's bloody purges and on through to the bitter end, we saw firsthand the worst that the war had to offer. Our research into the war only brought the pain of those losses back to the forefront.

I know that those emotions will flood back to many of you who read this, and for that I apologize. I can only hope that we can all learn once and for all that civil war can never bring victory with it, only pain and suffering to all involved.

Rainier Wolfgram, General, AFFS
Commandant
NAIS College of Martial Sciences
30 October 3067

BEHIND THE CIVIL WAR

In presenting you this work detailing the Federated Commonwealth Civil War, we have attempted to make all of the facts fully accessible to everyone—not only students of military or political history, but to the common citizen as well. Because of the nature of this work, we are not able to present everything in absolute detail—for those who need a day-by-day reference to the actions of the last five years, both the AFFS High Command and the ComStar Archives have worked diligently to put together their own histories of the Civil War. At last count, however, each of those histories had exceeded seventy volumes that, while certainly the most complete records of the Civil War that will ever be put together, are all but useless to any but the serious historian.

Instead, we are making the history of the Civil War accessible to the average person. While we have compressed five years of heavy fighting that spanned a thousand light-years into a relatively small report, what you, the readers, will get is a full sense of how the war started, how it progressed and how it ended. Moreover, we will look at every significant world on which there were major battles in enough depth to see the progression of the military campaigns.

Above all, though, this work focuses on the military aspects of the Civil War. While we touch on the political maneuvering and the bureaucratic battles that happened behind the scenes, we do so only to provide a context for the larger events of the war. Likewise, we touch only briefly on the civil disturbances and protests that brought normal life nearly to a halt on hundreds of worlds across the former Federated Commonwealth. Further, because of the limiting nature of publishing requirements, we cannot hope to cover every single world on which a military engagement took place; our editors and researchers instead focused on the largest and/or most pivotal battles of the entire war. While we do not want to trivialize the pain and suffering on those worlds touched by the violence, we simply do not have the space in which to describe the way in which the war touched every world that it did.

We have, however, attempted to bring the opinions and feelings of the people of the former Federated Commonwealth to light. Scattered throughout the text of this work are quotes and journal excerpts from citizens and military leaders of both warring nations, designed to bring forth the human element of this terrible war. It was, after all, not a war fought between two nations' armies but rather a long put-off conflict of wills between a host of different-minded individuals. Clausewitz may have supposed that war is nothing more than an extension of politics, but Alexander Davion perhaps put it best when he said that civil war "...is at its very basis the evil of man personified: greed, sloth, gluttony, envy, pride, lust and wrath. Only instead of directing these evils at others, we turned them upon our own brothers and sisters."

ASSUMPTIONS AND TERMINOLOGY

Before we delve into the history of the Civil War, we must first set the standards that we will use throughout this work. The Civil War was as much about emotion as it was about the underlying problems of the Federated Commonwealth Alliance. Without lending too much credence to one viewpoint or dismissing another, we have chosen to employ a set of standards when referring to the nations and major players that took part in the Civil War.

For the purposes of this document, when we speak of the Federated Commonwealth or the Armed Forces of the Federated Commonwealth (AFFC), we are referring to the state as it existed prior to the secession of the Lyrans in 3057. Therefore, when we speak of the Lyrans Alliance, the Lyrans Alliance Armed Forces (LAAF), the Federated Suns and the Armed Forces of the Federated Suns (AFFS), we are referring to those nations and militaries as they existed following the Lyrans secession. While we recognize that the Federated Suns State was still officially known as the Federated Commonwealth, and that the Federated Commonwealth did not cease to exist until the end of the Civil War, we chose to use this naming convention for the benefit of our readers. To do anything else would likely cause more confusion than necessary.

Likewise, we chose to employ a similar convention in referring to Victor Steiner-Davion and Katherine (Katrina) Steiner-Davion. Quite frankly, people throughout the former Federated Commonwealth could call Victor Steiner-Davion by any one of a number of titles: Archon-Prince, First Prince, Commanding General, Precentor Martial, and Supreme Marshal are just a few. As he willingly gave up claim to the throne of both the Federated Suns and the Lyrans Alliance, and during the course of the Civil War stepped down from his positions within ComStar and the Star League Defense Force (SLDF), we have chosen to simply refer to him by name (and when no surname is given, readers should assume that the name 'Victor' is in reference to Victor Steiner-Davion). When a title is used, it will be used only in conjunction to past events.

Perhaps more controversial will be our treatment of Katherine Steiner-Davion. While we recognize that she took on the name of Katrina, in memory of her maternal grandmother, we must also recognize the debate that has taken place over the years because of her assumption of that name, especially in light of her involvement in so many crimes. While some may brand us biased and will try to debunk us as mere puppets of the Davion establishment, we will use her given name, Katherine, when referring to her. Likewise, while she was legally confirmed as Archon of the Lyrans Alliance by the Commonwealth Council and the Estates General, she could not legally assume the position

of First Prince of the Federated Suns. Therefore we will refer to her only as Archon Katherine, even while she sat on the throne on New Avalon (technically as Regent).

MILITARY DEFINITIONS

Undoubtedly, many readers of this work will be historians and trained military officers. Yet there will be a great percentage who will have had either none or only rudimentary military training, so it behooves us to define the terms we will be using throughout this work. We will assume that most readers will understand the basics of the military chain of command, so we will not define the rank structures. We will, however, define for all the organizational terms we use throughout this work.

When talking about the makeup of military units, we refer to three major types of units. Unless otherwise specified, most units are made up of only one type of combat element (infantry, tank, BattleMech, etc.). For purposes of this work, **mixed** units are made up of multiple types of combat elements, including BattleMechs. **Combined-arms** units are made up of multiple types of combat elements, though they lack BattleMechs.

The **squad** is the smallest combat unit used, comprised of five to sixteen men or four battle suits, and is used exclusively in reference to infantry or battle armor units. A **platoon** is used in reference to either infantry or armor (tanks and other conventional armored vehicles) and consists of four squads or four tanks. Organizationally, **lances** are equivalent to platoons, but the term is used primarily in reference to BattleMechs; a lance contains four 'Mechs. A **company** can be made up of two to five platoons or lances, but is usually comprised by three. A **battalion** likewise can contain two to five companies, and a **regiment** can also have as many as five or six battalions.

In aerospace terms, a **flight** (sometimes called an **aero lance**) is made up of two fighters. Three flights traditionally make a **squadron**, while three squadrons form a **wing**. Very rarely, three or more wings can be assigned together to form an **aerospace regiment**.

A **brigade** is formed from a group of three or more regiments, usually of like composition. Though not often used in modern military parlance, a **division** is made up of two or more brigades.

While most of the previous units are traditionally made up of a single type of units (at least up through the brigade level), several mixed and combined-arms units also exist. A **regimental combat team (RCT)** is made up of a single BattleMech regiment, an armored (tank) brigade, an infantry brigade and sev-

eral aerospace wings. A **combat command** is usually a subdivision of an RCT (though it can also be formed from other units), generally stronger than a regiment, that takes battalion formations from 'Mech, armored and infantry units and combines them under a single commander. Combat commands are usually only temporary formations, but offer a commander more flexibility and capability than a regiment of a single type of combat element.

Most BattleMech units, and all regimental combat teams, within the AFFS and LAAF structures belong to a **combat organization**—a greater organization of units that fall under the same administrative chain of command (such as the Arcturan Guard, the Davion Brigade of Guards or the Syrtis Fusiliers). On the other hand, **free** units (usually regiment-sized or higher for ground forces) do not belong to any specific combat organization and are directed solely through the normal march or theater chain of command.

Regular army units are the full-time, front-line units of the AFFS or the LAAF; they receive the best equipment and soldiers. **Regional militia** units are the second-line forces that defend the Federated Suns' Marches and the Lyran Theaters; they receive older and less-capable equipment. **Planetary militia** are the soldiers raised by each planet's government to provide a final line of defense; as they are financed primarily by each planet's government, they vary in composition and capability, but very few employ BattleMechs.

We will speak extensively about unit affiliations; **Loyalist** units are those that backed Archon Katherine, while **Allied** units were those that opposed the Archon.

Finally, while it is beyond the scope of this work to give exact casualties (and by casualties we mean dead/destroyed, missing, unserviceable and/or captured) suffered by each unit involved in the war, we will talk about casualty levels in general. **Light casualties** include losses of all kinds up to ten percent of the unit's combat strength. **Moderate casualties** are losses from ten to twenty-five percent, **heavy casualties** are from twenty-five to fifty percent losses, and **serious casualties** are more than fifty percent. In general, units that lost more than sixty percent casualties were considered by the AFFS or LAAF as **lost** or **destroyed**, even though the unit might still have a significant amount of force left, especially within RCTs. In many cases within the past century, "destroyed" units were stricken from the active military rolls, but took only a short amount of time to rebuild (a few months to a few years). Even today, mere months after the official end of the Civil War, half a dozen "destroyed" units have returned to service within the AFFS and the LAAF.

PRELUDE TO WAR

LAW AND THE PRINCIPALITY

Much has been said and written on the subject of Katherine Steiner-Davion's come to power on Tharkad in 3057 and again on New Avalon in 3060, some by experts but most by people who barely understand the laws governing the operation of their own air car. While the question should have been relatively easy to answer, the unfortunate fact is that the secession of the Lyran state threw the law into a flux.

When she took on emergency war-powers in September of 3057 in response to the Marik-Liao attack into the Sarna March, Katherine Steiner-Davion assumed almost the full powers of Archon. By seceding the Lyran State from the Federated Commonwealth, she summarily reinstated the laws and codes of the old Lyran Commonwealth, investing power back in the office of the Archon. Though largely symbolic, the ratification that the Estates General bestowed upon Katherine Steiner-Davion was all that was required to legally make her Archon of the new Lyran Alliance. Even before the Federated-Commonwealth Alliance, there were few legal requirements to stand in the way of a potential Archon, save a direct blood tie to the former leader and confirmation by the Estates General.

Where Katherine Steiner-Davion's bid for power runs afoul of law is in her assumption of the title First Princess on New Avalon. Her sister, Yvonne, was named Regent of the Federated Commonwealth by her brother, Archon-Prince Victor Steiner-Davion, and confirmed by the AFFC High Command, the Federated Suns' High Council and the Lyran Estates General. When Yvonne Steiner-Davion willingly gave up the Regency in December of 3060 to Katherine, both the AFFC High Command and the High Council likewise confirmed this appointment. While the sitting Archon-Prince did not nominate Katherine as Regent, the Privy Council (a group of senior leaders from within the High Council), acting as the Regent's Review Board, could—and did—legally make that emergency appointment.

Once confirmed as Regent of the Federated Commonwealth, however, Katherine lost all legal claim to the position of Archon-Prince—the result of the Acts of Succession put into place by First Prince Alexander Davion

"Hanse Davion marrying the heir to the Lyran throne? Even if it is a match made in heaven, I somehow have the feeling that we'll all be going to hell..."

— Cardinal Francis Flynn, New Avalon Catholic Church, 3026

LOOKING BACK

Officially, the war has been over for scant months and already dozens of so-called historical treatments of the Federated Commonwealth Civil War have been published throughout the Inner Sphere, with literally thousands more articles, documentaries and other media clamoring for the attention of historians and students alike. As I write this, battles are still waging on more than a dozen of planets in both the Federated Suns and the Lyran Alliance, and that doesn't even begin to take into account the continued action in the Clan Occupation Zone, the Chaos March and even the so-called Tikonov Reaches.

Pessimists called the Civil War inevitable. Optimists called it the worst quality of humanity. Spiritualists see it as evil incarnate. But we historians see it as just another cycle. Anyone who takes looks back through the annals of humanity will see a trend of war and peace. Well, relative peace, at least. Politicians can call it what they will. Liberals can blame it on the conservative "war-mongers" while conservatives lay the cause at the feet of the "panty-waist liberal compromisers," but when all is said and done, it's just another cycle. Like the great storms of Nahoni which come and go with almost clock-like regularity, war on a tremendously grand-scale has returned to the Inner Sphere, the likes of which hasn't been seen since the fall of the Star League.

That is not to say that wars happen for the sake of happening. No, there indeed is a cause and effect relationship. But we can't predict with any certainty just *why* a war will happen ten, twenty, thirty or even a hundred years from now. The terrible truth that all historians have to live with is that, while humanity is destined to repeat their mistakes, all we can truly rely upon is 20/20 hindsight.

But you, the kind readers, are probably not interested in the ramblings of this humble historian on the nature of his profession.

To say that the Federated Commonwealth Civil War radically altered the course of humanity and drastically changed the lives of trillions is stating the obvious. The war impacted the life of every inhabitant of the Inner Sphere and the near Periphery in some way. Combat units hailing from just about every nation were involved in some sort of fighting either directly or indirectly related to the Civil War. Conservative estimates indicate that as many as 70 percent of the people in the Inner Sphere or near Periphery lost a relative or friend in the fighting. It may be known as the Federated Commonwealth Civil War, but it encompassed so much more than just that former mega-nation.

As with any war, the genesis of the conflict lies deep within layer upon layer of politics and intrigue. The average person would say that it happened because Prince Victor forced his sister to secede the Lyran state or that Katherine Steiner-Davion was a power-hungry despot who killed her mother and usurped her brother (depending upon the person's point of view). The educated person might say that its genesis lies much further back than that, however. While some will argue that it goes all the way back to the days of Lucien Davion or the Marsdens, or to the evil of Stephan Amaris, most agree that the first embers of the Federated Commonwealth Civil War were lit with the marriage of Hanse Davion and Melissa Steiner.

What I will attempt to do here is briefly describe the events leading up to the beginning of the Civil War. So while I will not delve into the intricate details of the history of the Federated Commonwealth—after all, there are more than enough works that already cover that era—I will provide a summary of the major events and sweeping movements that most directly led to the Civil War. Hopefully, with this brief primer

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in 2541, laws that were specifically included in the Federated-Commonwealth Alliance Document when signed in 3022. Moreover, before an individual can become Archon-Prince of the Federated Commonwealth (and by extension Supreme Marshal of the AFFC), that individual must serve a minimum of five years within the AFFC. As she had never served in the military of either nation, Katherine Steiner-Davion could not legally assume that role.

Nevertheless, she began to use the title of First Princess (a title that technically never even existed—no matter the gender of the leader of the Federated Suns, the position was always called “First Prince”) in early 3061 with the approval of the Privy Council. She soon began to make a number of significant changes within the government and military of the Federated Commonwealth—including removing the current Prince’s Champion and naming another—all illegally.

Of course, the old axiom does still apply: possession is nine-tenths of the law. While she had no legal standing to assume the throne on New Avalon, the fact that the people in the position to stop her not only did not do so, but actually gave their blessing, gave her the power to secure her position.

Even today, now that the Civil War is over and the Federated Suns is legally a nation again, the legalities of the succession are confusing to all but a few. Victor Steiner-Davion has renounced all claim to the throne on New Avalon, as has his brother, Peter. Prior to doing so, Victor issued dual proclamations that stripped his sister Katherine (and her children) of any claim to the thrones on either New Avalon or Tharkad and set the lines of succession for both nations.

While she was once named Regent of the Federated Commonwealth, that fact does not legally prevent Yvonne Steiner-Davion from assuming the First Principality, though her lack of military service does. She now sits as Regent on New Avalon. Per the DeBurke Treatise of 2846, the Davion line of succession passes to her firstborn child, though if she marries, her husband would be heir-by-marriage. Likewise, Duke George Hasek is currently heir-presumptive (with no other children of Hanse Davion available, the lineage traces back to the children of his half-sister, Marie Davion, paternal grandmother of Duke George Hasek). Even if Victor Steiner-Davion has children, they

in mind, you, the readers, will have a better sense of just how and why the war progressed the way that it did.

MARRIAGE OF CONVENIENCE

The early decades of this century were truly a different time. While, like today, war gripped each of the Successor States, attitudes and emotions were radically different. The Third Succession War was slowly grinding to a halt, not because anyone had won, but because the Successor States were literally exhausted. After centuries of almost unremitting war, not even the great economy of the Lyran Commonwealth could afford to continue the fighting.

As the fighting slowly ground to a halt, Archon Katrina Steiner issued her Peace Proposal to the leaders of the other Successor States, a proposal that was met with scorn and derision from all but one. Of course, it was little surprise to political scholars that Prince Hanse Davion of the Federated Suns took the Archon’s proposal seriously. After all, only rarely had their two nations directly fought each other during the course of the Succession Wars and both had considered the Draconis Combine their most dangerous enemy.

What did surprise and shock the rest of the Inner Sphere was the Federated-Commonwealth Alliance Document signed in 3022. Though kept secret for some time, the alliance not only provided for the sharing of military, scientific and intelligence information, but also heralded the eventual merging of the two nations. Indeed, as an unwritten proviso of the alliance, Archon Katrina promised the hand of her daughter, Melissa, in marriage to Prince Hanse Davion.

Of course, the wedding of the two on Terra in 3028 shocked nearly everyone in the Inner Sphere. Never before had two nations allied so closely, a fact that frightened the other three Successor Lords. Prince Davion and Archon Steiner vindicated the worries of their peers when they launched the Fourth Succession War on the day of the wedding with Prince Hanse’s proclamation to his new wife, “in honor of our marriage... I give you a vast prize. I give you the Capellan Confederation!”

That war lasted less than two years, but accomplished more than any nation had in two and a half centuries of war. The militaries and economies of both nations felt the lift in esprit that came with victory. Once lukewarm polling results showed that, after the end of the Fourth Succession War, the people of the Federated Suns and the Lyran Commonwealth overwhelmingly supported the alliance between the two superpowers. Even the people of the Sarna March, the region formed from the territory captured from the Capellan Confederation, eventually began to show their support to the union (though, to be fair, that change in attitudes happened only after extensive campaigns by various political, press and intelligence agencies from both the Suns and the Commonwealth extolling the virtues of Archon-Designate Melissa Steiner-Davion as their leader).

But the alliance’s foundation had cracks in it long before the Federated Commonwealth was even formed officially. Right from the beginning of the alliance process, key figures in both nations, such as Duke Michael Hasek-Davion and former-Archon Alessandro Steiner, voiced their dissatisfaction with the mere idea of an alliance between the Federated Suns and the Lyran Commonwealth. Moreover, they actively courted opposition to the alliance within highly-placed and regarded individuals within the military and political structures of both nations.

Perhaps what did the most damage in the early days of the alliance, however, were the wargames fought between the two militaries. The so-called Alliance Games brought to light the weaknesses of the Lyran Commonwealth Armed Forces. Quite a few senior commanders within the LCAF, embarrassed by their poor showing in these games, feared a FedSuns takeover of the Lyran military—no doubt to be followed closely by their takeover of the entire Lyran Commonwealth. While both Archon Katrina Steiner and General of the Armies Edward Regis actively supported increasing relations with the Federated Suns, individuals like Duke Frederick Steiner, the

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Archon's cousin, placed blockade after blockade into the path of alliance. Even the Archon's sister, General Nondi Steiner, could manage little better than cool feelings toward the alliance in public; in private, the general continually bombarded her sister with bitter diatribes against the alliance, at least if the score of "insider biographies" penned by members of the royal staff can be believed.

Of course, from the point of view of the average Armed Forces of the Federated Suns officer, the LCAF was full of nothing but socialites and hedonists with absolutely no grasp of tactics. The continued failures of the LCAF in the Alliance Games did nothing to help that image. More than one AFFS commander expressed feelings of dissatisfaction with having to teach the Lyran how to actually fight a war.

FATEFUL DECADE

The incredible successes of the Fourth Succession War did much to suppress the dissent within the two nations, but the underlying problems were still there. Both nations' military academies opened their rolls to cadets hailing from either realm. The continuing expansion of trade and other civilian relations eased opposition within the general civilian population, and the simple fact that the Draconis Combine, Free Worlds League and Capellan Confederation all felt increasingly threatened by the alliance brought a great deal of pride to the people.

While the politicians and media relations departments of both nations worked overtime to sell their people on the benefits of alliance, the scientific community actually did more to close the gap than anything. Researchers all over the Commonwealth and Suns were working overtime to unlock the secrets contained within the Star League Memory Core discovered in the days before the Fourth Succession War. Almost daily, some rediscovered piece of technology was released to the general public. The people of the Lyran Commonwealth and Federated Suns, once exhausted and destitute after centuries of unrelenting warfare, were energized again.

The 3030s were not kind to the two nations of the fledgling Federated Commonwealth, however. The formation of the Free Rasalhague Republic in 3034 caused a massive uprising of emotions within the Lyran Commonwealth, culminating in yet another in a long string of rebellions within the Skye region. Surprisingly deftly handled by the leaders in both F-C states, the Skye Rebellion could have easily turned into a disaster for the Lyran state had their two neighbors, the Draconis Combine and the Free Worlds League, not been embroiled in their own internal problems.

At the close of the decade, Prince Davion again tempted fate by launching a massive coordinated assault against the Draconis Combine. The fates turned against the Prince in this so-called War of 3039, however. Quickly stymied by a daring counterassault helmed by *Gunji-no-Kanrei* Theodore Kurita, Prince Davion halted the war almost before it began, with but a few worlds changing hands.

The political fallout from these events was relatively minor, all things considered, yet ultimately the alliance suffered. Unfortunately, no one would truly recognize the damage until long afterwards.

MILITARY ALLIANCE

From the moment they had begun negotiations for the Federated-Commonwealth Alliance treaty, Prince Davion and Archon Steiner envisioned a united nation, governed by the progeny of Hanse and Melissa Davion and protected by the most powerful military the Inner Sphere had seen in centuries. Their first actions in support of the military alliance were to sponsor wargames between the two militaries, followed shortly thereafter by the formation of the Federated Commonwealth Corps, an organization of allied troops that eventually encompassed twelve full RCTs, staffed by the finest soldiers that both the Lyran and Federated Suns military academies could produce and equipped with the best military hardware.

would be exempt from the line of succession as they would have been born after his proclamation. Until Yvonne Steiner-Davion has any children, the lines of succession within the Federated Suns will be cloudy.

Likewise, within the Lyran Alliance, the lines of succession are just as vague. Peter Steiner-Davion is the Archon, and the lines will trace from him through his spouse and children just as they do for his sister, Yvonne. The current Heir-Presumptive is General Lisa Steiner, daughter of the late General of the Armies Nondi Steiner (the sister of Katrina Steiner and aunt to Melissa Steiner).

— Article by Dr. Harry Kuzak, Chairman
NAIS Law Department, 3067

CIVIL WAR TIMELINE

3020

Archon Katrina Steiner issues her "Peace Proposal" to the leaders of the other Houses; only First Prince Hanse Davion responds with interest

3022

(8 May) The Federated-Commonwealth Alliance Document signed on Terra
(13 October) Initial proclamation of the Concord of Kapteyn signed between the Capellan Confederation, Draconis Combine and Free Worlds League in response to the Federated-Commonwealth Alliance

3024

(10 August) After almost two years of negotiations, the final language and agreements in the Concord of Kapteyn is accepted

3025

End of Third Succession War

3026

Operation Galahad—first major wargame exercises between LCAF and AFFS

3027

Operation Galahad II and Thor—second major wargame exercise

3028

(20 August) Hanse Davion and Melissa Steiner

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married on Terra; AFFS and LCAF launch Fourth Succession War

3029

Tikonov Free Republic secedes from the Capellan Confederation; St. Ives Compact secedes from the Capellan Confederation

3030

(10 January) First Prince Hanse Davion and Archon Katrina Steiner declare cease-fire, ending Fourth Succession War

(12 April) Victor Ian Steiner-Davion born

3031

(September) Tikonov Free Republic absorbed by the Lyran Commonwealth's Sarna March

3032

(16 November) Katherine Morgan Steiner-Davion born

3034

Free Rasalhague Republic Formed; Skye Crisis flares

3035

(2 February) Peter Ardan Steiner-Davion born

3037

(14 July) Arthur Andrew Steiner-Davion born

3039

(15 March) Archon Katrina Steiner resigns; Melissa Steiner-Davion named Archon; Yvonne Steiner-Davion born

(2 April) AFFC launches the War of 3039

3040

(4 January) Katrina Steiner dies

(11 January) First Prince Hanse Davion ends war of 3039

3042

(1 April) Armed Forces of the Federated Commonwealth officially formed

3050

(March) The Clans invade the Inner Sphere

(10 September) AFFC victory on Twycross over Clan Jade Falcon

(31 October) Clan Invasion temporarily halted when iIKhan Leo Showers is killed

As the two militaries continued to work with each other, the leaders of the two nations continued to encourage their senior officers to coordinate operations and do what they could to share administrative and logistics concerns. The Federated Commonwealth Intelligence Corps (FCIC) had its humble beginnings years earlier in the coordination office set up to share intelligence between the Lyran Commonwealth and the Federated Suns for the Fourth Succession War. Over the course of a decade, the FCIC turned into something far more, directing the efforts of the two nations' intelligence agencies.

By the beginning of the 3040s, the two militaries had grown significantly closer, despite the best efforts of those who felt threatened by the alliance. The build-up to the War of 3039 only served to drown out the cries of the dissenters as the two military machines prepared to crush their mortal enemy—the Draconis Combine. The dissenters soon had their day in court, though, and proclaimed that the utter failure of Prince Davion's plan to destroy the Dragon was a herald that the alliance was doomed. While their underlying premise may have been faulty, history nevertheless proved them correct nearly three decades later.

In spite of the vocal dissention, the active political lobbying on both sides of the border and even the failure experienced at the hands of the Draconis Combine, the majority of the two nations' people still saw full alliance as a positive thing. Prince Davion and newly-appointed Archon Melissa Steiner-Davion directed their militaries to unite under the banner of the Armed Forces of the Federated Commonwealth. In 3042 the AFFS and the LCAF did just that. Though the two maintained a great deal of autonomy and retained much of their individualities, the Federated Suns and Lyran Commonwealth State Commands reported to the High Command of the AFFC.

Unfortunately, emotions flared in the final stages of integration. While difficulties had sporadically come to light during the previous twenty years, they paled in contrast to the problems that erupted following the integration. The leaders of the AFFC came up with a new rank system and new uniforms to replace those of the former AFFS and LCAF. Though designed to inspire an esprit de corps within the varied members of the nascent AFFC, the new ranks and uniforms quickly became objects of scorn for the majority of the AFFC. Many ranking commanders were given what they considered to be demotions and, combined with the sudden increase of senior officers, felt they had few options for promotion.

FedSuns officers quickly found themselves surrounded by Lyran counterparts. Fearing they would be passed over for promotion by Lyran commanders because they didn't have the right parentage, natives of the Federated Suns formed their own unofficial cliques and gave preference to those they considered "their own," paradoxically perpetuating the very type of discrimination they feared.

On the other hand, AFFC members hailing from the Lyran state felt that they were in the minority, that they were the interlopers. Constantly out-performed by their AFFS counterparts in combat exercises, many Lyran officers felt they had to do everything within their power to ensure that their brothers remained fairly represented within the AFFC.

In short, the newly-formed AFFC was an organization wrought with problems. It was a good thing that it was almost a decade before the AFFC faced its first major enemy.

ADVERSITY...

Throughout the 3040s, the AFFC experienced growing pains that at times crippled the combined militaries of the soon-to-be Federated Commonwealth. Prince Hanse and Archon Melissa instructed their trusted senior leaders to forge a newfound solidarity within the AFFC. Unfortunately, that meant purging the ranks of the malcontents and the chaff. Again, though these purges did not single out any particular nationalities or groups, many officers felt that they and their brothers were unfairly targeted. While the purges did eventually rid the AFFC of most of its troublemakers, they

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caused more problems than they solved, especially as some of the most senior officers quickly became known as hatchetmen. Hauptmann General William Regis, son of the last Lyran General of the Armies and a staunch Lyran nationalist, took early retirement in spite of a promising career—one that could have taken him to the head of the AFFC—because those around and under him considered him nothing more than a Davion puppet. His was not the only career to suffer such a blow.

But the close of the decade brought a sudden spurt of solidarity to the AFFC, though not because of any actions of the High Command. In late 3049, as everyone knows today, the Clans returned to the Inner Sphere on their Operation Revival; the Lyran State lay in the direct line of their assault path.

The AFFC was, as we all know, ill-prepared for the Clan onslaught. Not only did these descendants of Aleksandr Kerensky's Star League Defense Force have the technological advantage, but they attacked from a completely undefended approach. The first year of the Clan War saw the AFFC simply pouring as many units as they could into the path of the Clans, a tactic that resulted in the deaths of far too many young sons and daughters.

As the war progressed, the factious nature of the AFFC, and indeed the entirety of the so-called Federated Commonwealth, truly came to the surface. People in the Lyran state believed that Prince Hanse Davion did not care about them and was holding back his best units to protect the Federated Suns. At the same time the people in the Federated Suns complained just as loudly that they were sending their sons and daughters off to be slaughtered by the Clans for no good reason. The fact that the two nations were put onto a wartime economy as soon as the threat of the Clans became apparent did not help matters at all; civilian shipping almost ground to a halt and luxury items quickly became almost impossible to obtain. Moreover, the price of common items and even food rose to such great heights on some worlds that some citizens found it almost impossible to live.

To be fair, this dissatisfaction did not extend to every world nor did a majority of the citizens of the two nations even express their unhappiness with the Federated Commonwealth alliance. Polls from that time period indicate that there were still a majority who believed that their leaders were effectively performing their jobs and that the alliance was still a good thing. Of course, by this time the cracks in the foundation were becoming more readily visible.

The Federated Commonwealth still had some life in it, though.

...AND GRIEF

Historians have tried to assess the cost of the Clan War for a decade and a half, and every time have fallen short. The final toll in dead will never be known. Certainly, the Lyran state lost far less than the Draconis Combine did in just the Turtle Bay massacre, yet the effects are still being felt today. The economies of dozens of worlds were crushed while both halves of the Federated Commonwealth were deprived of the revenues of dozens more captured by the Clans. Perhaps the most important loss the Federated Commonwealth felt was the death of Prince Hanse Davion, however.

Archon Melissa Steiner-Davion stepped up in her husband's place and assumed the role of sole leader of both realms (technically sitting as regent in the stead of her son Victor taking on the title of First Prince of the Federated Suns, though the legal matters of this office are described in the sidebar entitled **Law and the Principality**, beginning on page 8). So beloved was she by people in both halves of the super-state that not even the most hard-line conservatives within the Federated Suns dared oppose her publicly. Archon Melissa managed almost single-handedly to put behind most of the animosities and difficulties felt by the people of both nations, rallying them to rebuild the Federated Commonwealth's economic and military strength.

The Federated Commonwealth was well on its way to a new renaissance when tragedy struck again. On 19 June 3055, Melissa Steiner-Davion died on Tharkad in an assassin's blast. In one fell swoop, the Federated Commonwealth simultaneous-

3051

(12 January) The leaders of the Inner Sphere convene on Outreach at the invitation of Colonel Jaime Wolf

(5 August) Captain-General Thomas Marik agrees to supply the AFFC and the DCMS with military equipment; in exchange, his son is brought to New Avalon and placed under the care of doctors from the NAIS

(November) The Clans resume their invasion of the Inner Sphere

(25 December) Wolf's Dragoons and the Kell Hounds arrive in the Luthien system to assist in the defense of the Combine's capital under orders from First Prince Hanse Davion

3052

(5 January) Battle for Luthien; battle of Alyria in which Archon-Prince designate Victor Steiner-Davion is almost captured; Justin Allard killed and Prime Minister Candace Liao wounded in assassination attempt ordered by Chancellor Romano Liao

(1 May) The battle of Tukayyid begins

(6 May) Archon-Prince Designate Victor Steiner-Davion on the Combine world of Teniente to rescue Hohiro Kurita

(8 May) Chancellor Romano Liao dies, officially of natural causes, though various rumors indicate that either Sun-Tzu Liao kills her or that Prime Minister Candace Liao ordered her assassination in retribution for the attempt on her own life

(20 May) Battle of Tukayyid ends; 15-year Truce of Tukayyid begins

(17 June) First Prince Hanse Davion dies of a heart attack; Archon-Prince Designate Victor Steiner-Davion refuses accession as First Prince; Archon Melissa Steiner-Davion accepts the Regency of the Federated Suns

3054

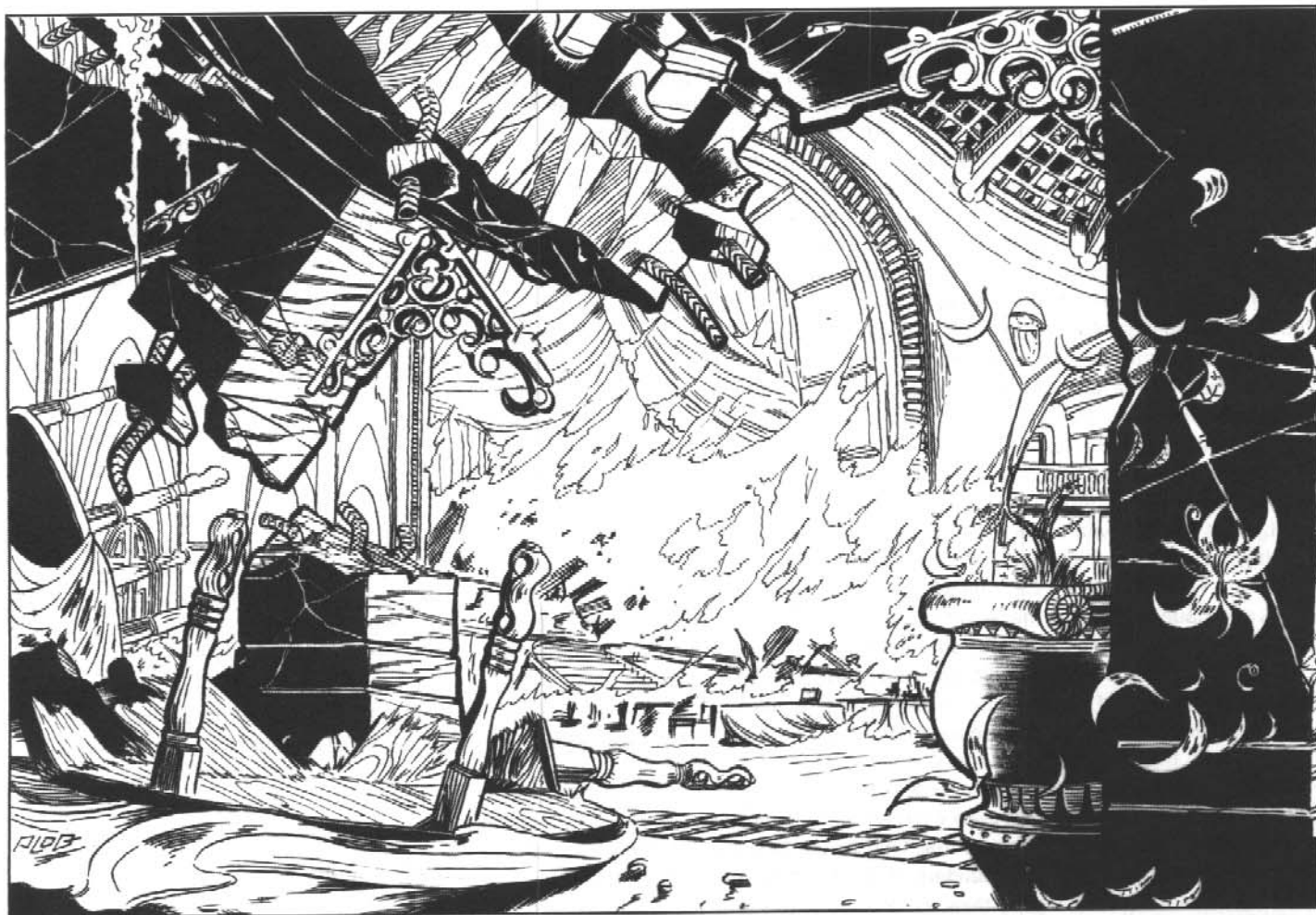
(February) The Red Corsair begins raids into the Federated Commonwealth

3055

(18 April) Clan Wolf joins the AFFC in operations against the Red Corsair once evidence of Clan support is proven

(19 June) Archon Melissa Steiner-Davion murdered; Victor Steiner-Davion becomes Archon-Prince; Federated Commonwealth officially comes into being

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(11 September) The Red Corsair lands on Arc-Royal and is beaten back by Kell Hounds and Clan Wolf forces

(25 October) The Red Corsair and her forces destroyed on Elissa before they could trigger an incident that would force the repudiation of the Truce of Tukayyid

3056

(April) Skye Rebellion begins

(24 April) Ryan Steiner assassinated

3057

(20 May) Joshua Marik dies and the MIIO plants a double in his place on New Avalon

(16 September) Captain-General Thomas Marik launches Operation Guerrero; Chancellor Sun-Tzu Liao launches his own offensive against the Federated Commonwealth

(18 September) Lyran Alliance secedes from the Federated Commonwealth; Katherine

ly came into being and sat down upon its death bed. Until that day, the Lyran Commonwealth and the Federated Suns were still technically two separate nations (though of course the groundwork to unite the two halves under a single government had been put into place years before). Victor Ian Steiner-Davion became Archon Prince that day, ruler of a nation destined to tear itself apart.

MISTAKES AND MISSTEPS

Almost from the minute that Melissa Steiner-Davion died, rumors of Victor's involvement in her assassination began to surface. Within weeks, people in every corner of the Inner Sphere had heard that at the very least Victor was complicit in his mother's death. After all, the rumors went, why else wasn't he at her funeral?

Of course, in retrospect we can make a more educated deduction at who was truly behind the assassination of Melissa Steiner-Davion. That it does seem that one of her children as well as a cousin were intimately involved in the plot does not lessen its impact even today, nor do they magically erase all of the problems faced by the nations of the Federated Commonwealth since. The simple fact is that the assassination of Melissa Steiner-Davion lit the metaphorical fuse that eventually detonated on Kathil the powderkeg that the Federated Commonwealth had become.

As could be expected, the people of the Federated Commonwealth split down lines of nationality, though after some three decades of free trade and alliance, the line of demarcation was not so clearly visible. Individuals and groups in both halves of the nation called for Victor's head. That he was schooled primarily in the martial arts hurt him terribly in the years following his mother's death—while he was the

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firstborn son of Hanse and Melissa Davion, he was wholly unprepared to take on the mantle of leadership. Without decades of political and diplomatic experience under his belt, he made several serious blunders that he could not recover from, blunders that cost him a great deal of support within both the Federated Suns or the Lyran Commonwealth. Politicos that once considered themselves allies of the all-powerful Steiner-Davion family headed for the hills, so to say, protecting their own little chunks of power.

In 3057 Victor learned that the young son of Captain-General Thomas Marik, the leader of the Free Worlds League, was dying. The child had been under the care of NAIS physicians on New Avalon for the better part of the decade, a political move made to secure the assistance of the Free Worlds League in supplying the AFFC with the weapons and equipment it needed to combat the Clans. Prince Victor made the fateful decision withhold from Thomas Marik the truth about his son's condition and instead replace the young boy with a double. When Marik found out, he immediately launched a punitive campaign against the Federated Commonwealth, one on whose coattails the Capellan Confederation rode, aimed at taking back all of the territory lost during the Fourth Succession War.

Where Victor expended the majority of his energies on becoming a warrior-general, it was Katherine who truly followed in the ways of both of her parents. By her eighteenth birthday, she had mastered the arts of manipulation. But where she inherited her mother's incredible beauty, she also inherited the hunger of the Davions.

Seizing upon the opportunity afforded by her brother's political ineptitude in handling the Joshua Marik situation in 3057, Katherine seceded the Lyran state from the Federated Commonwealth, naming herself Archon Katrina (in honor of her maternal grandmother) in the process. From her palace on Tharkad, she and her advisors manipulated the citizens of both halves of the Federated Commonwealth while Victor defended the Sarna March against the incursions of both the Free Worlds League and the Capellan Confederation.

While most critics place the young Archon-Prince's greatest mistake in the way he handled the Joshua Marik situation, the way he misjudged his sister Katherine may prove to be an even greater mistake. Whether due to naiveté or poor advice from his political advisors, Archon-Prince Victor did not oppose the Lyran secession in any way. Furthermore, while his sister issued a recall order to all Lyran military units operating within the Federated Suns state, Victor did not reciprocate. Even more damaging, a majority of the Federated Commonwealth's JumpShip fleet was still operating within the Lyran state at the time of the secession. By not opposing his sister's bid for power, Archon-Prince Victor severely hurt the remainder of the Federated Commonwealth. Morale within the Federated Suns state was at an all-time low.

What the Federated Suns needed was a victory of incredible proportions. That, at least, was something that Victor could produce.

IRONIC FATE

Perpetually concerned with the threat of the Clans, Victor was handed an incredible piece of intelligence in 3058, one that would affect the lives of every man, woman and child in the Inner Sphere: the location of the Clan homeworlds. Putting together a task force made up of units from every Inner Sphere realm, Victor embarked on an odyssey that would span thousands of light years and take more than two years to complete. But in the end, one entire Clan lay annihilated, and with it the immediate threat posed by the rest of the Clans.

Yet while Prince Victor was doing what he did so well, so too was his sister, Katherine. She masterfully manipulated the people of the Federated Suns and her own sister Yvonne, whom Victor had named Regent of the Federated Commonwealth in his absence. With Victor gone to fight the Clans, Katherine's people played up the fact that, having heard nothing from the two task forces sent to destroy Clan Smoke Jaguar, Victor could have been killed in action months earlier. Subtly encouraged by

Steiner-Davion named Archon by the Estates General

(November) 14th battle of Hesperus; end of the Skye Rebellion

(20 November) Khan Phelan Ward leads one-third of Clan Wolf into exile in the Lyran Alliance

(15 December) Captain-General Thomas Marik ends Operation Guerrero; Chancellor Sun-Tzu Liao does likewise shortly thereafter

3058

(1 January) Duke Morgan Kell creates the Arc-Royal Defense Cordón

(January) Archon Katherine Steiner-Davion travels into the Clan OZ to forge a political/military alliance

(3 February) Clan Jade Falcon begins its invasion of the Lyran Alliance, with a final destination of Coventry

(10 February) First Prince Victor Steiner-Davion begins journey to Tukayyid for wargame exercise with ComStar

(12 February) Archon Katherine Steiner-Davion captured by Khan Vladimir Ward

(28 February) The Word of Blake begins their assault on Terra

(15 March) Clan Jade Falcon forces land on Coventry

(20 March) Archon Katherine Steiner-Davion returns to Tharkad

(5 June) First Prince Victor Steiner-Davion arrives in the Coventry system with a multinational task force

(16 June) First Prince Victor Steiner-Davion offers the Jade Falcons on Coventry *hagira*

(1 October) The first Whitting Conference opens on Tharkad, leading to the reformation of the Star League and the decision to target Clan Smoke Jaguar for Annihilation

(14 November) Precentor Martial Anastasius Focht presented with the location of the Clan homeworlds

(21 November) Star League Constitution signed

(29 December) First Prince Victor Steiner-Davion arrives on Luthien

3059

(1 May) The Operation Serpent task force leaves Defiance, bound for the Smoke Jaguar capital of Huntress, AFFC Marshal of the Armies Morgan Hasek-Davion commanding

(20 May) Operation Bulldog begins, Precentor Martial Anastasius Focht commanding with

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First Prince Victor Steiner-Davion serving as his deputy; Duchess Yvonne Steiner-Davion sitting as Federated Commonwealth Regent on New Avalon
(13 August) The Operation Bulldog task force follows the retreating Smoke Jaguars back towards the Clan Homeworlds

3060

(3 January) Marshal of the Armies Morgan Hasek-Davion assassinated while enroute to Huntress
(2 March) The first Inner Sphere forces land on Huntress
(9 April) Conquest of Huntress complete
(23 April) The Great Refusal is fought on the Clan homeworld of Strana Mechty; the Bulldog and Serpent task forces prepare for return to the Inner Sphere
(20 November) Archon Katrina Steiner-Davion arrives on New Avalon at the behest of her sister
(22 December) Duchess Yvonne Steiner-Davion abdicates the Regency; Archon Katrina Steiner-Davion assumes the Regency on New Avalon

3061

(15 March) Victor Steiner-Davion arrives on Luthien, returning with the Bulldog and Serpent task forces
(1 November) Start of the second Whitting Conference on Tharkad
(5 November) Precentor Martial Anastasius Focht retires; Victor Steiner-Davion named ComStar Precentor Martial; Theodore Kurita elected First Lord of the Star League; Victor Steiner-Davion also appointed Commanding General of the Star League Defense Force

3062

(12 July) Raid on Skye by mercenaries disguised as DCMS troops
(1 August) First Skye Jaegers attack Ko in the Lyons Thumb
(15 August) Riots and open fighting break out on Solaris VII following a championship match
(18 October) Combine troops attack Robinson, Markab and Doneval II
(16 November) The Civil War begins on Kathil
(6 December) Arthur Steiner-Davion killed on Robinson
(8 December) Victor Steiner-Davion calls for the forcible removal from power of his sister

Katherine's public statements and her behind-the-scenes machinations, groups all across the Federated Suns rose up in protest against Victor Steiner-Davion and his young and inexperienced regent.

Shocked by the anger and hatred aimed at her, Yvonne turned away from her political advisors and instead went to her sister for help. Just as easily as she took control of the Lyran half of the Federated Commonwealth, so too did Katherine step in and take up the reins of the Federated Suns.

When Victor returned to the Inner Sphere months later, he returned a hero without a home.

COUNTDOWN

Katherine may have managed to wrest control of the entire Federated Commonwealth away from her brother, but she was not without problems of her own. When she seceded the Lyran state from the FedCom, she played up her Steiner heritage, going so far as to adopt the name of her grandmother in order to play upon the nationalistic feelings of the Lyran people. While that may have worked for many Lyran citizens, that persona did not go over well within the Federated Suns.

From the very outset of her come to power within the Federated Suns, Archon Katherine began to suppress first the free speech rights of her people—all her people—followed shortly by suppressing many of their other freedoms. Instead of relying upon the bureaucracy that had kept both nations running for centuries, Katherine circumvented it and set into place her own leadership structure. Within the AFFC, she had removed Field Marshal Ardan Sortek as commander of the Crucis March and as the Prince's Champion, promoting in his stead a weak-willed Lyran national, Field Marshal Simon Gallagher. Likewise, she gave wide authority to nobles in both realms who supported her, effectively creating a chain-of-command that bypassed the traditional channels. Of course, in creating this back-door circuit, she also very effectively designed a way to claim plausible deniability and back away from any decisions that could come back to haunt her.

Literally hundreds of groups sprung up in opposition to her rule almost overnight, many claiming members in high government and military positions. But just as quickly as those groups emerged, so too did her own personal secret police. Some of these latter people belonged to the DMI or MIO, while others were simply friendly military or government bureaucrats and staff members. All of these individuals shared a single-minded devotion to Katherine Steiner-Davion, however.

Before Victor even returned from Clan space, anti-Katherine groups had publicly demonstrated on more than half of the Federated Suns' worlds, as well as on dozens of Lyran worlds. Each of those protests were quelled on orders from Archon Katherine's secret police force. Working outside of the laws, members of this group suppressed demonstrations in any way that they could and even managed to block almost all press coverage of the anti-Katherine protests. All the while, Katherine's extensive PR empire built up the picture that the two nations of the Federated Commonwealth were again two close allies with no internal problems.

Of course, that could not go on forever. Almost overnight, Katherine had turned the Federated Suns into a police state where no one felt safe. On the other hand, with Katherine spending so much time on New Avalon, the people of the Lyran Alliance began to feel used and cast off. While Katherine's loyal following was still centered within the Alliance, more and more people began to call for her removal.

For his part, Victor Steiner-Davion chose to not involve himself in the coming storm. Instead, he created something of a new life for himself, choosing to accept the position of Precentor Martial from Comstar Primus Sharilar Mori when Anastasius Focht retired in 3061 (though at the same time he took the opportunity to stymie his sister's ambition by casting ComStar's fateful vote against Katherine

in the elections for First Lord). Shortly thereafter, newly-elected First Lord Theodore Kurita appointed Victor Commanding General of the Star League Defense Force, giving him the dual task of keeping the Com Guards running and coordinating the defense of the Inner Sphere against the Clans.

All the while, at great danger to their very lives, many senior AFFC officers called upon Victor to depose his sister, but he remained unwilling to bring Civil War to the Federated Commonwealth. That Katherine was suppressing, sometimes violently, the rights of his people weighed heavily on his shoulders, but in his mind a civil war would bring nothing but pain and suffering to everyone. Even with his closest of advisors telling him that he needed to remove his sister once and for all, Victor refused to make the call. Instead he provided what little assistance he felt that he could from his position to the people under her thrall.

FATEFUL STRAWS

Nearly everyone believed that the fighting that broke out on Solaris in August of 3062 would spark the brewing Civil War. That it didn't is but one of the many surprises in life. Somehow Katherine's PR machine managed to make the fighting and rioting on the game world sound like nothing more than an isolated incident. Of course, by that time every "insider" within the Federated Commonwealth knew otherwise.

Yet Katherine still maintained control. Apart from her secret police, she had a loyal cadre of senior military and political leaders whom she managed to convince of her sincerity and vision. Without free access to the communications circuits, commanders who were simply looking for others to support them when they finally did take action could not easily find other like-minded officers. Some senior leaders, like Field Marshal Duke George Hasek, focused the energies of the men under his command on other enemies rather than let the division tear his march apart.

On the other hand, men like Ardan Sortek secretly traveled back and forth across the Federated Commonwealth, building quiet support against Katherine. Many commanders simply began a silent yet open rebellion against her rule by issuing traditional AFFS uniforms in place of the AFFC garb.

By the end of 3062, the Federated Commonwealth was nearly engulfed in the flames of war. Katherine's supporters could no longer keep the dissent quiet, at least without alienating those supporters of hers who weren't motivated by greed or personal power.

Then the powderkeg went up.

In mid-November the tensions that had grasped the entire military came to a head on Kathil when the Eighth FedCom RCT and the newly-constituted Kathil CMM came to blows. News of this action spread faster than anyone could have imagined. Within a week, fighting had broken out on a dozen more worlds.

Less than a month later, Arthur Steiner-Davion was killed in a bomb blast on Robinson, an assassination apparently perpetrated to keep the young Duke quiet in the middle of a tense region of the Federated Suns.

The deposed Archon-Prince could no longer sit quietly by. The rest, so they say, is history.

FINAL THOUGHTS

More so than most modern wars, the Civil War provides us the opportunity to examine nearly every movement, every action in excruciating detail. The AFFS and LAAF high commands both provided us almost absolute carte blanche when it came to the study of official (and unofficial) records and battle ROMs. We received unfettered access to the officers and decision makers involved at all levels of the war. More than that, we were given access to the personal diaries and correspondence of many of the senior generals on both sides, a fact that was especially helpful in piecing together the actions and decisions of those who didn't survive the war.

While this access gives us an incredible opportunity, it also allows us to put a face to the people that cause so much pain and suffering, faces that many of us know or knew personally. Even worse, it is rare that we can directly trace the first shot of a war back to one individual. Though like Gavrilo Princip, the name Xander Barajas will probably draw nothing but blank looks from most in a few years, history will never forget the name of the man who fired the first shot. Like that assassin of Archduke Franz Ferdinand, Barajas began something far greater than anyone could have ever imagined.

Of course, we cannot lay the blame for the entire Civil War on that misguided lieutenant from the Eighth FedCom RCT, just like that ancient Serbian assassin was not responsible for Terra's First World War. They were merely tools of fate, pawns in a grand game of chess that none of us can fully perceive.

It is a hard thing to say that the universe is a better place because of this horror, that the loss of so many men, women and children is a good thing. So, instead, I will leave you with these quotes:

"So viewing the issue, no choice was left but to call out the war power of the Government; and so to resist force, employed for its destruction, by force, for its preservation."

— President Abraham Lincoln, July 4, 1861, in a message to the Congress of the United States of America

"The legacy of tyranny transcends the ages like none other. That we stood fast against the evil does not make us heroes but simply redeems us in our childrens' eyes. Yet I weep for what we have done to this beautiful jewel [of a nation]."

— First Prince Alexander Davion, September 17, 2541, in an address to the Armed Forces of the Federated Suns

FLASHPOINT

NOVEMBER 3062—FEBRUARY 3063

*"Those who deny freedom to others, deserve it not for themselves; and, under a just God, can not long retain it."**— Abraham Lincoln, April 6, 1859, in a letter to Henry Pierce**"Flashpoint? Yeah, that's one way to put it. A million tons of shit hitting the fan at the same time is another..."**— comment attributed to Fleet Admiral William "Wet Willie" Kossacks, Commander, Second Davion Guards*

OVERVIEW

The Federated Commonwealth Civil War started not with a roar but with a whimper. While the war was a surprise to no one, few military leaders on either "side" of the fight made much in the way of preparations for the coming of the storm. Strangely, it was primarily those who did *not* choose a side in the war that made any significant plans for what they and their units would do should the Civil War finally break out, but even then those plans centered mostly on how to get away from the fighting, not how to prosecute the war.

So, rather than resembling a military operation, the beginning months, and even years, of the Civil War looked more like a street brawl—small pockets of fighting breaking out unexpectedly, slowly drawing those around the fights into the midst of the melee, and all the while encouraging others within sight to begin their own brawls.

Throughout the year 3062, tensions within both nations of the former Federated Commonwealth quickly escalated to the boiling point. The citizens of the Federated Suns chafed at Archon-Princess Katherine Steiner-Davion's increased restrictions of their freedoms while the people of the Lyran Alliance increasingly began to recognize the fact that the Archon that they had welcomed with open arms in 3057 was not the leader they had seen her as.

More to the point, schisms within the military and political leadership of both realms had developed as a result of Katherine's rule; on one side were the sycophants and power-hungry functionaries that flourished under Katherine's regime and on the other were those who recognized her for what she really was—a power-mad dictator. Caught in the middle were those torn between devotion to country and service to the ruler of the land.

FIRST SPARKS

The first hints of war came with the fighting that broke out on Solaris VII in mid-August. In what most people realized was an allegory for the greater unrest troubling the former Federated Commonwealth, the scheduled bout between a pair of favored champions, one of Lyran and the other of FedSuns heritage, turned into a free-for-all that spilled into the streets of the game world and quickly drew MechWarriors from every nation into the fray. LAAF General of the Armies Nondi Steiner ordered elements of the Thirty-second Lyran Guards to the world to suppress the violence, but even that wasn't enough to end the fighting (especially as the Archon had ordered the with-

drawal of all Com Guards from Solaris VII). Only after the Seventeenth Arcturan Guard made planetfall at the end of the month did the violence end, if only temporarily. On the other hand, that ceasefire was arranged by the leaders of the de facto factions that had developed on the world among the combatants, not through any action of the Archon-Princess or the Seventeenth Arcturan. The ceasefire did not last, however. Brief bursts of fighting broke out three more times before the Civil War "officially" began.

At approximately the same time, the First Skye Jaegers landed on Ko, a world in the so-called Lyons Thumb garrisoned by Draconis Combine troops under the auspices of Star League peacekeepers. Other Lyran units allegedly also hit the worlds of Imbros III and Yoril. While these attacks were in retaliation for a raid by the Fifteenth Dieron Regulars against Skye—an action categorically denied by the Draconis Combine—the Combine nevertheless used these attacks as an excuse to annex the worlds of the Lyons Thumb. The citizens of the Skye region were up in arms almost immediately, but instead of ordering troops into action against the Combine, the Archon chose to let the incident pass without further escalation. While she avoided an interstellar incident with the Combine in doing so, the Archon also stirred up the factitious nature of the Skye people.

Shortly thereafter, in mid-October, the Draconis Combine hit again, this time attacking the Federated Suns worlds of Doneval II, Markab and the Draconis March capital of Robinson. That these attacks were not sanctioned by Coordinator Theodore Kurita did not matter to the people of the Draconis March or to their lord, Field Marshal Duke James Sandoval. These suicide units were destroyed quickly and did little lasting damage, but their effects on the people of the Draconis March were far more long-term.

COUNTDOWN TO WAR

Matters within the former Federated Commonwealth were coming to a head as the year 3062 grew to a close. Earlier in the year, the Archon made the fateful decision to garrison worlds showing a markedly anti-Katherine bent with troops fanatically loyal to her. Kentares IV is certainly the most well-known of these, but she did just the same on Benet III, Benedict and even the nearby Argyle. Elsewhere, she made troop movements that shifted units claiming loyalty to her brother away from key worlds. The decision to move the Davion Heavy Guards from New Avalon to Galax (stripping the unit's JumpShips from it after the transfer) was likely made for that very reason

(though in retrospect posting such an elite pro-Victor unit to the home of the FedSuns' primary shipyards and producer of aerospace fighters was a decision that should have been thought through more thoroughly).

Yet after all of the troop movements, all of the propaganda that her bureaucrats spewed forth, the people of the Federated Suns were still on the verge of rebellion. Protests and riots erupted on dozens of worlds, calling for the removal of Katherine Steiner-Davion and her puppet government. Within the Lyran Alliance, the Skye region was just as ready to rebel against her rule. The Estates General, after witnessing years of Katherine's neglect of the Alliance, issued a proclamation of grievance that all but accused her of official misconduct. Angered by such blatant displays of disrespect, she ordered her most loyal officers and bureaucrats to put down those displays at all costs. Police and military forces did just that on dozens of worlds across both nations. It will never be known just how many people died in these sometimes-brutal displays of force. Always friendly to the Archon, even members of the media suffered from her heavy hand; many found themselves locked in a gulag ne'er to be seen again while almost as many found themselves on the wrong end of a pistol or rifle.

Rather than quell the growing discontent, Katherine's actions served only to fuel the flames. By the end of October 3062, huge public demonstrations against the Archon had taken place on every major world in both nations. Even on Tharkad and New Avalon tens of thousands had taken to the streets of the capital cities in protest against the young ruler. For his part, Victor Steiner-Davion attempted to stay out of the fray. Reports reached him almost daily about some new outbreak of violence and his sister's attempts to suppress the growing rebellion, forcing him to issue a number of statements as Precentor Martial and Commanding General of the SLDF condemning Katherine's heavy-handed peace-keeping methods.

Then the fighting broke out on Kathil, followed closely by Kentares IV and then Nanking. It took the assassination of Arthur Steiner-Davion on Robinson to finally prompt the deposed ruler into action. From his temporary command center on Mogyorod, Victor Steiner-Davion shed his ComStar and Star League dress for the traditional uniform of the Armed Forces of the Federated Suns and, in a broadcast transmitted from one end of the former Federated Commonwealth to the other, called for the men and women of both nations to take up arms against his sister.

Then all hell broke loose.

[**Editor's Note:** While the individual world entries in the rest of this book are broken down alphabetically, we have presented the entries here in the order in which the fighting on each world "flashed."]

PRE-FLASHPOINT BATTLES

A number of different, unrelated military battles rocked the peace in the months before the actual start of the Civil War. While most were initiated by foreign powers, they did lead directly to the breakdown of order within the two nations of the former Federated Commonwealth. While we will not examine these incidents in the same detail as the major battles fought during the Civil War, they do bear some examination as they did contribute directly to the rapid increase of tensions within the former Federated Commonwealth.

NASHUAR

The first true shots exchanged between troops of the former Federated Commonwealth came not during the Civil War but almost two years earlier on Nashuar, a world located within the St. Ives Compact. In September of 3060, the Compact's Blackwind Lancers staged an abortive raid against the Capellan World of Hustaing. In response, acting as First Lord of the Star League, Capellan Chancellor Sun-Tzu Liao ordered SLDF units to occupy several Compact worlds, ostensibly as peace-keepers.

GIVING IN TO FATE

"Good citizens of the Federated Commonwealth, I could wish many things for us. That the great union of two nations which my parents forged would not have foundered. That I would never have found it necessary to leave you while fighting to end the Clan invasion. That my sister, Katherine, could have quelled her hunger for power, no matter the price.

"But wishing will not make it so. Such dreams have already died.

"And any hope I might have had for peace between the two realms I once led died with my brother Arthur, who was killed two days ago in a vicious terrorist attack.

"Arthur was a soldier, a good man, and he was learning to become a leader of men, women and worlds. For that, someone decided that he had to die. Arthur's death convinced me that my duty to protect the Commonwealth can no longer be denied. The troubles on Solaris were a harbinger of things to come, and Arthur's violent death underscores the fighting already taking place on worlds such as Kathil, Robinson and Kentares.

"His death will not be in vain. No longer will an unfit and unjust ruler sit on the thrones of the Federated Suns and Lyran Alliance, one who has seen fit to bring violence against her own family, betraying the memory of our father, our mother and the trust of the people of both realms. There is blood on Katherine's hands, and no amount of propaganda will wash them clean.

"None of us wishes to see more conflict, but we can no longer ignore the problems plaguing us. Now we must live with the results, however painful, as we acknowledge the irreconcilable differences that continue to divide my sister from me. It is no longer possible for me to stand back in the interests of peace. The time has come, my people, where no other choice remains.

"None but war.

"This mandate has been pressed upon me by Katherine's tyrannical actions, and by the sacrifices of patriots already fighting on the worlds of Kathil, Benet, Kentares, Demeter, Bromhead, and others yet unreported. We will resist with any and all means at our disposal the efforts to subjugate and enslave our freedoms. We fight with the truth on our side, and

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we simply ask that everyone listen and judge accordingly.

"In the end, I know we shall be victorious, re-establishing a trustworthy and accountable government among our people, worlds and nations.

— Broadcast made by Victor Steiner-Davion, December 8, 3062, to the people of the former Federated Commonwealth

He placed the Fifth Lyran Regulars on Nashuar. The Fifth Regulars almost immediately began a tense stand-off against the Seventh FedCom RCT, a unit that had garrisoned the Compact for years. In January of 3061, the so-called peacekeeping mission turned into a war of aggression when St. Ives units and the SLDF units clashed over First Lord Liao's orders to place the Compact worlds under martial law.

The fight on Nashuar turned bitter almost instantly, with the Seventh F-C and the Fifth Regulars showing each other little in the way of mercy. Supported by the Nashuar Home Guard, the Seventh had the better position on the world and refused to give anything to the Fifth Regulars other than cramped landing zones. The Fifth responded by making a lightning breakout from their LZ in the city of Grianet and into the Salt River Canyon. From that point, the fight degenerated into a fight that would

eerily resemble many of the fights of the Civil War.

By April of 3062, however, the situation within the Compact had turned into a full-fledged war with the Confederation and the Fifth was rapidly losing cohesion. A final push by the Seventh, spearheaded by its armor brigade, drove the Fifth off the world and back into the Lyran Alliance.

SKYE

On 12 July 3062, the Fifteenth Dieron Regulars landed on Skye, immediately facing off against the Skye Jaegers. The Regulars did little damage on the world but did successfully pull off a diversionary raid that allowed them to pillage the Cyclops, Incorporated warehouses of several lots of weapons and electronics systems. The Fifteenth pulled out as quickly as they had come, escaping away from a pirate point. Bloodied, shamed and demanding vengeance, the Skye Jaegers hastily assembled plans for a punitive raid against the Fifteenth's headquarters on Ko.

Interestingly enough, the DCMS denied any involvement in the raid on Skye, and records from readily-attainable civilian sources prove that the Fifteenth could not have been involved in this action. Further analysis by the Lyran Intelligence Corps and the FedSuns' MIIO show that it was the mercenary unit Ramille's Rangers, late of the Magistracy of Canopus, that actually carried out this attack. Both intelligence agencies later amended their report after tracing the sale of the goods, indicating that the Black Dragon Society most likely sponsored this attack.

KO

The Skye Jaegers left Skye only two days after the unit posing as the Fifteenth escaped, landing on Ko on the 1st of August. The Jaegers were not interested in conducting a raid, however. After all, Ko was nominally an Alliance world, garrisoned by Combine troops under auspices as Star League peacekeepers. The Jaegers were out for vengeance, something they reaped with great skill. Coming out of a 2G burn into Ko, the Jaegers landed far outside of the capital city of Jarlton and, under the cover of an immense dust storm, hit the Fifteenth Regulars full-force. Even with enough time to call together the entire unit, the Fifteenth was wholly unprepared for the ferocity of the Jaegers' assault. Three times the Jaegers broke through the Fifteenth's lines and three times the Combine troops fell back in order to regroup only to be pressed again by Colonel Pitcher and his Jaegers. The Fifteenth Regulars broke into a rout in under three hours of combat. Rather than pursue and deliver the coup de grace, the Jaegers gathered what salvage they could and left the disgraced Fifteenth to rebuild.

IMBROS III & YORII

Two other Lyran attacks rocked the Lyons Thumb in August of 3062, though official LAAF and AFFC documents show without a doubt that no regular army, reserve or mercenary unit belonging to either military conducted these attacks. On 3 August two battalions of 'Mechs painted in the colors of the Lyons FTM descended on Imbros III while a day later a battalion in the colors of the Arcturan Guard hit Yorii.

On Imbros III, the Thirty-second Galedon Regulars were taken by surprise when the 'Mechs of the supposed Lyons FTM stormed out of a trio of civilian DropShips and immediately targeted anything even remotely connected to the Draconis Combine. While the Thirty-second mobilized, two "Lyran" companies made their way through the city on a visible rampage, with two more companies taking to the Youli river and various storm drainage routes, staying out of sight while they closed in on the Thirty-second's base within the capital city of Trunner. When the first DCMS forces sortied forth to deal with the rampaging companies, the covert strike force hit the base, destroying hangars, command & administration buildings, communications centers and warehoused consumables. While the Thirty-second responded to the attack on their base, the remaining "Lyran" force set up a perimeter around the spaceport and freely looted from Combine concerns before lifting off from the world.

The action on Yorii was far less decisive than on either Ko or Imbros III. The Third Nightstalkers, with a battalion of 'Mechs on-planet, picked up the invading DropShips at a pirate point and tracked them in. From the time the invaders landed, the Nightstalkers

hounded them mercilessly, using police and citizen volunteers to keep tabs on them as they attempted to use the city of Yamelani to cover their movements. Siezing the upper hand from the very beginning, the Nightstalkers accounted for more than a dozen kills over the week that the "Lyran" force remained on world, though they never once captured a living enemy pilot. The supposed Arcturan Guard left the planet understrength, having failed to cause any appreciable damage.

Follow-up reports gathered by the DMI suggest that several small mercenary commands were hired to carry out these raids, not unlike the assault on Skye. One source led investigators toward Egan's Exterminators and The Lowbraü, though both units mysteriously disappeared after returning to Galatea. That Egan's Exterminators apparently booked passage on a JumpShip with Rasalhague registry but ultimately of Combine origin suggests that the Coordinator could have employed a DEST unit to clean up the mess; there is, of course, no solid evidence to support that supposition, however.

SOLARIS VII

On 15 August, a much-hyped championship bout between FedSuns MechWarrior Michael Searcy and the Lyran Victor Vandergriff turned bloody when the safety systems within Silesia's Coliseum failed, allowing the two combatants' 'Mechs to break through the barrier and smash into the stands. The two MechWarriors continued the heated fight, however, and eventually broke loose into the streets. With tensions within Solaris City already running high, a city-wide riot broke out almost immediately. MechWarriors from every nation soon took to the streets in an attempt to either keep their own interests protected or to simply get in on the fighting.

Within hours the riots had turned into a Steiner vs. Davion fight, with makeshift battalion-sized 'Mech units quickly forming. A number of Solaris warriors turned rogue, including a former Smoke Jaguar, seeding chaos amongst the rapidly polarizing city. The worst of the fighting continued for a week, even after LAAF peacekeepers arrived, until Searcy and Vandergriff faced off for one last time, apparently killing each other in the process. A temporary peace fell over the world for a time, but with tensions still at the boiling point, the fighting on Solaris would not truly end for several years.

ROBINSON

The peace on the capital of the Draconis March was shattered early in the morning of 18 October 3062 when the first Combine troops to set foot on the world in over a century and a half hit the ground in the capital city of Bueller. The invaders came in on a single commercial DropShip and made a combat drop into the heart of the city, catching Robinson's defenders off-guard. When the DropShip immediately burned out of the planet's orbit, the true nature of their opponents became far clearer to the world's guardians.

The battle lasted for hours as the battalion of kamikaze MechWarriors wreaked as much damage as they could. They singled out not only manufacturing and governmental targets, but many civilian targets and even the Robinson Battle Academy, an institution that the DCMS had destroyed twice over during the Succession Wars. Lead by Baron Tancred Sandoval and Duke Arthur Steiner-Davion, the First Robinson Rangers and the Battle Academy Cadre eliminated the Combine force, but only at a horrible price to Robinson. No Combine MechWarrior was captured alive and even after years of investigation, the DMI and MIO have yet to determine who ordered this attack.

MARKAB & DONEVAL II

Unidentified Combine forces fell on both Markab and Doneval II the very same day, 18 October, proving to all that this was a coordinated operation. Like the attack on Robinson, the Combine troops made combat drops from civilian DropShips, with the DropShips immediately turning tail and leaving system.

On Markab, the kamikazes faced the Fifth Lyran Guards RCT. Captured by the Federated Suns during the War of 3039, Markab had been something of a political hot potato within the Combine's Dieron Military District for many years. The battalion sent to the world was hardly enough to be more than an inconvenience for the Fifth Lyran Guards, however. As on Robinson, the Combine MechWarriors targeted industry, government and military targets, though in this instance a number of terrorist bombings late in the night of the 17th cut power and communications to several key areas of the capital city of Cabett, allowing the kamikazes to rampage for more than a full day before the Fifth could finally put them down.

The fighting on Doneval II lasted far longer, however. With only a mixed battalion of the Robinson DMM and a volunteer militia to protect the world, the kamikazes had little difficulty avoiding the world's defenders, at least until a sizeable portion of the militia could be called up. The kamikaze warriors concentrated on destroying power stations and transmission lines, oil pipelines, communications centers and other high-profile civilian targets, though bypassing attacks on hospitals. Only in the last two days of fighting, when the militia finally was able to devote significant efforts of its armored scouts to tracking the kamikazes, did they turn to attacking manufacturing and military targets. With only a company of BattleMechs, however, the Combine force ultimately did little in the way of actual damage to the world's infrastructure. Of course, the public was in an absolute panic for months following the attack.

The most alarming fact about these attacks is that the origins of the MechWarriors cannot be traced. All were obviously trained Combine MechWarriors, but background checks showed that they came from all walks in life. Only one MechWarrior survived to be captured, but before taking his own life he said only "for the future of the Dragon." To this day, no one knows the true origins of these attacks. Their legacy would be far-reaching, though.

RISE OF THE MARCH LORD

By the final quarter of 3062, it was obvious to all that the public sentiment had turned away from Archon-Princess Katrina Steiner-Davion, though the majority of the noble class—those who had benefited most from her rule—still whole-heartedly supported her. Even within the structured chain of command of the militaries of the Lyrn Alliance and Federated Commonwealth there was a strong polarization between those calling for the removal of Katrina at all costs and those who swore allegiance to her. Caught in between both extremes were the “regular joes,” the men and women who for one reason or another decided not to make a choice.

It was also that last group who seemed to suffer the most in the days and months leading up to the start of hostilities.

Perhaps it was because these people caught in the middle needed something to throw themselves behind that the so-called March Lords grew so much in stature and power as the rest of the Archon-Princess’ realm degenerated into Civil War.

For their part, these March Lords—Duke George Hasek, Duke James Sandoval and Duke Robert Kelswa-Steiner—did much to turn the attention of their people away from the growing storm and back toward their regional identities.

The first region to truly begin showing their nationalistic bent was Duke Kelswa-Steiner’s Skye Federation. Throughout the history of the Lyrn state, the Skye region has been a hotbed for rebellion and secessionism. Prior to this Civil War, the leaders of the Lyrn nation have had to put down two major rebellions within the Skye region within this century alone, each aimed at creating an independent Skye nation. When the Archon-Princess took up residence on New Avalon, Duke Kelswa-Steiner began to slowly stir up the rebellious fervor of his people, something the Combine attack on Skye and subsequent annexation of the Lyons Thumb only played into.

Within the Capellan March, Duke George Hasek did a brilliant job of directing the emotions of his people against the Capellan Confederation. The Confederation’s war against the breakaway St. Ives Compact—both a neighboring realm and a close ally—ensured the Duke had little trouble doing so.

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WAR WITHIN THE FEDERATED SUNS

From the start, the fight within the Federated Suns was bloody. Of course, that could only be expected as the Federated Suns was so divided because of the Archon’s rule. Since her come to power, the nation had become a hotbed for anti-Katherine sentiments and was consequently hit the worst by her heavy-handed measures.

That the Capellan March flashed first should not have come as a shock. While Duke Hasek was a powerful figure even then, he had just too many factors to contend with in keeping the March under control. The Capellan war against the St. Ives Compact had been waging for almost two years, naturally bringing the blood of the many traditional FedSuns units under his command—and nearly his entire population—to a boil. Not only were they angered at the audacity and underhanded nature of Sun-Tzu Liao and his Confederation, but they were particularly incensed at the Archon’s refusal to lend any aid to the beleaguered Compact.

As tensions flared, Duke Hasek tried to reposition units vocally claiming allegiance to the Archon onto less-critical worlds and away from possible incidents with more pro-Davion units, but it was too little, too late. When the fight on Kathil broke out, word of the action traveled the length of the March within days. Even had ComStar placed a complete communications blackout on the March, it would have done no good—the information also made its way out on the AFFS’ secondary FAX network.

What is surprising is how few worlds were actually consumed by the war in the first few months. But almost without exception the fighting was contained to the Capellan March.

The reason for that, of course, was Duke James Sandoval’s preoccupation with the Draconis Combine. He had very effectively focused his peoples’ energies on that ancient enemy and, in response to the assaults upon Robinson, Markab and Doneval II, ordered a number of key units under his command into the Draconis Combine. Amazingly, Sandoval caught the DCMS in the midst of a crisis on the Clan front and his forces made tremendous gains against the wholly unprepared Combine in a very short time.

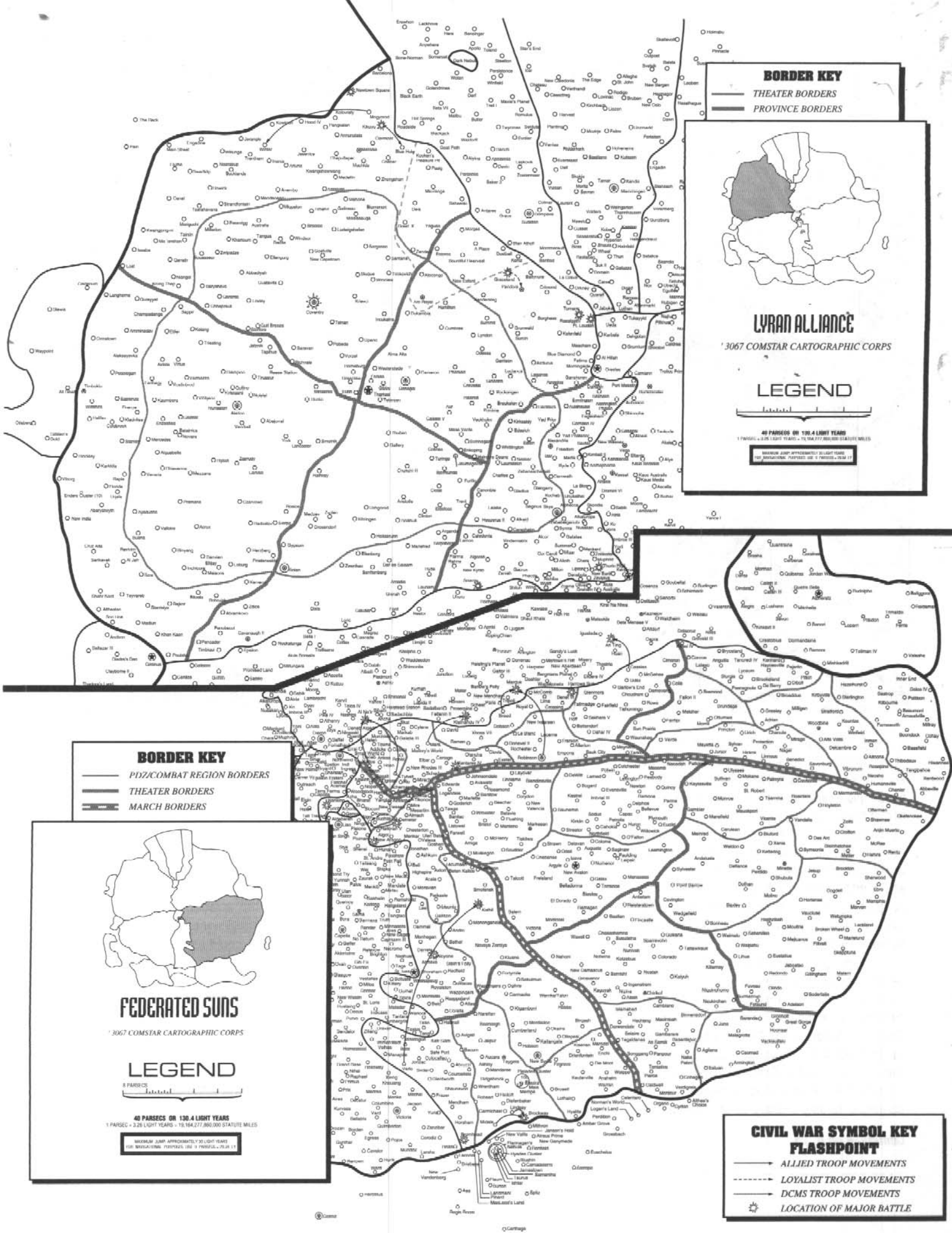
KATHIL

Flash: 16 November 3062

Located deep in the heart of the Capellan March, Kathil is one of the most important worlds within the Federated Suns. Home to General Motors and Yare Shipyards—both major FedSuns defense contractors—as well as the seat of command for the Capellan March’s entire Coreward Combat Theater, the world had played an incredibly important role in the success of the Federated Suns for centuries. What no one expected was just how important a role it would play in the beginning of the Civil War.

As tensions within the Federated Suns began to rise with Katherine’s come to power on New Avalon, Field Marshal Duke George Hasek began to take the destiny of his March into his hands. Having already commissioned the design of a new OmniMech—the *Templar*—he further went on to strengthen his hold on the Capellan March. As a part of that, he ordered the re-formation of the Kathil Capellan March Militia, a unit disbanded in the wake of the Fourth Succession War.

The Kathil CMM reached operational status in October of 3062 and with that Duke Hasek ordered the Eighth FedCom RCT off of Kathil, assigning it to the defense of Halloran V. Hauptmann General Mitchell Weintraub refused that order, however, citing that Hasek, March Duke and commander of the Capellan Regional Command, had no authority to countermand the orders of Archon-Princess Katrina Steiner-Davion that placed the defense of Kathil in the Eighth’s hands. Weintraub went on to cite the CMM’s unproven standing. In response, the Duke ordered the First Capellan Dragoons—a unit devoutly loyal to him—to also take up station on Kathil.



BORDER KEY

THEATER BORDERS
PROVINCE BORDERS



LYRAN ALLIANCE

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND



40 PARSECS OR 130.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,194,277,800,000 STATUTE MILES

MAXIMUM JUMP APPROXIMATELY 30 LIGHT YEARS
FOR BROADCASTING PURPOSES SEE 1 PARSEC = 3.26 LY

BORDER KEY

PDZ/COMBAT REGION BORDERS
THEATER BORDERS
MARCH BORDERS



FEDERATED SUNS

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND



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CIVIL WAR SYMBOL KEY FLASHPOINT

ALLIED TROOP MOVEMENTS
LOYALIST TROOP MOVEMENTS
DCMS TROOP MOVEMENTS
LOCATION OF MAJOR BATTLE



Even as the countdown to Civil War grew closer to zero, the Duke made the decision to authorize a return to the AFFS uniform, giving his people a newfound symbol to rally behind and at the same time sending a not-so-subtle message to the Archon-Princess as to where his true allegiance lay. While the Civil War broke out within the Capellan March, in the end it was as much a battle between Victor-supporters and Katrina-supporters as it was a battle between both Duke Hasek's and Archon Katherine's egos.

For his part, Duke Sandoval focused his people against their centuries-old enemy: the Draconis Combine. Long before the Archon-Princess took power within the Federated Suns, the people of the Draconis March were up in arms at the growing relations between the FedCom and the Combine. They virtually screamed for Prince Victor's head when he continued to strip military defenses from the

In the few weeks that it took the Dragoons to travel from Verlo to Kathil, the situation on Kathil worsened dramatically. General Weintraub ordered Kathil's capital, District City, placed under martial law after Duke Petyr VanLees, the noble Duke of Kathil, cut off the delivery of supplies and foodstuffs to the Eighth. Weintraub specifically surrounded the ducal palace, effectively placing the duke under house arrest and blackmailing him into supporting the actions of the Eighth.

Acting under the authority of Duke Hasek and of Field Marshal Suzanne Zellner, commander of the Kathil Theater, Major General Donald Sampreis, commander of the CMM, ordered the arrest of Weintraub and the Eighth F-C's command staff. Sampreis sent a security detachment undercover to carry out the arrests, but an Eighth F-C MechWarrior discovered the ruse and fired upon the detachment. The Eighth immediately mobilized in an attempt to strike the CMM before it could itself mobilize from its Radcliffe base. The CMM was already on alert, however, and the two units clashed in a number of bloody, yet ultimately indecisive, battles throughout the next several days, thus marking the recognized beginning of the Civil War.

As soon as he heard of the battle, Duke Hasek called for cooler heads to prevail and asked Weintraub to relocate his Eighth F-C to Lee until the "incident could be fully investigated." Weintraub ignored the March Lord and instead focused his unit on taking complete control of Kathil from the CMM and the Second NAIS Cadre, a unit also assigned to the world but which had yet to commit to either side of the battle. Weintraub knew that the First Capellan Dragoons were just a few short weeks away from making planetfall and that Hasek would undoubtedly be sending reinforcements soon.

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Weintraub's subordinates made several gains almost immediately. Lieutenant General Karen Fallon lead the attack to capture the Yare Industries microwave uplink center—a farm of giant transmission dishes that beam microwave energy to power the orbiting shipyards—from the NAIS Cadre, setting up an independent command post there. Weintraub also gained the support of Admiral Jonathan Kerr, a Lyran national who had commandeered the recently-completed *Avalon*-class battlecruiser *FCS Robert Davion* from the McKenna Shipyards.

While the Eighth F-C RCT attempted to draw the CMM out with attacks upon the families of CMM officers, they only handed themselves defeats, including one during a highly successful CMM raid into District City that destroyed a huge stockpile of Eighth F-C munitions.

By the first week in December, the Eighth's armor brigade had defeated the NAIS Cadre in an attack upon the Woodland storehouses, pushing the Cadre back across the Howell River, into the CMM's operations area. A coordinated assault on the Seventh of December turned into a major defeat for the Eighth, though, as the CMM pushed into the Yare facility before Weintraub could use the transmission dishes as weapons against the incoming Dragoons. The Eighth lost a battalion of 'Mechs and two support battalions, plus General Fallon, in that attack. Moreover, Sampreis struck into the heart of District City and freed Duke VanLees and his family. Worse for all, the *Robert Davion*, while attempting to engage the Dragoons' incoming transports, was struck by a disabled DropShip and fell into Kathil's gravity well, breaking up in the atmosphere.

Cowed by so many losses in a single day, Weintraub ordered his remaining forces to pull back and concentrate on holding District City, including the massive GM complex to the north of the city. For his part, Sampreis spent the next week consolidating his forces, posting them to contain the Eighth. He effectively gobbled the Second NAIS Cadre into his ranks, almost doubling his remaining 'Mech force into four overstrength battalions. By the middle of the month, he began to probe at Weintraub's lines, looking for weaknesses. While he found no weaknesses in the defenses, he did discover that Weintraub had apparently stripped his subordinate commanders of much of their freedoms, no doubt in order to quell the rampant "enlightened self-interest" that had been characterized by Fallon's failed Independent actions.

While the two opposing forces regrouped, Field Marshal Suzanne Zellner cleaned house within her headquarters, using Lieutenant General Helen Sanderson as her inspector. She had some two dozen officers, including three general officers, arrested on charges of treason stemming from the action already taken on Kathil. Once assured of the loyalty of her staff, she and Marshal Ashton Cumberland, commander of the Kathil PDZ, packed up their headquarters staffs and relocated to the world Novaya Zemlya, entrusting the defense of Kathil to Major General Sampreis. Once on Novaya Zemlya, Zellner ordered the Sixth Syrtis Fusiliers, already in the process of transferring the entire command to Hadnall, to assist Sampreis on Kathil.

On Christmas Eve, Sampreis launched a coordinated assault on the outskirts of District City. While his armor and infantry probed the Weintraub's defenses around the GM complex, Majors David McCarthy and Geoff Lee of the CMM and the Dragoons, respectively, pushed into the southeast reaches of District City and captured the Kay Bume munitions plant—though they had destroyed many of the storage buildings a month earlier, the factory was still functional. Once they had secured the plant, the CMM pushed two combined arms combat commands into the heart of the city, quickly grabbing block after block from Eighth F-C troops who readily fell back toward their base to the west of the city. By Christmas day Sampreis controlled the majority of District City, but Weintraub still held the GM complex, and with it the most logistically important part of the city.

Try as he did, Sampreis could not shake Weintraub from the GM complex. Running low on consumables in the first week of the new year, Weintraub executed a raid on the Woodland ammunition factory, held by a relatively small force of former NAIS cadre cadets and planetary militia members. His DropShips made away with enough ammunition and supplies to last the next few weeks—long enough, he hoped, for reinforcements to arrive.

Combine border in favor of pursuing the "folly" of the Clan Homeworlds. When the Combine attacks of October 3062 hit, the entire March acted almost as one and launched a retaliatory campaign against the Dragon.

Throughout the Civil War, supporters of both Katrina and of Victor were forced to deal with these regional loyalties, often to the detriment of their own causes. Though Duke Sandoval stepped down during the course of the Civil War and Duke Kelswa-Stëiner was arrested for his part in arousing the secessionists, the spirits of their people did not diminish. And Duke Hasek? He survived the war a hero to everyone within the newly rechristened AFFS, more popular with the people of the entire Federated Suns than their new leader, Yvonne Steiner-Davion.

The socio-political structure of both nations has suffered a significant shakeup as a result of the Civil War, most certainly. What remains to be seen is how the regional lords capitalize on their newfound independent power.

— From *After Math*, Dr. Andrea Paliwoda, ComStar Archives, 3067

KENTARES IV

Flash: 24 November 3062

Perhaps the most infamous world in the Human Sphere, Kentares IV was the noble landhold of Duke Eric Dresari, a vocal opponent of Katherine Steiner-Davion and her government. Following Dresari's lead, many of Kentares' people became outspoken in the

denunciation of the Archon and, by early 3062, huge marches were taking place at least weekly.

When the Archon's PR staff could no longer spin the civil uprising on Kentrares, and with the Archon herself unable to control Dresari, Lord Marcus Roland was dispatched to the world with a Fifth Donegal Guards combat command, spearheaded by a full BattleMech battalion, with instructions to take command of the world's garrison, at that time consisting mainly of the Clovis DMM, supported by the Kentares militia. Though Dresari did not control Lieutenant General Jamil Bruning or his DMM, Dresari had many supporters within the March Militia and Bruning chose not to challenge the Duke, mired as he was in rooting out a deep-seated bed of corruption within the Militia.

With the arrival of Roland and the Fifth Donegal, matters on Kentares rapidly polarized. Dresari and his supporters held an overwhelming advantage in popular support, but within the DMM a significant percentage of Bruning's officer corps immediately took to Roland and Lieutenant General Jackson Pory, the commander of the Fifth Donegal's detachment.

The arrival of Roland and the Fifth initially calmed the anti-Archon demonstrations. As the year wore on and Archon Katherine's continued policies of repression further eroded freedoms within the Federated Suns, however, Dresari and his people could remain silent no longer. Despite the Archon's best efforts, news of Kentares' unrest leaked out, infuriating the Archon. Tasked with suppressing just these kinds of outbursts, Roland chafed under the Archon's scrutiny, but with General Bruning still commanding the DMM, he could not act freely to carry out the Archon's wishes.

By the beginning of October, matters had escalated to the point that the Fifth Donegal was regularly firing upon angry mobs of citizens in cities across the world; still, Bruning refused to commit his troops to the suppression of Kentares' people. But on the 19th of October, the general was found murdered, apparently the victim of the same person who had been sending him death threats for the past year. Within a week, two more of his senior officers were found murdered. With their deaths, the leadership of the DMM passed to General Pory.

Roland immediately ordered a crackdown on the demonstrations, but in doing so only worsened tensions on the world. With AFFC troops assigned to crowd control duties, the inevitable happened all too soon. On the 29th of October, fourteen civilians were killed when a Fifth Donegal BattleMech toppled into a crowd. The riots that ensued claimed the lives of hundreds more before Duke Dresari could calm his people.

But Roland continued to push matters and ordered Pory to destroy Dresari's palace and hunt down every identified demonstrator for trial and execution. Pory balked at those orders however, so Roland had he and his senior officers arrested, taking command of Kentares' military forces for himself. By this time, Roland's actions and demeanor had driven quite a few members of the DMM firmly into Dresari's camp, but that was not enough to prevent the coming darkness.

On the 24th of November, Roland set the Fifth Donegal and elements of the DMM into action, sending them against

Dresari's palace. They crushed the two Dresari-loyal demi-battalions of DMM BattleMechs and the two regiments of militia that Dresari fielded against them, though it took them three days to do so. Eventually they made their way into the residence and arrested Dresari and his entire family, however. A day later, Roland had them executed. That done, Lord Roland locked down all communications and transports flowing into and out of the world.

For the next month, Roland frenetically ordered his troops to hunt down every suspected leader of the growing resistance. By the end of January, he had arrested almost 4,000 people from all walks of life—men, women and even children. He spent a week on a show trial, heavily featuring trumped-up evidence against Duke Dresari, and at the end had his loyal cadre of enforcers execute every single one of the prisoners—linking them to Dresari as “accessories to conspiracy and treason after the fact.” He hastily added the names of Bruning and his fellow murdered officers to the charges at the end, apparently in an effort to cover himself from the order he gave an assassin to kill those officers.

The resistance on Kentares was not over, however. Not by a long shot.

NANKING

Flash: 28 November 3062

Long before the growing division within the AFFC gripped the Capellan March, Nanking was a world on the brink. When Chancellor Sun-Tzu Laio launched his attacks into the Sarna March in 3057, he ordered the Maskirovka to stir up the populations of the former Capellan worlds in that region, of which Nanking was one. Though the Chancellor was forced to halt his campaign before he could retake more than a handful of the worlds his nation lost to the Federated Suns during the Fourth Succession War, he continued to funnel support to terrorist and other extremist groups located within worlds of the former Sarna March. Nanking was just one of those worlds.

On the other hand, Nanking was also an extremely important world to the AFFC. Not only home to one of Kallon Industries' primary factories, the world was—and still is today—strategically located close to the fractured Chaos March. While the Nanking Sarna March Militia had garrisoned the world since its formation following the Fourth Succession War, the AFFC High Command authorized the First F-C RCT to likewise take up station on the world following the unit's retreat from Gan Singh in 3057. Since that time, the two units clashed in style and attitudes, with the men and women of the SMM—all natives of the Sarna March—blaming the First F-C, and by extension Victor Steiner-Davion, for the problems on their homeworlds. For their part, the officers of the First F-C did their best to fix the situation by sponsoring anti-Capellan movements all over the Chaos March, including launching a number of raids aimed at staunching the flow of Capellan support into the region.

The First F-C's efforts did nothing to mitigate the SMM's feelings of animosity toward their unit, however. By the middle of the year, members from both units were regularly getting into

barroom brawls and the like. Assaults, petty larceny and vandalism plagued both sides for most of the rest of the year, but the First F-C's commander, Marshal Ally Swanson, recognized the writing on the wall. While she harshly punished her men for infractions against the SMM, she simultaneously made subtle redeployments of her troops and used her connections within the AFFC High Command to bring in more supplies, ostensibly to add to the stockpiles in case Sun-Tzu Liao wished to resume his assault on the former Sarna March.

Matters on Nanking reached the boiling point on the 28th of November. News of the action on Kathil had already reached most of the Capellan March, but continued rumors of major redeployments of forces throughout the March alarmed the SMM's commander, Lieutenant General Fritz Tull. Afraid that Duke Hasek would drop half a dozen RCTs onto the world in an attempt to crush any potential opposition, namely his SMM, Tull mobilized his troops, giving them the order to secure each major strategic location on the world, including Kallon Industries, the capital city of Yang-ku and the AFFC command center in the Shao'Ti mountain range. Unfortunately for Tull, Marshal Swanson was well ahead of him and had more resources at her disposal than he'd realized. In addition to a demi-brigade of AFFC mechanized infantry, Swanson had under her command a combined MI-4/MI-5 task force, plus an MI-6 special ops team.

The moment that Tull gave the order to mobilize, Swanson sent her units into action. The SMM's aerospace fighters never made it off the ground, all falling prey to sabotage. Likewise, a regiment of infantry was arrested en masse at their base camp while the battalion of SMM 'Mechs defending the Kallon plant were captured without a fight.

Swanson couldn't close the trap in time to take the entire SMM unawares, however. Tull managed to get the rest of his command together and mobilized. He tried to keep key positions within Yang-ku, but the First F-C pushed them out of the city. In fact, of the eight primary military and government targets that Tull had hoped to occupy, he only managed to keep the secondary industrial city of Pellan. Everywhere else, Swanson's RCT hit his own forces hard and forced them into retreat.

But Tull had one final "trick" of sorts up his sleeve. He called the Nanking planetary militia into action to support his SMM. All of a sudden, Swanson had local units all over the planet stirring up trouble against her. She made the decision at that time to call the First Kestrel Grenadiers in from the nearby world of Zurich to help her put down the insurrection. While the Grenadiers mobilized, Swanson concentrated on neutralizing one piece of Tull's tenuous command at a time, as bloodlessly as possible—she still needed the support of Nanking's people if she was to be truly victorious.

Elements of the Grenadiers began to trickle in by the 20th of December, but Swanson kept their arrival unnoticed by filling the skies with inbound and outbound DropShips of all kinds. While Swanson was waiting for the Grenadiers, Tull did his best to link up with the various militia units that heeded his call. Under-equipped and under-trained, the militia units were still

potentially deadly and, with their support, Tull had the upper hand in numbers and familiarity with the lands.

Swanson maintained pressure on Tull, keeping him bottled up in Pellan and the surrounding lands. The First F-C fell prey to a number of terrorist attacks throughout December and January, though, and in order to keep order within her zones, Swanson pulled some of her infantry regiments back, giving Tull more latitude in his operations. He attempted a breakout on the 9th of January, but the Kestrel Grenadiers were ready for him, sweeping in on his right flank from the Shao'Ti Foothills. Marshal Agatha Stromp and her Grenadiers captured three regiments of Tull's infantry and armor during their surprise assault while Swanson's First F-C stopped Tull's advance in its tracks.

Before the end of the month, Tull tried two more abortive breakout attempts, each time with the combined strength of two RCTs pushing him back and inflicting horrendous losses. The only breaks he and his troops did catch were the capture of Qingjiang and Wenfang—both major transportation crossroads on Nanking's Tai-Shan continent—by Nanking militia regiments and the arrival on-world of two mechanized infantry regiments that immediately declared their support for the Archon and Nanking's defenders.

BENET III

Flash: 5 December 3062

Both the Forty-first Avalon Hussars and the Fifth Donegal Guards were stationed on Benet III when the fighting on Kathil erupted. The two units on the world had been at odds for months, with the Forty-first Hussars denied equipment and supplies in lieu of the Fifth Donegal and other Lyran units. On the other hand, the Fifth Donegal had suffered just the same fate for some two decades while under the command of First Prince Hanse Davion in the 3040s and 3050s. With so many years of animosity built up, it was almost a given that the two units, with their diametrically opposite viewpoints, would clash.

When Arthur Steiner-Davion was killed, General Laura Hamilton and her command staff were among the first general officers in the AFFC to publicly raise accusations against Archon Katherine, purporting her involvement in her brother's death and questioning her motivations and fitness to lead. Knowing what would undoubtedly come, Hamilton prepared her Hussars for the worst.

While the Fifth Donegal was understrength—a total of a mixed regiment had been sent to Kentares IV earlier in the year—it still outnumbered the Forty-first Hussars. Under orders from New Avalon, Hauptmann General Ursa Potroy, commanding the Fifth Donegal, placed Benet III under martial law. The Forty-first Hussars chose not to recognize those orders and instead took to the field themselves.

The first few engagements were indecisive as both generals continued to maneuver the bulk of their forces like two boxers looking for weaknesses. Both units were also spread out across the world, defending several key locations, making command and control difficult at times. For her part, Hamilton

remained mostly in her roving command post, leaving the details of the campaign to her exec, Lieutenant General Julius Gramstad, while she attempted to coordinate off-world support for her unit.

One of Hauptmann General Potroy's first decisions was to order Hamilton's capture. When her troops couldn't accomplish that within the first week, Potroy ordered her troops to occupy Benet III's HPG station, putting her in direct confrontation with ComStar and the elements of the Seventy-seventh Division on-world. The Com Guards rebuffed Potroy's attack and responded with a raid on her headquarters, crippling her command and control centers.

Hoping to build on the confusion the ComStar raid created, Gramstad lead the Forty-first Hussars in an attack on the Fifth Donegal's headquarters in Waupaca, one in which he crippled a battalion of armor and a company of 'Mechs. Unfortunately, he had to leave his flanks exposed to do so and as a result felt the full force of a mixed regiment hit him from an oblique angle, forcing him out of Waupaca and back into the Weddi Forest.

Putting aside the ComStar threat for the time being, Potroy concentrated her forces on finding Gramstad and destroying his force. Gramstad continued to retreat from the Fifth Donegal, drawing supplies and additional help from Benet III's local reservists and militia, but Potroy finally closed the box on him on the 22nd of December by dropping a battalion of 'Mechs and the 199th Lyrans Jump Infantry ahead of him. Only a handful of Hussars escaped the battle, with Gramstad surrendering his command after taking almost 70 percent casualties—though inflicting serious damage himself. A day later the Fifth Donegal captured General Hamilton in her command post.

Though deprived of their leaders, the surviving elements of the Forty-first Hussars continued on, with Major Jack Potterton taking charge of the remainder of the unit. Most of the Forty-first went underground, taking with them almost a quarter of Benet III's militia, while Potterton and two mixed battalions held onto Fort McCoy, dispersing what supplies they could before Potroy pounced on them.

She did just that in the first week of January. Potterton had already managed to funnel hundreds of tons of military supplies into Benet III's underground over the course of a week when Potroy staged her first full assault on the base. Potterton and his determined defenders repelled her. Situated amongst the bluffs and forests of western Kehl, the fort was perfect for not only military exercises but for defense against a much larger enemy. Potterton mined every passage through the bluffs and dispersed his men, forcing dozens of smaller engagements and wearing down the Fifth Donegal's energies, all while the 1001st Federated Aero Wing and a battery of militia artillery rained death down on Potroy's men. But Potterton couldn't hold out indefinitely. On the 22nd of January Potroy finally broke through his defense lines and entered the fort. Potterton and little more than half of his men escaped under the final barrage of his artillery while the 1001st kept the bulk of the Fifth Donegal tied up so that he could get free.

The last week of the month saw Potroy consolidate her holdings on Benet III, but the fight for the world was far from over. Moreover, she still had to contend with the Com Guards and a virtual communications interdiction.

NEW ARAGON

Flash: 9 December 3062

Like many other worlds in the former Federated Commonwealth, New Aragon was a hotbed of animosity between the pro-Katherine and pro-Victor camps, made even worse because military units on either side of the coin were assigned to the world. Dispatched to New Aragon to relieve the First Aragon Borderers when that unit was given orders to participate in Operation Bulldog, the Third F-C RCT did not relocate following the Borderers' return. At first, Hauptmann General Charles Finnigan deflected his superiors' questions by claiming that there wasn't enough DropShip and JumpShip capacity available to move the entire RCT to Moravian. Eventually those arguments turned to other excuses, such as the need to complete manual counts of the inventory or that half of his unit was down for repairs and awaiting parts.

As director of New Aragon's defenses, Lieutenant General Jimmie Kirston of the Borderers issued his own orders to Finnigan to vacate certain regions, but again all Finnigan did was give vague excuses. Even a visit by Valexa PDZ Commander Marshal Piper Burullo did little to change Finnigan's attitude.

Then the powderkeg on Kathil exploded, followed by Victor Steiner-Davion's call to arms. Rather than let what had happened on Kathil happen to New Aragon, both Burullo and Kirston dispatched immediate orders for the Third F-C to relocate offworld, utilizing the Borderers' DropShips and JumpShips if necessary.

Finnigan replied, confirming the order and saying he was mobilizing the entire RCT for the move. He did indeed give the order to mobilize, but not for a withdrawal from the world. With headquarters in both the cities of Dalemar and Gary on the continent of South Aragon, Finnigan ordered the RCT to march toward Alexandria, where the Borderers were stationed. With the Third F-C coming from two different directions, Kirston watched their movements closely.

On the 9th of December, all hell broke loose when Alpha Regiment of the Twelfth Vegan Rangers executed a combat drop in the middle of a thunderstorm right on top of the Third F-C's Gary column. Having garrisoned New Aragon since the fall of the Sarna March, General Tom Stancel and his Twelfth Vegan were well acquainted with Finnigan and his methods. Along the march, the Third F-C was quietly securing strategic sites and crossroads, leaving small defense forces behind. Recognizing that, Kirston and Stancel coordinated the surprise attack, one that cost the Third F-C over a third of its forces in casualties and POWs. Further, the Third lost the initiative.

Still a day away from Alexandria, Finnigan pushed his Dalemar column on toward the city in an attempt to drive the Borderers away, but only met a concerted mobile defense,

spearheaded by the Borderers' dozen Leopard-class DropShips and anchored by a demi-battalion of heavy and assault 'Mechs. With Borderers' 'Mechs dropping all around them, the Third's column broke up in short order into a number of disorganized units.

The Third F-C still had sizeable garrisons in both Dalemar and Gary, so while Finnigan's main body reformed, the Twelfth Vegan and elements of the Borderers hit both bases in an attempt to dislodge the Third F-C and cut their supply lines. The combined task force cleared the Third F-C from Dalemar on the 13th of December but failed in Gary the next day. By then, Finnigan had managed to reform the surviving elements of his Third F-C RCT and mounted an attack on Alexandria.

Even with the Third F-C down to less than half strength, the Borderers had a difficult time holding off two combined arms brigades. Only the timely arrival of a Twelfth Vegan battalion by DropShip kept the Borderers from complete collapse. With both the Borderers and the Third F-C severely bloodied, the two sides withdrew to lick their wounds until the new year, the Borderers to Alexandria and the Third to Gary.

Having captured a significant amount of equipment from the Third in their first few battles, the Borderers were in better shape than they looked, but Finnigan and his Third F-C wooed ranking members of the world's militia volunteers as well as units on nearby systems for assistance.

By January 4th, both sides were ready to go another round in the fight for New Aragon. Kirston made the first move with an attack on a Third F-C encampment some fifty kilometers west of Gary, but in that hilly terrain, Finnigan's mechanized infantry, massed artillery and aerospace fighters made short work of Kirston's Borderers. It was again the Twelfth Vegan that came to Kirston's rescue with a combat drop, one that turned into a bloody week-long siege, followed by two more weeks of hit-and-run attacks from both sides. The Third F-C took serious losses during that operation, but the Borderers certainly were the worst hit, with only a battalion of 'Mechs left following the operation. Battered and exhausted, both sides took another break at the end of January.

ALGOL

Flash: 21 December 3062

Matters on the world of Algol were relatively peaceful. That is until the start of the fighting on Kathil and Victor Steiner-Davion's broadcast following the death of his brother. One short jump away from New Aragon, word about the troubles on that world reached Algol almost as it happened. Frightened by the hard-hitting tactics employed by the Twelfth Vegan Rangers' Alpha Regiment, Lieutenant General Suzie Foster and her Second Republican were naturally concerned about sharing Algol with the Twelfth's Gamma Regiment.

While the MechWarriors of Gamma were nominal supporters of the ousted Prince, they had no plans to engage the Second Republican and instead prepared to boost off-world in order to lend support to Alpha on New Aragon. Unfortunately, the Second Republican ignored their messages informing them

of their plans to leave Algol and interpreted Gamma's activities as preparations for action against them. On the 21st of December, the Second Republican hit Gamma hard in their Debelne encampment. The two regiments battled for three days in and around Debelne, pulling no punches and leveling more than half of the city. Gamma's heavy armor assets prevented the Second Republican from just rolling over them, but the surprise attack hurt the regiment badly. Firmly entrenched in the city, however, Gamma could not be dislodged. The Second pulled out of Debelne only after Gamma staged a raid of its own on the Second Republican's base in Algol City, escaping with several thousand tons of supplies and spare parts under the cover of their fighter wing.

The Second Republican tried again on the 27th of December, placing Gamma and Debelne under siege. The Second Republican's DropShip group and Gamma's aerospace wing constantly fought for air superiority over the city. In the midst of the dogfighting, the Second Republican only successfully made one combat drop in three into Debelne.

For their part, Gamma held onto as much of the rapidly disintegrating city as possible, though during the siege they did their best to clear the city's 150,000 inhabitants out. By the 2nd of January, nearly 70% of the city's people had left, overtaxing the Second Republican's ability to keep the peace in their rear areas. Lieutenant General Suzie Foster had to devote over a third of her command to refugee camps, but even with assistance from local police and militia units, the refugees were too much for Foster to handle. Gamma earned its second reprieve on the 5th of January, this one lasting some two weeks.

By the 20th, Foster had the refugee problem under control. Under the cover of their fighters, Gamma had struck out against three other military targets via combat drop during the intervening weeks, capturing more expendables from manufacturing depots all over the planet. During the intervening weeks, Colonel Christie Desantis received reports from 12th Vegan commander General Tom Stancel on New Aragon. Rather than route Beta Regiment to help him on New Aragon or to assist in the fight for Nanking, he was sending them directly to Algol, though they wouldn't arrive for some weeks yet.

Foster attacked again on the 22nd, pushing hard and trying to break Gamma's defensive line into small units that she could overwhelm. With Debelne rapidly turning into one massive rubble pile, Gamma was able to force the Second Republican into using just a few routes of advancement, easily creating a flexible defense of their portion of the city.

Foster maintained her probing attacks in the city, but pushed the bulk of her force into Debelne's spaceport, forcing Gamma to give up the field. Gamma very quickly fell back, though, waiting only until their DropShips and fighters boosted free of the field. As they left, Colonel Desantis ordered her 'Mechs to destroy the spaceport's fuel reserves, an action that cost Desantis three of her BattleMechs but took out a lance of Second Republicans and prevented them from using the field against Gamma.

Inside the city, Desantis still held a single DropShip pad within one of Debelne's massive grain processing plants. She kept most of her DropShips in space, operating her fighters from orbit—a fact that allowed her better intelligence on Foster's movements. As a result, she wasn't surprised when Foster made another massive movement into Debelne on the 26th. What did surprise her was the ferocity of the attack, which pushed past three defensive points and into the outskirts of a second grain plant. By the time the Second Republican reached the plant, the weather had become so bad that Desantis lost her fighter cover.

The two sides fought for hours in the blinding rainstorm, but the battle suddenly ended when a stray PPC shot hit a damaged grain silo, causing a massive explosion that destroyed almost a dozen 'Mechs and seriously damaged more than twice that many. Both sides limped away from the battle barely intact.

When Foster returned to her command post, she received a message from Lieutenant General Karl Lopiz, commander of the Third Republican. He was on the way from Yangtze with his regiment and would reach Algol by the middle of February. Foster, having lost over half of her command in the various battles, resolved to go onto the defensive until her sister unit reached the planet.

OTHER FEDERATED SUNS ACTIONS

Fighting to one degree or another erupted on worlds throughout the Federated Suns as soon as word of the fighting on Kathil, Kentares and Nanking made its way out on the news webs and Victor Steiner-Davion made his broadcast on December 8th. While fighting to the degree seen on Kathil broke out on only a handful of worlds, many more saw brief flurries of engagements between regular army units followed by a tense peace. Pro-Katherine and pro-Victor regimes on a few worlds toppled following popular uprisings sponsored by those owing allegiance to the other side, though that type of action flared most significantly within the Lyran Alliance's Skye region.

Bromhead (6 December 3062)

While the rest of the Federated Suns was gripped by the growing discontent throughout 3062, Bromhead was an amazing eye in the storm, especially as two AFFC units with opposing political views garrisoned the world. Marshal Donna Iona of the Twenty-second Avalon Hussars and Fleet Admiral William Kossacks of the Second Davion Guards recognized the futility of being drawn into a civil war that could only hurt the Federated Suns and kept their two units widely separated.

As soon as fighting broke out in the Capellan March, the two commanders knew it was only a matter of time before one of their subordinates made a terrible mistake. The two met with Colonel Wolfgang Hansen, commander of the mercenary unit Hansen's Roughriders, likewise stationed on Bromhead, to determine his position. Long-employed by the Lyran Alliance, Hansen announced his support for the Archon. The three com-

manders agreed that, rather than needlessly sacrifice their men and equipment, Admiral Kossacks would move his command off-world.

While preparing for the move, the Second Guards simply packed everything in their bases that wasn't bolted down into their DropShips. Logistics officers from the Twenty-second Hussars saw the Guards' actions as stealing from their supply dumps, however. On the 6th of December, two battalions of Hussars' armor and infantry entered the Second Guards' base in Richmond in an attempt to protect their supply cache. From all accounts, a brawl between two supply sergeants turned into a firefight between MPs. From there, the fight escalated, and likely would have grown to engulf the entire world had Iona and Kossacks not personally intervened to stop the fight.

While accusations flew back and forth between both units for the next two months, the Second Guards did eventually leave the world, transporting the entire command and three militia regiments to Mendham, where the Davion Light Guards were also stationed.

Alcyone (7 December 3062)

As long as it's been a part of the Federated Suns, the world of Alcyone has played a key role in the military network designed to keep the Capellan Confederation in check. Following the invasion of the St. Ives Compact, it became even more important as a base to launch punitive raids from. Three AFFC units garrisoned the world: the Alcyone Capellan March Militia, the Twentieth Avalon Hussars and the Fifth Davion Guards.

While both the Hussars and the Guards voiced their opposition against the Archon long before the fighting even broke out on Solaris, the CMM felt its duty was to the Federation and to its leader, whoever that might be. Though there was little friction between the units prior to the flash on Kathil, the growing antagonism within the Capellan March hit the boiling point on the 1st of December when a communiqué from New Avalon instructed both the 20th Hussars and the Fifth Guards to leave the world. Realizing that the Archon likely wanted the units off the world so that she would have complete control of the Alcyone PDZ and its logistics network, General Jack Roberts and Marshal Linda Archer agreed to ignore those orders and remain on-world. From there, relations between the two AFFC line units and the CMM rapidly went downhill.

Deputy Alcyone PDZ commander Hauptmann General Galen Meinecke decided the world's fate in a memo dated that same day in which he directed logistics officers attached to his headquarters to quietly transfer ammunition, spare parts and other consumables from the dozen major military bases on-world to two major facilities guarded by the CMM. On the 5th, officers from the Twentieth Hussars stopped workers from the Quartermaster Corps from shipping 500 tons of supplies from their base in Hagarstown to the depot at Fort Gibson. A day later, the quartermasters returned with an MP platoon from the CMM, but General Roberts ordered them arrested and held for

questioning. A day of intensive research showed that thousands of tons of supplies from both the 20th Hussars and the Fifth Guards had been routed to the CMM-guarded depots.

Both General Roberts and Marshal Archer drafted their own orders to draw their supplies back, sending convoys to the Fort Gibson and New Bolan depots the next day. When their convoys were arrested by the CMM, the two commanders each dispatched one of their senior officers, guarded by a mixed battalion, to retrieve their convoys. Unfortunately, Alcyone PDZ commander Marshal Kinsely Crossburns also chose the same time to visit Fort Gibson. Acting under General Meinecke's orders to arrest anyone attempting to enter the two bases without his permission, the Fort Gibson soldiers apparently detained the Marshal and his personal staff. When the Twentieth Hussars arrived, they recognized the Marshal for who he was and attempted a rescue. Marshal Crossburns was killed in the ensuing firefight, apparently shot by a CMM MP while trying to flee the area. The CMM forces garrisoning the fort were quickly drawn into the firefight and the 20th Hussars withdrew.

For their part, Roberts and Archer did not allow their units to be drawn into the Civil War immediately. While the CMM went to a high alert under the orders of Meinecke, the two senior officers conducted their own investigations to find out what really happened. While Meinecke ordered the CMM to continue the relocation of supplies, the two other units blocked the quartermasters' movements. When the two Allied commanders realized Meinecke's culpability in the incidents, they had he and his supporters arrested. Unfortunately, it was too late to prevent the Civil War from touching Alcyone.

As senior officer, Marshal Archer officially assumed command of the Alcyone PDZ on the 12th of December, but the CMM's Lieutenant General Dan Kendall refused to recognize her authority and continued to follow the last directions Meinecke gave him. With theater commander Field Marshal Zellner unavailable (trapped on Kathil) to confirm Archer's appointment, the situation deteriorated quickly. Archer and Roberts mobilized their units to counter the CMM's moves to secure the logistics chain on the world for themselves. Both the Twentieth Hussars and the Fifth Guards took a number of CMM detachments without loss of life, but just as many fell in a firefight.

In the final week of the month, matters had gotten so bad that Archer had no choice but to authorize attacks upon the CMM's bases themselves. Field Marshal Zellner's support for Archer came on the 26th, by which time the two RCTs had bottled the majority of the CMM up within Fort Gibson and Hagarstown. General Roberts spent most of the next two weeks hunting down scattered elements of the CMM, capturing those that he could and crushing those that forced him to do so.

With two full RCTs arrayed against him, Kendall was content to hold on to the two depots. On the other hand, neither Allied general had any particular desire to assault the well-defended CMM positions. While they would undoubtedly prevail, it could only be at the cost of over half their commands. Both

commanders surrounded the CMM positions and began to play the waiting game.

Brockway (11 December 3062)

As the countdown to Victor Steiner-Davion's broadcast ticked away, the situation on Brockway became more and more tense. With Hauptmann General Justin Leabo, commander of the Eleventh Avalon Hussars, publicly and very vocally voicing his support for the Archon and his utter disdain for Victor, mercenary Colonel Frederic Zaffson and his Frederic's Gazelles began to worry more and more. Colonel Zaffson put out a call to the other two regiments of the Lexington Combat asking for assistance. Responding, Major General Malcolm Feinman immediately ordered his two other regiments to Brockway, calling it a quick-mobilization exercise. The first battalions of Feinman's own Thirty-second arrived on the 30th of November and immediately secured the city of Coronado, while Zaffson ran his own exercises at Fort Kain.

As soon as he saw the other Lexington Combat Group regiments begin to arrive on-planet, Leabo ordered his Eleventh Hussars to secure the facilities they garrisoned against possible attack. Once the first DropShips from Marie's Golden Hammers arrived in-system, Feinman did the same.

When Victor made his broadcast, the two generals slowly began to consolidate their control over the planet. The two sides came into conflict for the first time when a mechanized infantry company tried to secure the rail bridge over the Corwin River. Connecting the far-flung Eleventh Hussars positions in Rowlette and Whiteville via mag-lev rail through the Beautains Highlands, the bridge was already guarded by a detachment from the Gazelles. A tense stand-off, in which both sides fired warning shots, turned into a bloodbath, with the surviving Eleventh infantry retreating in rout.

From that point, the two forces sparred with each other at range, looking for weaknesses. Though Leabo had the larger force, he faced three veteran mercenary BattleMech regiments with his RCT. Rather than throw his entire unit into the meat grinder, he contented himself with waiting until a weakness opened up. For his part, Feinman played it safe as he was still awaiting most of his support and auxiliary units to arrive on-planet. With the advantage in mobility and firepower, he pounced on what Hussars formations he could. This stand-off continued throughout the rest of December and all of January.

Demeter (7 January 3063)

Another world gripped by the tension of having two units on opposite sides of the Civil War garrisoning it, Demeter didn't flash to war until the 7th of January, though both the Fifteenth Deneb Light Cavalry and the Fifth Crucis Lancers nearly came to blows a dozen times before. War finally broke out when Marshal Michael Lipstein lost contact with the mixed combat command he'd sent through the Kuriak Mountains to gain a surprise position on the Fifth Lancers' right flank. Though Fifth Crucis commander General Olaf Richardson

denied any part in the disappearance of the Fifteenth unit, Lipstein ordered his unit into immediate action. Equally angered at the loss of his men—who had apparently fallen so quickly that they didn't even manage to send a distress call—and the loss of his exec, Lieutenant General Nicole Haswell, Lipstein pushed his unit into an assault that the Fifth Crucis Lancers were prepared to meet.

Steering clear of the Kuriak Mountains to the north, Major General Meshach Felsner lead a demi-brigade of cavalry, scout armor and mechanized infantry around Lipstein's assault force and into his rear areas, hitting the Fifteenth's command post in Dresan and disrupting the flow of supplies to the front, where Richardson firmly held against Lipstein's greater BattleMech numbers.

The battle for Demeter lasted only three weeks before Felsner's attacks on the Fifteenth's lines of supply took their toll. Feinting with a heavy push toward the Fifth Crucis' secondary depot at Camp Golan, Lipstein managed to pull back and consolidate the remainder of his unit in Dresan, where he ordered his unit to evacuate the planet. Detailing Felsner to continue to push Lipstein to the very end, Richardson pulled the rest of his own unit back and likewise ordered them to prepare for lift-off, intending on hunting down the Fifteenth and crushing it before Lipstein had the chance to come back and do the same to the Fifth Lancers.

WAR WITHIN THE LYRAN ALLIANCE

In stark contrast to the fights that blossomed within the Federated Suns, the action that took place during the Flashpoint of the Civil War within the Lyrans Alliance was less about emotion than it was about blind adherence to orders, or at the very least about officers doing what they felt would most curry the favor of their Archon.

With so many old Lyrans and FedSuns units spread between the two realms, and after so many years of military alliance, tensions were just as high within the Lyrans Alliance as they were within the Federated Suns. Yet to the naked eye, the Lyrans Alliance seemed at peace right up until the assassination of Arthur Steiner-Davion and Victor's subsequent call to arms. Even after war broke out, to many it was almost business as usual within the Lyrans Alliance, at least to the common citizen. The difference? While the Federated Suns was ruled by a dictatorial usurper, the Alliance was ruled by the virtual reincarnation of Katrina Steiner. That is, at least, how the common citizen had come to see it in late 3062.

That is not to say that all was well within the Lyrans Alliance up until war broke out. Nothing could be further from the truth. Though suppressed by the Lyrans government and military, major riots nonetheless erupted on dozens of worlds on a daily basis in the final months of 3062. But while these rioters were calling for the removal of Archon Katherine from the throne, they were, for the most part, not calling her a despot. Instead, the Lyrans people were up in arms that she had apparently ignored their

nation for too long, concentrating all of her energies on building an empire within the Davion nation.

Even within the LAAF, the split was not all about Katherine vs. Victor; while there were steadfast supporters of both, there were far more who were more concerned about who the legal ruler was. With General Nondi Steiner—sister of the original Archon Katrina Steiner—commanding the LAAF, the senior Lyrans military leadership was filled with a great many officers who either owed direct loyalty to the Archon or who were steadfast in their belief that she was the rightful and legal ruler of the Alliance. Those "Davionists" who survived the purges were either assigned "watchers" or were given backwater assignments with little or no hope for support. This was doubly true for the "Davionist" combat units, almost all of which had been stripped of their transport capabilities to prevent just such a civil war from breaking out.

When fighting did actually break out within the Alliance, it was more due to orders from Tharkad than because of emotions between two commanders flaring, as was the case on world after world within the Federated Commonwealth. Of course, as the Civil War continued, the reasons became more muddled, especially after Duke Robert Kelswa-Steiner incited the renewed Skye Revolution and Khan Marthe Pryde brought her Jade Falcons into the Alliance; though those two individuals would not affect the course of the fighting for some time yet.

FT. LOUDON

Flash: 7 December 3062

Located at the triple border between the Lyrans Alliance, the Free Rasalhague Republic and the Jade Falcon Occupation Zone—and one short jump away from Clan Wolf-occupied space—Ft. Loudon had become a primary key in the defense of the Lyrans Alliance, especially as it is located "below" the Tukayyid truce line. It was only natural that first the Lyrans military would garrison the world heavily with powerful, veteran units. In fact, Ft. Loudon has been the jump-off point for numerous public raids into the Clan Occupation Zones, and likely many more that are still classified.

Long before the first sparks of Civil War flared, Ft. Loudon was a world gripped by tension. AFFC Marshal Alberta Orsina publicly denounced Katherine Steiner-Davion when the elder Steiner-Davion daughter took the throne on Tharkad in 3057, earning Orsina scores of reprimands, bureaucratic threats and even death threats. She weathered them, however, and while she and her senior officers had no love for the new Archon, they and their Fourth Davion Guards remained loyal to the people of the Lyrans Alliance, defending them against the predations of the Clans.

The co-located Fifth Alliance Guards, however, were steadfast supporters of their new Archon. Though both units were given the task of keeping the Clans on their toes, the LAAF began to assign more replacement supplies to the Fifth Alliance Guards, apparently in hopes of weakening the Davion unit. Rather than let her unit be so hamstrung, Marshal Orsina simply



adjusted her mission orders so that her unit could raid Clan supply bases or could make layovers on worlds with LAAF or other allied supply depots.

As the war drew closer, relations between the two units deteriorated even more. The addition of the Knights of St. Cameron to the mix only worsened the situation—while the unit technically declared itself neutral in the growing factionalization of the LAAF, they did recognize Archon Katherine as the legal ruler. The commanders of all three units wisely chose to keep their units separated, lest their men initiate an “incident.” Unfortunately, that also meant that effective control of Ft. Loudon’s defenses defaulted to Precentor Cheryl Raume, commander of the Com Guards’ Forty-eighth Division, also headquartered on the world.

The populace of the world was just as divided. Almost daily, protests of one sort or another rose up on the streets of Ft. Loudon Prime, capital of the world. The world had a vocal, if small, movement of anti-Katherine protesters. Soldiers and police officers patrolled the world’s cities in full riot gear, immediately cracking down on any potential public protest. The governor of the world clamped down on the media, preventing word of the protests from spreading through anything but word of

mouth. Encouraged by Marshal Orsina’s views, however, the anti-Katherine movement persevered.

As soon as word of Arthur Steiner-Davion’s assassination reached Ft. Loudon, Marshal Orsina again publicly called for the Archon’s resignation, hoping to bring some of Ft. Loudon’s people to her side. Instead, her call forced Lieutenant-General James Ito, commander of the Fifth Alliance Guards, to spring into action. Acting on orders from Pandora Theater commander General Walther Gothard, routed through him from General of the Armies Nondi Steiner, Ito pressed the issues of loyalty and integrity with the Knights of St. Cameron, extracting a promise of assistance from them should revolt or uprising threaten the planet’s security.

Ito used just that excuse when he activated the planetary militia on the 2nd of December, and later on the 4th when he placed the world under martial law. On the 5th, he ordered the Fourth Davion Guards to give up their base in Yulio and relocate to a new base over 1,500 kilometers away, in the middle of an arctic wasteland. When the Fourth Davion Guards had yet to move a single person or piece of equipment by the 7th of December, Ito ordered Orsina to step down from command and accept a replacement. Orsina, of course, refused and launched a preemptive strike on the Fifth Alliance Guards.

While Ito had expected Orsina to do something like that, he had not anticipated the sheer power of her assault. Reinforced by a brigade of elite "free" mechanized infantry of FedSuns descent, each with dozens of raids on Clan-held worlds under their belts, and further complemented by several special forces companies, the Fourth Guards hit the Fifth Alliance Guards hard. They disrupted command and control within the LAAF forces on Ft. Loudon for two weeks by hitting key communications centers, command posts and supply dumps. Orsina's 'Mechs visibly sortied forth from their Yulio base, gaining Ito's attention, while her battle armor units and companies from the three mechanized regiments snuck past the Fifth Alliance Guards' lines to hit the Loyalists' rear areas. They made a point of avoiding all civilian targets, as well as the Com Guards' and the Knights of St. Cameron, however.

With the might of Ft. Loudon's planetary militia behind him, Ito still had the advantage over Orsina's elite units. Within hours of her first strike, Orsina launched half a dozen more fast raids designed to keep her opponent off-guard, hitting them while Ito and his staff was still trying to regain control of the situation, but after years of fighting the Clans, the Lyrans troops were not as green as Orsina had assumed. One enterprising officer, Hauptmann-Kommandant Heinrich Sands, began using civilian wireless transmitters—though expressly forbidden by LAAF regs—to coordinate operations between his 'Mech battalion and a nearby militia armor unit. Within hours, the Lyran reestablished a tentative command net using civilian means, means that Orsina was unwilling to knock out in her operations.

By the 12th, the two sides had fought several hard engagements, though neither could claim any strategic victories. Knowing that her unit would be locked within a hostile Alliance for some time yet, Orsina refused to commit her unit to any fight that would likely end in major casualties. She gave Major General Robert Davion-Zibler, commander of the free mechanized brigade, the go-ahead to operate on his own, however. While Orsina limited her movements to patrols and probing attacks close to her Yulio and Carentan bases, Davion-Zibler made several bold moves, including a raid into Ft. Loudon Prime, capital city and headquarters to Ito's Fifth Alliance Guards.

Tired of watching the Knights of St. Cameron sit on the sidelines, Ito forced the issue on the 28th of December. Ordering the mercenaries to form the left and right flanks of a massive assault force aimed at Orsina's smaller Carentan base, Ito hit the Fourth Davion Guards headlong, while sending a combined militia brigade to cut off the retreat path between Carentan and Yulio through the D'ennes. With a combat command of mixed armor and infantry in the gap between the two bases, plus some two combined-arms regiments in Carentan, Orsina ordered her Guards onto the march.

The so-called battle for the Carentan Plain lasted almost a week, as both sides refused to give an inch. With Davion-Zibler running interference against militia reinforcements and hampering command and control, Ito barely kept the reigns on

his Loyalist RCT, but also kept the Fourth Davion Guards effectively bottled up within Carentan. Three times Orsina ordered an attack from the D'ennes Forest that managed to link up with the Fourth Guards within the city and three times Ito opened the gap again.

On the 2nd of January, Ito managed to get a squadron of fighters through Orsina's heavy aerospace umbrella—though only at the cost of almost a third of his fighter contingent—to bomb the Fourth Davion Guards' position within Carentan. Backed up by a combat drop that placed a battalion each of Fifth Alliance and Knights BattleMechs in the city, the attack turned into a resounding success, forcing the Davion Guards from their positions. Though Orsina and Davion-Zibler immediately launched their own attacks, it was too late. Ito finally took Carentan, destroying or capturing some two regiments of Orsina's troops.

The next two weeks saw vicious, but ultimately indecisive, fighting between both sides. At that point, Orsina recognized that neither side would claim victory any time soon and that the only true losers would be the people of Ft. Loudon. Even with hundreds of citizens daily braving arrest or worse by taking to the streets in protest of the Archon and looting businesses that publicly supported the Archon, Orsina knew she didn't have the support she needed.

She quietly prepared her RCT for transport, pulling her outlying units back to Yulio under the guise of bolstering the city's defenses. By the beginning of February she was ready. Surrounded by Ito's forces, she waited until he rotated the Knights of St. Cameron to guard the city, knowing they wouldn't attack. On the 3 February 3063, her DropShips took off, under the watchful eye of her two air wings plus the "shadow" of the Knights' own squadrons. Major General Davion-Zibler also pulled his regiments back, though he left behind many of his special forces detachments to keep Ito and his Fifth Alliance Guards "occupied" for the near future.

THORIN

Flash: 8 December 3062

The world of Thorin is located within the heart of the Freedom Theater, mere light years from the seat of humanity. Unfortunately, the Theater's proximity to Terra and the Federated Suns, as well as both the Draconis Combine and the Free Worlds League, meant that its worlds were something of a mixing pot of nationalities. Moreso than anywhere else in the Lyrans Alliance, the worlds of the Freedom Theater were gripped by discontent and civil uprising. By mid-3062, General of the Armies Nondi Steiner ordered a number of regular army units to take up station within the Theater in an attempt to quell the growing discord. Her actions were only partially successful.

She placed a battalion of the Fifteenth Arcturan Guard on Thorin, with the other two battalions only one jump away on Muphrid. While Thorin was not gripped by the type of outright violence that had brought life to a standstill on Solaris VII, or the

daily protests as on Ft. Loudon, the world did have a strong anti-Katherine movement. It was Colonel Felix Blucher's job to ensure that this movement did not gain ground.

By the beginning of November, it was clear that the mere presence of the Arcturan Guards regiment wasn't nearly enough to suppress the dissidents. A number of terrorist bombings had brought life to a halt several times, followed by rounds of arrests of suspected terrorists. As November dawned, the Arcturan Guards, taking on responsibility for internal security of the world as well, began to round up suspected anti-Katherine protesters and Davionist collaborators. Sparks flew when a prominent journalist and activist was killed by Arcturan Guards personnel, followed by another round of terrorist bombings aimed primarily at military targets. In response to this latest string of bombings, Colonel Blucher activated the Thorin militia, placing it directly under his own command.

Revolution broke out on the 8th of December following Victor's broadcast. Leutnant-Colonel Archer Christifori, commander of the Thorin Militia and brother of the slain journalist, went rogue, taking much of his militia's strength with him. Freeing Thorin's political prisoners from detention in the planetary capital of Ecol City as a diversion, Christifori moved his force well out of Blucher's immediate reach.

For the next month, Christifori and his understrength BattleMech battalion kept a low profile, launching small raids on Blucher designed to simply keep him and his Fifteenth Arcturan off guard. At the same time, Christifori built a rapport with the local protest cells, making them work for him and giving them target lists.

In that month, Christifori became something of a legend with Thorin's people. Long before troubles even began on Thorin, Christifori was a popular figure; not only was he a Clan War hero, but he also owned the largest private interstellar transport company on the world and was thus directly responsible for bringing many of the needed imports into Thorin. While Blucher endlessly searched for Christifori's unit, the rogue commander goaded him on. A much-publicized attack on an LAAF payroll—in which Christifori distributed the proceeds from the heist to Thorin's people—only won him more popular support. Even when a terrorist group on-world began to target both military and civilian targets, Christifori's reputation took no hits.

By the first week in January, however, Colonel Blucher had finally tracked Christifori back to his base. Targeting the base, hidden deep in the Remington Forest within the ancient ruins of the Star League-era Thorin University, Blucher prepared an assault to drive the rogue officer and his troops from the location. Christifori was prepared for the attack, though, warned by militia turncoats within Blucher's Arcturan Guards. Christifori even managed to sabotage Blucher's ammunition stockpile, something the Colonel did not discover until his BattleMechs began to fire dud missiles and autocannon rounds.

Blucher retreated from the battle, leaving almost half of his BattleMechs behind as salvage, but at the same time bloodying

Christifori's nose. Neither side was fit for battle, but Blucher still held Ecol City, and with it the seat of power on Thorin. Protected by an aerospace fighter umbrella thick enough to ward off any attack by Christifori, Blucher tightened his grasp on the capital city while he dispatched a message ordering the Fifteenth Arcturan's second battalion to relocate to Thorin.

Through his spies, Christifori learned of Blucher's plans and on the fly put together an operation designed to neutralize the Fifteenth Arcturan on Thorin once and for all. Having already destroyed two of the satellite downlink stations on the world, creating major holes in Blucher's satellite surveillance network, Christifori led a strike team off of Thorin in his own company's DropShips and landed on Muphrid before the Second Arcturan Battalion had yet finalized preparations for the move. Dropping his 'Mechs and his own DropShips almost on top of the Second Battalion's position at the Calenaton Spaceport, he surprised the Arcturan Guards and destroyed one of their three DropShips before they surrendered. Almost two weeks later, he returned to Thorin and successfully pulled off a Trojan Horse deception on Colonel Blucher, landing in the Second Battalion's other two DropShips.

Recognizing the impossible situation he was in, Colonel Blucher surrendered his command on Thorin on 2 February 3063. As part of the surrender agreement, the Third Battalion would leave Muphrid. Though Blucher and his troops turned their arms over to Christifori, they were allowed to leave the planet. Most elected to travel with Blucher to Muphrid, where they rendezvoused with the Fifteenth Arcturan's Third Battalion before moving what remained of the unit to Lyons.

RASALGETHI

Flash: 16 December 3062

Just a few light years away from Ft. Loudon, Rasalgethi likewise sits in a precarious position at the tip of the Clan Occupation Zones, though unlike its sister world, Rasalgethi is located above the Tukayyid Truce Line—and thus remained threatened by the Clan menace. For these two reasons, the world had been heavily garrisoned for more than a decade.

Concerned more with the defense of the Lyran Alliance than the partisan politics gripping the Federated Commonwealth, the senior officers of the Seventeenth Donegal Guards did not vocally declare their support for either Archon Katherine or her brother. Instead they went about their normal lives, protecting the Alliance.

Unfortunately, Leutnant-General Seth Alpert did not see matters the same way. Having allegedly spent a great deal of his career within Loki, the commander of the Sixth Lyran Guards was used to seeing different shades of gray, but also demanded absolute loyalty. To him, the refusal of Leutnant-General Quitman Brown and his staff to declare their support for their Archon was tantamount to treason.

Though he made no overt moves against the Seventeenth, he did take every chance he had to express his distrust for Brown. For his part, Brown dismissed Alpert's allegations, even

communicating to General Walther Gothard, commander of the Pandora Theater, personal assurances on the loyalty his entire command felt toward the Archon and the Lyran Alliance.

To Alpert, those assurances rang hollow. After Victor Steiner-Davion made his broadcast, Alpert became far more watchful of everyone around him, almost to the point of paranoia. When news of fighting on Ft. Loudon reached the world, he began to implement tighter and tighter security precautions around the world; though no significant anti-Katherine protests had ever taken place on Rasalgethi, Alpert's new security measures were in many ways more stringent than those used on worlds where major anti-Katherine rebellions were taking place.

General Brown finally recognized the writing on the wall on the 14th of December. Both he and Alpert were receiving daily reports from Ft. Loudon and other embattled planets. Already the future was looking bleak for the LAAF units that had declared their neutrality. Rumors of secret orders from Tharkad instructing loyalist commanders to either "turn" the fence-sitters or destroy them were circulating among the de facto network of neutral officers, while more factual accounts of the orders given by the Archon and her subordinates in the Federated Commonwealth were given even wider circulation. By officers on all sides.

Brown drafted an operations plan that night that would ensure that his Seventeenth Donegal Guards would not be caught off guard. He also placed quite a few of his own officers and senior NCOs—all vocal Loyalists—under protective custody, including Colonel Cedar Rhodes, one of his infantry regiment commanders.

The day of the 14th, Brown's Seventeenth Donegal went about their usual business, with a battalion of his BattleMechs moving into the field to meet up with several of his conventional regiments for a two-day training exercise. That night, he sorted several more units into the field. Though Alpert attempted to keep an eye on the Seventeenth Donegal's activities, his scouts lost them in the night and heavy storms. The scouts did report activity in the Camp Kalmar firing range, setting the general at ease.

Brown's units were not in the range, however. While their combat engineers set off a long series of pyrotechnics, simulating the combat exercises, the Seventeenth Donegal made a forced march across hundreds of kilometers of farmlands to reach Rønne, the headquarters of Alpert's Sixth Lyran Guard. They took Alpert's Guards by surprise, catching much of the command still asleep in the early morning hours. The 'Mech and armor companies on guard died in mere minutes, but they were able to make the general warning call that woke up the entire base.

The Seventeenth Donegal pushed well into the base, nearly overrunning the entire complex in the first hour, but could not quite manage a complete lockdown. Alpert's own headquarters building was overrun by the First Rasalgethi Force Recon regiment, and the general nearly captured, but Lieutenant-Colonel Della Milner organized a hasty defense from the cockpit of her *Banshee*, sending mixed demi-companies out into the fray as

quickly as she could gather together enough 'Mechs, armor and infantry to form them.

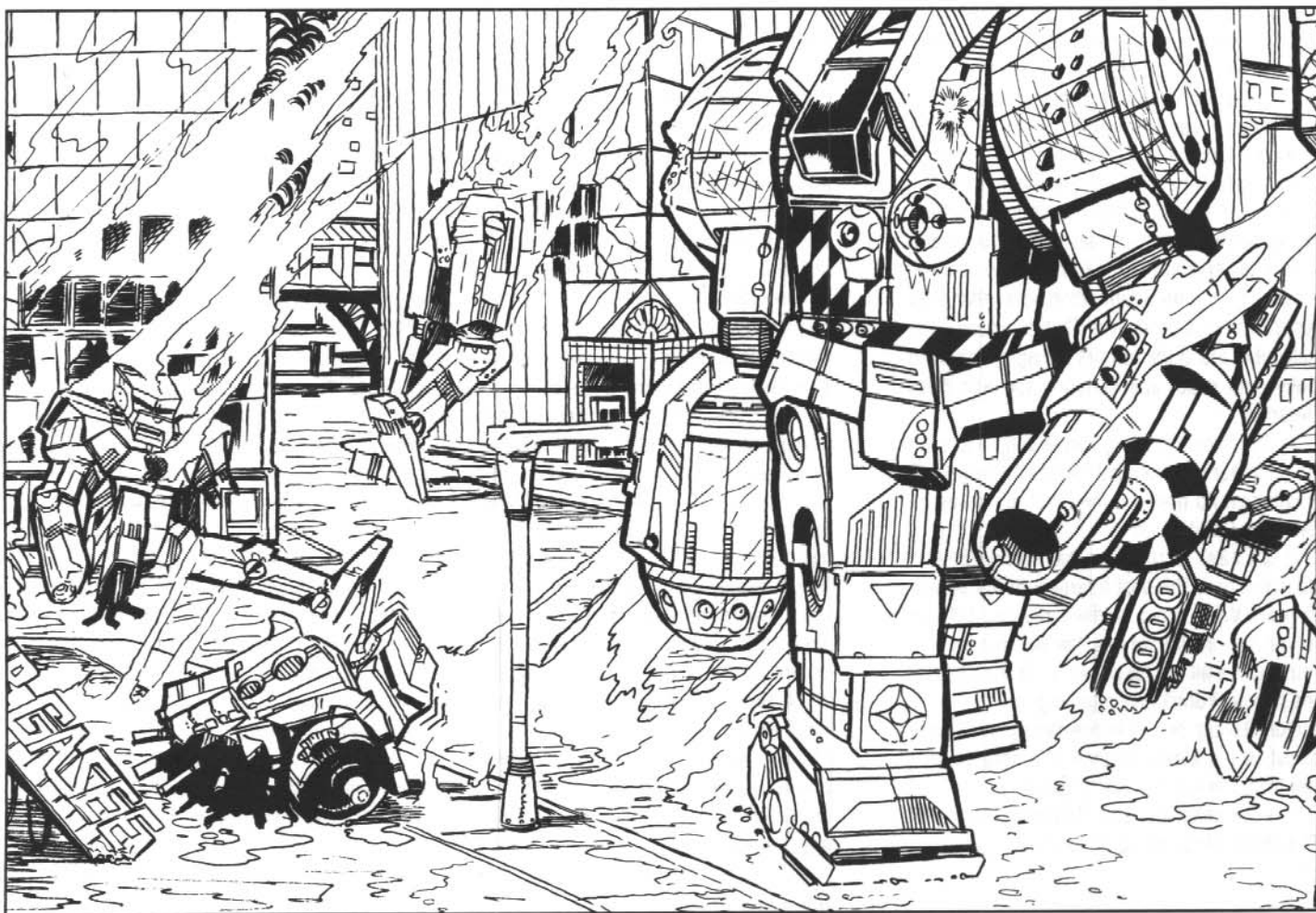
Brown likely would have gained complete control of the complex had he not assigned nearly a third of his force to the Rønne Air Base, where he disabled or destroyed nearly all of Alpert's fighters, and severely damaged the DropShip pads, preventing Alpert from using them against his Seventeenth Donegal. Having succeeded beyond expectations, Brown ordered the air base task force to hold the site, unwilling to give up that prize.

Unfortunately, that order ultimately cost him total victory within Rønne itself. While Alpert made his way out of the command center through air ducts and electrical access tunnels, Milner eventually brought enough force to bear to take back the southwest corner of the massive base. With at least some repair and logistics support behind her, she systematically pushed the Sixth Lyran Guards forward. Brown gladly gave ground to her, hoping she would overextend herself. Of course, as his men fell back from the slowly advancing Lyran Guards, they laid waste to every building, giving Milner nothing for her efforts. By the afternoon, Alpert had extracted himself from his command center and assumed command of the decimated RCT, but he faced a stronger entrenched enemy.

The battle for Rønne lasted another three days, by which time Alpert received reinforcements in the form of another Sixth Lyran combat command that had been stationed a thousand kilometers away. Less than half the combined-arms unit reached Rønne, having been dogged by Brown's fighters and scout battalions the entire time. He desperately needed help, but the planetary militia commanders refused to even talk to him while Lieutenant-General Fritz Gorman, commander of the 371st Cavalry Brigade (Light), curtly informed him that he would not involve he or his soldiers in this "civil uprising" and remained on high alert at his Karlstad base on the other side of the planet.

Trapped, nearly out of ideas and with his men reaching the point of exhaustion, Alpert fell back on his Loki training. Calling upon the LIC agents on the planet, he dispatched a head-hunting mission against Brown and his senior officers. He likewise ordered several sabotage missions designed to cause even more confusion in the ranks of the Seventeenth Donegal Guards. The missions were only partially successful, however. Expecting a headhunting attack sooner or later, Brown frequently moved his command post around and gave his subordinates wide latitude to do their jobs, just in case the RCT command was killed or incapacitated. Brown lost only a few officers to the nearly suicidal LIC attacks. It was the sabotage attacks that actually affected the Seventeenth Donegal Guards, causing enough confusion to allow the Sixth Lyran Guards to push them out of the rest of their Rønne base.

Brown regrouped his unit at the airbase, where they still held the majority of the Sixth Guards' DropShips. With Alpert's base only fifteen kilometers away on the northeast side of Rønne, more than a regiment of his infantry actually inside the



city and another regiment of armor surrounding the base, effectively boxing Alpert in, Brown began to shell and bomb the massive base with wild abandon. For ten days, he mercilessly dropped thousands of tons of ordnance on the base, stopping only for two brief hours at midnight Christmas Day. On the 2nd of January, he moved into the rubble of the base. While not a single building still stood, the extensive underground bunkers still held a considerable number of surviving members of the Sixth Guards.

Brown spent two weeks trying to storm various bunker entrances before finally giving up and resolving to demolish every entrance, air vent and bit of supporting structure he could. While concentrating on the underground Rønne complex, he tasked his fighter squadrons and several combined-arms combat formations to hit two minor Sixth Lyran Guards' bases, facilities that still housed slightly less than a quarter of the RCT.

COVENTRY

Flash: 25 December 3062

The industrial world of Coventry, located deep in the Alliance, remained largely untouched by the Succession Wars. In 3058, however, the world became the focus of a Jade Falcon offensive intended more to season new warriors than to seize territory. An alliance of the great houses, lead by Victor Steiner-Davion, drove off the invaders—and paved the way for the offensive against Clan Smoke Jaguar—but left much of the planet's infrastructure in ruins. Rebuilding of the planet continued apace in the late '50s and early 60's, and the main planetary defenders, the Coventry CPM, were brought back up to strength. Furthermore, the newly formed Coventry Jaegers

THE WEIGHT OF COMMAND

As I sit here, I can only think of the tragedies the Fourth Davion Guards are now enduring on Ft. Loudon. And all because of the fact that their commanding officer doesn't think that Katrina Steiner is fit to rule the Lyran Alliance? Alberta Orsina may not have been right to publicly criticize the Archon, but, my God! I saw copies of the orders issued to General Ito. Nondi Steiner *wanted* the Fifth Alliance Guards to destroy Orsina's command. Those men and women were loyal to the Lyran Alliance. Many of them were even born here in the Alliance. All of them swore an oath to protect the people of the Alliance, and all of them were ready to die at the orders of the Archon if it meant saving even one civilian life.

But to die because of a political statement? I'm glad Orsina is a better general than Ito. I've met that sonuvabitch twice in my career, and he seemed like he had a good head

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on his shoulders. Damn! Looks can be deceiving. To follow those orders, Ito's got to be the biggest sonuvabitch in the universe.

I've spent my entire career believing that the military serves at the pleasure of the Archon. I know in my heart that it is wrong to rise up against her. But I also know in the deepest fibers of my being that I must do everything in my power to protect these young boys and girls who serve under me from certain death—a death I have no doubt whatsoever that Seth Alpert would gladly deliver. That man scares the hell out of me. If the rumors are right, he's been doling out death and suffering for over three decades...

They say that there comes a time in each commander's career that he has to make one tough call. I'd hoped to hell that mine was on Skondia. Goddammit!

It's clear to me now that Katrina Steiner does not have the best interests of her people at heart. While it is a soldier's responsibility to follow the orders of his leader, that soldier must above all act responsibly for the good of the people. I don't give a good goddamn about Victor Davion or his entire family. All I care about is the Lyran Alliance. We shall protect her from the evil that has gripped her.

— Lieutenant-General Quitman Brown, 15 December 3062, personal journals

THE EAGLE'S FLIGHT

At the outset of the Civil War, Kristen's Krushers were stationed on the strategic world of Coventry. Several other mercenary units occupied key strategic positions in the Alliance and did not draw much attention from the LIC. The Krushers were, however, unique among such units; their commander was the sister of a reigning house lord: Thomas Marik.

Deployed on Coventry alongside the Coventry Jaegers and the Coventry CPM, the Krushers guarded a major industrial site. Yet despite the ongoing entente between Archon Katherine and FWL Captain-General Thomas Marik, some of the defenders resented the mercenary's presence. During 3062, tensions between the Coventry defenders increased, reaching a boiling point on 25 December.

Archon Steiner-Davion's orders to eliminate neutral and hostile forces resulted in Jason Walker, commander of the Coventry Jaegers, taking charge of the pro-Katherine

deployed to the important world while the mercenary Kristen's Krushers further bolstered the defenders.

With the benefit of hindsight, this force-mix was a disaster waiting to happen, unit politics and innate prejudices hampering its smooth operation. The CPM resented being made subordinate to the Jaegers, a new and unproven unit (though its warriors, culled from other units, were granted a grudging measure of respect) and was steadfastly loyal to the Duke of Coventry, Frederick Bradford, a staunch opponent of Katherine. Similarly, the Jaegers, in particular their commander, resented the presence of the mercenaries, especially a unit with political ties to the Lyran's long-standing foe, the Free Worlds League.

In late December 3062, the frictions among the defenders erupted into open warfare as the Jaegers moved to disarm the Coventry CPM. Of course, Archon Katherine's media machine 'spun' the story to place blame for the fighting on Victor, though few who knew the situation were deceived. The CPM struck back, but despite their size, stood little chance against the combined might of the Jaegers and mercenary troops. The fighting was brutal, particularly around the Coventry Military Academy at Port Lawrence, and when Jaegers attacked the compound with artillery, Colonel Marik protested. Her calls for negotiation were ignored, however. By 17 January 3063, both the CPM and academy cadres had ceased to exist as viable fighting forces.

The Krushers suffered the lion's share of the losses in the campaign and petitioned the Lyran command for time to rest and refit. Jason Walker took this as a sign of weakness and, using Kristen Marik's protests during the campaign as "evidence of complicity with the traitors" launched an assault on the mercenary positions.

Third battalion was the hardest hit by the assault, and Major Ana Marik fell before the Lyran advance, buying time for his troops to withdraw and regroup. Through a mix of good planning and luck, the Krushers managed to extract themselves from their predicament with only moderate losses, declaring their contract voided by the Jaeger's actions. Fighting their way to their DropShips, the Krushers set about escaping the Alliance.

Its defenders bruised, Coventry nonetheless remained in Katherine's hands, and Colonel Walker was sure his troops could "deal with any ragtag traitors." No reinforcements were immediately available, but the deployment of the WarShip *LAS Arthur Davion* looked set to ensure the strategic world remained so. Jason Walker and his superiors couldn't have been more wrong.

KIKUYU

Flash: 2 January 3063

The heavy action on Ft. Loudon, Thorin, Coventry and Rasalgethi convinced officers throughout the LAAF that the time had come to decide where the loyalties of the various unit commanders spread across the Lyran Provinces and Theaters lay. Lieutenant-General Paul Urbanick, commander of the Sixth Donegal Guards, and Colonel Griff Storm, commander of the mercenary unit Storm's Metal Thunder, were both devout Lyran officers who had pledged their loyalty to the Archon. Lieutenant-General Lisa Bortman had not done the same, however. Not only did she command a significant number of FedSuns-born soldiers, but she had an undeniable link to the Skye region.

As the year 3062 came to a close, Kommandant-General Seamus Kinnell, deputy commander of the Freedom Theater, began to see Bortman and her Eighth Deneb Light Cavalry as a threat, especially with Victor Steiner-Davion so close at hand. Having spent much of his career in command of Urbanick and his Sixth Donegal, Kinnell knew he could count on them to carry out his orders. In mid-December, as fighting began to heat up in both the Federated Suns and the Lyran Alliance, he dispatched several additional armored regiments to Kikuyu, officially calling them reinforcements to the planetary defense, to shore up the Sixth Donegal's numbers.

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When they arrived, Kinnell issued final orders to Urbanick to take complete charge of Kikuyu's defense and remove the threat the Deneb Light Cavalry presented to planetary security by any means necessary. By that time word of heavy fighting on Ft. Loudon and Rasalgethi had already reached Kikuyu. Worried about the nature of the fight, Urbanick spent two weeks cautiously planning the campaign that would either destroy the Eighth DLC or drive it from Kikuyu. Kinnell himself traveled to the world in the week between Christmas and New Years, claiming it to be an unofficial present to his old unit. In reality, he was worried that Urbanick might not have the strength to carry out his orders and he wanted to witness the death of the Eighth Deneb Light Cavalry himself.

General Bortman was not blind to the storm brewing within the Lyran Alliance, but to date none of the truly neutral units stationed within the Lyran Alliance had been attacked without provocation—something that Bortman was not about to give Urbanick. Though a skilled and veteran unit, the Eighth DLC also had significant supply problems, something that neither General Kinnell nor his commander, Sharon Bryan, had ever felt obliged to remedy. Bortman resolved to keep her mouth shut and do everything within her power to keep the peace on the planet.

General Urbanick broke that peace in the early morning hours of 2 January 3063. The DLC garrisoned two bases on Kikuyu, restricting themselves primarily to the bases and a few minor outposts. Urbanick stormed both bases, overrunning DLC security patrols almost immediately and running roughshod over the bases. He led the assault on Godan himself while leaving the secondary base at Kelta Ran to Colonel Storm. Backed by the firepower of nearly his entire RCT, General Urbanick dealt significant damage to the DLC's base, destroying hangars, warehouses and dormitories without regard to what was in them. In just the first hour, almost two thirds of the base was either demolished or set on fire. Severe confusion hampered the DLC's ability to form itself up, and by the end of the third hour of the attack, Urbanick was ready to declare victory, having lost a handful of 'Mechs and tanks. Then the DLC seemingly came to life.

As infantrymen and other soldiers congregated at the base dispensaries and aid stations, officers and senior NCOs would form them into provisional companies. These provos would either attempt to overwhelm a Donegal Guards tank or would try to make its way to an armory to gather weapons. Some even made mad dashes to the hangars to try to get the surviving 'Mechs and vehicles into the battle. Rising up from within the Donegal Guards' lines, the DLC seemed more powerful than it really was. Command was non-existent and communications spotty, so rather than fight an organized battle against their former allies, the DLC provos protected their scattered buildings and roadway intersections, waiting until all the survivors were extricated from the burning and destroyed buildings.

Urbanick spent the rest of the day and the better part of the night rounding up the DLC survivors, but amid the smoke and confusion, several companies found their way out of the base and into the Kikuyu countryside. By mid-afternoon of the 3rd, Urbanick had control of the ruined base. Reports told him that he'd succeeded in killing, wounding or capturing almost the entire DLC contingent—more than half of the RCT—assigned to the base.

Two hundred and fifty kilometers to the southeast, Colonel Storm hit the mountain base at Kelta Ran. Intending to ground his DropShips right inside the base, Colonel Storm was forced to land at alternate LZs by the presence of three civilian ships that had never shown up on traffic reports from Kikuyu Space-Traffic Control. Reinforced by two of the additional armored regiments assigned to the world by General Kinnell, Storm grounded his 'Mech battalions in two separate valleys within a few kilometers of the base. He took the time to organize his task force for the assault on Kelta Ran before making the mad dash to the city; though Kinnell would later accuse Storm of dragging his feet, the fact that he did so prevented his command from taking more casualties than they had to.

forces on Coventry. He ordered the Krushers to move against the "rebel" Coventry CPM, though Walker's anti-Marik prejudice led to his using the mercenaries as shock troops. With the mercenaries bloodied by the offensive, Walker saw the opportunity to deal with another "disloyal" element and turned his forces against them. Ana Marik died in the Jaeger assault, though persistent rumors claim she was captured and subsequently executed by the Lyran troops.

The mercenaries staged a fighting withdrawal to Leitneron, where they boosted for orbit on 21 January, narrowly escaping the Lyran picket vessels. After several jumps, the need to take on supplies dictated the Krushers stage a raid to take on the food and water they need to complete their escape. The raid, against Gallery on March 11th, was successful but angered the planet's noble ruler—General of the Armies Nondi Steiner. The Regent-cum-General tagged the mercenaries as a hostile force and authorized Lyran units to "take appropriate action" against them where they could.

Fortunately, the Krushers' luck allowed them to reach Arcadia on the Lyran-League border before major force was brought to bear on them. The presence of a Lyran fleet, including the warship LAS Yggdrasil, forced the Krushers' flotilla to scatter, the DropShips making a frantic dash for the planet. Harassed all the way to the world, they found the situation worsened by the presence of the Second Donegal Guards, relocated from Gienah. The ensuing battle shattered the mercenary force that, by the end of April, had only 2 operational companies and little hope of escape. When the trails of dropping 'Mech pods were seen on May 2, the mercenaries prepared to surrender.

Despair turned to relief, however, when it became clear that the inbound troops weren't Lyran but rather 'Mechs of the Sixth Marik Militia, dispatched by Jeremy Brett, FWLM Marshal of Tamarind and Kristen's brother-in-law, in direct contravention of the Captain-General's orders. The Militia forced the Donegal Guard to withdraw and formed a defensive perimeter that facilitated the evacuation of the remaining Krushers. Unfortunately, injured in the last hours of fighting, Kristen Marik died before the FWL medivac vessel reached the League.

Publicly, Marshal Brett was reprimanded

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for his "adventure" but privately he received many plaudits. Success overcomes many things, and many in the League's saw the de-facto possession of Arcadia as a substantial victory, even though Thomas formally relinquished control of the world at the end of the Civil War.

Rifts within the Marik family were, however, less easy to heal. Kristen's only surviving child, her daughter Alys, publicly reprimanded her uncle for "abandoning his flesh and blood." In the years since, the 26 year-old Duchess of Augustine, her mother's little-used title, has risen to the forefront of opposition to Thomas' continued reign.

An observant lieutenant at the Kelta Ran airfield control tower picked up on the half-dozen military transports taking off from Kikuyu's primary spaceport in the early morning hours and alerted the base commander, who in turn alerted the DLC contingent. Taking no chances, the DLC reinforced several nearby outposts. One company of volunteers placed themselves in the first pass that Storm would have to use and set up a few simple booby traps. Storm barreled through their roadblock, but their sacrifice slowed his advance, giving the rest of the DLC time to set up a few more defensive positions.

It took Storm two hours to travel the few kilometers between his rally point and the base, but once he set foot on the Jelto Ran Plateau, Storm and his task force came under fire from almost two dozen artillery guns. Though they belonged to the Kelta Ran militia unit, DLC Colonel Jean-Henri de Jeruc appropriated them for his use. Storm ordered his force to hit the base at full speed while his own assigned artillery tubes made counter-battery attacks. Once they opened up, Colonel Jeruc sent the Fourth Deneb Air Wing's VTOLs against Storm's artillery, quickly silencing them, before turning their attention to Storm's task force.

Storm's regiment made its way into the base, quickly outdistancing their armored backup, but paid the price for leaving the protective umbrella of the armored regiments' turrets. Striking quickly from under cover of buildings and rocky terrain, the DLC's hover tanks, jump infantry and medium 'Mechs took their toll on Colonel Storm's heavy regiment. Even once the armor caught up to Storm's more maneuverable 'Mechs, the task force never seized the initiative. After six hours of cat-and-mouse attacks, Storm ordered his battered and exhausted task force to fall back out of the base.

Even then, Colonel de Jeruc did not stop his pushing. He kept dogging Storm through the mountain passes, forcing the mercenaries back to their DropShips and even separating some of the armored companies from the rest of the task force. Where the Loyalist assault on Godan was a near-perfect attack, the Kelta Ran assault was a near-perfect failure. Storm maintained a tenuous hold on his LZs through the next day, but only barely.

While he kept Storm busy, de Jeruc dispatched two of his DropShips to pick up the survivors from Godan. The operation lasted far longer than he anticipated as the retreating soldiers took off in all directions. He set up a command post near the city of Bedford, using the unit's two *Intruder*-class DropShips and the Twenty-second Deneb Air Wing to cover the operation. Two days later the DropShips took off with a few hundred survivors, though at the cost of one of the *Intruders*.

Now the senior surviving DLC officer, Colonel de Jeruc took a few steps to ensure the survival of his unit. He ordered the RCT's JumpShip contingent to take up position at two close-by pirate points, where he could better defend them, while he strengthened his hold in Kelta Ran.

Once clear of Godan, General Urbanick turned his attention to de Jeruc. He sent one combat command to reinforce Storm in the mountains on the 10th of January while he prepared to assault the base. Not content to stay bottled up in Kelta Ran, de Jeruc mounted several quick strikes on locations all over the planet, both grabbing supplies and hitting Sixth Donegal positions in an effort to keep them off-balance. Disaster struck on the 14th when a DLC DropShip could not return to Kelta Ran due to weather and was subsequently overrun.

Urbanick made his assault on the 17th, moving in more than 70 percent of his RCT. Even a diversionary attack on the Sixth Donegal's headquarters in McGrath could not stop the assault. The Lyran general spent three weeks in the mountains while the smaller DLC force fought a fierce defensive action, but de Jeruc knew he couldn't hold out forever. He mounted a few more supply raids during that time, but it was becoming harder and harder to slip his DropShips past Urbanick's troops.

On the 15th of February, after more than two weeks of heavy storms that prevented any action, de Jeruc played his final wild card. Having been silent for over a week, his artillery guns opened fire once more with a heavy barrage. Only this final barrage struck the Donegal Guards and mercenary positions with gas attacks. Though the gas was by no means a serious chemical attack—the non-fatal contents were mixed up over the previous weeks by enterprising DLC personnel—it was enough to bring back thoughts of the Thuggee Black May attacks and send Urbanick's forces into a panic. De Jeruc and his surviving Eighth DLC boarded their DropShips during the ensuing confusion and left the world firmly in the hands of Urbanick and Kinnell, having inflicted serious casualties on both the mercenaries and the Donegal Guards.

OTHER LYRAN ALLIANCE ACTIONS

As the Civil War slowly geared up to a hot war within the Lyran Alliance, the political "movers and shakers" did what they could to consolidate their holds upon their own little slices of the pie. While nothing new within the Lyran bureaucracy, it did open up a number of holes that others would soon begin to exploit. Had Archon Katherine and General Nondi Steiner maintained a tighter grip over the nation that they believed loved them so much, they might well have been able to contain Victor Steiner-Davion and quite

effectively crush the head of the beast that would trouble them for the next five years.

Solaris VII (13 December 3062)

The world of Solaris VII didn't so much explode into violence as the rioting, looting and sporadic fighting that erupted in August continued. While the deaths of Michael Searcy and Victor Vandergriff did much to calm the storm, it was only temporary. Even though the LAAF moved in nearly the entire Seventeenth Arcturan Guard RCT to help pacify the world—in addition to the surviving combat command of the Thirty-second Lyran Guards already deployed there—the world remained embroiled.

Paradoxically, an absolute hush fell over the world following the breakout of fighting in the Capellan March and Victor's broadcast, at least everywhere but in the betting halls—where bookmakers quickly began figuring odds on which worlds would break out into fighting and which units would fare best in the Civil War. The catharsis ended on the 13th of December when word of Duke Sandoval's attacks into the Combine reached the world. Rather than Lyran and FedSuns MechWarriors launching attacks upon each other, though, this time it was Combine MechWarriors who lost their temper and stormed across the Solaris River into the Black Hills. Within hours, the entire city was alight again. 'Mechs from the Seventeenth Arcturan passed through Cathay in an attempt to calm the fighting, bringing Confederation fighters into the mix.

This bout of violence lasted for over a week, but died down as Christmas approached. While the commanders of the Seventeenth Arcturan and the Thirty-second Lyran rarely saw eye to eye, they did agree that they would have to take action to prevent the violence from flaring up again. On Christmas day, they deployed their troops onto each significant street intersection, in front of every major public building and even to the different 'Mech stables—especially to the entrances to the underground tunnels used to convey 'Mechs to the various arenas. With BattleMechs, tanks and infantry soldiers patrolling the entire city under effective martial law, the warring factions suddenly turned most of their energies toward the garrisoning troops.

Even though the Lyran generals made the right choice to limit only BattleMech travel through the city, they still bore the brunt of public outcry. Nevertheless, they effectively ended the fight within the city, at least for the time being. Of course, there is much more to Solaris VII than just Solaris City. While diehard patriots turned into terrorists, targeting the barracks and bases garrisoned by the Seventeenth and the Thirty-second, the fight for the world moved to the huge wilderness arenas and wildlife refuges. With untold hundreds of privately owned BattleMechs on-world—plus a massive logistics system designed to rapidly repair and rebuild damaged and destroyed 'Mechs in place—the fight, though low-intensity—would last for literally years.

Newtown Square (21 December 3062)

Except for its proximity to the Jade Falcon Occupation Zone, Newtown Square is a world of little importance in the coreward-most reaches of the Lyran Alliance. Garrisoned by the Thirty-ninth Avalon Hussars, in the late 3050s and early 3060s, the world became something of a forward logistics depot for actions along the OZ and a staging area for units deployed into the coreward Periphery.

In late 3062, the Deep Hunters, a mercenary unit employed by the LAAF to patrol survey star systems in the Periphery and to harass Clan shipping lanes, returned from a three-year long assignment. Within a matter of weeks, fighting broke out on Kathil and Victor made his broadcast from nearby Mogyorod. As reports of fighting slowly filtered into Newtown Square, the mercenaries began chafing under the pressure. Long-time employees of the Lyran Alliance, they felt that they would be targeted by the staunchly pro-Davion Thirty-ninth Hussars. On the 21st of December, they felt they could wait no longer. *Oberst* Harald Guntz, commander of the unit, ordered the Deep Hunters into action.

Tasking his two fighter wings to destroy key Thirty-ninth Hussars' command and communications centers, he lead his single BattleMech battalion toward the world's capital city, where he hoped to take over the Newtown Square's seat of government and from there call in the nearby Fourteenth Donegal Guards. Unfortunately for he and his men, Guntz had not carefully studied the LAAF deployment tables before launching his pre-emptive assault. While the Thirty-ninth Hussars had only one recon aerospace fighter wing attached to it, three more "free" wings were also assigned to the world. As soon as the Deep Hunters sortied forth, Major General Bella Bragg pounced on them. With an entire RCT behind her, she made short work of the mercenaries on the ground. In the skies, however, the fight was fierce. Having spent their entire careers either in the LAAF Aerospace Command or fighting bandits and the Clans in the Periphery, the Hunters' pilots ranked among the best in the Inner Sphere. Even at a 2-to-1 disadvantage, they well accounted for themselves, simultaneously fighting off the Thirty-ninth Hussars in the skies while they attempted to destroy their assigned targets.

The fight lasted most of the day, with the survivors ranking the battle right up with the Great Lee Turkey Shoot of 2953 in sheer brutality. While the fighters of the Thirty-ninth Hussars eventually carried the day, the Deep Hunters had reduced the four wings to less than three squadrons.

Galatea (31 December 3062)

Galatea may have lost most of the prestige that it once held to Outreach, but the world was still a destination for mercenary units from all across the Inner Sphere who were looking for new work. But where Outreach had Wolf's Dragoons to keep the order, Galatea had only a hodge-podge of between-assignment mercenaries hired to supplement the world's civilian police agencies. The only thing surprising about the fighting on the world was how long it took to break out.

In the weeks following Victor's call to arms, the Galatea system became a virtual hotbed of activity. While recruiters from each of the major powers were already present on the world, representatives from dozens more private concerns and military agencies flocked to the system in search of quick ways of bolstering their own standing. By the end of the month, literally thousands of mercenaries and would-be hired guns—some with their own 'Mechs and vehicles and some without—had come to the world, with even more on the way. Though the Word of Blake did their best to snatch up as many MechWarriors as possible, factions from both sides of the former Federated Commonwealth likewise signed quite a few contracts.

With so many different factions on the planet, tensions naturally built up. While the number of assaults, robberies and murders jumped sharply following the actual declaration of war, true armed combat did not break out until New Years Eve of 3062. While reports from the world vary significantly in the actual facts of what happened, all agree that it was a run-down mercenary unit that openly attacked another in an attempt to impress a potential employer. Within twelve hours, the entire planet was consumed in a low-level war that more resembled a barroom brawl than an actual planetary campaign.

Over the next two months, the sporadic fighting mutated into something of an open Grand Melee in five different locations across the planet. MechWarriors and other soldiers with grudges to settle would travel to one of these locations and fight it out. That a hundred others were already fighting mattered little. Ad hoc alliances among the combatants would spontaneously form and just as quickly break down. Some reporters even began to name these massive fights "king of the hill" competitions, with corporate sponsors and other interests handing prizes out to those who survived the longest.

By the beginning of February, countless more MechWarriors found their way to the world just to simply claim they survived one of these grand fights. Not surprisingly, a significant number of former Clan warriors took part in these battles, looking to recapture some of the glory of their former lives.

Graceland (7 January 3063)

With its critical location along the spinward arm of the Jade Falcon Occupation Zone, Graceland naturally took on an important role in the defense of the Lyrans Alliance. Stationed on the world were the Eleventh Donegal Guards and the Third Lyrans Guards RCT, along with ComStar's 388th Division and a rotating host mercenaries, free regiments and senior officers out on inspection tours. In the months leading up to the Civil War, both the Eleventh Donegal and the Third Lyrans moved to isolate the 388th in their positions on Graceland. Even though the Com Guards were only interested in protecting the surrounding worlds from the Jade Falcons, the two staunchly-Lyrans units did not trust the 388th's neutrality.

After Victor's broadcast, Colonel Cyrus Andes, commander of the Eleventh Donegal, wanted to launch an immediate pre-emptive attack on the 388th, no matter what measures

ComStar might later take against them. Lieutenant-General Paul Zardetto and the senior officers of his Third Lyrans Guards were more level-headed and kept the Eleventh Donegal in check. Zardetto even went so far as to assign Third Lyrans units right alongside Eleventh Donegal units just to prevent them from starting something that they couldn't hope to complete.

By the start of the new year, however, matters had turned for the worse. An open member of the Brotherhood of Cincinnatus, Andes had become a prominent figure on Graceland. Once the Civil War broke out, his popularity with the world's people only grew. Prompted by his daily rhetoric, the extremists on Graceland began to demonstrate against ComStar's continued strong presence on the world, especially after the Precentor Martial's promise to "destroy their nation"—that Victor Steiner-Davion had stepped down from his position mattered little to them.

Two weeks of massive anti-ComStar protests culminated in an incident that left twelve citizens and three Com Guards dead plus hundreds more wounded. Later investigation clearly showed that the protesters fired heavy weapons at the Com Guards, though Graceland's news agencies chose to conveniently ignore that bit of fact and instead play up the Com Guards as the instigators. On 7 January 3063 Colonel Andes ordered his Eleventh Donegal Guards to disarm the 388th Division in response to the massacre.

As much as they tried, the senior officers of the Third Lyrans Guards could not prevent every one of Andes' subcommands from carrying out their orders. Precentor Andrea Shillery ordered her division to fall back into their own bases, hoping that a defensive posture would limit Andes' actions. Instead, the few troops that managed to free themselves of the Third Lyrans Guards' meddling launched almost suicidal attacks against the 388th, rousing Graceland's populace against the Com Guards even more. Two separate incidents saw extremists attempting to bomb the HPG station—actions that brought a communications interdiction down upon the world.

Angered at the cost of Andes' actions, Lieutenant-General Zardetto finally ordered his Third Lyrans Guards into action. Only instead of destroying the 388th, he ordered his RCT to push the Eleventh Donegal Guards out of the way and to completely contain the Com Guards. At the same time, he contacted Precentor Shillery and expressed his sorrow for the way Andes forced the confrontation. He then gave her an ultimatum: "I have to ask you to either leave Graceland now or I will be forced to destroy both our commands in trying to unseat you, something that I am sure that only Andes and his Brothers would like to see."

Shillery agreed, with the stipulation that a Level III BattleMech and armored infantry unit would be left behind to guard the HPG from further attacks. On the 5th of February, Shillery and her 388th Division left the world, with the Precentor moving her headquarters to Kandersteg.

The fallout was not complete, though. On the 8th of February General Walter Gothard, commander of the Pandora Theater, "promoted" Andes to a staff position within his headquarters, giving command of the Eleventh Donegal to Colonel Kay Hanley, a staunch pro-Lyrans officer and one of Zardetto's key staff members. Six days later, Zardetto received orders from Tharkad instructing him to move his command to Pandora.

WAR WITHIN THE DRACONIS COMBINE

Historians may never know the true motivation behind Duke James Sandoval's assault upon the Draconis Combine. Supporters and critics alike are divided on the issue. Some point to the centuries of hatred between the peoples of the Draconis Combine and the Federated Suns' Draconis March, and especially to the transgressions perpetrated by the Combine's soldiery: Kentares IV, Robinson and a dozen others. The people of the Draconis March had always been ready to punish their neighbors if given the chance. A decade of rapport couldn't possibly change those deep-seated hatreds; in fact, by late 3062, some studies showed that the common citizen's hatred for the Draconis Combine had actually *grown* in the years since the end of the Clan War.

On the other hand, others could not believe that Duke Sandoval could ever give in to those stereotypical hatreds. They point to his decades of service within the AFFS, and especially to the level-headed and inspired leadership he displayed when he built the FedCom Corps of twelve RCTs. When he inherited the Draconis March from his father, he continued to display nothing but fanatical devotion to the Federated Suns and to the Federated Commonwealth Alliance. He was an incredibly intelligent commander who sought nothing but the best for his men. He obviously recognized the growing rent within the AFFC and, rather than let it tear itself apart, he quite ably focused his men on an outside threat. So, instead of taking their frustrations out on each other, they vented their anger at their ancient enemy.

No matter which theory was correct, the end result was the same: the DCMS was taken by absolute surprise. While Coordinator Kurita had reinforced his border with the Federated Suns by some dozen BattleMech regiments following his annexation of the Lyons Thumb, he had to move those units right back to his other border to defend the Combine against the Ghost Bear assault. That he was forced to do so bothered him little—by all accounts, he had bolstered his Federated Suns border simply to distract Archon Katherine somewhat while Victor Steiner-Davion began his long crusade. He could never imagine that anyone in the Federated Suns could order a massive assault into the Combine while their own nation was on the verge of Civil War.

Of course, Duke Sandoval did just that in December of 3062 following the attacks upon Robinson and the assassination of Duke Arthur Steiner-Davion. On 12 December 3062, the equivalent of four RCTs lifted off from worlds throughout the Draconis March, bound for targets within the Combine.

Duke Sandoval targeted four specific worlds in his initial assault: Al Na'ir, An Ting, Marduk and Proserpina, each significant Combine worlds in their own rights—either home to a major Combine command or a large military production facility. Not only did the Duke have complete surprise on his side, but he caught the DCMS in a state of flux while they were mobilizing to counter the Ghost Bear threat. Mostly faced by green troops, the FedSuns troops rolled over most of their opposition in just a few days. Only Al Na'ir held out for longer, but even then the Combine troops there were out-matched and out-gunned.

Spurred on by their incredible victories, the people of the Draconis March rallied behind their Duke, who in turn prepared his men for an even deeper push into the Combine. No matter his reasons for launching the attack, Duke Sandoval easily won the support of the majority of his people, who put aside their political and personal differences to punish their ancient enemy.

ENMITY AND POLITICS

DRAKE SUNG: You wanna know how I feel about the invasion of the Draconis Combine? I'll tell ya in two words: 'Pretty damn good!' Those Kuritan sonsabitches invaded our territory, our homes first. We're still cleaning up the mess they left here in Bueller. How many people did they kill? Two or three hundred? And for what? All they came here to do was to destroy. They weren't here to destroy the military. They dropped down into the middle of the city and blew everything in sight to bits. And they have the gall to call that honorable?! Christ! Someone goes into work with a rifle and starts blasting away until the uniforms come and kill him... they call that murder!

REPORTER: But what of Princess Katrina's condemn...

DRAKE SUNG: <Deleted> that bitch! What the <deleted> has she ever done for us?! I'll tell ya: nothing! When has she ever cared about anything but herself and her damn Lyrans bankers? Never! Hell, Victor gave us more concern than she ever did, and he was <deleted> their <deleted> high-priestess, or whatever the hell you want to call her! The only people who ever gave a damn for us were the Sandovals.

REPORTER: So you support action against the Combine, even though it might spark a war while the Federated Commonwealth is already at war with itself?

DRAKE SUNG: Our people deserve justice, and the only way we can give that to them is by punishing the Draconis Combine the only way we know how: with BattleMechs. If Victor and Katrina want to fight for the throne on New Avalon, that's their business. Whoever wins still isn't going to keep it without Duke Sandoval's support. You reporters are making their problems out to be more than they really are. This so-called Civil War isn't going to touch us here in the Draconis March. Duke Sandoval won't let it happen...

— Interview with Drake Sung, Robinson Senator from Bueller, 5 January 3063

AL NA'IR**Flash: 22 December 3062**

Duke Sandoval assigned the Twelfth Deneb Light Cavalry and the Fighting Urakhai's Eighth Striker to the Al Na'ir system. Where the other three targets of the initial assault are standard worlds, Al Na'ir is a nearly airless planet. Moreover, the significant targets were scattered throughout the system on various asteroids, moons and artificial satellites. Because of the unique nature of the targets, the Twelfth DLC left its conventional forces behind on Tybalt. Duke Sandoval assigned the unit reinforcements in the form of the Twenty-seventh Federation Tactical Fighter Regiment and three battle armor battalions that he had stripped from other units under his command, in addition to two engineer battalions, a marine special service regiment and a handful of MI-6 special forces teams. Commanding the entire Al Na'ir operation was the newly promoted Major General Ariel Zibler.

Not only was the Al Na'ir assault the most dangerous of the invasion because of the environments that the task force would be fighting in, but the DLC and its attached units made high-risk jumps into the system. The standard Zenith and Nadir jump points were over three weeks away from the primary targets at a 1G burn, and with so many asteroids within the system, computing safe pirate points was a difficult proposition.

Major General Zibler chose a number of different pirate points throughout the system, hoping that a massive assault from all directions on multiple targets would be enough of a shock to keep the DCMS forces within the system from concentrating their efforts on picking off one group at a time. Her plan did actually work, at least to a point.

She lost one of her JumpShips to a faulty seal one jump away from the system and another one—including its two DropShips and four hundred men—when it materialized partially inside of a planetary fragment. The rest of her JumpShips made the jump safely, however, and immediately disgorged Zibler's armada of DropShips. The Twenty-seventh Tactical Fighter Regiment's fleet of *Avenger*, *Achilles* and *Vengeance*-class Assault Ships easily blasted its way through the fighter screens that the DCMS forces in the system put up, allowing Zibler to ground her forces almost unopposed.

Al Na'ir V was Zibler's primary target. Located there was the majority of the system's population and Yori 'Mech Works' final assembly plants—plus the bulk of the Twenty-fourth Dieron Regulars. Supported by her aerospace fighter wings, General Zibler made short work of the two Dieron Regulars companies that tried to contest her landing. The battle for Al Na'ir was just beginning, though. With almost no atmosphere to speak of, the world's cities were built mostly underground. Initially constructed to support the mining operations, these cities grew to fill the massive caverns left by the underground strip-mines. By generating oxygen from the large ice floes both above and below ground, the world could survive on its own almost indefinitely. Zibler's battle armor and marines immedi-

ately began to work on blasting their way into one of Al Na'ir's smaller cities while her engineers erected a temporary base around her LZ.

Elsewhere in the system, Zibler's forces had much better initial luck. At the Zenith jump point, her teams took quick command of the Omura Recharge Station. On the asteroid Yori's Perdition, a combined team of mercenary 'Mechs and Regular Army battle armor and marines suppressed the single Twenty-fourth Dieron Regulars battalion stationed there in two days of intensive fighting—though at the cost of serious damage to the Yori assembly plant and the death of almost three hundred workers when the complex suddenly depressurized. Her off-world units spent the next two months tracking down outlying mining facilities and military listening posts.

Back on Al Na'ir V, Zibler was having little better luck. *Talisa* Buntari Akihito, commander of the 24th Dieron Regulars, gladly allowed her almost free run of the planet above. He reinforced every access tunnel into the underground city of Homai-Zaki with his own BattleMechs and what few infantry assets he had. While Zibler attempted to break into some of the primary entrances, Akihito dispatched a few small companies out of the underground complex to harass the Twelfth DLC's base camp. Rather than pull her own DLC 'Mechs off of the assault, she assigned the mercenary Eighth Striker to patrol the surface of the world, keeping on the lookout for Akihito's raiders.

The standoff lasted throughout the month of January. Zibler's engineers would break into one of the major entrances only to be stopped dead in their tracks by a strong defensive fight or by a tunnel cave-in caused by Akihito's own engineers.

Zibler did win a toehold on the 24th of January, however, when an MI-6 team discovered a personnel access tunnel hidden within an impact crater almost fifty kilometers from the main underground complex. She quickly pushed in a company of battle armor followed closely by engineers and marines. By the end of the day, her troops had secured a moderately-sized underground infantry staging base and had begun to fight their way toward the main complex. Ten days later, they captured a hangar big enough to stage 'Mechs out of, and were on their way to the primary underground city.

MARDUK**Flash: 22 December 3062**

The fight for the world of Marduk became an instant favorite for military historians and armchair generals throughout the Inner Sphere. Before the fight for the world had even been concluded, senior officers within the Draconis March Regional Command were calling the campaign the "Battle of the Beaters"—an allusion to the general state of disrepair of the two battling forces.

Duke Sandoval chose to send the First Chisholm's Raiders to hit Marduk from the nearby world of Breed. Though he had other units that were both stronger and better than the Raiders, not only did he want to keep them in reserve as rein-

forcements or to use for follow-on invasions, he wanted to deprive Archon Katherine of a unit that had declared public support for her. At best fair-weather supporters of the Archon, the First Raiders wholeheartedly welcomed the opportunity to prove their worth since re-activation of the unit in 3058.

Prior to sending them off, Duke Sandoval dispatched Marshal Eileen Lugo, his deputy commander for the Draconis March, and Marshal Amelia Fitzwilliam, commander of the entire Chisholm's Raiders organization, to Breed to present the unit with new uniforms—styled in the traditional colors of the AFFS—and to award a promotion to general for Arisota Neece, commander of the First. Moreover, Lugo presented the unit with a piece of Draconis March history: the March colors that were flown over Bueller on Robinson following the recapture of the world in 2892, replete with citations and Dragonslayer Awards. Finally, the Marshal presented the unit with a company each of brand-new BattleMechs and tanks. With those simple gestures, the men and women of the First Chisholm's Raiders RCT wholeheartedly threw their support behind Duke Sandoval and his war against the Combine.

The Raiders hit Marduk on the 22nd of December, the same day that the assault forces likewise landed on Al Na'ir and Proserpina. General Neece had planned on hitting the capital city of New Pontiac first, quickly neutralizing the command structure of the planetary defense network, but once she saw the intelligence briefings from DMI agents already on the world, she quickly re-prioritized her targets. While the Twenty-second Benjamin Regulars were tasked with the defense of the world, apparently the security of the Victory Industries production facility rested solely in the hands of the company's own defense unit—a combined arms regiment spearheaded by a battalion of the company's locally-produced OmniMechs.

Seeing the Victory Industries facility as the biggest prize on the world, Neece directed the majority of her Raiders to the capture of that factory, leaving the Twenty-third Breed Recon armored regiment as her only strategic reserve. The factory complex was buried deep within the Tillerbee Jungle, however, and offered only the attached airfield/spaceport as a suitable LZ for Neece's DropShips. Neece toyed with the idea of bombing large sections of the forest to form makeshift LZs, but ultimately decided that in doing so she would give up too much strategic initiative. Instead, she dropped two of her three 'Mech battalions right on top of the factory complex, while tasking the third to securing the airfield for her DropShips.

Assisted by a company of battle armor and a battalion of paratroops, the Raiders' third 'Mech battalion secured the airstrip and DropShip landing pads in under an hour. While the infantry continued to clear each of the airfield's buildings of defenders, the First Chisholm Raiders rolled out of their DropShips and directly into the factory complex.

Within the factory complex itself, Neece's other two 'Mech battalions were having a much more difficult time. Initially greeted by a heavy OmniMech company tied into a C³ network, the Raiders lost almost twice that number before

finally neutralizing the defending company. That 'Mech company's sacrifice bought enough time to alert the rest of the Victory Industries regiment, however.

Within the confined spaces of the factory complex, the defenders had the upper hand. While infantry squads took to the roofs and upper floors of the complex, sniping at the Raiders' 'Mechs with SRM packs and heavy weapons, the Victory 'Mechs and tanks made hit-and-run attacks that not only exposed them to brief punishment from the Raiders but slowly whittled their opponents down.

By the end of the first hour, almost a third of the Raiders' 'Mechs were disabled or destroyed, while every single surviving 'Mech had taken some damage, many with critical damage in one or more locations. The ranking Raider battalion commander, Major Robert Ryan, began moving the 'Mechs around in lance and company formations for protection. He did not pull his men out, however, as some of the company commanders were pushing him to do. Instead, he focused them on keeping the Victory defenders on the constant move, preventing them from consolidating their hold over the complex.

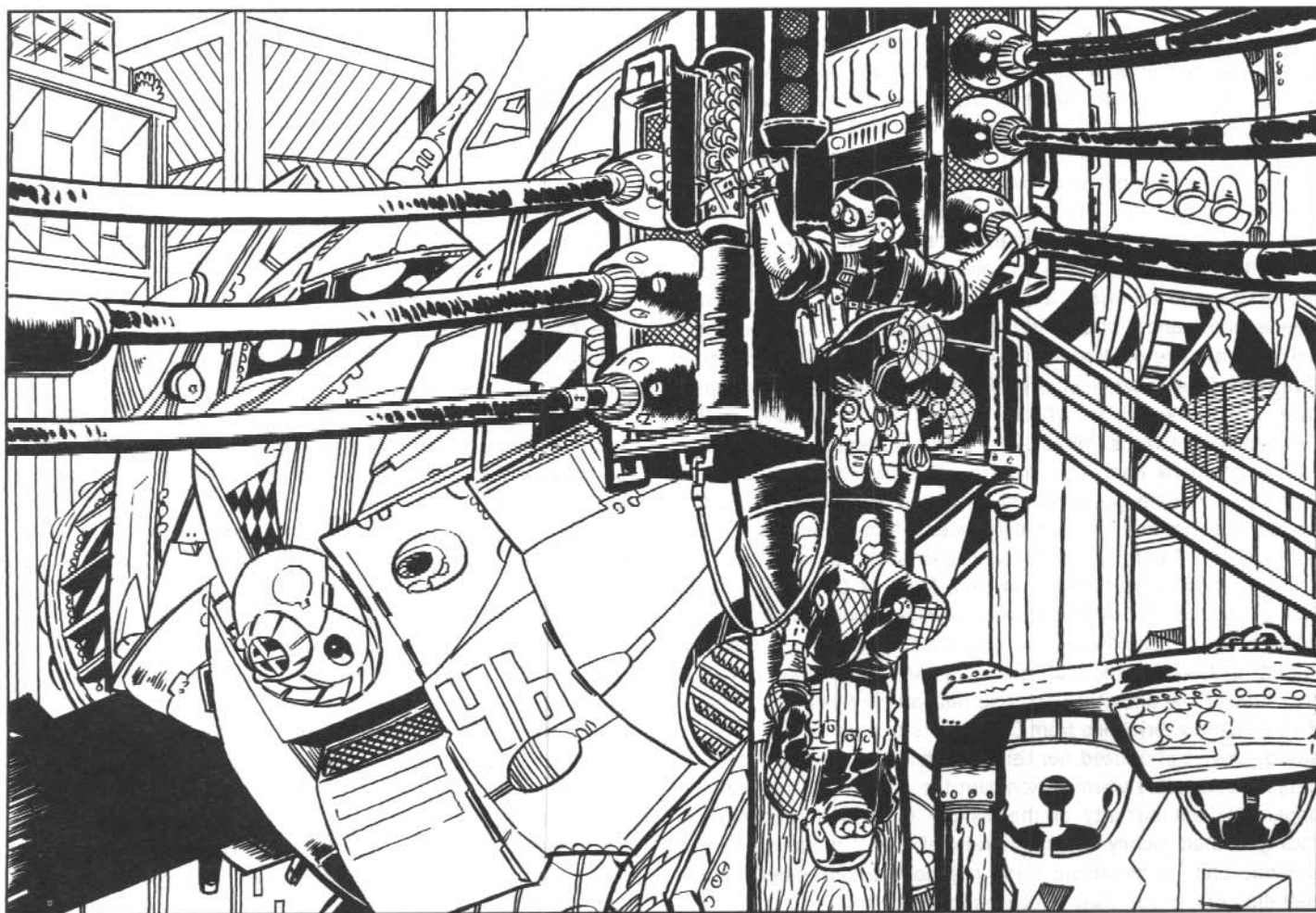
The first reinforcements rolled in just before the two-hour mark. First securing the warehouses and shipping container "fields" adjacent to the airfield, the First Chisholm's Raiders began the long battle for control of the factory complex, one that would last for almost four days.

In New Pontiac, Tai-sa Stephen Dirks began mobilizing his Twenty-second Benjamin Regulars as soon as he learned of the Raiders' assault on Victory Industries. General Neece called down the Twenty-third Breed Recon Regiment, however, to delay the Twenty-second Regulars. With the Victory complex almost 120 kilometers away from New Pontiac, and more than half of that distance winding through the ancient Tillerbee Jungle, the Twenty-third Recon had little difficulty staging ambush after ambush that prevented the Twenty-second Regulars from ever reaching the besieged factory complex.

General Neece and her troops finally secured Victory Industries on the 26th of December. While the Raiders' 'Mech and tank battalions took heavy damage in the fighting, they only lost two companies of 'Mechs and slightly more than twice that number in tanks to irreparable damage—losses they easily made up in equipment captured from the factory's defense force and taken from the production runs being readied for shipment.

The Raiders spent the next eight days recuperating from the fight and re-equipping themselves from the stockpiles of weapons and BattleMechs produced at the factory—including *Firestarter*, *Black Hawk-Ku* and *Avatar* OmniMechs (produced there under license from Luthien Armor Works).

On the 4th of January, General Neece and her troops again took to the field, this time targeting the Twenty-second Benjamin Regulars. Following the fall of Victory Industries, the Twenty-second Regulars had continued their push into the Tillerbee Jungle, gaining secure holds over the towns of Gillant and Colgate, each less than 20 kilometers from the Victory



complex. Neece again split her forces, this time attempting a pincer movement to envelop and destroy the Twenty-second Regulars. Her plan was only partially successful, however.

First, she dispatched two of her 'Mech battalions to make an orbital drop into the heart of New Pontiac, an action she hoped would force *Tai-sa* Dirks to move out of the forest and protect the capital city. While he retreated, Neece's armor and infantry would close around them and form the anvil while her two city-bound 'Mech battalions would become the hammer to smash the Twenty-second Regulars. Unfortunately for her, the old animosities between the armor and 'Mech contingents flared up again and Lieutenant General Albert Vega attacked with his armored forces long before the Raiders' 'Mechs could form up. *Tai-sa* Dirks and his Twenty-second Regulars escaped the trap mostly intact, retreating into the rolling hills to the west and away from both New Pontiac and Victory Industries.

Following that action, the battle for Marduk degenerated into a more conventional fight as both sides formed battle and skirmish lines. Dirks fought a withdrawal toward a secondary base at Tauto while Neece tried to reform her Raiders into a cohesive force. Two weeks of hit-and-run battles through the

hills and valleys leading into the desolate plains and deserts of the continent's western reaches resulted in nothing but frustration for both sides. Dirks continued to lead his weakened Regulars through the winding routes while the Raiders missed more and more opportunities.

Fed up with his attitude, General Neece removed Vega from command of her armored forces, promoting Lieutenant General Caleb Yung from her operations staff to fill that vacancy. Though he had to resort to some draconian measures to ensure that his orders would be followed, he got the job done. A coordinated attack on the 19th of January caught two mixed battalions of Regulars in the Guland River Valley while the Raiders held the high ground all around. Two days later, Neece accepted the surrender of another Regulars battalion after a particularly long and devastating artillery assault.

That left only a third of the Twenty-second Regulars in the field. Following the capture of *Tai-sa* Dirks on the 24th of January, the Regulars ceased to be a serious threat. General Neece returned to New Pontiac on the 25th, leaving a mixed-arms regiment in the field to take care of the remainder of the Twenty-second Regulars.

PROSERPINA

Flash: 22 December 3062

To this most significant of target worlds, Duke Sandoval assigned his most prestigious units: the First Robinson Rangers, the Eighth Crucis Lancers RCT and the Robinson Battle Academy Training Battalion, along with a small host of lesser supporting units. Under the command of the Duke's cousin, Major General Mai Fortuna, the Proserpina task force set forth in mid-December.

The battle for Proserpina began as soon as the task force jumped into the system, with General Fortuna winning aerospace superiority almost immediately. At the two jump points, small fleets of assault ships loaded with marines succeeded in capturing or disabling all but three of the almost two dozen JumpShips in-system—and of the three that jumped away, only one was ultimately used to drive Fortuna's forces from the world. Closer to Proserpina itself, Fortuna's fleet of DropShips broke through the weak blockade of DropShips and aerospace fighters that the planet's defenders put up, landing on two separate continents.

To the primary objective on Bragadln went the First Robinson Rangers, the Battle Academy battalion (combined within the Rangers' TO&E, effectively adding a fourth battalion to the unit) and two brigades of conventional armor and infantry. Defending the small island continent—including the capital city of Conqueror's Pride—was two battalions of the Ninth Benjamin Regulars plus a host of planetary militia. Additionally, *Tai-sho* Fenton Worridge, commander of the Proserpina Prefecture, called up what was effectively another reinforced BattleMech battalion of Proserpina Hussars that had been on leave on the world, plus the students at the University of Proserpina's military college.

Fortuna grounded her force a mere eighty-five kilometers from the capital city—just on the edge of the megalopolis that is Conqueror's Pride. Relying first on her fighter squadrons to keep the LZ clear of hostiles and then her artillery batteries, Fortuna deployed her 'Mech and armor forces in a standard expanding ring around the LZ. She then sprinted into three surrounding communities, quickly taking over several moderately-sized civilian airfields and a ready supply of food and simple consumables. Rather than directly move to take command of Guided Technologies or the military and civilian command centers within the city, Fortuna concentrated on swallowing whole slices of the city—especially concentrating on major roadways, railways, rivers, power stations and key industrial concerns—while her fighters and assault ships made precision bomb runs on similar targets on the other side of the city.

Still in command of the military bases and the city's primary spaceport, the Combine troops attempted to break Fortuna's aerospace superiority with the few aerospace fighter squadrons left, supported by more than a dozen conventional fighter and VTOL squadrons. Fortuna and her Rangers kept a tight reign on the skies over Conqueror's Pride, however, preventing the Ninth Benjamin Regulars and its supporting

units from breaking out of the city and into the countryside where they could fight more freely.

On the continent of Darwan, Bulldog Enterprises and the surrounding city of Kalida Qan were the targets of Major General Jeremiah Marshall and his Eighth Crucis Lancers. Unlike Fortuna and her Robinson Rangers, Marshall dropped three of his four BattleMech battalions, as well as his battle armor battalion, on top of his target, grounding the rest of his forces nearby after his jump infantry regiments secured the airbase. The fight was brutal for both sides, but Marshall chose to weather that damage rather than give the troops garrisoning the factory enough time to form up and create an almost impenetrable wall of 'Mechs and heavy tanks. Moreover, with Bulldog producing the Schilltron OmniVehicle, Marshall did not want his troops to have to weather an artillery storm.

The fight for Bulldog and Kalida Qan lasted a mere day and a half. The factory did suffer severe damage, more from sabotage by workers and DCMS troops than from stray battle damage, but in the end the Combine troops within that city of 250,000 could not hope to hold off one of House Davion's most elite RCTs.

In contrast, the tense stand-off in Conqueror's Pride lasted nine days, during which time Fortuna simply expanded her sphere of control over more and more of the city proper. By New Year's Eve she was ready to begin the second phase of her plan. At midnight, local time, she cut power, communications and the ability to travel freely to every portion of the city that she didn't directly control. Her fighters cut the last links to the "other side" of the city by destroying every major road intersection, bridge, power line and radio tower in an intensive 20-hour campaign. By 0800 local time on New Year's Day 3063, two million Combine citizens were cut off from civilization.

While a steady stream of refugees had been pouring out of Conqueror's Pride before, in the morning hours of 1 January that stream turned into a flood. The streets of the city were packed with hysterical citizens, citizens who were in many cases more angry at the DCMS for failing to protect them than they were at Fortuna and her troops, who at that point had not specifically targeted the civilian population. The Ninth Regulars and the rest of the DCMS troops within the city were overwhelmed by a population on the verge of riot and looking to escape the city. As the Combine troops mobilized to control the city's citizens, Fortuna launched two end-runs around the city—the first aimed at the primary spaceport and the second at the city's industrial center. The battle for the spaceport lasted for a brutal six hours, but in the end, Fortuna's stronger 'Mech force carried the day. The industrial section fell in just a few hours. Deprived of primary power, most of the factories didn't even open for business that day, and the few troops assigned to that "dead" area stood no chance against Fortuna's forces.

Jumping at the opportunity to take more advantage of the situation, Fortuna reinforced her troops in both areas and had

them expand out into the rapidly emptying streets, meeting at the massive seaport on the shore of Lac Turoti—a giant inland sea that eventually empties into the world's oceans. Now surrounded on three sides by Fortuna's forces and prevented from escape by the tens of thousands of fleeing citizens, the DCMS forces within the city were rapidly running out of options.

On 3 January, the members of the Proserpina Hussars finally forced the issue, launching an unauthorized attack through populated areas of the city in hopes of breaking the stalemate. Not only did they do just that, they began a quickly downward spiraling chain of events that would mark the worst tragedy in the entire Combine Invasion and SCMS Reprisal.

Drawn by the fighting in the streets, troops from both sides flocked to the growing battle in the upscale Coordinator's Cabal neighborhood. Scores of mansions, owned by the richest members of Proserpina's citizenry, were blasted to nothingness in the course of a mere 30 minutes, with the fighting quickly spilling over into other middle-class neighborhoods. Within two hours, the fight blasted its way into the heart of a business district, leveling massive office buildings and even bringing a 65-story high-rise down.

The pent-up frustrations and tensions of the previous two weeks exploded that afternoon. The DCMS soldiers lost all composure and came after the Rangers like a wave of suicidal samurai, caring little for whatever or whoever got in their way. Thousands of Combine citizens died in the fight, while untold thousands more died in the firestorm that consumed nearly a third of the megalopolis.

Shocked and overwhelmed by the Combine rush, Fortuna's Rangers fell back in neat, if somewhat hurried, order. Collapsing their lines to the spaceport, the Rangers' second and third battalions, reinforced by a single combat command of mechanized infantry, held off the rabid Ninth Regulars and Proserpina Hussars for three hours while General Fortuna tried to get more armored reinforcements to them. With their backs to the Lac Turoti and the Combine troops surrounding them, the Rangers had no choice but to hold out. They ignited the spaceport's fuel dumps, creating effective blockades to channel the incoming horde, while they used several of the Ninth Regulars' own DropShips against them.

When Fortuna's reinforcements finally arrived, the Rangers had taken almost sixty percent casualties—including the dragooned Combine DropShips. Moreover, the Combine troops were seemingly acting more with a hive mentality than as a military unit. The arrival of the Rangers' reinforcements broke the assault, though, and the Combine troops pulled back to their base at Fort Geihsan.

From the air, anyone could clearly see the large swath of destruction that the DCMS assault had cut through the city, but on the ground, matters were worse. General Fortuna called in the majority of the Eighth Lancers to help with disaster relief operations—fighting the fires and providing aid and care for the tens of thousands of civilians wounded during the day-long battle.

While Fortuna fought to help the people she was conquering, *Tai-sa* Richard Reikai, commander of the Ninth Regulars, gathered what remained of the DCMS forces on Proserpina. He willingly gave up his base at Fort Geihsan—taking with him what he could and destroying what useful equipment he had to leave behind, and moved his command to a rarely-used base on the barren continent of Harpago, employing the few DropShips he had left. With nearly all natural life on that continent eradicated centuries before when DCMS troops launched a long series of biological and chemical attacks aimed at destroying an invading FedSun's unit, Harpago had become a prime live-fire range and the perfect location to store industrial waste.

Fortuna formed a combined brigade of 'Mechs, armor and armored infantry to destroy Reikai and his remaining Ninth Regulars, dispatching them on the 18th of January. The next week of fighting saw the Ninth Regulars fighting suicidal battles, rushing Fortuna's stronger force head-on. It also saw the Regulars using the toxic waste and even some ancient chemical weapons against Fortuna's forces. The Robinson Rangers and Eighth Lancers persevered, however, and by the 24th had broken the Ninth Benjamin Regulars.

Though Generals Fortuna and Marshall still had much work to do on the planet, they had successfully taken the first Combine prefecture capital in centuries. As the Rangers and the Lancers tracked down the remaining rogue DCMS units on the world and worked to rebuild the infrastructure of Conqueror's Pride, Duke Sandoval sent them a priority message—awarding every unit involved the Dragonslayer's Ribbon and the Draconis March Meritorious Unit Citation.

AN TING

Flash: 26 December 3063

Duke James Sandoval chose the Seventeenth Avalon Hussars for the assault on An Ting for a number of reasons. Not only did the Seventeenth Hussars have a long history of service to the people of the Draconis March, but they also expressed an absolute contempt for the Combine. Additionally, the Seventeenth was a part of the push into the Combine during the War of 3039—action in which they assaulted the world of An Ting, but were ultimately pushed back by Theodore Kurita's counterattack. The officers and men of the Seventeenth Avalon Hussars were naturally eager to get another shot at An Ting, but the unit faced one major stumbling block: the AFFC High Command had stripped the unit of its JumpShip group years earlier in preparation for Operations Bulldog and Serpent.

Duke Sandoval partially solved the Seventeenth Hussars' woes by assigning them JumpShips from his own March transport "pool" while he commandeered a majority of the merchant ships within the Draconis March under his emergency war powers. Still, it took almost a month and a half to gather enough JumpShips for the assault and even then the Seventeenth Hussars had only enough ships to transport its

'Mech regiment and two mixed combat commands of armor and infantry to An Ting for the initial assault. Rather than wait to gather more JumpShips, Duke Sandoval ordered the Seventeenth Hussars into action in mid-December, some five weeks behind schedule.

The Seventeenth Hussars had to deal with more than just transportation issues, however. The captains of two of the dra-gooned JumpShips either refused to listen to the orders of Hauptmann General Kev Evans or somehow misunderstood them; while most of the Seventeenth Hussars arrived at pirate points less than a day from An Ting, those two JumpShips—carrying a 'Mech battalion, a third of the ground forces and almost half of the technical and support crews—arrived at the Nadir jump point. Incensed, Evans ordered the ship crews arrested and his DropShips to burn into system at 2Gs.

Evans didn't wait for his errant DropShips to catch up before he landed, however. He had the element of surprise and he used it for all it was worth. Evans hit the world with only half of his task force and still very quickly gained the upper hand, though he did only face a planetary militia reinforced by several conventional regiments.

On the 26th of December he literally dropped on top of the planetary capital of Tule Mod, catching *Sho-sho* Isamu Tatsuma and his militia completely off-guard. By the end of the day, Evans had destroyed or rendered impotent two regiments of militia armor and infantry, completely occupying Tule Mod with his own men. Even the rabidly fanatical students and staff of the An Ting University proved little threat to the Hussars. At the same time, a 'Mech drop on Hucid—two thousand kilometers away—achieved just as powerful a victory against the armor battalion stationed there.

With the planetary command structure effectively crushed within a 12-hour period, the rest of An Ting's militia was slow to mobilize and had little cohesion. While the rest of his force burned into the planet, General Evans hopped from city to city with his two 'Mech battalions, crushing what little opposition the militia could put up. In each city, his MPs rounded up local political and industrial leaders, as well as their families, and transported them to Tule Mod, where he had taken over a former military spaceport that had been turned into a museum for his headquarters. By the time the rest of his assault force landed—four days after his own grounding—Hauptmann General Evans had taken control of almost two-thirds of the planet.

The next two weeks proved just as easy for the men and women of the Seventeenth Avalon Hussars. Though a mixed combat command of militia and regular army troops gave Evans a hard time near the provincial capital of Singpan, he simply surrounded them with his own superior force. Once he had positioned all of his units, they simply tightened the ring around the city. Lead by his 'Mechs, the Seventeenth Hussars

made short work of the defenders, though at the same time the light industrial city took serious damage. Several militia companies took refuge within a refinery along Lake Hails while others kept to the warehouses and industrial complexes. Though they tried to root the defenders out without causing too much serious damage, the Seventeenth Hussars ended up destroying the refinery. The resulting fires consumed nearly half of the city before the blaze could be brought under control. Even then, the fire continued to burn on the lake and in the refinery for two months.

Hauptmann General Evans officially declared An Ting under his control on the 13th of February. Pressuring key planetary leaders by keeping some of their families and friends as "guests" within Tule Mod, Evans quite effectively maintained control over the world. At the same time, however, he also allowed the local leaders to rule as they wished, in some cases even gaining some support from provinces that had felt oppressed by Combine rule. While his JumpShip group transported more of his RCT to the world, he made plans for pressing on deeper into the Combine.

FLASHPOINT POSTSCRIPT

The Civil War may have had a slow beginning in the final months of 3062 and the first month of 3063, but by the beginning of February, political power-brokers and key military figures were quickly discovering that they would have to choose one side or the other, if only to survive the bureaucratic and popular firestorm. There was no room for moderates, as more than one high-level political appointee found out. At best, they might just find themselves out of a job. At worst, they might find themselves imprisoned for treason, sedition or one of a dozen other trumped-up charges.

The citizens of the Federated Suns and Lyran Alliance were caught in the middle of the growing storm. Indeed, while protests and other anti-Katherine activities had taken hold over scores of worlds throughout both nations, the Archon's propagandists were still very successfully spinning the truth to make it look like the war was nothing more than some scattered trouble caused by Victor and his supporters. With no one to tell them anything different, trillions of citizens across the two nations continued to believe that Katherine Steiner-Davion was a conscientious and caring ruler.

On the military front, while the Civil War did not truly begin in earnest until Wave One, by the beginning of the new year, movements were already being made to best take advantage of the situation—both politically and militarily. Scapegoats were designated and operating under plausible deniability became standard operating procedure.

Worse of all, the devastation and agony had only just begun.

WAVE ONE

MARCH 3063—AUGUST 3063

*"Let no man, be it dictator or be it brother, stand between another man and liberty."**— Marshal Caesar Steiner, 25 April 3063, in a letter to his son, Lieutenant General Reinhardt Steiner**"Cry 'havoc!' and let slip the dogs of war."**— William Shakespeare, Julius Caesar, act III, scene I*

OVERVIEW

The first true "wave" of the Civil War began in early March of 3063. As commanders and political powerbrokers watched the entire former Federated Commonwealth degenerate into Civil War, a few began to recognize the need to take action and not just react to the situations—exactly what Archon Katherine and her lieutenants were doing. With Victor Steiner-Davion still in the far coreward reaches of the Lyran Alliance, he had no way to coordinate the actions of his supporters, and no way to feed them the supplies that they would need.

Those who did recognize the enormity of the situation took the long view and began to move slowly. Like a grand game of chess, generals on both sides made strategic moves, placing units in key locations and securing their own lines of communication. For the most part, however, it was Victor's supporters who recognized this early on. Archon Katrina refused to see the enormity of the situation until far later and so acted like the growing Civil War was nothing more than a minor inconvenience. Her advisors, the lot of them sycophants and weak-willed individuals, save for a select few like Marshal of the Armies Jackson Davion, refused to convey the true depth of the situation.

Militarily speaking, the tense situation within the AFFS and the LAAF changed very little. Under the direction of higher headquarters or one of the former Prince's self-appointed champions, several more worlds flashed to outright brutal warfare, but for the most part, the two militaries of the former Federated Commonwealth waited tensely for orders.

Within the civilian populations, tensions likewise remained high, but many had barely an inkling about what was truly going on. The Archon's enforcers and propagandists very skillfully controlled the spread of news about the war and spun what did leak out to make it sound like just a few rogue officers were making trouble. With Katherine's supporters virtually controlling public communications within both the Federated Suns and the Lyran Alliance, it was up to the Allies to use whatever means they had access to in order to spread news of the war. The old AFFC FAX network was heavily used, as were merchants and even the Vagabond Schools. Likewise, while the Archon could order her people to send no civilian communications between worlds, ComStar was not prevented from sharing news between stations (and in those few instances where the Archon's supporters did attempt to prevent ComStar from passing information along, ComStar and the Com Guards acted both quickly and decisively).

So, where the Flashpoint "wave" was primarily about tensions within the former Federated Commonwealth boiling over and the

former Archon-Prince deciding it was finally time to take action, Wave One of the Civil War was about strategic maneuvering.

FEDERATED SUNS

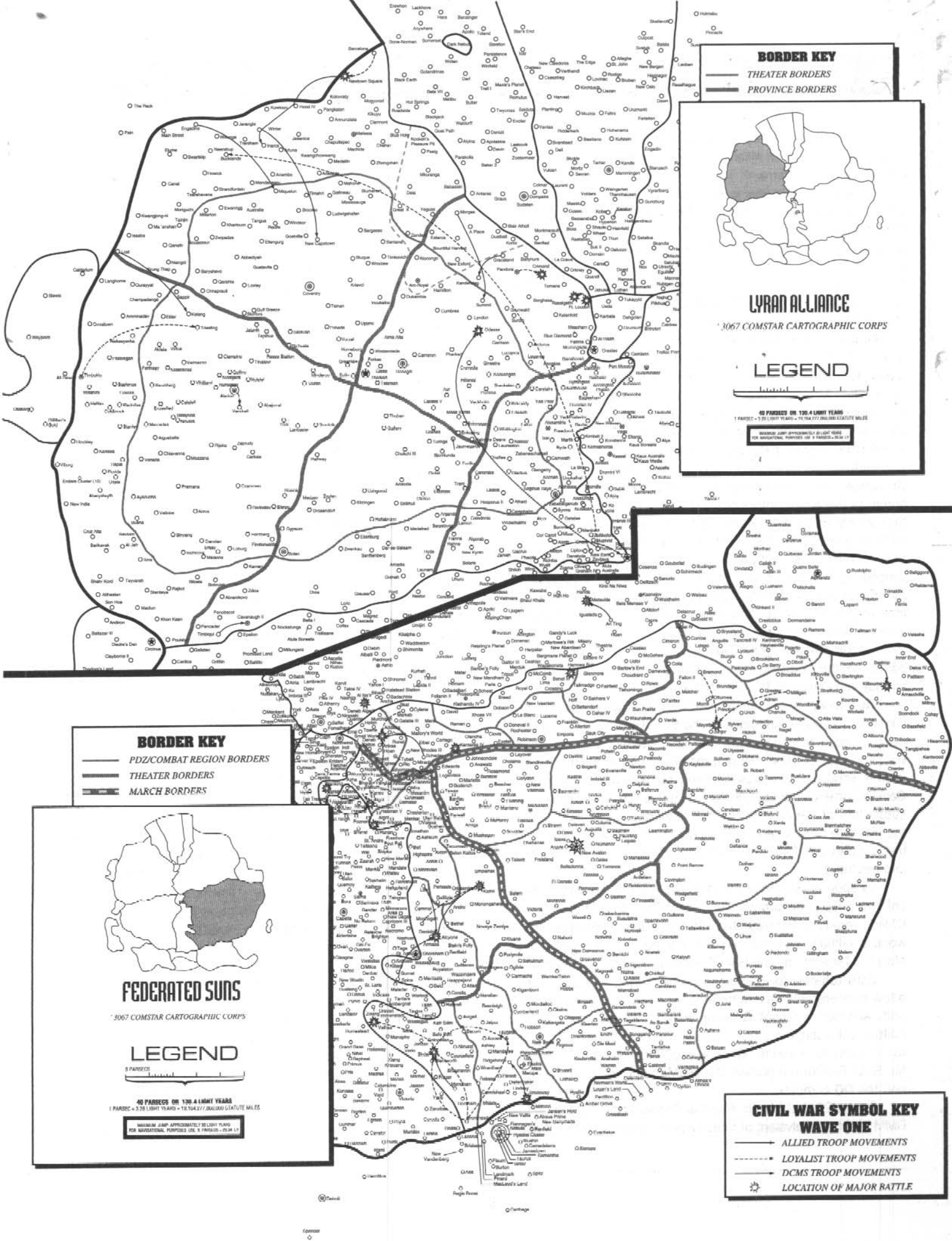
As the Civil War heated up in the final weeks of 3062, many senior officers within the AFFS realized that they had to make a decision about where their true loyalties lay, and do so very quickly. Archon Katherine's "enforcers" had already been dispatched from New Avalon to ensure the loyalty of many key units, especially those that had not professed any specific leanings one way or the other. Marshal of the Armies Jackson Davion made his feelings known in the first weeks of January to the entire AFFS—"Katrina Steiner-Davion is our rightful ruler, both by blood and by law, and we will follow her orders." While many officers chose to take his lead, many others did not.

Former Field Marshal and Prince's Champion Ardan Sortek, a man who had not only loyally served the Federated Suns for almost five decades but who had been First Prince Hanse Davion's best friend and closest advisor, did not see matters in the same light. He had long seen Archon Katherine as a power-hungry despot, but though she had stripped him of rank and title, he had not used his influence to incite a rebellion. Instead he joined Victor in the SLDF and bided his time. As soon as Victor made his announcement, Sortek began contacting those officers in the AFFS that he knew would be loyal to the former Prince, or at the very least who wanted Archon Katherine removed from power.

Indeed, many of the strategic moves in Wave One were due primarily to Field Marshal Sortek (a rank returned to him by Victor) and his grand network. As many would soon realize, without these moves, the Civil War may have ended almost before it had begun. By securing a logistics network within the Federated Suns, Field Marshal Sortek guaranteed that those soldiers who refused to obey Archon Katherine's illegal and immoral orders, and those who openly fought to remove her from power, would be able to continue their actions.

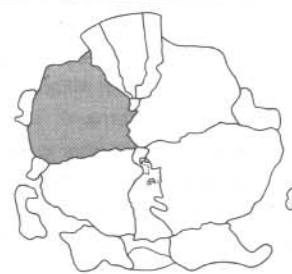
ADDICKS

While Marshal Andrew Terlecki Jr., commander of both the Deneb Light Cavalry Organization and of the Addicks PDZ, kept his headquarters on the world of Deneb Kaitos, that headquarters primarily handled the administrative functions of his commands. The world of Addicks was still the heart of the PDZ, and home to one of the largest Department of the Quartermaster (DQ) supply dumps in the Draconis March. Not only did Addicks support the AFFS forces within the PDZ, but it was a central dis-



BORDER KEY

THEATER BORDERS
PROVINCE BORDERS



LYRAN ALLIANCE

3067 COMSTAR CARTOGRAPHIC CORP'S

LEGEND

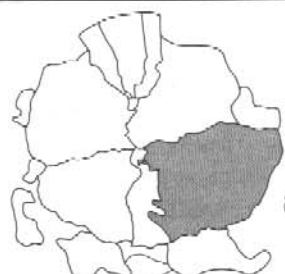


40 PARSECS OR 130.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 31,557,000,000,000 METERS

MAXIMUM JUMP APPROXIMATELY 30 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 5 PARSECS = 16.3 LY

BORDER KEY

PDZ/COMBAT REGION BORDERS
THEATER BORDERS
MARCH BORDERS



FEDERATED SUNS

3067 COMSTAR CARTOGRAPHIC CORP'S

LEGEND



40 PARSECS OR 130.4 LIGHT YEARS
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CIVIL WAR SYMBOL KEY WAVE ONE

ALLIED TROOP MOVEMENTS
LOYALIST TROOP MOVEMENTS
DCMS TROOP MOVEMENTS
LOCATION OF MAJOR BATTLE

tribution point for military equipment with origins from the old Sarna March, the Lyran Alliance and other points within a hundred light-year radius of Terra.

Marshal Terlecki was a long-serving officer, a man whose father had likewise commanded the Deneb Light Cavalry and whose son was a senior officer within the Fourth DLC, but he refused to give outright aid to Field Marshal Sortek. At the same time, however, he also did not prevent Sortek from contacting those under his command, and did give indirect aid to the Field Marshal in gathering enough support to take the world of Addicks.

Already on the world were the Sixth FedCom RCT and the Addicks DMM, both of which had already professed support of Archon Katherine, in addition to a number of free regiments of all kinds. Field Marshal Sortek built a task force to take the world around the Davion Assault Guards RCT and the First NAIS Cadre. The two staunchly pro-Davion units met at the Zenith jump point in the Tybalt system before jumping in to Addicks.

Initially sending only three JumpShips and a dozen DropShips, the task force was easily lost in all the traffic going to and from the world. Before bringing in the rest of the task force, they quietly secured the system's two recharge stations and the three listening posts that directly observed the pirate points that they wanted to use. On 12 March, the main body of the task force jumped in, losing dozens of DropShips. While a number of JumpShips quickly recharged and jumped back out to retrieve the rest of the task force, the main body burned in to Addicks. Marshal Stephen Cooper, commanding both the task force and the Assault Guards, grounded his units at secondary military bases on the continents of Tauken and Silesia, each having already been secured by Allied conventional forces.

Even though his ultimate goal was the DQ complex on the continent of Loknar, defended by the Sixth FedCom RCT, Marshal Cooper chose to concentrate first on Lieutenant General Nancy Bannson and her DMM. Not only did Bannson hold the military HQ on the world, but she was relatively neutral where Hauptmann General James McConnel and his Sixth FedCom were outspoken supporters of the Archon. By first securing Tauken and Silesia, the home to most of Addicks' population, he hoped to gain popular support and force the Sixth FedCom at the very least back into neutrality.

As soon as she recognized the task force for what it was, Lieutenant General Bannson dispatched an order recalling the DMM's remote commands back to Addicks and called upon the world's militia to assist in the defense. Further, she asked both Marshal Terlecki and the High Command for reinforcements.

Unfortunately for Bannson and her DMM, she added only a few scattered militia infantry and light armor battalions to her unit. Addicks' Adjutant General, Paul Rodgers, activated the militia, but assigned them only to defensive duties within the world's cities. Likewise, General McConnel refused to deploy his Sixth FedCom to protect the DMM, citing the need to garrison the DQ complex.

On the 23rd of March, Marshal Cooper attacked, hitting the DMM with the equivalent of three heavy brigades of armor, spear-

headed by his own assault BattleMech regiment. The battle lasted all of two days around Fort Lucien. Cooper's heavy regiments easily weathered the heavy artillery barrages that Bannson's troops laid down and traversed their minefields with ease. When the DMM broke into a rout in the early morning of the 24th, they ran headlong into General Rodgers' planetary militia, arrayed outside of the capital, Johnson City. When the DMM attempted to retreat into the city, the militia opened fire, pushing the DMM right back into the path of the Assault Guards. The battle ended soon afterward, with a few scattered battalions surrendering to General Rodgers, who summarily turned them over to Marshal Cooper. A day later, Marshal Cooper entered the city and took charge of the few remaining AFFS military installations in Johnson City.

From there, Marshal Cooper turned his attention to the continent of Silesia, where a few DMM commands still stood guard. The First NAIS Cadre had been keeping the DMM bottled up, but before he could mount an offensive, the DMM units that had been stationed offworld began to trickle in. He tasked his aerospace and marine forces to take them before they could land, but still was forced to hunt down some of the stragglers. He spent the better part of April securing the world before he finally moved his command to the continent of Loknar.

Once there, he surrounded the massive logistics center—a complex that covered several thousand square kilometers and actually had significant underground storage space. Marshal Cooper attempted to negotiate with General McConnel, and was making progress toward a peaceful solution, when the Fifth Lyran Guards RCT jumped into system.

Originally deployed to Shedar to either cow or destroy the First NAIS Cadre, the Fifth Lyran followed the Cadre's trail to Addicks. As soon as she received a briefing from General McConnel, Hauptmann General Louise Kopper burned in at full speed, blowing past Marshal Cooper's aerospace blockade and grounding at the logistics complex, though not without loss. Marshal Cooper's fighters and assault DropShips accounted for three troop ships, while the 73rd Marine Assault Battalion actually took charge of two others. Nevertheless, Kopper grounded with most of her 'Mech regiment and six other supporting regiments.

Now faced with two RCTs in a defensive position, Cooper had no choice but to attack. Supported by several of General Rodgers' militia units, the brigade of free Regular Army troops he had gained on-world and his own task force, Cooper gave the order to charge while Kopper's DropShips were still landing. Several Allied officers locked down almost half of the DQ complex when Cooper's troops charged, somewhat limiting McConnel and his RCT, quickly turning the battle bloody. Under the cover of his own massive artillery barrage and heavy fighter blanket, Cooper's troops made significant gains in the first hours of the battle, pushing forward to two of Kopper's five LZs. While McConnel and Kopper fought to defend the complex, Allied agents and saboteurs did everything they could to lock the rest of the complex down.

That battle started on the 27th of April and lasted sixteen days before both sides agreed to a short ceasefire. McConnel and Kopper had complete control of a quarter of the complex, but

faced with the elite Davion Assault Guards, they had suffered severe casualties just holding on to what they had. The ceasefire allowed them two days of rest while they evacuated their most seriously wounded. Unfortunately for them, they did not take the opportunity to dispatch an HPG message asking for reinforcements. Fearing that ComStar would redirect or not even send the message, they tightbeamed messages to several of their JumpShips still in the system. While the JumpShips did jump away with the messages, they would not be able to deliver them in time.

Indeed, while the cease-fire gave the surviving members of the Sixth FedCom and the Fifth Lyrn a much-needed rest, it gave Cooper's task force the time it needed to not only refit everything from the center's stores, but also reopen part of the complex. Cooper resumed the attack on the 15th of May and simply continued to push until the combined RCT burst.

By 5 July, the two Loyalist RCTs had been reduced to five mere combat commands and were holed up within a storage complex that was half above-ground and half below. With no options left, the surviving officers and men held a vote. Half voted to make a run for it in their last remaining DropShips while the rest chose surrender. In the early morning hours of the 6th of July, four DropShips launched from an underground hangar and burned out at their maximum acceleration rate, heading for a *Monolith*-class JumpShip that had just jumped into a nearby pirate point. Three made it past the blockade, docking with the ship which immediately jumped out. The rest of the Loyalist troops, numbering some three thousand, including support personnel, surrendered to Marshal Cooper, marking the first major Allied victory of the war. It would, of course, soon be marred by the events which transpired on New Avalon.

ALCYONE

As with the world Addicks, Alcyone was a key in the logistics game that was important to a number of players. To the Allied forces, it was yet another way to keep the lines of communication open. To Duke George Hasek, it was one of the few nodes at his disposal to not only keep his own forces supplied, but to keep the Capellan Confederation at bay. To Archon Katherine and the Loyalists, it was not only an obvious target for Victor's forces, but was a potential way that they could control Duke Hasek, who had yet to voice support for either side.

As Wave One began, the Twentieth Avalon Hussars and Fifth Davion Guards were still surrounding the Alcyone CMM within Fort Gibson and Hagarstown. Field Marshal Suzanne Zellner, commander of the Edgewood Combat Theater (also known as the Kathil Operations Area), wanted matters settled on the world, especially as the battles on Kathil showed no signs of letting up soon. With the Capellan war against the St. Ives Compact coming to a rapid conclusion, she knew that any unit that she pulled away from the border could seriously affect the stability of the Capellan March. On the other hand, she also knew that the March could ill afford the loss of two major supply depots. She originally toyed with the idea of dispatching the Seventh FedCom RCT from Splca, but the AFFS did not want to lose that old St. Ives world to a renewed

Capellan attack, either. Instead, she ordered the Third NAIS Cadre from Lee to reinforce Alcyone.

The Third Cadre reached Alcyone on the 28th of March under the cover of a complete communications blackout. Marshal Linda Archer had been imposing these blackouts every few days for the previous several weeks just to keep the CMM off-guard. When the Cadre arrived, it was almost a routine occurrence for Archer and General Jack Roberts to shift their deployments during these blackouts, so Lieutenant General Dan Kendall and his CMM staff paid little attention to the DropShips that landed near Fort Gibson. Three hours later, however, they realized that they'd been mistaken when the Cadre's regiment of heavy and assault 'Mechs hit their defensive lines alongside the Twentieth Avalon Hussars. At the same time, Marshal Archer hit Hagarstown with her Fifth Davion Guards.

At Ft. Gibson, General Roberts' forces easily overran the CMM's defensive lines—not only did he have almost 4-to-1 superiority, but his engineers had spent the last two weeks weakening the CMM's lines in several key spots. Within the first ten minutes, 'Mechs from both the Hussars and the Cadre were well within the fort and two full battle armor battalions were quickly securing building after building. Seventy minutes into the operation, Cadet Major Bryan Gray and his platoon of Infiltrator Mk. II-clad cadets captured Lieutenant General Kendall and three of his senior officers. Eighty-five minutes later, General Roberts reported Ft. Gibson secure. Several mixed battalions had escaped to the north, and an unknown number of infantry and other CMM personnel were still hiding within the fort, but Roberts' infantry were rapidly moving from building to building, clearing them of defenders. He released one of his 'Mech battalions and two Cadre battalions from the operation to support Marshal Archer.

The Hagarstown phase did not achieve the same stunning successes that General Roberts' operation did, but at the same time it could not. The CMM's commanders knew that only by combining their forces could Archer and Roberts hope to push them out of their positions. The Fifth Davion Guards RCT did push into the Hagarstown complex, though only at the cost of two companies of 'Mechs and two battalions of conventional troops in the first hour. By the time that Roberts' regiment of reinforcements arrived, Archer had lost even more, but she was also holding a significant portion of the facility. The arrival of Roberts' reinforcements, however, prompted Lieutenant General Shannon Sarksyian to abandon her unit's defensive posture and go onto the offense. But rather than target the attackers, she turned her unit against the warehouses and hangars of the Hagarstown facility. The base, making up half of the city, was quickly consumed by flames that threatened to spread into the city. Under the cover of the fire, General Sarksyian and slightly more than half of her reinforced brigade escaped into the countryside surrounding Hagarstown.

Though damaging, the fire in Hagarstown ultimately did not cripple the world's logistics web. Moreover, Marshal Archer, now effectively at the head of three RCTs, concentrated all of her energies on tracking down the remaining elements of the CMM. Two weeks after the Ft. Gibson operation, General Roberts had accepted the surrender of Colonel Bill Rader and his CMM mixed



regiment. On the 28th of May, Marshal Archer overran the final CMM stronghold in the Cariapan Mountains with seven 'Mech battalions—overkill that ultimately pacified the world and secured the Alcyone PDZ. Marshal Archer then quickly made plans to move her Davion Guards to help reinforce operations on Kathil. Lieutenant General Carlos Post likewise prepared his Third NAIS Cadre for a return to Lee in expectation of renewed Capellan aggression in the wake of the coming peace treaty between the Confederation and the St. Ives Compact.

ALGOL

Already gripped by a desperate fight during the Flashpoint Wave, the world of Algol became the first real meat-grinder in the Civil War by pure happenstance. Both the Twelfth Vegan Rangers' Gamma regiment and the Second Republican had been fighting for weeks, and each had quite ably whittled the other's strength and energy down. On the 13th of February, the Twelfth Vegan Beta regiment landed on Algol, followed three days later by the Third Republican. These new arrivals did little to break the stalemate and, following a few aborted attacks, pushed both sides back onto the defensive, the Twelfth Vegan in Debelne and the Republicans in Algol City.

The stalemate ended on the 18th when both sides detected the arrival of the Fifteenth Deneb Light Cavalry. Having heard of the action on Demeter that forced the Fifteenth DLC into retreat,

Colonels al-Nahib and Desantis knew that, while they would be facing a weakened Fifteenth DLC, the presence of the Loyalist unit would tip the scales well against the two Twelfth Vegan regiments.

Fortune favored the mercenaries, however. Upon reporting the arrival of the Fifteenth DLC in the Algol system on the Capellan March command network, the two colonels received a message from General Olaf Richardson, commander of the Fifth Crucis Lancers. He would be arriving in-system at a pirate point that would bring he and some third of his command to the world ten hours ahead of the Fifteenth DLC. In the late-night hours of 25 February, the world of Algol was again gripped by warfare.

The combined Allied force, fielding some six 'Mech battalions and seven more of armor, plus infantry, hit the Republicans' base in Algol City five hours ahead of the Fifteenth DLC's landing. While the mercenaries dropped onto the Republicans' base, General Richardson lead his own forces against the city base. Three hours of heavy fighting saw the crippling or destruction of a hundred BattleMechs, and with more than a 2-to-1 advantage, the Allied force drove the Republicans from their base.

Confusion reigned on the planet for the next eighteen hours, as the Fifteenth DLC grounded a mere seventy clicks away in the small city of Remagen. Most of the Republicans' DropShips managed to escape the battle in Algol City and likewise grounded in Remagen while their surviving 'Mechs, barely eight companies worth, made their way overland to the LZ.

General Richardson initially pushed hard to follow the retreating Republicans. Indeed, though it took almost 50 minutes to regroup his forces, he pushed them hard and destroyed a DLC forward patrol 25 kilometers ahead of the LZ, continuing right on to the makeshift base itself. While the Fifteenth DLC was still in the process of unloading their DropShips, Richardson entered the base. Though his actions were certainly bold, bordering on the reckless, he knew that Major General Felsner was mere hours behind with the rest of the Fifth Crucis Lancers RCT. Never one to let an enemy regain the initiative, he instead pushed his command almost to the breaking point.

The combined air wings of the Fifth Crucis Lancers and the two mercenary regiments tore into the grounded Deneb Light Cavalry and the Republicans. Five DLC DropShips attempted to make a getaway, but only two successfully broke away from Richardson's fighters. Unfortunately they headed directly for the mercenary encampment in Debelne, which was being guarded by a few mercenary stragglers and a handful of Richardson's infantry. That, combined with the mounting casualties that the mercenaries were taking, prompted Colonel al-Nahib, commander of the Twelfth Vegan Beta regiment, to pull his surviving troops back an hour into the LZ assault. Rather than be left soundly outnumbered and outgunned, General Richardson grudgingly pulled back as well, though only far enough away that he remained out of range of the DropShips' weapons. He maintained pressure on Marshal Michael Lipstein and his Fifteenth DLC until Major General Felsner landed in Debelne and Algol City.

Both sides were seriously hurt in the battle, but the Republican Guards took the brunt of the damage, having left more than a third of their BattleMechs behind as salvage in

Algol City. The Second Republican had effectively ceased to be, and Lieutenant General Suzie Foster subordinated her surviving 'Mechs to Lieutenant General Karl Lopiz' Third Republican. The Twelfth Vegan Rangers' Gamma regiment had likewise been whittled down so far that Colonel Desantis assigned her remaining ten lances to reinforce Beta regiment.

With the support of Major General Felsner and the rest of the RCT, General Richardson was finally able to wage the kind of war he wanted to on Algol. Unfortunately, Marshal Lipstein also had significant forces on planet. Worse, by pulling out of the fight for the DLC's LZ, Robertson lost much of his momentum. The two forces indecisively fought each other for the next four months; Lipstein waged a campaign of attrition against Richardson and the Twelfth Vegan Rangers while Richardson and his Fifth Lancers continuously kept on the move.

In early July, however, Lipstein gained the upper hand with the arrival of the First Republican Guards regiment. Ordered there by Hauptmann General Caleb Peleao, the First Republicans were instructed to coordinate with Marshal Lipstein but to take command of the remaining Republican troops and form a second Loyalist task force on planet. So while Lipstein did receive reinforcements, the fact that newly promoted Hauptmann General John Joseph Atherton and his Republicans were not under his command limited his ability to take advantage of the situation.

While partially in the same situation, General Richardson was a far more aggressive commander. With the Twelfth Vegan refusing to participate in more and more assault operations, Richardson had to rely on his mobility advantage. He forced two major engagements in late July, but made no significant gains against the Fifteenth DLC, which held firmly onto the small communities that it had won outside of Algol City.

On the 10th of August, Marshal Lipstein went on the offensive against Richardson, flanked by Atherton's Republican Guards regiments. Surprised by such a bold maneuver—up to that time, Lipstein had never mounted an attack with more than two regiments at one time—Richardson's troops initially gave a great deal of ground and split into several smaller ad-hoc commands. Lipstein could not take immediate advantage of the Fifth Lancers' weakness because of the command situation, however. Major General Felsner linked up with the mixed combat command that Lipstein had isolated on the coast west of Algol City before the Republicans could crush them and in turn smashed into the Republicans' formation. While Felsner kept the Republicans tied up, Richardson hit the DLC vanguard and had the Twelfth Vegan drop into a position to support Felsner. The resulting fight lasted eleven days, ending only after Lipstein finally pushed into the city of Grogan, just forty kilometers from Algol City and site of a Fifth Lancers forward supply dump.

Wave One officially ended with a continued stalemate on Algol, though with the Loyalist forces encroaching on Richardson's hard-won territory.

BROCKWAY

While sporadic fighting between the Eleventh Avalon Hussars and the three 'Mech regiments of the Lexington Combat Group had characterized the fighting on Brockway for the first months of 3063, that changed significantly in late February. When the commanders on both sides realizing that they would not be receiving reinforcements any time soon, the brief firefights became more and more intense. On 26 February, the conflict turned into outright war.

Staging an attack similar to one organized by the Eleventh Hussars' Infantry Brigade in training a year earlier, Colonel Marie Stevens and her Golden Hammers set out under the cover of darkness and severe weather on the night of the 25th, crossed the Beautains Highlands in record time and reached Whiteville hours before sunrise. At the same time, battalion-sized formations from both the Thirty-second Recon and Frederic's Gazelles lifted off their own encampments, ostensibly to land at a remote site hundreds of kilometers away. While General Leabo scrambled some of the Eleventh Avalon

DUTY AND EGO

Col. al-Nahib: Brubaker and Bandit groups [Beta and Gamma regiments], this is Brubaker Six: Danube. I say again, Danube [disengage]. Converge on grid... four-seven by eight-two.

Gen. Richardson: Brubaker Six, this is Remora Six. Are you *insane*? Belay that order!

Col. al-Nahib: Negative, Remora Six. I've got thirty 'Mechs on the ground here and what's left of my command is scattered to Hell and back. We're pulling out!

Gen. Richardson: Goddammit, we've got them here! They won't last another hour!

Col. al-Nahib: Bandit group won't last another five minutes! I'm pulling them out now!

Gen. Richardson: You do what I say when I... *Shit!* Blade Six-two, push them against that Union. Tornado flight, I've got a tally on six... negative, eight, I say again, eight mike-tangos emerging from the northwest *Triumph*. You have about sixty seconds. Give me a full spread.

Tornado 15: Roger, Brubaker Six, Tornado One-Five has them.

Col. al-Nahib: General, the only thing...

Gen. Richardson: *Wait!* Daedalus, target: five-five, four-niner. Say again, five-five, four-niner. Daedalus: ranging shot.

Daedalus: Daedalus rogers.

Gen. Richardson: Brubaker Six, we can end this now, dammit! We've got them by the sack! We can cack them before they can even form up!

Col. Desantis: While my boys die? For what?! Your Fang Group will be on the ground in minutes. We can come back and finish this off at our leisure.

Gen. Richardson: We can finish it off now, dammit! We can finish it if you just have a little goddamn *faith*!

Col. Desantis: Shove a rod, Remora Six! My men are dying! Brubaker and Bandit groups, you heard Brubaker Six. Danube!

Gen. Richardson: Daedalus, Remora Six: down one, left point seven. Down one, left point seven. <unintelligible transmission>

Daedalus: Remora Six, Daedalus. Say again, over.

Gen. Richardson: Bandit Six, Brubaker Six, this is Remora Six. You realize that you may have to sacrifice the lives you save today in battle tomorrow. And then some.

Col. al-Nahib: Not if we can help it!

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Gen. Richardson: Daedalus, this is Remora Six. <Pause> *Dammit!* <Pause> Walking fire, two-two-zero by two-zero. Walking fire, two-two-zero by two-zero. Time on target. Tornado flight, give us some damn cover! Remora group, Danube. Remora group, Danube. And for Christ's sake, *the sky will be falling!*

— Transcript from Fifth Crucis Lancers archives, discreet channel Quebec-7, 26 February 3063

Hussars' fighters to keep tabs on the Lexington Combat Group's DropShips, none of his assets detected the Hammers' movements. Consequently, when the Hammers attacked early in the morning of the 26th, they caught Lieutenant General Ayse Crosby and his two combat commands by surprise within their Whiteville base. Minutes into the attack, the Lexington DropShips veered off their intended course and dropped their 'Mechs into the heart of the thunderstorm—and the attack.

That assault began a long series of campaigns across Brockway's Horous continent. While Leabo's Eleventh Hussars had numbers on their side, the mercenary regiments of the Lexington Combat Group had sheer mobility, and were backed up by a small but elite group of auxiliaries. After punishing the Hussars at Whiteville, mercenary Major General Malcom Feinman maintained the pressure on the rest of Leabo's Hussars.

After two months of hit-and-run assaults from their base at Fort Kain, the mercenaries suddenly dropped two-thirds of their command on top of Freddendal, a minor industrial city garrisoned by a mixed regiment of Hussars. Four hours later, the mercenaries took the city, and from there waged a more traditional ground campaign against the Hussars. Though General Feinman originally gave only vague reasons for his change of tactics, after-action reports show that as the war progressed past its first few months, the Archon clamped down hard on supplies going to any units but those professing complete devotion to her while at the same time Duke Hasek was staunching the flow of supplies to contested worlds within the March to almost nothing (in hopes of ending the Civil War within the Capellan March quickly). In his own words, Feinman "[had] to [attack] and either take the planet or die trying, otherwise [the Lexington Combat Group would] be dead by December."

Using his own Thirty-second Recon as a strategic reserve and "problem solver" regiment, Feinman brought the full power of his other two 'Mech regiments directly against the Eleventh Hussars. First pushing through the foothills of the Calgar Mountains and then into the thick rain forests of the Geth-Do Basin, the mercenaries drove the Eleventh Hussars across seven hundred kilometers. While Leabo managed to pull off several successful raids on the mercenaries' supply lines, those small victories did not change the fact that his slowly shrinking RCT could not hold off the Lexington Combat Group forever.

Having sent message after message asking for reinforcements and never receiving one reply, General Leabo and his command staff decided to pull off of Brockway rather than destroy the DLC for no good reason. They began transporting the command to Ridgebrook in late July, all the while fighting a holding action until the entire RCT could be moved off-world. For their part, the mercenaries pushed hard until the very end. Three days before General Leabo and the final combat commands boosted off from Brockway, the two opposing commanders agreed to a cease-fire and prisoner exchange—upholding some of the longest-lasting tenets of "civilized" warfare. While both sides had sustained between 30 and 50 percent losses, they each also gained some measure of respect for the way they left matters.

KATHIL

Certainly "home" to the most vicious fighting of the Civil War "Flashpoint," the world of Kathil continued to host a bloodbath throughout 3063 and beyond. While the battle for Kathil reached something of a stalemate in December of 3062, February of '63 saw the arrival of several fresh units to the world and the renewal of unremitting warfare.

The first reinforcements to arrive on Kathil in the new year were the Eighth Donegal Guards, under the command of Hauptmann General Tadeusz Pashik. Originally stationed on Monhegan, along the Capellan-St. Ives Frontier, the Eighth Donegal began preparations for a move soon after Victor's call to arms. Though intending on traveling to Alcyone to assist Lieutenant General Dan Kendall and his Alcyone CMM in his defense of that key world, General Pashik's plans suddenly changed when he received priority orders from Archon Katherine, via Marshal of the Armies Jackson Davion, to move to Kathil to "put down the rebellion." Reinforcing the Eighth Donegal were two free air wings and a free armored brigade, already enroute to the Kathil system from Gallitzin.

The Eighth Donegal entered the Kathil system with little difficulty—General Sampreis had not yet received enough reinforcements from his superiors to cordon off access to the planet—and grounded in Kamar, Deleven and Tunevia. Though the combined fighter wings under Sampreis' command fought hard to contest the Eighth Donegal's landing, they ultimately did little damage, destroying only a handful of ships before they could land.

With a new threat just a hundred kilometers distant and holding a thirty kilometer front, Sampreis was forced to redeploy his regiments to face an attack from a new axis. Twelve hours after grounding, the Eighth Donegal launched its first attack. Under the cover of its fighter screens, the Eighth Donegal hit the CMM lines to the north of District City, hoping to break through to the GM plant controlled by Hauptmann General Mitchell Weintraub and his depleted Eighth F-C RCT. By the end of the day, the two Loyalist units had linked up and prepared for a renewed assault on the Kathil CMM and the First Capellan Dragoons.

General Sampreis and his subordinates prepared for a fighting withdrawal in the face of the two RCTs when word came from Field Marshal Zellner on Novaya Zemlya—the Sixth Syrtis Fusiliers RCT were inbound and would be there in mere days. Further, Marshal Nathaniel Hasek was also enroute to Kathil with a handful of free regiments and independent mercenary commands, and would take command of Kathil's defense when he arrived.

General Sampreis ordered his units onto the defensive, content to wait for his own reinforcements. With units spread across the world holding different key locations, he felt he could do little more. Generals Weintraub and Pashik hit the CMM hard, pushing them back through half of District City and pinning them down in Radcliffe. Worse still for Sampreis and the CMM, General Pashik forced them out of Eden, location of a secondary GM engine factory. In response, Majors David McCarthy and Geoff Lee staged their own raids on various Eighth F-C and Eighth Donegal holdings across the planet, forcing the two Loyalist generals to devote more resources than they wanted to security duties.

Those raids allowed the Sixth Fusiliers to enter Kathil orbit and land on the 18th of February virtually unopposed. For the next two weeks, various RCT and free regiments routed from Novaya Zemlya landed on the world, reinforcing CMM and Fusiliers positions while the Loyalists attempted to force the Capellan March units from their positions.

They finally succeeded on the 14th of March, but not on their own terms.

Marshal Nathaniel Hasek slipped onto the world with no fanfare in the midst of the various Allied reinforcements and took command of the world on the 2nd of March. While he quietly reorganized the units under his command, a regiment of elite AFFS marines took complete control of the orbiting McKenna Shipyards, though too late to have prevented Loyalist officers from commandeering several capital ships and DropShips.

Hasek promoted Major General Sampreis to his deputy commander and gave Major General Randy Hasek-Bills command of the CMM. He likewise gave newly-promoted Colonels McCarthy and Lee direct command of the 'Mech regiments they so aptly lead. With those actions, Marshal Hasek was finally ready to go on the offensive.

When the two Loyalist RCTs had begun their own offensive operations against the CMM, they vacated much of the District City GM plant, a key objective that became Marshal Hasek's first target. While Colonel Lee lead the Capellan Dragoons against secondary targets in Woodland and Cooperstown, General Hasek-Bills pushed two combined-arms brigades into the 200 square-kilometer GM facility, spearheaded by a combined assault by Colonel McCarthy's 'Mechs and two regiments of jump infantry delivered by a massive VTOL air assault operation. While the CMM mobilized, the Sixth Fusiliers likewise went on the attack. Aided by the fact that the continent of Muran was entering its winter season, Marshal Hasek successfully kept the Loyalists from retaking the plant or District City.

As Kathil's southern hemisphere descended into winter, Marshal Hasek increased the tempo of his operations. He concentrated his energies on the Eighth F-C and their new headquarters in Campbellsport, a small town forty kilometers to the east of District City. While the Eighth Donegal was dealing with a winter season filled with unexpected storms and poor terrain, General Hasek-Bills hit the Eighth F-C for all the CMM was worth. Throughout the rest of March and most of April, Hasek-Bills concentrated his energies on destroying the Eighth F-C while at the same time Marshal Hasek slowly maneuvered a

Fusiliers combined-arms brigade into position to strike from the flank. While he was doing that, he began to deploy demi-brigades onto each of Kathil's other continents to contest Loyalist holdings all over the planet.

In May, though, General Pashik struck the CMM hard with his own assault. In coordination with Weintraub's Eighth F-C, the two RCTs broke the CMM's back throughout a three-week campaign in the plains and forests to the south and west of District City. General Pashik's troops took more than a thousand CMM prisoners by the 27th of May and killed or wounded four times that.

Though painful, the fight was far from over for Marshal Hasek's forces. He reassigned some of his infantry and armor regiments to keep two operational mixed brigades under Major General Hasek-Bills, and continued the operation. He attacked with a vengeance in early May, working to liberate Fort Harris and the Quentin Airbase from the Eighth F-C, each strategic links in the communications and transportation networks across Muran.

By the end of July, a dozen major campaigns had been fought, but essentially the two sides held equal parcels of the world and both had suffered moderate casualties, though Marshal Hasek's combined task force had suffered the most. But then the odds changed again. Marshal Linda Archer arrived with her Fifth Davion Guards, fresh from Alcyone.

Having left General Jack Roberts in temporary command of the Alcyone PDZ, Marshal Archer organized her troops and made a beeline for Kathil. Having sustained only light to moderate losses on Alcyone, her troops were fresh and still ready to fight. Marshal Hasek routed them to drop opposite of the Eighth Donegal in Woodland.

With another RCT of fresh troops to draw from, Marshal Hasek again concentrated on the Eighth F-C, this time using the Sixth Syrtis Fusiliers as the hammer. At the same time, Colonel Lee executed a drop on top of an Eighth F-C mixed brigade that had been preventing General Hasek-Bills from moving to support the Fusiliers. The Capellan Dragoons took heavy casualties, but they did manage to uproot the entrenched Eighth F-C. Marshal Hasek drove the Loyalist units ahead of him for the next six weeks, ending the first true "wave" of the war having recaptured the primary GM plant, which had been operating almost continuously. In the end, however, all of that fighting had not significantly altered the status quo on the world.

MAYETTA

Unlike many of the other battles in this wave, the fight for Mayetta was born more as an accident than by design. Baron Tancred Sandoval, son of Duke James Sandoval, had resigned his commission within the Robinson Rangers once he learned of his father's plans to invade the Draconis Combine. A close ally of Victor Steiner-Davion, Baron Sandoval instead set out to build a support base for the deposed Prince within the Draconis March. While the March was filled with mostly pro-Katherine militia units, Duke James Sandoval still retained the loyalty of most senior officers within the region, making his son's personal quest much more difficult.

After leaving Robinson, the Baron traveled to Cassias, where he hoped to dissuade the Seventeenth Avalon Hussars and the Third Crucis Lancers from taking part in the attack upon the Combine. Baron Sandoval was only partially successful, convincing the already pro-Victor Third Crucis Lancers to assist him. While General Acabee Zardetto kept most of his Third Lancers on Cassias, watching for a Combine counterattack, he assigned a reinforced combat command, made up of one of his 'Mech battalions and the Seventh Crucis Lancers Armored Regiment, to Baron Sandoval.

As he was preparing to leave Cassias, Baron Sandoval received a message of support from an unlikely source: Lieutenant General Jason Yalos, commander of the Mayetta DMM. Though he and his unit had expressed their fanatical devotion to Archon Katherine shortly after her ascension to power, he made a 180-degree swing, conveying his message of support for Victor's campaign to the former Prince. He even went so far as to detain Marshal Vonda DeGreer and her PDZ command staff, all apparent supporters of the Archon.

Baron Sandoval recognized not only the value of Mayetta, but also the fact that it would likely become a target for the Archon's forces. The baron immediately lead his unit to Mayetta.

When he arrived on 7 March, he discovered that elements of the Bremond and Milligan DMMs had taken it upon themselves to hit Mayetta in concert, hoping to crush Yalos and his Allied DMM. While the Loyalist units had been on-world only a few days, Yalos had already given up a third of the world to the invaders and had suffered heavy casualties and losses due to capture and desertion.

Baron Sandoval dropped his combat command in Yalos' rear area and within two hours of landing was hitting the combined Loyalist advance head-on on the Plains of Quaree. His attack stunned the Loyalists long enough for Sandoval to get a handle on the situation on Mayetta. He had already known that Yalos was more a political appointee than a general and was interested more in gaining political power for himself than in the security of Federated Suns. Sandoval quickly found out that Yalos was a lackadaisical commander, a fact that severely hampered the DMM's operational ability.

Nevertheless, Baron Sandoval attempted to whip the Mayetta DMM into fighting form and push back the Bremond and Milligan DMMs, yet the problems within his own forces continued to hamper their fighting abilities. The Third Crucis Lancers armored regiment was used to operating free of direct oversight, instead fighting with the support of several other armored and mechanized infantry regiments. As a result, they continually fell prey to Loyalist advances that drew them out into unsupported attack positions. Likewise, General Yalos and his inexperienced DMM found themselves out-thought and out-fought at every turn. Over the course of a month of heavy fighting, Baron Sandoval felt that he was on the verge of a victory a dozen times, only to see that potential melt away. While he was inflicting heavy casualties on the opposing DMMs, his own forces were likewise losing fighting strength in every battle.

Worse, the two Loyalist DMMs managed to unseat Yalos' troops from the Fort Mayetta Military Complex and the Captain military base in the second week of April, taking for themselves the primary targets on the world. By the beginning of May, Baron Sandoval recognized that he was fighting a losing battle on Mayetta. While he could potentially keep the Loyalist DMMs tied up for months, or even years, there were more important targets within the Federated Suns that he could potentially take and keep.

On 11 April, Baron Sandoval pushed his Allied troops one last time, again meeting the Milligan DMM in the Tuskange Depression. He attempted to flank the Milligan DMM through the forests of the Irulian Expanse with a mixed combat command, and in doing so hold the Loyalist force in place while he retreated from Mayetta, but again his efforts failed. Lieutenant General Syraman Simpreeni hit the Allied flanking force with two fast combat commands of his own Bremond DMM, and almost immediately followed through with a brigade advance that crushed an Allied combat command and pushed the rest of Sandoval's forces into a retreat.

The Baron fell back to a secondary fire base within the Goran Moraines. While General Yalos was dead-set against a retreat from Mayetta, Baron Sandoval knew he could not win the fight for the world. Sandoval did convince many of the surviving Mayetta DMM's senior officers to follow him off of the world, and commanding a mixed brigade, left Mayetta on 14 April.

General Simpreeni consolidated what was left of the Milligan DMM with his own forces and made a last push on Yalos starting on the 18th. Over the course of two weeks, Simpreeni slowly wore Yalos down, eventually crushing the last remnants of the Mayetta DMM in the four-hour battle for the Raabel Pass, one of just three major thoroughfares through the Ren Kalen Mountains, standing to the southwest of the Goran Moraines and the Tuskange Depression.

Simpreeni took Yalos prisoner at the end of the fight. General Yalos stood trial for crimes against the Federated Commonwealth and for the murder of Marshal DeGreer and two dozen of her senior officers—executed in the week following Baron Sandoval's retreat—and was himself imprisoned until the end of the Civil War.

NEW ARAGON

By the beginning of the First Wave, the fight on New Aragon had already amassed a large casualty list, but the two sides were far from done. The Allied force centered around the First Aragon Borderers and the mercenary 12th Vegan Rangers had very aptly kept the much larger Third F-C from making any significant gains on the world and even inflicted serious casualties on much of the RCT, though not without taking some heavy losses of their own, especially within the Borderers.

Wave One operations opened on New Aragon with a surprise counterattack on the part of Hauptmann General Charles Finnigan and his Third F-C. With the Borderers down to less than half combat strength, Finnigan made a diversionary attack on Lieutenant General Jimmie Kirston and his Borderers while the bulk of Finnigan's combat strength vectored to hit the Twelfth Vegan

Rangers' Alpha regiment. While he felt he could make short work of the Borderers, Finnigan wanted to rid himself of the mercenaries, who had already deeply hurt his RCT with their almost constant combat drops onto his own positions. While a combined-arms combat command held the Borderers in place, which brought the assistance of a Twelfth Vegan 'Mech battalion, Finnigan led the rest of his unit against the Twelfth Vegan base in Dalemar. While Finnigan did not succeed in winning the city back, he did destroy or cripple a majority of the mercenaries' DropShips. He withdrew, pleased with the operation.

The next month saw sporadic sparring between both forces as they danced about, looking for optimal terrain and for an opening they could exploit. Mercenary commander General Tom Stancel thought he finally found an opening in the Third F-C's lines in early April and immediately moved to exploit it, only to find his regiment quickly surrounded by a Third F-C brigade. With little chance to survive but fight, he did just that.

The mercenaries held out for four hours while General Kirston mobilized his own Borderers and executed a combat drop on top of the Third F-C. Energized by the Borderers' assault, the Twelfth Vegan hit the Third F-C's southwestern battlegroup, easing pressure on the Borderers, who had also chosen that area for their drop. The two forces quickly linked up and secured the towns of Hubertsville and Fallau as bases of operation. Unfortunately, the drop cost the Borderers horribly. Of the five 'Mech companies he started the operation with (mostly battlefield salvage to begin with), General Kirston had but fifteen operational 'Mechs at the end of the day. While his techs were able to repair a dozen more within short order, the Borderers were effectively done as an operational unit. General Finnigan realized this and pushed his Third F-C to wipe out both the Borderers and the Twelfth Vegan Rangers. Kirston and Stancel continued the fight as they always had—pushing with all their combined might.

The two Allied units still had one or two tricks up their sleeve and on the 13th of April, ten days into the latest fight, launched another airborne attack, this time dropping a single 'Mech battalion right on top of General Finnigan's command post. While the Allied fighters and DropShips (most belonging to the Borderers) covered the skies over the CP, the 'Mechs fought a bitter battle to crush the Third F-C's command structure. At the same time, the Allied forces still within Hubertsville and Fallau hit the Third F-C headlong across a front fifteen kilometers wide. Pinned in place by the Allied attack, the majority of Finnigan's brigade could not break off in time to save their general, who died in the cockpit of his *Devastator*.

The Third F-C continued on under Lieutenant General Rupert Hande, Finnigan's deputy, but quickly succumbed to flagging morale. Though the unit still fielded a brigade of mixed armor and infantry, the Third had but a handful of its BattleMech still operational. Worse still, the RCT's fighter wings were mere shells of what they once were. General Hande tried to keep pressure up on the Allied force, but the mercenaries and the surviving Borderers still had the maneuverability advantage.

For the rest of April, and into the first two weeks of May, the Allied forces pressed the Third F-C, using somewhat of a reversal

of normal hit-and-run tactics. The Twelfth Vegan made good use of the Borderers' DropShips, making combat drop after combat drop on top of Third F-C positions, sometimes with the objective of destroying the Loyalists and sometimes with the objective of simply throwing the RCT off-guard. Ultimately, though, the attacks were meant to win over the people of New Aragon, or at least place them firmly against the Third F-C.

This battle for New Aragon entered its final phase on the 11th of May. With morale at an all-time low within the Third F-C, soldiers were deserting their posts on a daily basis and quite effectively losing themselves within the New Aragon population. General Stancel executed one more airborne assault, dropping half of his Alpha regiment into the midst of the Third F-C while the rest of his unit and what remained of the Borderers—approximately two combined-arms battalions—hit the Third F-C headlong. Moreover, General Stancel used the remaining Allied DropShips as mobile fire platforms, landing half a dozen *Overlords* and *Unions* almost on top of the Third F-C positions. The battle lasted six hours, but at the end a third of the RCT deserted their posts and Generals Kirston and Stancel took some 40 percent of the surviving RCT prisoner. Of course, that also meant that almost a third of the Third F-C's fighting complement was killed.

The Twelfth Vegan had survived the campaign intact, but seriously weakened, while the Borderers were almost non-existent. The two units spent two months tracking down what Third F-C deserters they could, but were ultimately unsuccessful in that endeavor. Then General Stancel received another report from Algol. With the arrival of the First Republican, the surviving Twelfth Vegan units there were seriously outnumbered. He immediately made preparations to jump to Algol to again turn the tide in favor of the Allied forces.

NEW AVALON

Of any of the battles fought early in the Civil War, the first battle for New Avalon was easily the bloodiest and the most cruel. As with every other major world within the Federated Suns, New Avalon was gripped by the tensions that lead up to the Civil War. And like many others, the Archon severely repressed the populace. New Avalon was the seat of the Davion empire, though, the capital world of the entire Federated Suns. While the people had grown used to the loss of certain freedoms in times of crisis, the Archon enacted a slew of provisions during 3061 and 3062 that stripped the people of New Avalon of virtually every personal freedom. While the people of New Avalon had only rarely protested their leader en masse, and never within Avalon City itself, they took to the streets of every major city on the world starting in mid-3062.

During the final months of 3062, the Archon's steadily growing secret police identified literally millions of potential dissidents on New Avalon alone, and in October began mass arrests of the most vociferous. Intended to put the growing rebellion down, the Archon's actions only brought more people out against her, and the protests continued. While her police and loyal military forces tried to put the protests down, they were simply outnumbered and had to content themselves on detaining the few thousand that they could arrest.

Try as they did, Katherine's supporters could not put down the growing discord on New Avalon, and even many of her "supporters" were having difficulty reconciling the orders she was giving with their consciences. With the war quickly spiraling out of control throughout the former Federated Commonwealth, the Archon's strategists knew they had to do something about the problem on New Avalon before it could interfere with their ability to wage the war.

On the 23rd of June, the Archon's supporters secretly staged an incident that would force the hands of all Loyalists on the planet. Loyalist soldiers dressed in the uniforms of the First Davion Guards, the only major unit on New Avalon that had not professed absolute loyalty to the Archon, attacked a number of prime military installations across the world. In response, the Archon ordered the entire RCT to stand down and submit to DMI investigations into the terrorist activities. Marshal Bishop Sortek, commander of the entire Davion Brigade of Guards and titular leader of the First Guards, instead suspended the RCT's operations and launched his own investigation into the matter. When the First Guards had yet to give up their arms two days later, the Archon flew into a rage and ordered the entire command arrested, disbanded and stricken from the rolls. Field Marshal Gallagher apparently attempted to speak with Marshal Sortek, but the Guards' commander would not even let Gallagher into his base at Fort Melissa Davion. A day later, Marshal Sortek released his preliminary findings that indicated little potential culpability on the part of First Guards' personnel, but that *any* AFFS personnel implicated in the crimes would be tried and punished to the limits of the law.

The Archon was still displeased and ordered Marshal of the Armies Jackson Davion to deal with the situation. Davion, who himself had commanded the Davion Brigade of Guards in the past, attempted to intervene and find a solution that both the Archon and Marshal Sortek could accept, but Sortek was unwilling to lay down his arms and effectively commit suicide. Likewise, the Archon wanted the entire RCT disarmed and imprisoned.

Two more days of a tense standoff outside of Fort Melissa Davion ended when Field Marshal Gallagher ordered the Loyalist forces on New Avalon to forcibly disarm and disband the First Guards. Led by the Third Robinson Rangers, a Loyalist task force attempted to enter the fort. Instead, the First Davion Guards hit the task force headlong while Marshal Sortek attempted to transmit his own call to arms to the people of New Avalon. Unfortunately for him, the Archon's agents quickly dropped a complete news blackout over New Avalon, including all incoming and outgoing HPG transmissions.

Marshal Sortek had but one option truly left open to him. It was obvious to him that the Archon would only rest when he and his entire command was destroyed. Though the First Davion Guards were perhaps the most elite RCT within the AFFS, arrayed against them were three BattleMech units—the Tenth Deneb Light Cavalry, the Third Robinson Rangers and the New Avalon CMM—in addition to the host of secondary units that were stationed on New Avalon. For their part, the Guards had the support of a handful of conventional regiments, plus those soldiers and

MechWarriors that deserted their posts within other commands to rally behind the Marshal. Additionally, Marshal Sortek still had the ears of dozens of senior officers within the AFFS High Command who, while they would not openly declare their opposition to the Archon, could potentially help he and his RCT out in more subtle means.

Marshal Sortek easily bowled through the opposing Loyalist force, scattering the two combined-arms brigades that Field Marshal Gallagher had formed for this operation. Sortek ordered his more mobile elements to give chase while he brought together the rest of his RCT and affiliated Allied troops. A day later the Marshal began his grand march on Avalon City.

On the 30th of June the Robinson Rangers again met the First Guards, halting the advance, though only at the cost of more than half of their strength. Their sacrifice, however, gave the Loyalists the time they needed to call up reinforcements from across the planet, who, under the direction of Marshal of the Armies Davion, quickly surrounded the First Guards. Both Davion and Sortek knew full well the capabilities of the First Guards and Sortek again lead the RCT in a breakout that crushed two Loyalist combat commands and gave them a clear line of march towards Avalon City.

Marshal Werner Gast, a Lyran national and senior deputy within the High Command, took direct command of the Loyalist forces and, utilizing the many DropShips available on the planet, immediately dropped a full brigade of troops in front of the Guards' advance while he gathered the rest of the available forces on-world to blunt the Guards' advance. Again Sortek lead the First Guards into a direct frontal attack, delivering crushing blow after blow to the Loyalists while taking only relatively minor casualties. Sortek leapfrogged from province to province, avoiding the biggest cities and towns, instead using major highways as airbases for his fighter squadrons and keeping his headquarters completely mobile. Sortek did this for five days, coming within 20 kilometers of Avalon City before Marshal Gast could bring together a large enough force to halt the Guards.

Marshal Sortek still had access to much of New Avalon's intelligence network, especially orbital imagery. As soon as he recognized the size of the force arrayed against him, he made a sharp turn, bowling through a combat command spearheaded by the Third Rangers that was holding his left flank. Leaving the Rangers behind, he rushed to the Camelot Region to the southwest of Avalon City, driving just past both the NAIS and the Albion Military Academy. Indeed, the Marshal picked up a number of supporters from each of those prestigious institutions, both from their faculties and from their student populations.

Within the Camelot region, Sortek was protected to the north and west by the Grand Avalon mountain range, which ran right to Mount Davion in Avalon City, while to the south the river Albion provided some amount of protection. The Marshal secreted his supply caches within the mountains and in two minor military installations in the region and prepared to play the waiting game. Indeed, throughout the month of July, it seemed that Sortek was content to keep himself bottled up within Camelot.

On the contrary.

While Gast continued to batter his lines from the east, Sortek gradually moved his armored infantry, engineers and special forces into the mountains where they located and compromised the sensors placed there to guard Avalon City and the Fox's Den.

On the 26th of July, Sortek met with Marshal of the Armies Davion at a remote mountain villa eight hundred kilometers away. The two old friends attempted to talk each other out of the decisions each would soon be forced to make, but ultimately neither could be swayed from their viewpoints and parted one last time.

Three days later, Sortek launched his grand plan into motion. Relying upon partisans and his network of operatives throughout the continent, he cut the primary power grids feeding a five hundred kilometer radius around Avalon City, shutting it down and likewise neutralizing the civilian and military communications circuits. He simultaneously hit the Loyalists to the east full-force, again making a drive toward Avalon City. That was just a diversion, however. While he allowed satellite reconnaissance to follow his eastern movements, he spoofed all surveillance—satellite and ground-based—in the mountains to make it seem as if nothing was happening there while he moved two combat commands through secret mountain passes to the Fox's Den.

Indeed, Sortek's covert assault on the AFFS command center might have worked had a platoon of MI-6 operatives not been training on a ridge overlooking one of Sortek's prime march routes. The DMI platoon notified the Fox's Den in time to airlift two battalions of Tenth DLC 'Mechs into the mountains. Once there, reinforced by the two 'Mech and two battle armor battalions assigned specifically to the defense of the Fox's Den, the Loyalists pounced on the unsuspecting First Guards. The Battle for the Fox's Den lasted almost seven hours, and while the Loyalists had been reduced to a mere shell of their original strength, Sortek's commands, too, were shattered. Worse, the main body of the First Guards was forced back into Camelot by a Loyalist assault numberin almost three times their strength.

Following that defeat, Sortek knew that his battle for New Avalon was over. He did not have the manpower he needed to follow up with a successful raid that would end the fighting on the capital world. As Wave One came to a close, Marshal Sortek began to think of the long view.

SIRDAR

Originally meant to be a quick operation, the battle for Sirdar turned into a long and bloody affair early in Wave One. Lieutenant General Russel Ito and his significantly pro-Katherine Sirdar CMM, along with a handful of free AFFS regiment, garrisoned this headquarters world of the Sirdar PDZ, holding the Federated Suns' largest salient into the Capellan Confederation. From this world, the Archon could easily cut supply lines to the more than half-dozen neutral or pro-Victor Regular Army and mercenary units stationed within the PDZ and instead favor the handful of units professing absolute loyalty to her.

While Marshal Adam Korsant, commander of the Sirdar PDZ, was an officer loyal to the deposed Prince, many members of his command staff were not. Surrounded by a distinctly pro-Katherine group, Marshal Korsant was walking a tightrope of sorts during the first few months of the Civil War. Field Marshal Ardan Sortek recognized this and the importance of Sirdar itself to not only the Civil War, but to the security of the entire Federated Suns, and took action in the final month of the "Flashpoint" to secure the entire PDZ.

With the Second Davion Guards having pulled off of Bromhead in early February, Field Marshal Sortek contacted Fleet Admiral William Kossacks, commander of the Second Guards, and gave him a number of orders. When the Second Guards landed on Mendham, Kossacks met with the commanders and staffs of the Davion Light Guards and the Twenty-first Illician Lancers to determine their political leanings.

After a week on Mendham, Kossacks left the world with the Twenty-first Illician Lancers in tow, leaving the Light Guards to defend the "lower" end of the Sirdar PDZ. He traveled through the Frazer system on his way to Sirdar and communicated with the commander of the Second Ceti Hussars, Hauptmann General Oscar Carlson, who guaranteed that he would not interfere with the battle on Sirdar unless ordered to by New Syrtis or New Avalon. From there he jumped to Glentworth, where he picked up the Fourth Illician Lancers, before finally jumping to the Sirdar system.

SORTEK'S APOLOGY

You ask us to do the impossible, Field Marshal Gallagher. We will not lay our arms down like a conquered people, for your Archon has not yet accomplished what the Dragon or the Liaos have never been able to do. She may sit on the throne, but she has not drained the Federated Suns of its energy nor robbed its people of their will.

For too long we have done nothing, for it is our job to carry out the will of our leader, not to depose him. For too long we have turned a blind eye towards our leader's policies of subjugation and oppression. Perhaps it is appropriate, then, as your Archon has determined it is time to change the Federated Suns' views of their people, it too is time for us to change our viewpoint toward our leader. The First Davion Guards once put a Prince into power by the force of their guns. Perhaps it is time to do so again.

You ask for an apology, Field Marshal Gallagher, and it is my duty to give one. I am sorry that some unknown individuals dressed in the uniforms of my men and women committed acts of treason and terror. I am also sorry that your Archon feels so insecure in her position that she must send away the Heavy Guards and treat the First Guards like Capellan dogs. Most of all, I am sorry that her paranoia and your lack of determination will likely cover this world in blood.

It is not too late to end this, Field Marshal. A leader is only as strong as those who follow her. I beg you: let reason win the battle between conscience and obedience. Do not bring war to New Avalon. Do not bring about tragedy on the scale of Amaris or David Varnay or Jinjiro Kurita. You can bring this tragic cycle to a close.

For, above all, you know that we will not bring war to our homeworld. I promise you now, though, the Brigade will end it.

— Marshal Bishop Sortek, 27 August 3063, from a message to Field Marshal Simon Gallagher

Kossacks' task force reached Sirdar on 23 March, and immediately dropped onto the CMM's positions in and around Selkirk and the attached Edgewood AFFC Military Complex. While the three combined air wings of the Allied force prevented any of the CMM's own fighters from contesting the drop, Lieutenant General Gerald Mitchell, acting as commander of all Allied 'Mech forces, pushed the CMM hard to give Major General Bryce Staten, commander of the Second Guards' armor brigade and overall ground commander, the time to ground his armor and infantry forces.

Though the CMM had prepared for the arrival of Kossacks' forces for a week, they soon found themselves outmatched. Lieutenant General Russel Ito ordered his troops to abandon Selkirk and the military complex before Kossacks could bring in the bulk of his ground forces. Before he did so, however, he evacuated the Sirdar PDZ staff from the complex. Further, acting under the Emergency Warpowers acts, he summarily executed Marshal Korsant and a dozen of his senior staff for acts of treason and sedition against the Federated Commonwealth.

In contrast to many other PDZ logistics centers, the Department of the Quartermaster built a decentralized system on Sirdar. When General Ito gave up the PDZ command center, he only gave Kossacks and his Allies a small slice of the logistics chain on the world. As he retreated across more than a thousand kilometers, DQ staff on the world, assisted by his own troops, secured the largest supply dumps and either transferred the most useful stock from the smaller ones or destroyed the entrances to the underground complexes.

Kossacks still held the upper hand on the world, and continued to pound Ito and his CMM hard, destroying a full brigade in the first fifteen days of the battle. Over the course of the next two weeks, he steadily ground the CMM down, and though Ito had a significant amount of materiel available as replacements, he found that he did not have the troops to man the 'Mechs and tanks that he had at his disposal.

The battle for Sirdar entered its second phase in May of 3063 while Kossacks was still hammering away at the CMM. Having been ordered to Sirdar by Marshal Lyle Cerny, acting commander of the Sirdar PDZ, the Fourth Donegal Guards reached Verlo in mid-April and, upon learning of the attack upon their support elements on Velhas by the First FedSuns Armored Cavalry, they added the Second Chisholm's Raiders to their number and made the two jumps to Sirdar with the intent of destroying Kossacks and his Allied force.

Hauptmann Generals Victor Amelio and Helen Eisner, commanders respectively of the Fourth Donegal and the Second Chisholm's Raiders, arrived in the Sirdar system on 5 May. As soon as he learned of the newly arrived Loyalist units, Kossacks dispatched a message to Mendham ordering the Davion Light Guards to make the journey to Sirdar. He also asked Field Marshal Sortek for additional support; Sortek replied that the First Federated Suns Armored Cavalry and the Ninth Illician Lancers were also on the way, currently on the tail the Fourth Donegal. Kossacks reluctantly went on the defensive while the Loyalists grounded.

Admiral Kossacks and his Allied forces were now faced with an enemy of roughly the same strength, but the Allied units still had the edge in aerospace power. Kossacks' own fighters, strengthened by the Illician fighter wings, bitterly contested the Loyalist landings while Major General Staten moved his four combined-arms ground brigades to oppose what landing zones they could reach, using extensive artillery fire missions to seriously damage a Second Chisholm's mixed combat command before its own artillery could return with counter-battery fire.

For the next month, Kossacks remained primarily on the defensive within the vicinity of Selkirk while the Loyalist Forces surrounded his own units. The Loyalists had the advantage in numbers, but Kossacks kept absolute air superiority over his battlefields and severely punished every Loyalist push. Unfortunately, with the numbers on his side, Hauptmann General Amelio dealt Kossacks a number of defeats when the weather turned against the Allies in late May. Over the course of four days Amelio drove the Allied force back sixty kilometers, inflicting heavy casualties as his Fourth Donegal and Eisner's Second Raiders mounted a massive assault. When the weather broke, the Allied forces again retook the skies, just in time to cover the arrival of the Davion Light Guards. A week later, the First Federated Suns Armored Cavalry and the Ninth Illician Lancers also arrived, escorted by the *Fox-class FSS Brest*, turning the balance well in favor of the Allies.

Starting from the minute of the First FedSuns Armored Cav's arrival, the Allied force went on the offensive. The Armored Cav's General Rudolph Chapman took charge of the ground forces, dividing the various Allied units into two divisions—Chapman took charge of the Cavalry, the Light Guards and the Ninth Illician while Major General Staten remained in command of the remainder—and pushing the Loyalists hard. While Staten broke out of Selkirk, Chapman hit the Loyalists' flank hard from their landing zones in Argenta, Kulë and Lac Du Gulene. In a bizarre coincidence within a mostly traditional AFFS Allied force, the mercenary Illician Lancers fielded the heaviest BattleMechs and formed the core of Chapman's seven combined-arms brigades. With speed, firepower and sheer experience behind them, the Allies tore through the Loyalist forces, taking advantage of the Chisholm's Raiders decentralized command structure and the rapidly disintegrating CMM.

Just two weeks after the Cavalry's arrival, Chapman had driven the Loyalists across five hundred kilometers of Sirdar plains and foothills, and into the Qechar badlands. General Amelio's forces fell back into the badlands, hoping to reach two DQ facilities just a hundred kilometers away. While elements of the Fourth Donegal did reach the DeSaulle DQ complex, Chapman's Armored Cavalry blitzed hard with the support of the Light Guards, cutting off most of the Loyalist retreat and forcing them to divert from a western to a southern withdrawal.

While Amelio was forced to accept the city of Sicamous, a mining and light industrial urban center, as a temporary headquarters, he did receive word that the Twenty-second Avalon Hussars had arrived in-system. Ordered to Sirdar by Marshal Cery when the Second Ceti Hussars refused the order to mobilize in

support of the Loyalist forces, Marshal Donna Iona brought with her a reinforced mixed brigade. When she learned of the situation on the world, however, she refused to land her troops, unwilling to throw her fresh Avalon Hussars into a battle that they could not hope to win.

Try as they did, neither Generals Amello nor Eisner could change Marshal Iona's mind. Left with few other options, they began to collapse their lines into a tight circle around Sicamous and prepared for a retreat from the world. While Lieutenant General Ito, along with several of the PDZ command staff, initially resisted the proposition, Marshal Cerny reluctantly agreed. After all, Sirdar was but a minor world in the grand scheme of the growing Civil War, and the Archon had much greater fish to fry. None of the generals would leave without first raiding the world's supply dumps for as much as they could, however.

Throughout the month of July, General Amello used the fighters and DropShips at his disposal to form a mobile raiding force. While Admiral Kossacks maintained an undeniable aerospace superiority over the planet, he and his senior commanders balked at the outright destruction of so much AFFS materiel. Instead, the Allies contented themselves to reacting to Amello's movements and taking as many DQ facilities as they could. By the end of July, the Loyalist forces made final preparations for withdrawal. General Chapman again pushed hard with his ground forces, laying waste to some three total combined arms regiments before the Loyalists finally began boosting off of Sirdar on 6 August.

The battle of Sirdar brought the equivalent of some eight RCTs, well more than a hundred thousand men, into direct conflict with each other. While many other battles would eclipse that of Sirdar both in size and in importance, Sirdar was certainly the largest battle of the early Civil War. Moreover, the battles were still governed by the morals and common principles of war—concepts that would soon be thrown out on dozens of worlds throughout the former Federated Commonwealth.

OTHER ACTIONS

As the Civil War grew into a conflict that quickly enveloped the entire Federated Suns, civil disobedience became something of the normal way of life on scores of Federated Suns worlds. While the Archon had quite effectively placed a "bad news" blackout over the entire nation, one that officially prevented the release of news concerning fighting anywhere in the Federated Suns without the express consent of the Archon's political staff, she could not stop the spread of news altogether. Merchants and other DropShip and JumpShip captains passed news by word-of-mouth while military commanders on both sides received better situation reports via the FAX network than by HPG. Likewise, ComStar representatives continued to pass information between stations, information that occasionally was leaked to the civil populations.

Yet while the war was definitely heating up, the entire Federated Suns had not yet exploded into war. Leaders on both sides were still scrambling to move key units around like chess pieces and to get a grasp on the big picture within the nation. Moreover, those same leaders were cautiously watching the



Draconis Combine and the Capellan Confederation, hoping that neither ancient enemy would dare take advantage of the situation to launch their own attacks.

Benet III

Hauptmann General Ursa Potroy and her Fifth Donegal Guards had crushed the majority of the Forty-first Avalon Hussars in late January, forcing what little remained of the unit to go underground. Unfortunately for Potroy, that final remnant of the Hussars remained a constant thorn in her side.

Having coordinated with Allied sympathizers within the Benet III militia and civilian government, Major Jack Potterton and his surviving Hussars began to fight a guerrilla campaign against the Fifth Donegal, targeting only military targets. Indeed, the surviving Hussars were overly careful with their target selections, but unfortunately their underground allies were not so discriminating. In April and May, of the more than fifty targets destroyed by the guerillas, a dozen cost the lives of innocent civilians, turning public support against Potterton and his Hussars.

While Major Potterton did eventually track down the offenders and, after a Hussars military tribunal proved they willingly and maliciously bombed civilian targets, publicly hanged them, Benet III's population had already turned against the Hussars' cause. Potterton tried to keep the pressure up on the Fifth Donegal, but his men were betrayed at almost every turn. By the end of July,

Potroy's troops had killed or arrested more than a hundred so-called terrorists and claimed that Potterton was on the run.

Her claims were not far from the truth. Potterton and his few surviving Hussars hid out in the Iron Mountains, preferring to choose their own battles rather than face certain death. They remained there, still heavily armed, waiting for the anti-Hussars furor to die down on the world.

Kentares IV

Lord Marcus Roland and Lieutenant General Jackson Pory had quite effectively dismembered the organized Allied defense on Kentares IV in eliminating Duke Eric Dresari and his militia, but their excesses on the world brought Kentares' population into near-rebellion. Only their heavy-handed methods kept the population from exploding into outright revolt. Yet on a weekly basis, Pory's troops were killing dozens and arresting hundreds more.

Nevertheless, some underground revolutionary cells formed and began to fight a terrorist war against Roland and Pory. The underground revolutionaries could do little directly against Pory's armed soldiers, though. Instead, their attacks were meant to keep the Loyalists off-balance and fearful. Unfortunately, each of their attacks only brought further retaliation against Kentares' innocent civilians.

The violence continued on throughout the First Wave and well into the Second Wave, until Allied support arrived on Kentares to relieve the world.

Kilbourne

The Battle for Kilbourne was probably one of the quickest of any of the significant actions that occurred in any of the Civil War's eight waves. On the suggestion of Field Marshal Sortek, Marshal Mordecai Rand-Davion, commander of the First Crusis Lancers, mobilized his RCT and another brigade of free regiments drawn from several nearby worlds and descended on Kilbourne on 17 April. Jumping in to seven pirate points surrounding the world, Marshal Rand-Davion took the world's defenders by complete surprise, surrounding their primary positions in Trent and Hereford and attacking before they could fully mobilize.

Marshal Rand-Davion did give the Kilbourne DMM and the Kilbourne Academy Training Battalion the chance to surrender or lay down their arms before attacking, an opportunity that many took advantage of. More than half of the training battalion refused to surrender, however, and the First Lancers destroyed them on the academy grounds in Trent within thirty minutes of landing.

The fight in Hereford took longer, but still lasted only a few days. Surprised by the Lancers' sudden appearance, the DMM could only field a handful of understrength mixed combat commands to counter the Lancers. Marshal Rand-Davion dropped two 'Mech battalions and a battle armor battalion directly onto the DMM while his DropShips grounded and unloaded his three ground brigades.

When the Lancers' infantry entered Hereford ninety minutes after grounding, the war for the control of Kilbourne was effec-

tively over, though the battle continued on for three more days. Rand-Davion's heavy and assault 'Mechs gunned down anything that didn't immediately power down, preventing Lieutenant General Mariva Kelly from ever consolidating her DMM into a fighting force. After a day in Hereford, the Lancers had captured every senior officer in the DMM and had taken Kilbourne PDZ commander Marshal Lisa Talrude and her staff into "protective custody" in expectation of trying her and Kelly on other charges.

Marshal Rand-Davion officially declared Kilbourne "pacified" on 22 April while his troops made their way to each military facility on the world, securing them—and the Kilbourne PDZ's logistics depot—for the Lancers and the Allied forces. Though the Kilbourne PDZ was near the bottom of the DQ's priority list, the fact that Rand-Davion managed to capture or repair more than three-quarters of the DMM's equipment made the capture of Kilbourne one of the most significant in the early days of the Civil War.

Nanking

Lieutenant General Fritz Tull and his Nanking SMM were in serious trouble by the beginning of March. Surrounded by the First F-C and the First Kestrel Grenadiers, the bulk of the SMM was trapped within the city of Pellan while a few remote units held on to the key cities of Qingjiang and Wenfang, both more than four hundred kilometers distant.

The commander of the First F-C, Marshal Ally Swanson, broke off a mixed combat command to hit Qingjiang, the more important of the two cities. As soon as he learned of Swanson's move on Qingjiang, General Tull made one last breakout attempt. This time he was successful, hitting the underdefended border between the First F-C control region and that of the Kestrel Grenadiers. While his units widened the gap, General Tull mobilized what was left of his SMM, pouring through the gap in an orderly retreat.

Marshal Swanson immediately set out after the retreating SMM, hounding their rear as their 'Mechs and tanks tried to make a fighting withdrawal. At the same time, Marshal Agatha Stromp's Grenadiers paralleled the SMM's course while a few mixed battalions were transported by DropShip into the SMM's line of advance. Reinforced by the First F-C combat command dispatched to Qingjiang, this ad-hoc unit halted the SMM two days into its advance, a mere twelve hours from the city.

There, in the Hual River Valley, along the southern shores of Lake Huayuan, the two forces met for one final battle. Tull's SMM managed to take a few large hills, giving them a grand view of the entire battlefield, but the ad-hoc Allied unit held the SMM long enough for the rest of the First F-C and the Grenadiers to catch up. While the SMM held out for an amazing five days, they had no chance against the two veteran Allied units. General Tull finally capitulated on the 28th of March, though it took another six hours before all of the combatants finally accepted the cease-fire.

The two Allied units spent the next several months consolidating their hold over the world and making arrangements to hold the POWs they had just captured. As the Civil War waged on, the Allied units left on the world would be forced to put down a num-

ber of small-scale revolts and deal with Capellan-sponsored terrorist activity, but the world itself would remain free, an integral part of the defensive line against the Confederation.

Velhas

Hauptmann General Victor Amelio received orders on 25 March to immediately mobilize his Fourth Donegal Guards and assist in the defense of Sirdar from Marshal Lyle Cerny, acting Sirdar PDZ commander. The General did not have enough DropShip or JumpShip assets to transport the entire command to Sirdar in one move, however. He mobilized two brigades, leaving behind two infantry and one armored regiment, anchored by his third 'Mech battalion, to guard the world alongside the local militia.

The Fourth Guards left the Velhas system on 4 April, while the local militia was still mobilizing itself. Two days later, a task force consisting of the First Federated Suns Armored Cavalry and the Ninth Illician Lancers entered the system, intent on hitting the Fourth Donegal before it could mobilize in support of other Loyalist activities in the war.

General Rudolph Chapman, commanding the Armored Cavalry, realized the Guards had probably already left the system when his ships failed to detect their JumpShips, but he hit the world anyway, quickly boxing the demi-brigade within their positions in Corvas and Cádiz and hitting the separated units with wave after wave of 'Mech and battle armor assaults. The planetary militia, commanded by former AFFC Hauptmann General Robert Casswell, opted out of the fight, pledging their neutrality. Corvas fell on the 13th, while Cádiz fell a mere day later.

Having received a message from Field Marshal Sortek indicating the Fourth Donegal was likely heading for Sirdar, Chapman left the world just as quickly as he had hit it, leaving behind a Ziliang infantry regiment to reinforce the Velhas militia.

Strategic Movements

While at first glance, it would seem that the majority of the strategic moves made during this First Wave were done by Allied commanders, the simple truth is that the end of the Confederation—St. Ives war freed up a number of AFFS units committed to the defense of the Compact. Duke George Hasek quickly took advantage of the additional units made available to him to strengthen his newly-extended border with the Capellan Confederation, hoping that the addition of half a dozen veteran regiments would dissuade the Capellan Chancellor from attempting to take advantage of the Federated Suns' internal strife.

One of the earliest movements made within the Federated Suns was one ordered almost simultaneously by Duke Hasek and Field Marshal Sortek, transferring the Second Albion Training Cadre to Panpour to defend the Jalestar Aerospace and Challenge Systems factories within the system. Duke Hasek further added a regiment of marines to provide security for the space-bound Challenge Systems facilities and two ground regiments for Jalestar.

Following the battle for Sirdar, the participating units broke up, most heading for new battles in the coming waves. On the Loyalist side, the Twenty-second Avalon Hussars moved the entire

RCT to Taygeta, as did the Fourth Donegal Guards (which had absorbed the surviving elements of the Sirdar CMM, effectively bringing them back up to RCT status). The Second Chisholm's Raiders made their way to Atlas in the Alcyone PDZ under orders from New Avalon.

On the Allied side, the Davion Light Guards made their way directly to New Syrtis on orders from Duke George Hasek. Admiral Kossacks remained on Sirdar for some months while re-equipping his RCT before moving on to Hadnall, intending on joining the fray on Kathil. With the signing of the peace accords between Sun-Tzu Liao and Candace Liao, General Chapman, acting as *de facto* commander of the Sirdar PDZ, moved his First Federated Suns Armored Cavalry and the two Illician Lancers regiments back into the Ziliang Salient, leaving the Twenty-first Lancers to recover on Sirdar itself, reinforced by several free regiments. After finalizing mop-up operations on Alcyone, the Third NAIS Cadre made its return to Lee, placing another AFFS unit on the Capellan border.

Toward the end of the First Wave, Field Marshal Gallagher issued orders to transfer the Third Lyran Regulars to Woodbine in expectation of again cutting Baron Sandoval off from another potential base of support.

As the Confederation—St. Ives war came to a conclusion, a number of AFFS mercenary and Regular Army units pledged to the security of the now-dissolved Compact again came available for assignment. The Seventh F-C, bloodied but still operational, spent some eight months on Spica, holding the formerly jointly-held world open for refugees and units looking for a safe world to rest. When the final peace negotiations went into effect, the Seventh gave Spica up to two expatriate St. Ives units and took up station on Alcyone, freeing up the Fifth Davion Guards for a move to Kathil and the Third NAIS Cadre for a return to Lee. The Twentieth Avalon Hussars remained on Alcyone until the Second Wave.

The Blackwind Lancers and Borodin's Vindicators, both comprised of St. Ives expatriates and financed primarily by Free Capella, took over the defense of Spica while they licked their wounds. Likewise, the Jie Fang Legion, a unit devoted to the removal of Confederation influence in the former Compact and financed as a mercenary unit by Duke Hasek, officially took station on Kittery.

Duke Hasek ordered the mercenary Arcadians, a unit filled with mostly former FedSuns MechWarriors, to Talcott, a world technically within the New Avalon Combat Region; Talcott was not only on the border of the Kathil PDZ but it was also home to one of General Motors' primary BattleMech factories. The Second Cunningham's Commandos returned to their base on Novaya Zemlya, reuniting with its first regiment and providing additional protection to the temporary PDZ and Combat Region headquarters. Finally, Khorsakov's Cossacks, released by Duchess Candace Liao from service to St. Ives, was awarded a contract by Duke Hasek and took up station on Bell, hoping to repay the Confederation for the atrocities committed during that war.

LYRAN ALLIANCE

After the battles of the Flashpoint "wave," the Lyran Alliance was remarkably quiet, with only the worlds within Prince Victor's

initial thrust along the edge of the Periphery and those experiencing the aftershocks of the Flashpoint seeing armed conflict. Looking at the military situation in the Alliance, this was unsurprising; many of the units in the Alliance were solidly behind the Archon or else faced foes who they regarded as a greater threat than Katherine. The Arc-Royal Defensive Cordon threw its political weight behind the deposed Prince, but Grand Duke Morgan Kell knew that any overt action against Loyalist forces would invite the Jade Falcons to enter the fray. With heavy heart, Kell had little choice but to remain a spectator.

On Tharkad, General of the Armies Nondi Steiner, the 82 year-old Regent of the Alliance and grandaunt of the warring siblings, threw her weight solidly behind Archon Katherine, communicating with Theater and Kernebeit commanders throughout the realm. However, while General Steiner made few military moves, she gave the Lyrn Intelligence Corps a free hand. Lohengrin anti-terrorist operatives flooded worlds where sympathies leaned toward Victor, seeking to uncover plots against the Archon, while the state terrorists of Loki took direct action against many groups and individuals who supported Victor. Several "object lessons" warned against rebellion as the Regent sought to smother the nascent conflict. This policy, combined with the independent operation of General Adam Steiner on Newtown Square, very nearly stopped the Lyrn side war in its tracks. Unfortunately, that failure—and the repercussions of her draconian actions—would return to haunt the general.

FT. LOUDON

Though the withdrawal of the Fourth Davion Guards ended open warfare on Ft. Loudon, it did not end the troubles on the border world. The special forces units left behind by the retreating RCT staged a series of raids on the depots of the Alliance Guards and sought to establish a guerilla force to keep the pro-Katherine force pinned down. Major Lawrence Montkreith, formerly of the 177th FedCom Mechanized Infantry, lead the commando detachment from the front, utilizing his Cavalier-equipped battle armor troops to lethal effect. The raiders' greatest success came when they used their small detachment of captured Fenrir suits to infiltrate the Alliance Guards' principal supply depot, planting charges and destroying large quantities of ammunition and parts.

A repeat attempt on 11 May, aimed at capturing James Ito, was less successful, a chance encounter unmasking the infiltrators before they had chance to complete the mission. The special-forces troops assigned to the mission had to fight their way out of the command compound, causing considerable material damage to the base in the process, though doing so cost them half their number. Several Allied troopers were badly injured and subsequently captured by the Loyalists, who interrogated them and used the information they acquired to hunt down a number of the special-forces cells. With their numbers badly denuded, the Davion Guard troops scaled back their operations after the disaster. Though they continued to stage attacks on the Alliance Guard for the rest of the year, any hope of pinning the Loyalist unit in place had evaporated.

GALATEA

The small-scale fighting on the so-called 'Mercenary Star' of Galatea continued into what became known as Wave One of the Civil War. Unlike the battles in the early months of the conflict, where individual warriors sought to establish their name, the clashes on Galatea in April and May of 3063 took on a more ominous tone. A number of the fights spilled out of the designated combat areas, much as the fighting on Solaris had escalated out of control. Here, however, there were no national lines but rather the establishment—via main force—of distinct "gang turfs" where interlopers were dealt with mercilessly. Free-fire zones remained where individuals could demonstrate their skill but by the end of June, it was membership in an elite warrior band that bought the greatest glory.

At the core of many such bands were small mercenary units, seeking to build their reputation and establish a power base. The most notable were the Grey Slayers, a dozen-strong gang of warriors centered on a disgraced mercenary lance of FWL origin, and the Thunderers, a reinforced company incorporating some survivors of the Waco Rangers. The initiation rites of several bands required a potential member to enter the territory of another band and to defeat one or more enemies without assistance. The ex-Clansmen who sought glory on Galatea likened these rites to the Trial of Position they faced previously, and many sought membership of the bands. In most cases, it wasn't the largest or most successful bands the Clansmen sought to join. Instead, they chose those with the greatest reputations for honor. Though rarely equipped with Clan-tech 'Mechs, the presence of these Clansmen gave those units a substantial edge in combat. The turf wars escalated in July and August, and by the start of September the small-scale battles of the Civil War's early months were being replaced by all-out war between the 'Mech gangs of Galatea.

NEWTOWN SQUARE

Victor landed on Newtown Square on April 2, en-route to Hood IV, and linked up with the Thirty-ninth Avalon Hussars, who had won possession of the world from the Deep Hunters. Hunting down the last survivors of the mercenary company proved a major challenge for the Thirty-ninth, prompting Major-General Bella Bragg to scatter her command across Newtown Square as hunter-killer units. Given the absence of any substantive threat, the decision made perfect sense. It almost killed the former Prince.

On April 3, units of the Fourteenth Donegal Guards arrived at Newtown Square from Barcelona, alerted by the Deep Hunters' call. Commanded by Leutnant-General Adam Steiner, a distant cousin of the deposed prince, the Fourteenth arrived in-system ahead of Victor's force but waited until he had landed on-planet before springing their trap, staging combat-assaults across the planet scarcely ten hours after Victor touched down. The bulk of Adam's forces landed near the capital city, Market, but other elements of the Guard sought to pin down the wide-spread members of the Hussars, preventing them moving to aid their beleaguered HQ. Victor knew that to stay in Market would be to invite his cousin's forces to overrun his position—he had a mixed combat

command to Adams multi-regiment force—and so after consulting with General Bragg, Victor abandoned the city. The move cost the Allies their DropShips, their only means of escaping the world, but gave them the chance to carry on fighting, perhaps even lasting long enough to bring the Thirty-ninth together as a cohesive unit, or else find a way off-world.

The result was a three-week madcap chase across the savannah—named the Plains of Culd—that dominates Newtown Square's principal continent. The Donegal Guards nipped at the Hussars' heels, preventing them from remaining in one place for more than a few hours, while the absence of significant terrain features prevented the Hussars from establishing a solid defensive position. Victor's force had little choice but to abandon a number of vehicles when repair and fueling proved impractical, though they also managed to link up with outlying elements of the Thirty-ninth. It wasn't until April 17 that the Hussars were able to take a short respite from their flight, linking up with a fresh armor battalion at the West Culd training facility, where they picked up ammunition and equipment—part of the LAAF's contingency plans in case of a renewed Clan invasion—that allowed the Hussars to rearm and repair.

For the first two weeks of the battle, the Thirty-ninth Hussars' air wings, badly denuded by the battle against the Deep Hunters, prevented the Donegal Guard from bringing their air power to bear on the retreating ground units. On the 20th of April, however, a lightning strike by the light tanks of the Fifteenth Donegal Armored Cavalry Regiment caught many of the Hussar aerospace fighters on the ground rearming, capturing them and removing the Loyalist's air umbrella. For the next few days, the Donegal Guard exploited that advantage mercilessly, staging round-the-clock attacks on Hussar positions and using recon overflights to keep track of the Hussar's positions.

On April 24, the Guards caught up with the Hussars once more and renewed their assault. The viciousness of the assault scattered the Hussars, leaving only a core of two battalions supporting the former Prince. The Guards kept up the pressure on the smaller force, attempting to isolate Victor from his supporters, staging a series of brutal assaults. The Allied position was tenuous, and the appearance of several DropShips over the battlefield prompted a number of Victor's advisers to advocate renewed flight. Fortunately for the Allies, the DropShips were friendly, transporting the 244th Com Guard division from Mogyorod. The ComStar unit, nicknamed the 'Prince's Men', had chosen to side with Victor in the Civil War and had gone AWOL (they were officially declared renegade on May 11) to come to the Prince's aid. Their arrival, though fortuitous and in sufficient force to defeat the Fourteenth Donegal, was almost too late. A last desperate attack by the Adam Steiner succeeded in shattering Victor's command company and the Prince's 'Mech was downed in the last moments of the battle.

Victor survived but sustained a number of injuries, including a broken collarbone, cracked ribs and a concussion. He spent much of the next two weeks in hospital while his subordinates rounded up the remaining members of the Donegal Guards, who had surrendered shortly after Victor fell. To the surprise of many,

the Prince allowed Adam and his troops to keep their weapons, instead merely using the Guards' supply caches to rebuild the Thirty-ninth and the 244th, and transferring many of the defeated unit's JumpShips and DropShips to the transport-starved Thirty-ninth. Victor's rationale was that he did not wish to denude defenses along the Jade Falcon border and would leave his cousin's command intact so they would remain a bulwark of the defenses against the Clans. Though derided as a weakness by many at the time, the Prince's decision was proved oddly prophetic when the Falcons did indeed launch an assault on the Alliance a year later.

ODESSA

Odessa was never meant to be a battleground but instead a diplomatic mission on behalf of Victor that was turned into a bloody feud by the machinations of Katherine Steiner-Davion and the planetary lord, Count Nicholas Fisk. Having campaigned throughout the core-spinward regions of the Alliance, the Thorin FTM—also known as Archer's Avengers after their commander, General Archer Christifiori—departed Alcor under orders from Prince Victor, bound for Odessa to negotiate with the mercenary unit Snord's Irregulars, whose contract with the Alliance was due to expire. The Irregulars' contract with the Alliance excluded their deployment in a Civil War and as a result, the elite unit sought to ride out the conflict, providing rear-echelon security on Odessa at the Archon's request. Victor sought to win the Irregulars to his cause and dispatched Christifiori to negotiate with the mercenaries. However, plans were afoot to both destroy the Thorin FTM and to bring the Irregulars into the war on Katherine's side.

Initial contacts between Christifiori and Snord were peaceful and the two commanders agreed to meet face to face to discuss the situation. Unbeknownst to either, a third force had landed on Odessa—the mercenary unit Wolverton's Highlanders (ostensibly part of the Blackstone Highlanders) who were directly loyal to count Fisk. Disguising some of his troops as members of the two other units, Colonel Robert Feehan of the Highlanders ambushed Ronda Snord and Archer Christifiori en-route to their meeting on 16 April.

Colonel Snord was rendered comatose by the attack, forcing her daughter Natasha to take command of the unit and seek redress against the "duplicitous" Avengers while General Christifiori sought vengeance against the treacherous Irregulars. Feehan—and Count Fisk—sat back to watch the two units beat each other senseless. The Irregulars found themselves besieged in the ruins of Bealton, though the "arrival" of the Wolverton's Highlanders at the end of April gave them hope of a rescue. Fisk sought to make such aid conditional on the Irregulars re-signing with the Alliance, however, (their contract expired at the end of April 28th) this time without the civil war exclusion.

Fortunately for the Irregulars and the Avengers, the Highlanders duplicitous actions were uncovered when the Avengers captured the Lyran agent attached to Wolverton's Highlanders and discovered the 'Mechs used in the ambush. At great personal risk, Archer Christifiori made this information available to the Irregulars and, having recovered consciousness

on 2 May, Ronda Snord allied the Irregulars with the Avengers.

Wolverton's Highlanders, who expected to find themselves with an easy battle against the Avengers and later the Irregulars, found themselves outmatched. Count Fisk was interned in a prisoner of war camp, his world and possessions forfeit to Victor, while General Christifiori and Colonel Snord dispatched Robert Feehan to Outreach where he would face trial by the Mercenary Review and Bonding Commission headed by Wolf's Dragoons.

Feehan was ultimately found guilty of gross misconduct and violation of the Mercenary Code, and subsequently stripped of his command. The final fate of the regiment is still being deliberated, however. Colonel Blackstone's appeal against the Commission's ruling against Feehan is still pending, though his unit has effectively been bankrupted by the case, its rating downgraded to such an extent that the mercenaries cannot currently find viable employment.

OTHER ACTIONS

Victor's movements in the summer of 3063 were intended to build up his strength, wooing units to his cause and securing vital resources. His efforts met with mixed success, but by the end of Wave One, the former prince was in position to move against some of the worlds both he and his sister would need to prosecute the war.

Crimond

Stationed on Pandora at the outset of the Civil War, the Third Donegal Guards made the trek to Crimond in late April, landing on 7 May, with orders to disarm and detain the Argyle Lancers. Colonel Walter Scully had long been expecting just such a move and had already made preparations on the world. As soon as the Donegal Guards' DropShips appeared in the system, Scully put his plans into action.

Scully had redeployed his unit from encampments all around the world to Fort Beaufort, a major LAAF test base. Lieutenant-General Wendell Power dropped his RCT onto the base in three separate LZs and closed in on the Lancers' positions. Colonel Scully had laid minefields all around the base, however, a fact that Power's troops very quickly learned. The Donegal Guards called down airstrike after airstrike to clear paths through the mines, but the process would take quite a bit of time, time that Scully used to the utmost. He maneuvered the bulk of his Lancers through the minefields and directly attacked Power's northernmost brigade, inflicting heavy losses on the immobile Guards. General Power tried to maneuver the rest of his units to come to the aid of the besieged Guards, but the Lancers faded away back through the minefields before significant force could be brought to bear.

The Lancers made half a dozen such attacks during the first four days of the battle for Fort Beaufort, each time delivering heavy losses to the Donegal Guards while themselves taking only minor casualties. Eventually, however, the Guards worked their way through the minefields and assaulted the Lancers' positions directly. Scully still had a few tricks up his sleeve, but not enough to hold out indefinitely.

Once Power's Guards reached their primary firebases, the Lancers fell back into the Beaufort test area where they confounded the Donegal Guards with live-fire targets and the stripped hulks of discarded 'Mechs and tanks. The Donegal Guards chased the Lancers through the range for two weeks before finally managing to run them to ground on the Dreyan Flats. There, the Argyle Lancers died.

Or at least that was what General Power believed. During the Lancers' retreat from the Donegal Guards, Colonel Scully had managed to break off several companies, which hid in the wilderness surrounding the fort. Those Lancers remained hidden until long after the Third Donegal Guards left the world, only coming out when Clan Jade Falcon landed its troops a year later.

Hood IV

On May 15, Victor left Newtown Square with the Avalon Hussars and the Prince's Men, arriving a week later at Hood IV where he sought to convince the Fifteenth Lyran Regulars to side with him in the conflict. Though professing her admiration for the Prince, Colonel Lisa Orsini refused to commit her troops to the Allied cause, citing the need to remain vigilant against the Jade Falcons. Victor accepted her decision and departed for Winter. However, many of his aides concurred with the recent LAAF report that suggested the once-adventurous commander of the Bully Boys had lost her edge and become overly cautious.

New Capetown

By late August, Victor's odyssey had taken him to New Capetown, site of a major academy and home of the Royal New Capetown Training Battalion. His forces were bolstered there by the arrival of the *FCS Melissa Davion*, an *Avalon-Class* cruiser that had gone AWOL from Kittery early in 3063, giving the loyalists their first Warship. Victor's efforts to woo New Capetown to his cause were, however, doomed from the first. While Alfred Vaughn, CO of the training battalion, acknowledged Victor's martial prowess, he deriding the Star League's decision to strike at the Smoke Jaguars in 3058 rather than the Jade Falcons. Victor's decision to allow his bodyguard, the former Smoke Jaguar Elemental Tialet Nevarrison, to accompany him to his address to the New Capetown troops was, with the benefit of hindsight, a major political faux-pas. Though New Capetown had lost much of the racism that was once endemic on the world, the Clans remained a reviled foe, particularly as Alfred Vaughn's anti-clan views had taken root among his pupils and the other instructors. On September 14, Victor boosted from New Capetown, his eyes squarely set on the vital industrial world of Coventry.

Rasalgethi

The arrival of Marshal Alberta Orsina and her Fourth Davion Guards sealed the fate of the Sixth Lyran Guards on Rasalgethi. The Lyran Guards had holed themselves up inside a grand series of underground bunkers on the Rønne Air Base. With absolutely no hope of escaping the world with two RCTs arrayed against them, the members of the Sixth Guards began pushing their lead-

ers into surrendering to the Allied units. Leutnant-General Quitman Brown would not hear of it, however, and continued to hold out against the artillery and air strikes. The Sixth Lyran Guards continued to hold out into the middle of March when entire companies began to emerge from the bunkers and surrender to the Allied troops.

Brown was infuriated by his subordinates' actions and ordered his closest associates, all former or current DMI operatives, to find and execute the leaders of the internal rebellion. On the 22nd of March, twenty Lyran Guards officers and senior NCOs were murdered. Instead of quelling the rebellion, however, his orders only precipitated a full-scale revolt of his entire command. He and his senior officers were arrested, and Colonel Theodore Hess signaled to the Allies that his unit was emerging from their bunkers under a white flag. The entirety of the surviving Sixth Lyran Guards were taken prisoner on the 24th, ending the conflict on the world.

Winter

Victor expected Winter to be a much more problematic mission, the elite and fanatical (albeit understrength) Seventh Crucis Lancers having refused to commit to either Katherine or himself. Unlike Hood, where Victor was accompanied by little more than a bodyguard unit, his landings on Winter were accompanied by a full battalion of troops in case the situation turned nasty. He need not have worried. Not only did the Seventh welcome Victor with open arms but they organized a parade review for his benefit, declaring unequivocally to the Allied cause. Katherine's orders to isolate and "deal with" neutral commands colored the Lancer's perceptions, but Victor's own actions drew them into his camp. The Prince's willingness to deal with defeated commands—namely Adam Steiner's Fourteenth Donegal—in an honorable manner and to the advantage of the Alliance convinced Leutnant-General Jasper Zibler to support Victor's cause, unlike Katherine whose actions seemed to be solely to shore up her own position and whose forces had killed his nephew in the flashpoint battle on Kathil.

Unfortunately, the Lancers lacked substantive transport assets and could only move small-scale units. They were thus of little use to Victor as a major fighting force, despite their experience and battle readiness, and so the Prince broke the unit into a number of units that he used to secure Inarcs, site of a valuable factory complex, and to secure his rear areas. In the months to come, the Seventh would play a major role in securing Coventry and other worlds vital to Victor's efforts.

Strategic Movements

As in the Federated Suns, leaders on both sides began to move units around the Alliance like pieces in a grand game of chess. On the Allied side, the Second Crucis Lancers moved from Timbiqui to the nearby world of Cavanaugh II, where General Anne Sung was able to convince the Tenth Lyran Regulars to give up their neutral stance and declare their support for Victor (though General Richard Steiner's pressure was nearly enough to break the Regulars before Colonel Ingles made the decision for his unit).

General of the Armies Nondi Steiner made a number of strategic moves during this wave, too, all designed to either hold key worlds or to put units in place for potential follow-on actions. She moved the Eleventh Arcturan Guards to Triesting, the First Alarion Jaegers to Vendrell and the Third Lyran Guards to Pandora. Though not operating under orders from anyone, the surviving elements of the Fifteenth Arcturan Guard relocated to the world of Bucklands following their defeat on Thorin.

Several units owing only nominal allegiance to either the Loyalist or Allied side also made some movements during Wave One. Allegedly under orders from Duke Robert Kelswa-Steiner the three Skye Rangers units began the long trek "home" to the Skye Province; the Fourth Skye Rangers moved to Summit, the Seventeenth to Kelang and the Twenty-second to Miquelon. Likewise, under orders directly from Duke James Sandoval, the Second Robinson Rangers likewise left their post on Phecda and made their way to Rigil Kentarus.

DRACONIS COMBINE

By the beginning of the first Wave of the Civil War, matters were progressing far better than Duke Sandoval had expected within the Draconis Combine. Proserpina had already fallen, as had An Ting and Marduk, while the campaign on Al Na'ir was quickly gaining ground. Unfortunately, as the Civil War increased in intensity, Duke Sandoval found that more and more of his own combat strength was being siphoned off by supporters of both the Archon and her brother. Rather than being able to follow up with an assault even deeper into the Combine, Duke Sandoval found that he had only enough troops to garrison the worlds that he'd taken and follow up with an assault on Matsuida. While the Duke did indeed have a few BattleMech units that he could call upon—most notably the New Ivaarsen Chasseurs and the mercenary Harlock's Warriors, they were well out of place for anything but a follow-on attack from Al Na'ir—for which he already had sufficient force.

Having seriously miscalculated the effect that the Civil War would have on his March's resources, the Duke contented himself with raiding the DCMS' warehouses and supply dumps for as much materiel as his troops could take. He sent dozens of cargo DropShips to Proserpina to empty both the DCMS supply caches and Bulldog Industries of military equipment and hardware while on Marduk AFFS engineers and DQ personnel were busily assessing damage to the Victory factory complex as other officers prepared the 'Mechs that had been awaiting delivery to the DCMS for transport back into the Federated Suns.

AL NA'IR

Having won a significant foothold within Al Na'ir's maze of underground cities and military complexes, Major General Ariel Zibler and her Twelfth Deneb Light Cavalry were quickly working their way to Homai-Zaki, the seat of power on Al Na'ir. At the same time, the Fighting Urakhai's Eighth Striker regiment was primarily patrolling the surface of the world, protecting their landing zone and field headquarters from the strike teams that the Twenty-fourth Dieron Regulars were putting on the world's surface to keep Duke Sandoval's troops off-guard.

By the first week in March, General Zibler had broken through to two of the four major caverns that housed Scarborough Manufacturers and was well within striking distance of Homai-Zaki. *Tai-sa* Buntari Akihito knew that he couldn't effectively fight the DLC within the caverns and tunnels of the underground city with his 'Mechs, so he lead the majority of his Twenty-fourth Dieron to the surface, leaving behind a short battalion to provide heavy back-up for the infantry units that were keeping the DLC from breaking through.

Emerging from half a dozen entrances hidden in the Miyazaki Mountains, *Tai-sa* Akihito lead his 'Mechs through the winding canyons and valleys to emerge just a few kilometers to the south of the AFFS landing zone. With less than a battalion guarding the LZ and only a handful of fighters flying high cover, the mercenary defenders were caught wholly off-guard and out-matched. The Dieron Regulars destroyed two companies of 'Mechs before the surviving mercenaries pulled back under the cover of their DropShips' guns. The Regulars did not stop their assault, though, and continued to trade extreme-range shots with the large, immobile DropShips, disabling a few and raining fire and confusion down on the AFFS command post. By the time that the patrolling mercenaries returned, the Regulars had vanished into the landscape. Even after the AFFS fighters scrambled en masse, Sandoval's troops could not locate the Dieron Regulars.

Thus began a two-week intensive search-and-destroy operation, aided by a few companies of DLC 'Mechs that General Zibler had detached to aid General Bryan Holstead and his Fighting Urakhai. Holstead kept at least two squadrons of fighters in the skies at all times and he strengthened his patrols. Still, the Regulars hit his 'Mechs on a regular basis, killing several MechWarriors in cockpit decompressions. Indeed, General Holstead himself died on the 18th, leaving Colonel Gerald DuBois in command of the mercenaries.

Following the death of their commander, the Fighting Urakhai hit the field with a vengeance, intending on hunting down and destroying *Tai-sa* Akihito and his Regulars. For their part, the Regulars recognized the increased fury in the mercenaries and tried to keep their underground staging bases hidden, but Colonel DuBois's MechWarriors soon learned to track the Combine 'Mechs through the canyons, valleys and mountain passes—nearly all containing highly ferrous materials—with methods other than sensors. The mercenaries closed off a number of hidden egress points and eventually tracked the Regulars into a natural rock formation that a Urakhai MechWarrior had named "Sherwood Forest." The Mercenaries hammered the Regulars for two days, but on the 24th of April they received an urgent message from Victor Steiner-Davion ordering them to give up their assault on the Combine and return to FedSuns space. The mercenaries returned to their LZ, leaving less than a battalion of Dieron Regulars in the field.

Major General Zibler was livid when Colonel DuBois informed her of his unit's decision to return to the Federated Suns, but short of firing on their 'Mechs, there was little she could do to prevent the mercenaries' retreat. Choosing to continue on within the underground maze, Zibler kept three 'Mech companies on the

surface to protect the Landing Zone and recalled several companies of marines from positions throughout the system to assist her in the final stage of the assault on Homai-Zaki.

Tai-sa Akihito and his 'Mechs continued to harry the DLC landing zone on the surface, but by the third week in May, Zibler had fought her way into three of the smaller Homai-Zaki caverns, taking control of a third of the city, including some half of the industrial district. While she did not yet hold Yori 'Mech Works or the DCMS command center, the Combine troops were quickly losing their motivation. Though a few MechWarriors and several score of infantry soldiers had turned suicidal after being cornered and launched *kamikaze* attacks on the DLC troops, starting on 3 June that mindset seemed to take over the majority of the Twenty-fourth Dieron and the underground militia defenders.

Tai-sa Akihito tried his best to dissuade his troops from doing so, but *kamikaze* attacks lasted a week and resulted in little more than the slaughter of the DCMS personnel as Major General Zibler simply placed her troops on the defensive, content to let the Combine soldiers do her work for her. Cut off from easy access to Homai-Zaki, Akihito had little choice but to hit the DLC landing zone in hopes of pulling some forces from their underground positions. Unfortunately for him, Akihito's attack did little more than cost him the lives of eighteen MechWarriors. He pulled out with the few operational 'Mechs he still had and retreated to a remote listening post.

Underground, General Zibler waited out the *kamikaze* attacks for two weeks before she resumed the offensive. By that time the majority of the DCMS defenders had either killed or exhausted themselves in the pointless suicide attacks and Zibler's DLC rolled right over what few remained.

Though she still faced a traditional Combine population, most had been factory workers or miners for their entire lives, and once the General proved that she had no desire to suppress the citizens of Homai-Zaki, the potential danger to the DLC troops subsided quickly. DMI officers assigned to the operation quickly poured into the DCMS Al Na'ir Prefecture headquarters, absorbing intelligence and interviewing captured officers. While both *Tai-sho* Davis Tremelo and *Sho-sho* Richard Ouchiwa committed *seppuku* rather than be captured, some of their senior officers did not follow their lead.

Indeed, as Major General Zibler consolidated her hold over the Al Na'ir system in July and August, cataloging the equipment and supplies that her troops captured—including entire production lots from Yori and Scarborough—the biggest coup of the entire operation was the information that the DMI was learning from the DCMS headquarters, intelligence that would play a big part in operations for years to come.

MARDUK

General Arisota Neece already had the majority of Marduk under control, if not pacified, by March of 3063, but she still welcomed the Primary Relief infantry and light armored regiments that Duke Sandoval dispatched to the world. While General Neece's First Chisholm's Raiders tracked down and destroyed the remaining battalion of Twenty-second Benjamin

Regulars, the Primary Relief units took up station within each of the world's major cities, consolidating Duke Sandoval's control over the world.

On 21 March, General Neece finally cornered the remains of the Twenty-second Benjamin along the edge of the Ku'ulu Glacier, in a small strip of ice-covered land that extended some fifteen kilometers out into the Polar Rim Ocean. While the Twenty-second Benjamin attempted to cross that stretch of ground to reach the relative safety of the Ko Nami'i Mountains, General Neece used her few remaining fighters and a battalion of VTOLs to strike the Regulars from the air. Those attacks weren't enough to stop the Twenty-second Regulars, though, so Neece reluctantly ordered a battalion of jump-equipped 'Mechs in. The Raiders quickly caught up to the fleeing Regulars, but the battle had weakened the ice shelf the two opposing forces were using, while the shocks of the battle had also brought a few avalanches from the mountains down upon the ice shelf. By the end of the battle, the Regulars had been wiped out—half destroyed outright with the other half either buried in snow and ice or having disappeared through the ice into the deep water below—but the Raiders battalion was not in much better shape, having likewise lost seventeen of their 'Mechs.

Afterward, General Neece returned to New Pontiac and officially rose the colors of the Draconis March over the city.

MATSUIDA

Hauptmann General Kev Evans remained on An Ting only long enough for conventional reinforcements from Duke Sandoval to reach the world and take up positions in strategic locations around the world. Once those regiments were secure on the world, Evans mobilized his entire RCT and jumped out of the system for their next target: the capital of the Combine's Matsuida Prefecture.

Armed with intelligence gained on Proserpina, as well as from An Ting and Marduk, General Evans knew that he would be facing the green Second Galedon Regulars, a regiment made up of cadets recently graduated from the Galedon Military Academy, also on Matsuida.

What General Evans' intelligence officers couldn't tell him, however, was that a battalion of the Seventh Ghost, reinforced by a regiment of conventional armor, was also on-world, stranded there without transportation.

Evans and his Seventeenth Avalon Hussars entered the Matsuida system on 29 March, landing on the ugly world seven days later. During his burn in to the world, General Evans pinpointed the location of the Second Galedon and chose to ground his RCT in three small communities surrounding the planetary capital of Takesaki. Unfortunately, the intelligence officers of the Seventeenth Avalon failed to pinpoint the Seventh Ghost positions just a hundred kilometers to the south of Takesaki within the mountainous Nikko Forest.

Fielding several companies of C3-equipped 'Mechs and vehicles, the Seventh Ghost hit the landing Seventeenth Hussars in the city of Iida, catching two mixed combat commands by surprise. Operating in coordination with the Second Galedon, which

was hitting the invading AFFS RCT in Tokura, the Seventh Ghost wiped out those two Hussars units in less than two hours and continued on to Akinari, where a more significant Hussars brigade had landed. General Evans had appraised the tactical situation on the ground by the time the Seventh Ghost blew through his Iida units and launched his own assault, targeting the Second Galedon with a dual pincer maneuver that nearly crushed the cadet regiment and succeeded in trapping the Second's conventional troops within the Hussars' maneuver.

Chu-sa Ivan Kent turned away from Akinari as soon as he learned that the Second Galedon was in trouble, force-marching his combined-arms combat command across eighty kilometers of rough ground to reach the flailing Second Galedon before Evans could destroy the entire regiment. Having skirted a combined-arms brigade to do so, Kent hit that same Hussars brigade from its own flank, easing the pressure on the Regulars enough for the regiment to retreat relatively intact. Kent and his Ghost warriors secured the Second Galedon's retreat to Takesaki and then made their own escape back into the Nikko Forest.

Surprised both by the Seventh Ghost's presence and its lightning attacks, General Evans paused to consider his overall strategy on the world while his RCT organized itself. Takesaki was still the primary target on the world, home to not only the primary prefecture command centers but also the Galedon Military Academy, but the addition of the apparently highly-skilled Seventh Ghost to the mix made Evans rethink some of his plans, especially as he still didn't know if the entire Seventh Ghost was on-world or not.

Evans turned to a more conservative strategy as he probed Takesaki while at the same time he scoured the landscape for the Seventh Ghost. *Sho-sho* Ikeda Ho and the students within his Second Galedon took the Hussars' presence as a blemish to their honor, however, and launched attack after attack from the city, hoping to catch the RCT unawares. That Evans had detailed a significant portion of his mobile strength to tracking down the Seventh Ghost was the only fact that prevented the Seventeenth Hussars from rolling into the city and laying waste to the young DCMS MechWarriors.

Chu-sa Kent lead the Hussars on a chase for nine weeks, coming out of hiding only long enough to regain Evans' attention before making another mad dash to stay ahead of the RCT. By the middle of June, however, General Evans had enough of the wild goose chase and turned his energies back toward Takesaki, dispatching a few combat commands to secure other large population centers on the continent of Pao Tu. He waited until a cadet battalion launched its own predictable attack before he stormed into the capital city. While his assault initially took the Hussars well into the city, General Evans miscalculated the determination of the Galedon cadets, whose retaliatory attacks drove his 'Mechs and tanks back to the edge of the city.

Evans continued to push the Galedon Regulars in Takesaki for the next month, showing the DCMS soldiers little mercy but still doing his best to limit damage to the city itself. In late July, though, the Seventh Ghost suddenly appeared again, first rising out of the world's gelatinous and supposedly corrosive oceans in

Mystique Bay, crushing two mixed battalions there before hitting several other Hussars-held cities across the continent.

Still unsure of how large the Seventh Ghost was, Evans detailed a quick-response battalion to track the unit down. The Ghost found him, though, hitting the Seventeenth Hussars directly on the 23rd of July in concert with the Second Galedon. The Hussars lost ground again, but this time did not lose track of the Seventh Ghost. Using his infantry regiments, reinforced with several armored battalions, to hold the Second Galedon within Takesaki, Evans turned the bulk of his 'Mechs and tanks on the Seventh Ghost. While the cadets of the Second Galedon tried to break out of the city to help *Chu-sa* Kent, Kent attempted to lead Evans on another chase but failed when the Hussars' quick-response battalion blocked his exit from the Hori Plateau. The Seventh Ghost combat command died on the 29th of July, leaving Evans free to turn all of his attention back to Takesaki.

For their part, the Second Galedon maintained integrity for the next six weeks of the siege, but as time rolled on, the cadet corps lost cohesion, even with the continual direction of their training officers. Wave One officially ended with the Seventeenth Hussars in siege on the city, but that would not last much longer into Wave Two.

OTHER ACTIONS

While the war within the Draconis Combine against Clan Ghost Bear continued on full-force, Duke James Sandoval's forces had managed a coup against the Combine like none other experienced in the last century. Proserpina had fallen, as had An Ting and Marduk. As with Marduk, the Duke moved additional armored and infantry units onto both An Ting and Proserpina to help consolidate control over those two key worlds. The combined AFFS units on those worlds continued to hunt down what remained of the defending DCMS and militia forces, an exercise that took relatively little time, at least for those traditionalist samurai who could not honorably go into hiding or operate as part of an underground movement.

The populations on these two worlds were far more hostile to the AFFS troops than those on Marduk, a world that had been a part of the Federated Suns for many years until the Combine

took it during the War of 3039. Duke Sandoval had recognized that would be likely, however, and included teams of DMI "re-education" specialists with each invasion force, and likewise followed up with advisors and liaison teams, all of which would help the civilian populations transition into accepting FedSuns control over their worlds.

Unfortunately, while these teams had the chance to begin their work, they never had the opportunity to finish it.

WAVE ONE POSTSCRIPT

Leaders on both sides of the Civil War were beginning to see just how large and devastating the war would come to be by the end of the first Wave. The battles for Alcyone and Sirdar showed just how quickly matters could get out of hand while the Loyalist campaign against the First Davion Guards on New Avalon and the continued fighting on Kathil illustrated to everyone in the Inner Sphere the deep-seated animosities and hatreds that had been brewing within the Federated Commonwealth for so long. Moreover, with more and more orders coming out of New Avalon to neutral and Loyalist units across the former Federated Commonwealth encouraging ruthless and even illegal actions, some Loyalist commanders were beginning to question their own convictions.

On the other hand, Archon Katherine Steiner-Davion was without a doubt a charismatic and driven leader, two qualities that many within both nations felt that Victor did not have. Those facts, along with her oftentimes daily appearance in news broadcasts and other press conferences, won her the loyalty of billions of citizens from both the Lyran Alliance and the Federated Suns, including a great many of the senior officers within both nations' militaries. So while there were just as many anti-Katherine citizens scattered throughout the two realms, the Archon's propagandists managed to convince those "in the middle" that the protesters were nothing more than rabble-rousers and malcontents.

Taking the moral high ground, Victor Steiner-Davion and his supporters had to fight not only the armies that Katherine had surrounded herself with, but also the cult of personality that she and her propagandists had built around herself.

WAVE TWO

SEPTEMBER 3063—FEBRUARY 3064

"Cities full of hatred, fear and lies/Withered hearts and cruel tormented eyes/Scheming demons dressed in kingly guise/Beating down the multitude and scoffing at the wise"

— Rush, *A Farewell to Kings*

"I don't want him neutral, I want him dead. I want you to destroy my brother and everyone that follows him. Then I want you to round up everyone that supports him and make an example of them, too!"

— Archon Katrina (Katherine) Steiner-Davion, 7 September 3063, verbal orders given to Field Marshal Simon Gallagher and intelligence advisor Richard Dehaver

OVERVIEW

By the start of Wave Two, the realities of the Civil War were beginning to sink into the hearts and minds of the people of the former Federated Commonwealth. Even with the Archon's news blackouts and information spinning, the civilian population was truly beginning to see the cracks that were beneath the surface of the F-C Alliance. More than that, they were, in many cases for the first time, truly beginning to see Katherine Steiner-Davion's darker side.

While the Wave One battles on a few worlds degenerated into massive operations that killed thousands upon thousands of soldiers and civilians, such as on Sirdar, those battles happened more by chance than by design. Indeed, the Wave One movements were more about placing loyal units into key positions than about hitting the enemy and destroying him. Moreover, Wave One was concerned with controlling and keeping open the lines of communications to the various units loyal to each side stationed throughout the two nations of the former Federated Commonwealth. Wave Two, on the other hand, saw key units on both sides hitting each other hard, not for control of supplies, but with the goal of destroying each other.

Victor Steiner-Davion and his Allied forces retained the moral high ground within the war, at least for the most part, while the Loyalists struggled amongst themselves over that same issue. More and more cruel and immoral orders found their way out of the New Avalon and Tharkad over the signatures of nameless and numerous bureaucratic appointees, though likely coming from the Archon herself. Many within the Loyalist forces began to question where their own loyalties truly laid, but like the rest of the people within the two nations, a personal audience or message from the Archon reassuring them of the righteousness of their conflict against her brother was enough for most to suppress the twitches of guilt their consciences were giving them.

Like the massive beast it was, the Civil War continued on, full speed ahead, and damn the worlds and people that got in its way.

FEDERATED SUNS

While Victor Steiner-Davion was still within the Lyran Alliance, slowly but surely making his way down to the Terran Corridor, the heaviest fighting was still concentrated within the

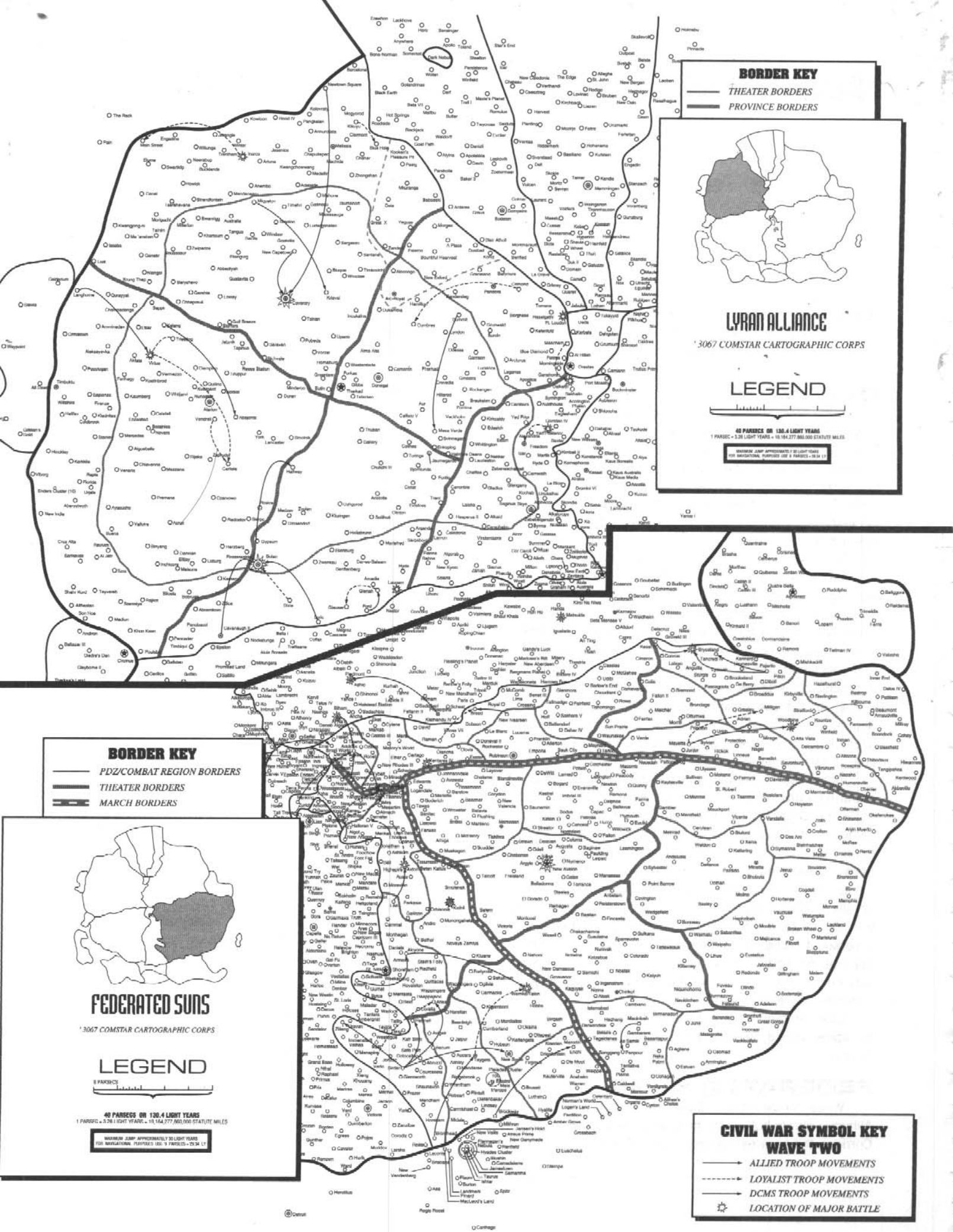
Federated Suns. With officers like Field Marshal Ardan Sortek coordinating the Allied grand strategy within the Suns and the dukes of the two border Marches fighting hard to keep authority over their own troops by pursuing their own battles, the Archon and her advisors were hard-pressed to achieve their own victories against major targets. On the other hand, the divisiveness within the nominally Allied AFFS units did allow the Archon to win a few key battles.

As much as the Archon commanded her generals to give her victories over the Allied forces, her most senior commanders knew that she simply didn't have the loyalty of enough key units to quickly end the war the way that she wanted. Marshal of the Armies Jackson Davion recognized the strengths and weaknesses of the Loyalist troops all too well, and unlike most of the Archon's close advisors, was unafraid to speak the truth. Rather than spread the Loyalist troops across the Federated Suns in a vain attempt to put down every unit and senior officer that hadn't pledged their absolute loyalty to the Archon, Marshal of the Armies Davion concentrated on a few key worlds where he could crush the Allies, or at least stymie their advance and rob them of the initiative.

On the other hand, Field Marshal Sortek had won hands-down the first round of strategic maneuvering by grabbing up a number of PDZ capitals, giving the Allied forces the lines of communication that they needed to prosecute the war within the Federated Suns. In this second wave, he began to concentrate on Loyalist command and communications nodes as well as those relatively few worlds that were necessary to keep his growing Allied army operating with enough foodstuffs, supplies, ammunition and replacement equipment. Additionally, he began to coordinate more with Baron Tancred Sandoval, who was himself defying his father and leading an Allied advance through the Draconis March.

While Field Marshal Sortek was beginning to move against his second wave of target worlds, Marshal of the Armies Davion very deftly blocked many of those maneuvers with his own strategic counters. Playing off of Duke James Sandoval's focus on the Draconis Combine and Duke George Hasek's somewhat insular stance on containing the fighting within his own March, Davion struck the Allies where it most hurt.

Indeed, though arm-chair historians would categorize the entire Civil War as a Steiner vs. Davion battle, within the



Federated Suns, Wave Two was very much a contest of wits between the AFFS' two most senior and respected officers.

AXTON

The battle for Axton, originally designed to be a simple week-long operation for the Fifth F-C RCT, became one of the most tragic of the early Civil War battles. Hauptmann General James White was ordered to mobilize his RCT on Chesterton and either convince the officers and members of the First Bell Training Battalion to pledge their service to Archon Katrina or disarm the training unit. Expecting little resistance from the trainees, General White nevertheless assembled a fighting force that could take on a much greater threat than the training battalion and/or be quickly redeployed to another potential hot spot.

General White entered the Axton system with two combat commands, each led by a BattleMech battalion, in late August, but his unit's long string of bad luck seemed to follow along. At atmospheric interface, one of the RCT's *Union*-class DropShips experienced engine problems that rapidly degenerated, causing one engine to explode, which in turn drove the ship into another of the units DropShips. Both ships were lost with all hands on board—including Hauptmann General White—while two others were seriously damaged in the confusion of the incident. The surviving DropShips grounded at several scattered locations and only managed to form up after a few days on-planet. By that time, Lieutenant Colonel Milko Pochtarev had mobilized his training battalion, reinforced by two conventional militia regiments, to "lend assistance" to the Fifth F-C. Under the command of Lieutenant General Klaus von Ludendorf, the Fifth F-C immediately opened fire on the training battalion and militia forces, driving them back but also very clearly stating their intentions.

With the Fifth F-C's strength barely equal to that of the combined forces under Pochtarev, the two forces sparred with each other at range for three weeks while both called up reinforcements. Ludendorf received his first in the form of most of the rest of the RCT on September 23rd, with Lieutenant General Annette Leyland, White's XO, taking command. The Fifth pushed Pochtarev and his men hard, dealing serious casualties, but Pochtarev's troops were natives of the world and easily fell back in the face of the Fifth's push, eventually taking refuge in the rain forests of Axton's Gehenna sub-continent. From there, they launched guerilla attacks against the Fifth that, while doing little physical damage, served to further exasperate the increasingly frustrated RCT.

Then Major General Robert Koenig and his Fifth Syrtis Fusiliers appeared in the system. Commanded by one of Duke Hasek's most senior staff officers, the Fifth was technically dispatched to Axton by Field Marshal Suzanne Zellner after she learned of the Fifth F-C's treasonous attack on Axton.

General Koenig landed in the first week of October and immediately put the Fifth F-C on the defensive, driving them back across the same ground they had themselves just taken from Pochtarev. Because Axton is primarily an agrarian world,

General Leyland had few key locations she could make a drive toward and simply chose to head to the southwest, deeper into the rainforests where she hoped to wait out the monsoon season while more reinforcements arrived.

Throughout November and December, Koenig kept pressure on Leyland and her Fifth F-C, but the weather prevented him from making best use of his aerospace fighter wings. In January of 3064 the weather began to clear, giving Koenig two solid weeks of attacks, but then the weather turned for the worse again. A string of hurricanes blew in from the Hydra Sea to the east and, trapped by the Keilant Mountains to the southwest, dumped another five weeks of storms on top of the two fighting forces. Koenig was finally able to resume his aerial assaults in the final week of February, but by then General Leyland and her Fifth F-C had found a way through the Keilant Mountains and into the relative safety of the heavily forested Kel-Den Plateau beyond.

BRYCELAND

Though the world of Bryceland was high on Field Marshal Sortek's initial list of targets, circumstances apparently beyond the control of almost anyone, along with Murphy and his Laws, interfered with those plans. Marshal Vance Lamont was scheduled to lead his First Ceti Hussars in an assault that would bring that world, including its PDZ headquarters, under the influence of the Allied forces in April, but maintenance problems on several of his JumpShips lead to a rescheduling of the operation. Then, when they were ready in May, problems began to creep up within the unit's 'Mech and armored units, soon overshadowed by more pressing supply problems—namely that a year of unreported incomplete shipments resulted in a severe shortage of replacement parts. Marshal Lamont and his staff spent the better part of three months reviewing every record and investigating every officer, eventually turning up more than thirty mid-level Loyalist officers who were actively working to prevent the First Ceti Hussars from entering the war through sabotage and falsification of records.

Marshal Lamont's investigation solved the long string of problems that had been creeping up within the RCT, but the First Ceti Hussars still had almost a quarter of their mechanized and BattleMech vehicles down for repairs following the Loyalists' last-ditch efforts to disable the unit, and the Hussars did not have the supplies necessary to make repairs.

The Hussars did not bow to the Loyalist sabotage, though. Having learned that the Archon had ordered the Third Lyran Regulars to Woodbine, Marshal Lamont mobilized his RCT and hit the Regulars' nearly-undefended base on Pitkin, raiding their warehouses for the supplies they needed. They then made their way to Tancredi IV, where they hit the First Conroe Training Battalion. Marshal Lamont also made contact with Lieutenant General Margeurite McCaffee on Kesai IV, who agreed to rendezvous in the Bryceland system and add her Third Davion Guards to the assault force.

On 4 October, Lamont dropped the majority of his forces in and around the Outland Beta Military Complex, the massive

command center and logistics depot on the continent of Raeder, located deep in the Agave desert. Lamont split his forces into three sub-commands, concentrating the majority of his own troops on taking the logistics center while the Third Davion Guards dropped on top of the PDZ command center. A third, smaller detachment made up primarily of special forces troops made secret landings in the Bald Mountains and proceeded into the Emigrant Valley, where the AFFS had set up a secret test facility decades earlier.

Lamont made several outstanding gains in the first few days of the battle, taking the entire test facility with only two hundred total casualties on both sides and quickly grabbing up much of the logistics center, ensuring he could quickly bring his RCT up to full strength. The Third Guards dropped on the regional HQ, and initially met little resistance.

The Bryceland DMM hit the Third Guards full-force on the 7th of October, having spent the better part of a week secretly massing in the Topah Mountains. With the bulk of the First Hussars some hundred kilometers away, the Third tried to hold out, but was outnumbered and pushed back into a series of small mountain ranges and valleys. From the command center, the DMM continued to push hard, but soon felt the full fury of the Guards' and Hussars' fighter wings and artillery battalions. Two weeks of heavy fighting pushed the DMM out of the ruined command center and back into the Topah Mountains. Marshal Lamont kept the pressure on the DMM, allowing the Third Guards to try a flanking assault. That operation was only partially successful, though. Ultimately the DMM gave up Raeder and boosted away in the DropShips they had hidden in underground launch facilities elsewhere in the desert complex, returning to the continent of Fantos Island and the capital city of Harland's Port.

With the DMM nestled in the heart of Bryceland's civilization and breadbasket, Lamont had to reconsider his strategy. Though used to a more aggressive approach, he placed an aerospace blanket over the continent and began the long exercise by taking three port cities. He refused to bring a massive war to the continent, which had just recovered from a series of pirate attacks in the late 3050s, and instead used his infantry and special forces troops extensively. From November through the end of the wave, Lamont slowly closed in on the DMM, intent on dislodging the Loyalists from Bryceland.

KATHIL

By the beginning of Wave Two, the fighting on Kathil had stabilized into something of a stalemate, though one that was continuing to kill and wound AFFS soldiers at an alarming rate. More than that, the world's economy and infrastructure was likewise suffering serious damage as the two armies tried to destroy each other. And while the generals on both sides tried their best to limit civilian casualties and collateral damage, their efforts were proving more and more pointless. As Kathil's southern continent, Muran, entered its prime growing season in the first months of Wave Two, it was obvious to all that the world's agricultural industry would be operating at less than

thirty percent capacity, meaning that Kathil would have to import much of its foodstuffs.

The lines of battle were drawn across most of Muran's breadth, with the Allied troops under Marshal Nathaniel Hasek holding District City, and with it the GM production facility. Though Hasek had driven the Loyalist forces back several hundred kilometers, Hauptmann Generals Tadeusz Pashik and Mitchell Weintraub had managed to halt the Allied advance with a series of surprise counterattacks in the Caper Valley region. By sneaking company-sized detachments through that region's rough terrain, the Loyalist generals placed strengthened combined-arms battalions at the Allied right flank, and even in their rear area. Their surprise assault, followed on by an immediate counter-attack, not only stalled the Allied advance, but pushed it into retreat when Marshal Hasek realized that his line could be split into two or three. Moreover, the Allied forces captured a forward supply dump, ensuring they would be able to continue fighting on for some time longer.

By the middle of December, the front lines had stabilized again, with the Loyalists holding the area east of the Howell River, including Woodland, and south of the Furillo River. Marshal Hasek and his Allied troops remained on-station across those rivers, ready to pounce on any attempted breakouts, though the marshal was also slowly routing troops to attempt a flanking maneuver to push the Allies out of Woodland.

While Marshal Hasek was preparing that assault, General Weintraub received reports that the Allies were holding a significant number of POWs in camps just a few hundred kilometers away. On the 3rd of January, he made an attack across the Furillo River to hold the Allied force in place while he dispatched a short combat command, with significant air and VTOL support, to the Hammelberg area, where the three largest camps were. There, the Loyalists freed some five thousand POWs, transporting as many back as they could by air. While more than three quarters were left in the field, Weintraub arranged to arm them with infantry weapons and keep a battalion of armor with them for heavier protection.

This makeshift brigade slowly made its way to the southwest, dogged by a regiment of Allied armor broken off from the Furillo River defense, but Weintraub managed to keep them from being overrun by making attack after attack from the air. He also pushed more of his own troops across the Furillo, pinning the bulk of the southern Allied force down. Weintraub linked up with the POW brigade on the 14th of January, and though it had taken heavy casualties, their rescue reinvigorated the Loyalist troops, who continued to make their breakout from across the Furillo.

The Loyalist breakout lasted for the rest of the month, but while Marshal Linda Archer and her Fifth Davion Guards soaked up the damage, Major General Randy Hasek-Bills made his own flanking maneuver, hitting General Tadeusz' Eighth Donegal Guards right-rear flank from the northeast. Hasek-Bills continued to attack on the move, completely bypassing Woodland and continuing to the south along the Howell. Not only did he

split the Eighth Donegal into two, but he also cut Weintraub off from his lines of communication back to Woodland. The two forces continued their attacks for two more weeks, but by the beginning of February, the attacks had taken their toll on both sides. Reinforced by the Capellan Dragoons, Marshal Archer finally halted Weintraub's breakout at the edge of the Birkshire Forest. Likewise, General Pashik's troops stopped Hasek-Bills through the strategic destruction of several dams and levies, flooding the lands and forcing the Allied general to pull back towards Woodland. Though Pashik was still trapped within Woodland, his forces handily held the city. Wave Two ended, as did Wave One, with both sides in something of a stalemate and with very little change in the status quo.

NEW AVALON

Marshal Bishop Sortek knew that he only had one real chance to end the war on New Avalon, and that would be with the capture of the Fox's Den and Avalon City. He also knew that, while his First Davion Guards could easily destroy any one of the units that the Archon had arrayed against them, it would only be a matter of time before she could summon enough strength to finally wipe his unit out. After his failure to take the Fox's Den, he resolved to make the First Guards' final stand on New Avalon happen on his terms.

Though he had done considerable damage to the Allied units that were arrayed against his RCT—especially to the Third Robinson Rangers—the Archon could divert newly built BattleMechs and tanks from New Avalon's major defense contractors directly toward rebuilding her Loyalist regiments. On the other hand, while Sortek and his men could skim some support from allies they still had within New Avalon's bureaucracy, they had to rely almost exclusively on battlefield salvage to maintain their strength.

While the Archon had shut down all non-official HPG traffic into and out of New Avalon, Marshal Sortek and his cousin, Field Marshal Ardan Sortek, both still had enough friends within the High Command to be able to send each other the occasional secret message. On 23 September, however, they traded their last communiqué. Knowing that his unit could not hold out long enough for his cousin or Victor Steiner-Davion to send sufficient reinforcements to take the Davion homeworld, at least without causing an unacceptable level of civilian casualties, Marshal Sortek outlined a plan that would hopefully keep New Avalon from contributing any significant reinforcements or replacements to the Loyalist armies.

While he slowly retreated along the length of the Grand Avalon Mountains, the Marshal had his contacts within the High Command sabotage the AFFC personnel databases and what DMI classified files they could access. At the same time, he exfiltrated a number of his own special forces teams into the civilian population. Having taken enough salvage to bring the First Guards up beyond their nominal strength, the Marshal tricked his opponent, Marshal Werner Gast, into thinking the Guards were seriously understrength by leaving additional wreckage on the battlefield. Gast continued to push, and Sortek continued to pull back, though when Gast dropped a significant portion of the New Avalon CMM along the First Guards' path of retreat in late October, Sortek charged full-force into the militia RCT, very quickly and decisively breaking the command. Gast followed up with an assault of his own, but it was too late to help the CMM, whose survivors he folded into the Robinson Rangers.

By the middle of October, the First Guards reached the junction between the Grand Avalons and the Dalban Mountains. Gast believed he had finally trapped Sortek and his Guards, but the Marshal again surprised him by moving almost the entire RCT through the mountains, leaving behind only a relatively small contingent, lead by Marshal Sortek himself. In a battle that many historians would later compare to Prince Ian Davion's rearguard action to protect the Fourth Davion Guards on Halstead Station, Marshal Bishop Sortek stood with two companies of assault 'Mechs and held the pass that the First Guard was using to make its way through the mountains for three hours. Neither Sortek nor his twenty-three brave officers survived the battle, but the First Guards made their escape, destroying the pass behind them.

The RCT, now under the command of Major General Wendy Adams, slowly made its way through the mountains, though Gast was able to keep track of their movements by satellite imagery. When they finally emerged from the mountains in the second week of

FREE TIKONOV

CITIZENS OF TIKONOV! THE TIME HAS COME! THROW OFF THE DAVION OPPRESSION!

We have suffered for almost four decades under the Davionists who have used us for their own purposes. They care not for us or for our culture. Do you know why they conquered us? Because they feared us! They feared Pavel Ridzik, so they killed him. Under the guidance of House Liao, we prospered and we were happy. The Davions could not stand to see a nation more prosperous than their own, so they cut the Capellan Confederation in half.

But to do so, they needed our help. The Davions wanted to use our worlds to help them in their war, but they didn't say that when we declared our independence under the leadership of Pavel Ridzik. Instead they promised their help in creating an independent Tikonov Free Republic. But what did they give us? A puppet state under the leadership of the Davions' chief puppetmaster.

It has taken forty years, but the Davion plan to conquer the Inner Sphere has finally crumbled under the weight of its own broken promises and lies. They may have absorbed our worlds, but they could never assimilate our spirits. It is time now to end their oppression and free the peace-loving people of our world from the horrors the Davions have plagued us with.

Today they are fighting on our world because they claim that they are protecting us from a despot. But when have they ever cared for us? No. They only care about us because we can make weapons for them so that their armies to go off and conquer other peaceful worlds.

It is time. Resist them with all that you are. Join us now and help us win your future.

— From a Free Tikonov recruiting poster

December, Gast again hounded them. Eventually, he forced them into the Ronde Tableau, a huge New Avalon national forest and wildlife preserve, where he finally surrounded the RCT and massed all the forces he had at his disposal to destroy the First Guards. Fielding less than a combined-arms brigade, General Adams had little chance but to try to concentrate on one command at a time. With the Tenth DLC spearheading the assault against the Guards, Adams instead chose to concentrate on her left flank, where a force of combined CMM and Robinson Rangers were attempting to hold her in place.

Throughout the five day battle, Adams pushed hard at her flanks, crippling the Rangers and the destroying the surviving elements of the CMM, but the massed strength of the Loyalists was too much for her depleted First Guards to hold. On the 20th of December, the First Davion Guards RCT ceased to be, killed almost to the last man.

Later that day, though, as news spread throughout New Avalon of the Guards' defeat, Marshal Sortek's agents launched their own covert operations. They disabled Corean Enterprises, three hundred kilometers north of Avalon City, and both Achernar BattleMechs and Lycomb-Davion IntraTech on the continent of Brunswick by destroying power relays and backup reactors and generators. They also released literally thousands of various viruses and other disabling programs into the computer systems of not only these companies, but also that of the entire military command network on New Avalon. Fortresses and underground bases were locked down and military databases were rewritten. Though many critical computer systems, such as the DMI's and MIO's, were not so affected, military operations on New Avalon effectively ceased for months while experts tried to fix the worst of the problems. More than that, it would take eighteen months before New Avalon's primary military manufacturers would be back up to full production capacity.

TIKONOV

Like Talon, the world of Tikonov became a primary goal of both Field Marshal Ardan Sortek and Marshal of the Armies Jackson Davion during the Second Wave. Already present on-world was the Tikonov Martial Academy Training Group, little more than an understrength training battalion, plus the world's combined militia units, numbering more than three brigades of mixed troops, though many of those were old soldiers who heeded Lord Paul Ryan-Bowman's call to service at the outset of the Civil War.

Marshal of the Armies Davion had little faith in Tikonov's defenders, however. Not only were they mostly green troops piloting ancient equipment, but they also had a definite pro-Tikonov bent, apparently only supporting the Archon for their own purposes. With a number of Loyalist units fighting over the strategically unimportant world of Algol, Davion dispatched a message to Marshal Michael Lipstein, ordering him to give up the world and relocate to Tikonov. Though the two surviving Tikonov Republican Guards regiments were fighting under Lipstein's command, Davion took the risk that Lipstein's

Fifteenth Deneb Light Cavalry would be enough to offset any overly-nationalistic feelings on the part of the Tikonov soldiers.

Field Marshal Sortek's troops made their way to Tikonov first, landing on the 8th of September, though the combined Tikonov national forces were enough to keep both the Davion Assault Guards and the First NAIS Cadre from claiming total victory before Marshal Lipstein arrived. When the Loyalists did arrive some two months later, the Allied troops under Marshal Stephan Cooper had captured the Earthwerks Ltd. Annex complex just outside of Tikograd (though the original factory still remained safely intact within the city's heavy walls), but the militia commander had moved almost two brigades of troops, many armed with new armored vehicles produced right there and elsewhere on-world, in to counter the Assault Guards. Cooper did not make any serious attempts to move into the capital city, however, lest he start a massacre of innocent civilians. At the Ceres Metals Industries plant in New Moscow, the First NAIS was held up by a demi-brigade of mixed troops and the city's static defenses, and failed to take the manufacturing complex.

The addition of Marshal Lipstein and his troops to the mix on Tikonov seriously tipped the scales in the balance of the Loyalist forces, though problems behind the scenes surfaced almost immediately. Hauptmann General Vladimir Breznev, Tikonov's Adjutant General and militia commander, refused to allow Marshal Lipstein's Fifteenth DLC to enter the Ceres Metals complex, even though their landing had driven off the First NAIS. The Fifteenth DLC and the Tikonov militia almost came to blows before Hauptmann General John Joseph Atherton, commanding the Republican Guards, interceded, stationing one of his regiments there and one to protect the Harcourt Productions tank factory. That left Lipstein, commanding the most powerful Loyalist unit on the world, to take up station in a handful of small towns some three hundred kilometers from Tikograd, "guarding" the grand plains and desert to the south of Tikograd.

Given little welcome by Tikonov's citizens, and only what little support Atherton's Republican Guards could route him, Lipstein very gladly sat on the sidelines, giving his troops the time they finally needed to recuperate from almost a year of combat. He maintained a heavy reconnaissance force near Tikograd, however, ready to pounce if the militia began to falter.

After the First NAIS gave up their assault on Ceres Metals, they made for Tikograd, landing a hundred kilometers to the north of the city and punching through three blockades the militia had quickly set up. Operating from the city of Smirnov, the NAIS linked up with Marshal Cooper and continued to lay siege to Tikograd, hoping to either break into the heavily fortified city or at the very least lure additional defenders away from secondary targets on the world.

From November through January, General Breznev himself tried to dislodge the Davion Assault Guards from the Earthwerks annex, but succeeded only in wiping out a mixed brigade of troops who, while fanatical in their defense of the world, were no match for the crème of the Davion military. All

the while, Lipstein watched from a distance, pushing back any attacks into his sector.

By the beginning of February, matters were looking grim for the militia. Breznev had pulled a majority of his militia forces back to Tikograd, and though they had access directly to war machines coming off the lines, he was losing more and more to the stronger Assault Guards. Cooper even managed to sneak several teams of commandos into the city, cutting power and disrupting communications. Worse, they hit Breznev's command bunker, killing the general and his command staff. The militia began to fall apart after that, allowing Cooper to push two mechanized battalions into the city. Lipstein came to Tikograd's rescue, hitting the Assault Guards from the south and pinning them in place.

Wave Two ended with the near-disintegration of the Tikonov militia, but the war for the world was far from over.

WOODBINE

After the bloody fight on Mayetta that had seen the destruction of nearly half of the Mayetta DMM at the hands of two of the unit's fellow March Militia RCTs, Baron Tancred Sandoval lead his hodge-podge unit made up of the remains of the Mayetta DMM and a combat command of the Third Crucis Lancers to Woodbine. The Third Lyran Regulars had already taken up position on the world, ordered there by the Archon herself in an attempt to cut Baron Sandoval and his growing Draconis March Loyalist movement.

By the time Baron Sandoval and his combined Third Crucis Lancer-Mayetta DMM task force (hereafter simply called the Mayetta DMM) reached Woodbine on the 4th of September, Lieutenant General Jessica Carson had already taken the majority of the Rein family—the ruling Ducal family on Woodbine—into protective custody at their estate in the foothills of the Golda Mons along the Darrant River, a location about as far away from civilization as possible on the world.

Baron Sandoval landed nearby and immediately moved to free the imprisoned royals, hoping to use them to gain popular support on the world. Crossing the Darrant River proved more costly to the Baron than he had anticipated, but the relatively small Third Regulars contingent holding the estate folded as soon as the DMM crossed over.

From there, the Baron turned to the southeast, where the capital city of Gastogne lay some 900 kilometers away. The Baron made a few leapfrog maneuvers using his DropShip contingent, but he only dared to do so up to Howe and Wakeman, well within the Third Regulars' zone of control around Gastogne. From there, he waged a relatively straight-forward campaign against the Lyran 'Mech regiment. The Third Guards were reinforced by two armored regiments that Marshal of the Armies Davion had also routed to Woodbine, in addition to a few of the world's militia battalions that had rallied behind the Loyalist cause.

Marshal Mordecai Rand-Davion did send Baron Sandoval some additional help, in the form of a combined-arms brigade, on the 30th of September. With the addition of the First Crucis



Lancers reinforcements, Sandoval made record time through the Third Regulars and continued on toward Gastogne. Unfortunately, two facts conspired to hamper Sandoval's operations. First, General Carson was freely raiding consumables and equipment from the logistics centers on the world, and rained an almost continuous barrage of artillery down upon the baron's DMM. Second, the baron experienced command problems of his own as Duke Ferdinand Rein began to waver in his support of Sandoval after the baron's father, Duke James Sandoval, indicated he would soon be paying a visit to the world. With the elder Sandoval very publicly humiliated at his son's commitment to Victor Steiner-Davion's cause rather than to the Draconis March, Rein did not want to feel his Duke's wrath for his own support of Tancred's fight.

Baron Sandoval nevertheless kept his command together and continued on. He pushed a reinforced battalion of light armor into the Third Regulars' rear, severely punishing Carson's artillery before falling to the massed fire of the Regulars, which quickly turned into a counterattack that pushed the Allied force back into the Molson's Wash, a swampy region bounded on one side by mountains and on the other by the raging Bruford River. General Carson continued her attack, pushing all but a few battalions of armor into the breakout that crushed a DMM combat command against the Rabin Mountains and pushed another into the river. She also hit the First Crucis Lancers hard, but unlike

UNIQUE MEASURES

I've been in the military for over a quarter century, and I've got to say that this last year has been both the worst and the most interesting that I have ever lived through. As if 3061 wasn't interesting enough. I saw dozens of officers I knew and respected leave the AFFC because she took the throne on New Avalon, and many more get persecuted because they had the gall to expect something more than bullshit and backstabbing from the Archon-Princess.

I should have done something sooner. I knew, I just knew, that there was something rotten on New Avalon. Damn. Shoulda known something was wrong when Gallagher got promoted. But Jackson Davion? He's always been a straight shooter. Gotta wonder what she's holding over his head.

Well, whatever. I got into this war a bit late, but damn if 'Z-Force' isn't going to do some damage to little Katie. You know, as much as it hurts, we're all soldiers, so we can at least accept Damien's death. He put the uniform on like the rest of us. But Becca? And Gil and William? No. Those are her fault, and she's going to pay.

I've still got plenty of contacts, so I know what you're doing. I just don't want you to think that your brother is sitting on the sidelines. Never thought that all those years hunting pirates would make it so easy to work with them. But Sortek wanted it, and they're paying cold cash, something that Prince Victor really needs right now. So I do it.

And as much as I hate to admit it, it is kinda fun sticking it to [Warren PDZ commander Hauptmann General Coalier] Merrick. He never even knew it was me until I up and left with my entire staff and half of his. Plus those four Mules full of supplies.

— Lieutenant General Joey Zibler, 13 January 3063, in a letter to his brothers, Jasper and Dixon

the exhausted DMM, they did not break, instead holding fast in Kaye. From there, Lieutenant General Wolfgang Mattson, commanding the Lancers brigade, held out for three days before launching a counterattack.

Split in half by the Lancers attack, the Third Lyran Regulars quickly lost cohesion and retreated back to Gastogne, with the Lancers in hot pursuit. On the 23rd of November, Marshal Mordecai Rand-Davion landed on Woodbine with another light Lancers brigade, dropping to directly support Mattson's regiments. As the Lancers marched on the capital, General Carson made the surprise decision to pull out, moving her headquarters eighty kilometers away to Rhinehold. Baron Sandoval moved his DMM up and, in coordination with Marshal Rand-Davion, rolled into the city. By the 30th, the battle for Woodbine was over; though the Lancers had taken some heavy casualties in General Mattson's desire to end the battle early, the Third Lyran Regulars could not hope to hold out against the combined assault. Most of the Regulars surrendered following the destruction of Carson's *Gunslinger*, though a battalion of militia continued to hold out for two more days until Rand-Davion's battle armor could uproot them.

OTHER ACTIONS

As with the major battles of the Second Wave, the minor conflicts that broke out were primarily a result of the leaders on both sides looking to extend their reach over the logistical side of the war.

The majority of the Capellan March had erupted into war soon after the first shots on Kathil, though only a few worlds rated the attention of BattleMech units or full RCTs. A dozen worlds, from Tecumseh to Diefenbaker, were home to various conventional Regular Army and reserve regiments and exploded into war by the end of second quarter of 3062. Even Warren, garrisoned by the firmly Loyalist Warren CMM and home to one of the Archon's largest concentrations of ultra-loyal conventional troops, was gripped by violence when a long series of terrorist attacks brought military operations on the world to a near halt. Supplies still continued to flow out of the PDZ's warehouses to New Avalon and other Loyalist transportation hubs, but the CMM first had to deal with those terror attacks, followed on by a long series of pirate raids from Taurian space and beyond.

Likewise, a number of worlds flashed into outright rebellion within the Crucis March. Worlds like Barstow, Cerulean and Killarney overthrew royal leadership that owed direct loyalty to the Archon. Of course, she could not allow that to happen without response. On those three worlds, as well as on scores more that investigators are still discovering, the Archon sent elite commando, marine and antiterrorist units in to simply kill the offenders and impose a harsh martial law.

Even within the relatively calm Draconis March, the Archon's reach was felt full force. Duke James Sandoval ordered his own troops to put down large pro-Victor movements on Allerton, Dahar IV, Lyceum, Sturgis and Winfield, while likewise sabotaging his former Prince's support on lesser worlds. He even sent a special forces battalion into Benet III to track down the last remaining survivors of the Forty-first Avalon Hussars, though by all accounts some resistance cells held out and continued to operate for quite some time with the covert support of the local ComStar station.

In short, the war was beginning to bring out the most brutal natures of its combatants. Unfortunately, it would only get worse before it would end.

Algol

Algol was already a hotly contested world at the outset of the war, and the situation only grew worse as time rolled by. At the end of Wave One, the Loyalist forces under the command of Marshal Michael Lipstein were steadily gaining ground against General Olaf Richardson's Allied task force, though only at a tremendous price in men and materiel. Richardson was making the Loyalists pay for every kilometer with a heavy fighting retreat, but he was also making sortie after sortie against the Loyalists' flanks and rear areas, keeping Lipstein offguard. Nevertheless, Lipstein executed a number of assaults that likewise threw Richardson for a curve, leaping with two airborne assaults that heavily used his Fifteenth DLC's DropShips as mobile fire platforms while the surviving

Republican Guards regiments held Richardson's Fifth Crucis Lancers in place.

The two generals traded these maneuvers for three weeks in September until General Tom Stancel, commander of the mercenary Twelfth Vegan Rangers, jumped into system with this Alpha regiment. With the Twelfth Vegan Beta regiment, and what remained of the Gamma regiment, also fighting on the Allied side with General Richardson, Stancel's arrival tipped the scaled back in favor of the Allies. Stancel landed in Gegan, breaking up the Loyalist advance and seriously threatening their lines of communication. Marshal Lipstein attempted a fighting retreat that would allow him to surround Gegan and assault the city before Stancel could fully organize his troops, but Hauptmann General John Atherton's Republican Guards did not break off from Richardson's Lancers in time for the maneuver to work. More than that, Major General Meshach Felsner, commander of Richardson's maneuver brigade, pushed straight through the Loyalist lines, pursuing the Fifteenth DLC and separating the Republican Guards on the flanks.

What should have been a relatively simple maneuver for the two Republican 'Mech regiments turned into the nine day-long battle for Gegan. General Stancel and his Twelfth Vegan Alpha regiment were still holding the city while Lipstein surrounded them with his Fifteenth DLC. At the same time, General Felsner had pushed a brigade of Fifth Lancers forward, pressuring the DLC from the west, and Richardson and the remaining mercenaries pursued the Republican Guards as they struggled to link back up with Lipstein. The entire region around Gegan turned into a no-man's land as the two sides bitterly fought for the upper hand, but in the end Lipstein's Loyalists were outnumbered and outgunned, and the Allies held the better ground.

Richardson tried twelve times over the course of seven days to link up with the Republican Guards, only to be stymied when Felsner placed his brigade in the way or when Stancel attacked from the rear. Lipstein called it quits on the 6th of October, pulling his Loyalist forces into a fighting withdrawal back toward Remagen and the cities of Gorst and Hellen beyond. General Felsner continued to pressure the Fifteenth DLC, trying at all costs to prevent the Republican Guards from linking back up with them, but the Republicans had pulled ahead of the pursuing Twelfth Vegan Rangers and eventually broke through Felsner's lines.

Richardson and Felsner continued to push, but the mercenary Twelfth Vegan Rangers fell behind, bloodied and exhausted. Though his Fifth Crucis Lancers were likewise fatigued, Richardson felt that he could break the Loyalist forces if he pushed just a little harder. He was right, but it was his own Fifth Lancers that broke first. The Fourteenth and Fifteenth Crucis Lancers Armored Regiments fell behind, with almost half their tanks down with severe maintenance problems. That gave Lipstein the room he needed to fall back entirely to Hellen. As there was little more he could do to prevent that from happening, Richardson gave his Allied troops the rest they needed.

On 17 October, General Richardson learned that Lipstein was refueling his DropShips and preparing for a massive liftoff. Richardson assumed that the marshal was preparing for an airborne assault of some sort and ordered his own Lancers to hold, organizing his staff for a number of eventualities. Instead of hitting the Allied forces from a different axis, however, Lipstein pulled his entire Loyalist group—what remained of his Fifteenth DLC and the two surviving Republican Guards regiments—off of Algol on the 20th.

Left with a victory on Algol, as sour as it was, General Richardson took stock of the world and redeployed his Allied forces to suppress what remained of the Allied resistance. He did, however, prepare Felsner for a potential redeployment once he learned Lipstein's eventual destination. When he did finally find out that the Marshal went for Tikonov, Richardson learned that Field Marshal Sortek had something different in mind for his Lancers.

Broken Wheel

29 October 3063 came as any other day on Broken Wheel. Though the situation on the world was tense, matters had not degenerated into outright war as had happened elsewhere. While PDZ commander Hauptmann General Albert Carson and his staff were extremely pro-Katherine Loyalist officers (indeed, Carson was a long-time associate of Field Marshal Simon Gallagher), Lieutenant General Derrick Gray and his First Albion Cadre were firmly in the pro-Victor camp. Both groups were stuck with each other, however. Situated in the furthest reaches of the Federated Suns' Crucis March, the Broken Wheel Combat Region had responsibility over some thirty-two populated worlds in a region of space that faces one of the most notorious pirate havens in the Human Sphere: the Tortuga Dominions. The cadre and the region's two training battalions were the only thing standing between the citizens of the Federated Suns and absolute chaos and terror.

On that day, however, Lieutenant General Shadrach Qutrub, a vocal Loyalist and former special forces officer, lead both the Filtvelt Academy and the First Brockton training battalions, supported by three regiments of assorted militia units, to Broken Wheel to put down the First Albion and its pro-Victor members. Qutrub landed unopposed and secured the Broken Wheel command center that same day, only to be severely reprimanded by General Carson. Qutrub had already cast the die, however, and continued on in his goal to crush the First Albion Cadre. With the assistance of General Carson's operations and intelligence staffs, Qutrub quickly identified the First Albion's location and moved to hit them in their hiding spots within the valleys of the Sonoma Mountains and the wadis of the surrounding Seles Desert.

The Allied troops made significant progress in the first few days, but just as Qutrub was planning on assaulting the Cadre's command post on the edge of Cojan Mountain, the First Albion's fast 'Mechs and hovercraft hit Qutrub's own field headquarters, capturing the general, scattering his officers and throwing the entire command into confusion. From that

point on, the Cadre very swiftly isolated each element of the Allied force within the winding canyons and neutralized them—mostly forcing them to surrender but when forced to fight, attempting to cripple the Loyalists before destroying them. By the 14th of November, General Gray returned to the Broken Wheel command center with Qutrub and his chief deputies in tow, leaving the bulk of the Loyalists interred within makeshift camps in the field. Gray turned Qutrub and his officers over to General Carson and reiterated his unit's commitment to defending the Federated Suns, no matter what else was going on within the nation.

By all accounts, General Carson was both cowed and relieved by Gray's actions. After Gray put down the Qutrub's Loyalist force, Carson gave him near carte blanche to operate as he needed to within the Broken Wheel Region. For his part, General Gray rearmed the Filtvelt and Brockton battalions and ordered them to return to their home stations and keep watch for Periphery Incursions, especially by pirates and other outlaws looking to take advantage of the situation.

Kentares

Kentares IV had been resisting Loyalist control for some time, though Archon Katherine's agents on the world, in the form of Lord Marcus Roland and Lieutenant General Jackson Pory, clamped down heavily on any sign of resistance. Nevertheless, the people of Kentares continued on, fighting something of a terrorist action against the Loyalists.

Then Ian Dresari, son of the murdered Duke Eric Dresari, returned to his homeworld at the head of a not insignificant BattleMech force filled with ex-AFFC officers and Chaos March mercenaries. The young Duke fought hard against the combined Clovis DMM and Fifth Donegal Guards, a unit fielding some two combined-arms combat commands. In just three months of combat, he routed the Loyalist troops on-planet and arrested both Roland and Pory, who quickly stood trial for numerous murders and warcrimes.

Dresari continued to secure his homeworld for the rest of Wave Two and throughout Wave Three, tracking down the remaining Loyalists and fighting off the occasional attack upon the world.

Talon

Commanders on both sides realized that, while the Allied forces had managed an initial coup by seizing a number of regional and PDZ logistics depots, the ability to win the war would rest with those who held the more strategic targets—the primary factory worlds. That, of course, was the biggest reason that Kathil had become a veritable meat-grinder so early in the war and why worlds like Coventry and Tikonov were also so hotly contested.

Marshal of the Armies Jackson Davion knew that the world of Talon, in the Wernke system, would soon become a key to the war of attrition that he would be fighting, and dispatched Marshal Donna Iona and her Twenty-second Avalon Hussars to secure the world. Duke George Hasek likewise recognized that

Kallon Industries on Talon would be a significant asset to either side. Moreover, Kallon produced the *Templar*, Duke Hasek's "pet" project and the only OmniMech designed and built entirely within the Federated Suns.

The duke quite naturally wanted to preserve the factory, and with it the security of his entire march. With the Seventh F-C RCT no longer needed in the Capellan-St. Ives war, Duke Hasek promoted Torri Hughes to Major General, and after the unit refit and rebuilt itself on Alcyone, sent the unit to Talon to secure the Kallon facilities.

Marshal Iona and her Twenty-second Hussars reached the world first, however, and took up station at the Kallon plant and throughout the Kulmen, Horgrove and Restbech Mountains, quite effectively covering all of Kallon's primary mining sites and blocking all possible avenues of approach to the plant, nestled deep within the Kulmen Mountains. When Major General Hughes reached the world in late October, she found the Twenty-second Hussars already in place, much to the surprise of her and Duke Hasek, whose contacts on the world had apparently not informed him of Iona's arrival.

With the Kallon in the hands of a potential adversary, Hughes landed her Seventh F-C in Portland, the capital of Talon, and Horgrove. While both cities are several hundred kilometers away from Kallon Industries' complex, they were the only place she could ground her entire unit without dividing them into a number of easily-destroyed sub-commands.

Hughes was also unwilling to start an incident against the Twenty-second Hussars without knowing where they stood, and Marshal Iona was giving her very little to go on. So, with her RCT situated between the coast of the Kordrai Sea and the towering Kulmen Mountains, she informed Duke Hasek of the situation on the world and awaited further orders.

Duke Hasek tried to order Iona off the world, but with priority orders from Marshal of the Armies Davion in hand, Iona and her Hussars would not be relocated by Duke Hasek's command alone. At the same time, Iona informed the duke that she only had orders to secure the Kallon facilities and ensure that the factory remained operational—she, like Duke Hasek, did not want to see matters on the world spiral out of control—and would only fight if New Avalon ordered her to or if someone tried to assault the Kallon plant.

Convinced that Iona did not want her Twenty-second Avalon Hussars pulled into the Civil War, Duke Hasek simply gave Major General Hughes the order to stand fast, but to be prepared to assault the mountain fortresses if necessary. He also dispatched the FCS *Kathil*, recently completed at the New Syrtis Shipyards, and a supporting naval task force of assault DropShips, marines and the Ninety-ninth F-C Aero Regiment to the Wernke system, where they had orders to intercept and capture any outbound shipments of military materiel. Of course, Marshal Iona and the rest of the Loyalists would only find that out once Kallon's production runs for the Fiscal Year 3063 were ready for delivery in February of 3064. Until then, both sides waited, cautiously eyeballing each other.

Tancredi IV

The First Ceti Hussars landed on Tancredi IV on 22 September, surrounding the First Conroe Training Battalion with its Combat Command Alpha (consisting of three combined-arms regiments). Though many of her trainees charged ahead to take on the Hussars, Kommandant Leona Peterson surrendered her command at Crites Hill, in the shadow of a massive monument to the men and women of the AFFS who had died over the centuries in service to their nation. Those trainees that did not heed her order to stand down were quickly neutralized by the elite soldiers of the First Ceti Hussars.

Marshal Vance Lamont disarmed the training battalion and raided their meager supply cache, adding their ancient but operable equipment to that of his own RCT, but he did not arrest or otherwise punish Peterson and her trainees. Instead he left them behind, giving Peterson the order to continue training her cadets. In Lamont's words, "Lord knows that by the time this war's done, we're going to be short an awful lot of soldiers."

At the same time, Lamont's RCT likewise raided militia warehouses and armories all over the world, taking what replacement parts they could and adding another regiment's worth of troops to their numbers. Three days after they landed, the DropShips of the First Ceti Hussars boosted off, on their way to Bryceland.

Strategic Movements

The Civil War was only truly beginning to heat up in Wave One, a fact recognized by just about every senior commander operating within the Federated Suns. So, while battles raged for control of a number of key worlds, more and more units were moved around the nation in an attempt to position them for strikes at other targets or to use as reinforcements in battles like that for Kathil, where some of the AFFS' most experienced units were being ground up like so much meat in a butcher's shop.

To Marshal of the Armies Jackson Davion, it seemed like he was fighting an uphill battle in many respects. Not only did many of the units within the Federated Suns owe significant loyalty to House Davion, and by extension, Victor Steiner-Davion, but Duke James Sandoval's unauthorized assault into the Draconis Combine was sapping significant strength from a region he'd otherwise be able to call upon. The Archon was still winning the public relations and media war, though many of her loyal supporters were already beginning to question their convictions. While he had the support of many of the March Militias—most of which did not have significant organic JumpShip transport—within the Federated Suns, he had only a limited number of Regular Army units to call upon, and he knew that the only real chance to win the war was to keep the public's support, and that meant winning the big battles.

To wit, Davion concentrated his energies on a few key worlds. In the middle of Wave One, he had dispatched a message to Hauptmann General Helen Eisner on Verlo, ordering her to prepare her Second Chisholm's Raiders for a move.

Originally he intended on adding them to the assault on Sirdar, but when it became clear that the world was lost, Davion dispatched them to Atlas, where they would rest briefly and await further orders.

To the seriously hurt Fifth Lyran Guards he gave the order to take up station on Johnsondale, giving them time to rebuild and to simultaneously defend that factory world. At the same time, the Marshal of the Armies ordered the Bremond and Milligan DMMs to split their strength into two separate commands, returning the majority of their units to their homeworlds while the rest united under the command of Hauptmann General Ryan Pryce-Barnard, who had just arrived from New Avalon at the head of a mixed brigade of free units. Finally, Davion moved Hanson's Roughriders off of the strategically unimportant world of Bromhead and sent them to Taygeta, the seat of the Capellan March's Edgewood Combat Theater. There, the mercenaries waited alongside the Fourth Donegal Guards, while the Twenty-second Avalon Hussars moved on to Talon.

On the other side of the coin, Dukes George Hasek and James Sandoval were vying with Field Marshal Ardan Sortek for control of the remaining units within the Federated Suns. Looking to place additional forces within striking distance of key locations within the Crucis March, Sortek moved the Fighting Urukhai's DeMaestri's Sluggers to Panpour alongside the Second Albion Cadre. Likewise, he moved the entire Lexington Combat Group—three regiments of BattleMechs plus supporting troops—to Enchi, where they could easily move into the Crucis March or potentially help to defend New Syrtis, Talon or even move against Warren.

At the same time, he moved the Second Davion Guards to Hadnall in preparation for redeployment elsewhere in the Capellan March. The First Kittery Borderers went to Alcyone to replace the Seventh F-C and the mercenary regiment Laurel's Legion took up station on Addicks, as did the Eighth Striker of the Fighting Urukhai, having returned to the Federated Suns after taking part in Duke Sandoval's incursion into the Draconis Combine. Finally, he gave orders to Lieutenant General Sarah Delittle to reposition part of her Valexa CMM to Demeter, putting her in striking distance of several potential target worlds.

Duke George Hasek, having never been a supporter of Archon Katherine but also unwilling to go war simply to put Victor Steiner-Davion back on the throne, did everything he could to maintain control over his own March. Though some of the heaviest fighting in the Civil War had already happened within his march, Field Marshal Sortek's operations had also very handily tied up many of the Archon's loyal units. Nevertheless, he made a number of his own movements to better secure his region. Following their success on Sirdar, the Duke ordered the Davion Light Guards to take up station on New Syrtis. Worried that the Archon would use the Second Chisholm's Raiders against one of his own units, he also dispatched orders to the First Federated Suns Armored Cavalry to make their way to Atlas with all due haste. By the time the

Armored Cavalry reached the world, however, the Raiders had already moved on.

Duke Sandoval likewise made a few of his own moves. A great majority of the units technically under his authority were either within the Draconis Combine or had pledged their loyalties to either the Allied or Loyalist causes, but he did still have a few aces in the hole. His Second Robinson Rangers, inbound from the Lyrans Alliance, finally made landfall within the Draconis March on Errai. He also moved the First New Ivaarsen Chasseurs, in addition to a brigade from the Raman DMM, closer to the front in expectation of an eventual DCMS counterattack, placing them on Breed where they would be within striking distance of either Proserpina or Marduk.

LYRAN ALLIANCE

After his near-death on Newtown Square, Victor's campaign gathered momentum. With his force growing, military strikes replaced diplomatic offensives as he sought to establish the supply sources and distribution networks he needed to prosecute the war against his sister. Compared to the Federated Suns, the tempo of the conflict was slow—for the most part the provincial and theater commands either remained solidly in Katherine's camp or else were neutral in the Civil War. Only Morgan Kell on Arc-Royal and the besieged Duke Bradford on Coventry actively supported the Prince. Victor thus faced an uphill struggle, though the quality and loyalty of the units that flocked to his banner encouraged him.

Nondi Steiner maintained a tight grip on the reigns of power, though resentment toward her Regency grew on a number of worlds as the restriction of personal freedoms—and more importantly, the militarization of many merchant JumpShips—took hold. Many people remembered the privations that accompanied the Clan Invasion, the War of '39 and even the Fourth Succession War, as military traffic was given priority over the shipment of civilian goods, and had no desire to relive the experience. In some areas—notably Skye—the economic circumstances fed the political situation and the sentiment for and against both Katherine and Victor rose rapidly. That tension, while kept in check for the moment, could not be contained indefinitely.

BOLAN

Declaring for Victor almost as soon as he announced his intentions to unseat his sister, the Second Crucis Lancers spent the initial weeks of the Civil War preparing at their base on Timbiqui. Their main concern was that the Free Worlds League would exploit the situation, particularly as Marik forces had already landed on Arcadia in support of the fleeing Kristen's Krushers, prompting a heightened state of alert throughout the Cavanaugh Theater. The RCT relocated to Cavanaugh II, ostensibly as part of a prospective Theater Reaction force to combat further FWLM incursions, bolstering their stocks of parts and consumables as they prepared. After high-level communications between the League military and General Richard Steiner the alert status was downgraded. Of

course, General Steiner was also angered by the unit's blatant and ultimately successful attempts to push the Tenth Lyrans Regulars into declaring their loyalty to Victor Steiner-Davion. Steiner ordered the Second Crucis Lancers off-world, undoubtedly hoping he could turn the Tenth Lyrans away from the Allied cause.

Ostensibly returning to Timbiqui, the Kestrel Lancers instead moved to seize control of the provincial capital of Bolan. They staged one of their trademark orbital insertions to quickly overwhelm the planetary garrison—the Bolan Jaegers—believing their mix of speed, skill and size would be enough to crush the regimental-sized defenders. Unfortunately, the Jaegers weren't the only loyalist unit on-planet. Acting on orders from Tharkad, Colonel Alexander Johns relocated the Dixie CTM to Bolan to counter just such an attack and rather than overbearing their opponents, the Second Lancers were outnumbered in every combat arm.

The presence of the Dixie CTM was a shock to General Anne Sung and caused the Lancers a number of unexpected losses as they fought to establish a foothold on September 19. Losses were particularly heavy in the understrength companies of third battalion, who found themselves dropping into a firestorm and outnumbered three-to-one in their allotted landing zones. Scarcely a company of 'Mechs survived the landing, escaping through the dedicated efforts of the two Lancer aero wings. Follow-up deployments at those sites by armor and infantry were abandoned. Instead, General Sung concentrated her efforts in the other two LZs, establishing secure bridgeheads before bringing in armor and infantry. Despite the numerical disadvantage and the failure of one LZ, General Sung pressed ahead with the attack, focusing her attentions on the larger but less experienced of the defenders, the Dixie CTM.

Supported by the Fourth Crucis Lancers Armored Regiment and the Third Crucis Lancers Mechanized Infantry Regiment, the Lancers first battalion launched themselves from LZ Bravo into the waiting Provincial militia. Though ready for the assault, the CTM was hard-pressed to contain the Crucis Lancers, particularly the Clantech-equipped Alpha Company, and their inexperience—particularly in large unit operations—allowed the Lancer task force to inflict a disproportionate number of casualties.

The arrival of the more experienced Bolan Jaegers stemmed the Lancer advance, however, and prompted their withdrawal back into their defensive perimeter. Unfortunately for the Loyalists, no sooner were the Jaegers committed to the battle against LZ Beta when another Lancer task force staged out of LZ Charlie and hammered the other flank of the Dixie CTM. The Lancers' years of experience in multi-unit, multi-regiment battles gave them a substantial coordination edge in such operations, compounding the Loyalists' lack of central leadership. After less than a week of fighting, the Dixie CTM had lost almost half its operational strength and only its access to Bolan's stockpiles of strategic military resources—and fresh armor and infantry graduates from the Melissa

Steiner Martial Academy of Bolan—allowed the unit to remain combat effective against such pressure.

The Lancers, while suffering fewer casualties than their opponent, were ill prepared for a long campaign and quickly depleted their stocks of consumables. As the battle ran into its second week, General Sung knew her troops would need to break out of their beachheads or withdraw from Bolan, otherwise they would be rendered ineffective by the shortages. Efforts to punch through the defenders to the much-needed supply depots were repulsed at considerable cost to both sides and on October 3, the General abandoned the efforts and ordered a withdrawal. Though failing to capture the provincial capital, the Lancer assault ravaged the two defending units and it took almost a year for both to return to full strength. Meanwhile the Lancers escaped to Halfway, where they rendezvoused with Prince Victor.

COVENTRY

Forces loyal to Prince Victor landed on Coventry on October 17, their arrival in-system and subsequent transit to the world uncontested. Victor's forces, though small compared to those he would lead later in the campaign, were more than a match for the Coventry Jaegers, who had already fought two campaigns. The Prince called on Jason Walker to surrender—the reply received was succinct: "Go to hell."

Victor's forces had total domination of the skies and used their aerospace units for both reconnaissance and ground-strike missions. His ground forces—the Outland Legion, Thirty-ninth Avalon Hussars and the 244th Com Guard Division (The Prince's Men)—pinned the Jaegers against the sea. Victor himself fought alongside his troops, but despite their predicament and the futility of their cause, the Jaegers refused to surrender. A communiqué from the Archon convinced the Jaegers that to do so would be tantamount to suicide; Katherine claimed that her brother had ordered their execution for the destruction of the Coventry Militia. Instead, the Allied cordon was forced to endure a succession of assaults by the beleaguered Jaegers, attacks that denuded the forces on both sides. By the time the battle ended on 12 December 3063, only 14 Jaeger warriors remained alive, eight of those in critical condition. Colonel Walker was not among the survivors; he fell leading an assault against the Avalon Hussars.

Coventry was the first real test of Victor's coalition, and though victorious, the troops loyal to his sister proved more tenacious than anticipated. Doubt crept into the mind of a few officers—with more "victories" like Coventry the campaign would be doomed. Nonetheless, the fear of leaving Katherine in command of the two nations far outweighed the risks.

DALKEITH

A staging post for raids against both the Draconis Combine and the Clans, Dalkeith was well suited to supporting combat operations, its repair facilities and stockpiles of consumables bolstered years earlier to support units committed to a new conflict with the Clans. Devastated by nuclear and chemical weapons in the First Succession War, much of the land on Dalkeith was barren and served as training grounds for the units based there. The Fourth Deneb Light Cavalry—the resident unit when war erupted—made good use of the facilities to maintain their edge. The Fourth refused to be drawn into the Civil War, instead advocating armed neutrality for the good of the Alliance in case the nation's enemies should seek to exploit the situation. Leutnant-General Vidal's position, while accepted by many, was not enough for all in the LAAF High Command and in early 3064, the Thirteenth Donegal Guard—nicknamed the Black Cats—were ordered to Dalkeith to force the issue and prevent the facilities falling into Allied hands, destroying the Deneb Light Cavalry if required.

The Fourth Deneb was wary of the Thirteenth's arrival but did nothing to undermine their landing and subsequent deployment. To the surprise of many, generals Vidal and Stokoi organized a face-to-face meeting, though this did little to shift the DLC position.

THE MYSTERY OF THE ARTHUR DAVION

The LAS Arthur Davion was intended as a "welcoming present" for Prince Victor and his troops, but when they arrived there was only token resistance—the Lyran WarShip had vanished. Even now, almost 5 years later, the fate of the Arthur Davion is surrounded in mystery, the usual collection of conspiracy theories springing up to fill the void left by the absence of solid facts.

Some believe the crew mutinied and fled the war zone, perhaps taking refuge in the vastness of the periphery, while others claim the vessel joined the Allied forces. Neither is particularly likely as the crew was fanatically loyal to the Archon and no record exists of the WarShip joining the Allied forces. Slightly more plausible is a last-minute reassignment of the vessel to some covert mission, though again no records exist of such an assignment. The theory has, however, gained a following among Katherine's more hard-line supporters, who believe the vessel will, one day, return and restore the Archon-Princess.

Other suggestions are more believable, though no less provable. One theory suggests that the Arthur Davion mis-jumped, either while attempting an intra-system jump to better position itself against enemy forces or while jumping to a different system. Another possibility is that the vessel was destroyed by a catastrophic accident or enemy action—presumably another WarShip, though records indicate there were no hostile WarShips within 60 light years at the time of the disappearance. Furthermore, the absence of wreckage would seem to run counter to the idea of destruction, though given the size of a solar system, such debris could be overlooked. Indeed, recent observations have suggested the presence of a hitherto unidentified object in an irregular orbit around one of the system's gas giants though it is no longer identifiable, presumably having fallen out of orbit since the initial detection.

Whatever the facts of the matter, the fate of the Arthur Davion looks set to join the ranks of the Vandenburg White Wings, the Minnesota Tribe and the identity of Snow Fire as perpetual mysteries of the known universe.



Fran Vidal restated her commitment to the Alliance rather than to any one candidate. This did little to mollify Lieutenant-General John Stokoi who called on the Fourth Deneb to "hand control of the facility to authorized units of the Lyran Alliance." The Deneb commander refused and the two parted, knowing their next encounter would be on the battlefield.

Though the Thirteenth both outnumbered and outmassed the Fourth DLC, they were ill suited to offensive operations, relying principally on Andreas von Breunig's aerospace forces while the RCT's ground elements fought from fixed positions. This policy was in stark contrast to the DLC's use of light, mobile warfare that used speed and maneuverability to outwit their opponents.

The two units jockeyed for position, with the Deneb staging lightning thrusts at the Guards' positions but failing to inflict significant damage. The Thirteenth's determination to unseat the Fourth—along with the origin of those orders from Tharkad—finally gave the DLC reason to commit to a side in the conflict and, as the tempo of their battles increased, they declared support for Victor. Little did the generals know at the time that their small-scale conflict would escalate into the most brutal battle in the Alliance theater, becoming a meat-grinder to rival Kathil or New Syrtis.

FT. LOUDON

The neutralization of the Fourth Davion Guards' agents on Ft. Loudon should have ended the conflict on the strategic border world, but while it did bring peace for several months, the situation on-planet remained tense as the remaining "Davion terrorists" were brought to heel. James Ito's harsh actions in tracking down the saboteurs—suspects were summarily rounded up and interred pending a full investigation—did not earn the general any friends among the local populace. Only a small minority vocalized their criticisms while the rest simply decided to "ride out" the storm. It was, however, effective and sabotage efforts against the Fifth Alliance Guards dropped off during the Autumn of 3063.

Alliance troops struck gold on November 21 when they uncovered the saboteur cell containing major Lawrence Montkreith. A brutal firefight ensued, but despite their tenacity, the Fourth Davion special forces troops could not hope to prevail against the numbers thrown against them. Leaving booby traps in their wake, they sought refuge in the ComStar compound.

Whether the Alliance Guard troops didn't realize where the saboteurs had fled or simply didn't care was never established. In "hot pursuit," they burst into the compound in search of their quarry. The Com Guards troops guarding the installation believed they were under attack and responded with deadly force. Eleven Alliance Guard infantrymen were slain, together with six members of the Forty-eighth Com Guard Division (the Silver Cavalry). In response, Alliance armor units cordoned off the Com Guard facility and sought to cut off its utilities. Responding to the clash, Precentor Cheryl Raume, the bulk of whose troops were based outside the city, deployed her own armor and 'Mechs and prepared to break through the Alliance cordon and rescue her besieged colleagues. There were scattered infantry firefights as the Silver Cavalry pushed into the outskirts of Loudon though the Com Guard endeavored to keep collateral damage to a minimum.

Precentor Raume was readying her forces for a push on the Lyran cordon when she received a communiqué from Precentor-Martial Pro-Tem Gavin Dow. The ComStar personnel in the besieged compound were to hand over Montkreith and his associates forthwith, in return for which the siege would be lifted. Raume protested this order as a "violation of ComStar's neutrality" but Dow was adamant. Fortunately for the Precentor, the decision was taken from her hands when on the third day of the siege, Montkreith and his associates voluntarily walked out of the compound and into custody, seeking to limit further bloodshed. The Alliance troops released their stranglehold on the compound and both sides withdrew to barracks. Tensions remained high on Ft. Loudon into 3064, but the Jade Falcon incursion soon persuaded the two units to put aside their arguments.

Most of the captured members of the Fourth Davion Guard remained in a military prison for the remainder of the civil war, released at the Archon's instructions in June 3067. Montkreith himself was brought before a military tribunal and found guilty of desertion and treason. He was executed by firing squad on 3 January 3064.

INARCS

Having secured the world's factories for Prince Victor, the elements of the Seventh Crucis Lancers assigned to Inarcs dug-in in anticipation of a concerted Loyalist attempt to dislodge them. They did not have long to wait as the Ninth Lyran Regulars, based on Main Street, were ordered into action against them on October 12. Leutnant-General Jeanette Scarlett was led to believe that her troops would face only a battalion of 'Mechs and the crippled RCT's armor regiment. Though she knew the Lancers' experience would make up for their lack of numbers, she expected to have full control of the world by the end of November.

The Lyran Regulars' problems began as soon as they arrived in-system. Although forced to leave half their aerospace force on Main Street to escort commercial shipping, they expected few problems on the run-in to Inarcs. The 405th Federation Interceptor Wing quickly disabused the Karilon Magicians of that notion, launching a series of anti-shipping strikes from the *Vengeance*-class carrier *Radiant*. The repeated attacks denuded the Regulars' strength, culminating in the loss of a *Union*-class transport and its company of 'Mechs on October 21. A number of other DropShips were badly mauled during the approach and forced to transfer passengers to other vessels while repairs were made. On October 23, the flotilla reached orbit and began their combat drops onto the planet. What met them was something from their worst nightmares.

The Regulars' first battalion landed near Utopia, hoping to seize the capital in a lightning thrust, but almost immediately found their position under pressure by Lancer armor and infantry. Ill-coordinated and scattered from the drop, the Regulars were unable to mount an effective resistance against the assault and, when General Scarlett was killed by a gauss-rifle shot from a Lancer *Devastator*, broke under the pressure and fled across the continent of Devil's Island to their emergency rendezvous point. Second battalion's insertion went little better, their descent harassed by a mix of aerospace and conventional fighters. No sooner had they landed than they too came under fire from armor and VTOLs, though they battled against the firestorm and eventually rallied a force of two companies. However, as soon as this force advanced from its LZ it came under heavy and sustained artillery bombardment and, combined with armor and 'Mech attacks against their flanks, Kommandant Lee Faulks presumed his force had come under attack by the entire Crucis Lancers and abandoned his drive, also withdrawing to the emergency LZ.

Only the third battalion landed in good order and was able to organize themselves for their drive on the factories of Utopia. However, as they approached the city they came under increasing air attack and it became apparent that they faced a full battalion of 'Mechs. Calling in her own air support, Kommandant Toni Pressman pushed on into the firestorm. Her 'Mechs put up a good showing but they were no match for the elite Lancers. After fifteen minutes—and the loss of almost a company of 'Mechs—she signaled the retreat.

The Lancers were not prepared to oblige the kommandant, however, and harassed her forces halfway across the continent, only abandoning their pursuit when the Lyran unit sought refuge in the Vespia Mountains. On November 3, the survivors of the Ninth Lyran boosted from Inarcs en route back to their base. Scarcely a reinforced battalion made it off Inarcs and the ranking officer, Lee Faulks, berated the Military Intelligence Division for underestimating the Lancers' strength and reported the presence of the entire Seventh Crucis Lancers on Inarcs. In truth, MID estimates were incorrect; there were only two armor battalions supporting the Lancer 'Mech battalion.

LAUNAM

A distant relative of Katherine and Victor, Leutnant-General Daniel Voss-Steiner of the Seventh Donegal Guards chose to back the incumbent Archon while keeping his troops out of the Civil War between his cousins. This decision served to keep the peace on Launam for almost a year, though the officers of the Seventh did not universally approve of it. The RCT's ambitious XO, Adrian McCready, was particularly vocal in advocating a more pro-active role in the conflict but had his suggestions dismissed. In public, McCready seemed to accept Voss-Steiner's stance but in private he gathered a coterie of officers who shared his views and with whom he planned to "force the issue."

On 12 December 3063, a car bomb exploded as Leutnant-General Voss-Steiner was traveling to a lunch with the planetary governor. Announcing his commander's death, McCready assumed command of the RCT and immediately called for action against the "Davionist insurrection" and ordered the Seventh to prepare for redeployment. News of the commander's death came as a shock to the RCT, particularly to Daniel Voss-Steiner, who had sustained only slight injuries in the blast and was recovering at the governor's residence.

Realizing that the attack wasn't a pro-Victor assassination attempt but rather a coup d'état, the General set about regaining control of his unit, only to come under fire from pro-McCready troops who had been dispatched to seize control of government facilities. McCready's troops pressed on into the compound but were unable to break through the defenses established by the General's escort. Contradictory rumors of the general's death and survival raced through the RCT, prompting a succession of clashes that threatened to tear the RCT asunder. McCready's supporters accused those not willing to accept the Colonel's leadership of mutiny and threatened to deal with them harshly. Firefights broke out in the cantonment as elements from one faction attempted to secure supplies and equipment, culminating in a pitched battle between 'Mech lances loyal to each side.

A broadcast by Voss-Steiner from the governor's residence ended the rumors and shattered McCready's support, exposing the lie at the heart of the Colonel's assumption of power.

Loyalist troops from the 523rd Donegal arrested the Colonel and his co-conspirators, ironically charging them with

mutiny. Many of the scars exposed by the attempted mutiny have yet to heal but Voss-Steiner remains committed to his policy of maintaining the border defenses rather taking a direct role in the Civil War.

VIRTUE

The battle on Virtue came as a result of a series of accidents that placed two in-transit and opposing forces on the same world at the same time. The Sixth Crucis Lancers initially remained neutral but when their sister regiment, the Seventh, signed on with the Prince, so too did the Sixth. Colonel Patricia Vineman saw the opportunity to escape the "terrorist haven" of Langhorn and once free of that world's pressures, Vineman began to act more like the superlative commander of old. The Tsamma Lancers RCT sped into the Alarion province, hoping to rendezvous with the Prince before his assault on Alarion. At Virtue, the unit stopped to take on supplies and—after four weeks aboard ship—give the troops shore leave.

The Eleventh Arcturan Guard RCT threw their support behind Katherine at the onset of hostilities, but remained on station at the Theater command world of Timbaktu until a scratch force could be assembled to protect the HQ in the unlikely event of an attack from the Rim Collection. Leaving the new unit in the capable hands of her infantry brigade commander, Colonel Wesley Corn, Lieutenant-General Maria Esteban ordered her troops into the interior of the Alliance on September 17.

Initially intending to travel directly to Alarion, Esteban received intelligence from Tharkad that Victor's forces had hit Coventry and moved to intercept him, detouring via Ferihegy and Virtue. Arriving at Virtue's Nadir jump point, General Esteban was surprised to detect a JumpShip flotilla at the Zenith point and deduced another unit was in system, identifying them as the pro-Victor Tsamma Lancers. Realizing that she had little chance of defeating the Davion unit, General Esteban also knew she had to prevent the Lancers linking up with Victor and, after a hasty planning session, decided to attack.

The Sixth Crucis made little effort to contest the Arcturan Guard landings, but quickly disabused the Golden Lions of any thoughts they might have as to their martial prowess. Using their light and medium 'Mechs and armor, and with the Eleventh AeroSpace wing providing CAP, the Lancers staged a lightning assault into the Guard's flank, shattering the Fourth Ormstown Light Tabjk and threatening to isolate the entire Arcturan Guards Armor Brigade.

Only quick thinking by Colonel Jaspersen saved her command, a counter-thrust by the Ninth Timbaktu ACR holding back the Lancers long enough to extricate the remaining forces. Esteban attempted to swing her whole force round to envelop and isolate the Lancer thrust but her units lacked the speed and firepower to make good their effort, while poor communication between the constituent regiments of the RCT further hampering their efforts.

On October 2, elements of the Eleventh Arcturan retreated into the city of Chastity, establishing what they hoped would be

a hard-point from which the Lancers would be unable to dislodge them. They did not take into account the Lancers' city-fighting expertise, which a decade of anti-terrorist ops had honed to a fine skill. Lancer special forces picked off Arcturan observation posts and took to ambushing Guards units in their "secure" rear area, striking from unexpected directions with seeming impunity. Lieutenant-General Esteban quickly realized the vulnerability of the position and ordered her troops to abandon the city. Two weeks later, with her forces pushed back still further, she ordered the Eleventh off Virtue.

The Guards' efforts to delay the Sixth Crucis had failed but General Esteban could still sow confusion and move to block Victor's advance. She staged feints toward Triesting and Loxley that prompted the Lancers to dispatch wasteful follow-up missions, and then continued en-route to the provincial capital of Alarion. Realizing that even with her help the Alarion Jaegers and Alarion APM would stand little chance against the in-bound Lancers, she ordered both units to abandon their garrison operation and, taking as many supplies as they could, rendezvous with her troops on Carlisle. As far as she was concerned, Victor could have Alarion, though she would leave a small infantry task force to disrupt his possession. It would serve as a trap for his forces, allowing Esteban to forge the task force she was assembling into the hammer that would stop the rebellion dead.

YED POSTERIOR

Having been battered on Ft. Loudon, the Fourth Davion Guards withdrew toward the Federated Suns, routing first to Rasalgethi and then to Leganes before landing on Yed Posterior in late 3063. Having heard reports of the considerable damage the Davion unit had taken in combat with the Fifth Alliance Guards, the Fifth Lyrans Regulars, based on Freedom, decided to end the threat posed by the withdrawing unit. The Fifth had fought Davion units twice before—the Assault Guards in the Sarna March and the Seventh FedCom RCT on Nasuar during the crisis in the St. Ives Compact—and had little compunction about attacking a once-allied force. Commandeering transport, they made the brief trip to nearby Yed Posterior.

Full of confidence, they dreamed of the glory they would receive for their victory over the shattered Allied unit, making up for that which they lost on Nashuar. Unfortunately, the intelligence available to Colonel Jeanine Castro was neither timely nor accurate. The Fourth's losses had been greatly over-stated, and the unit maintained an armed neutrality in the Civil War. Had the Fifth Regulars let the Guards be they would simply have transited Skye Province en-route to their homes in the Federated Suns. Instead, the Regulars stirred up a hornet's nest.

Colonel Castro got an inkling that something was wrong when her forces arrived at Yed Posterior. The size of the Davion Guard JumpShip fleet was far in excess of that needed to transport the ragtag bunch of survivors she had been informed of. Unfortunately for her command, she dismissed this as a Allied attempt to concentrate their vessels for defensive purposes. Doubt only began to creep into Castro's mind when the

Guards unit allowed them to ground unmolested while calling on the new arrivals to respect their position and the security cordon around their compound. The Regulars misunderstood this message, interpreting the security cordon as an exclusion zone intended to protect the crippled RCT. A pair of Castro's fighters attempted to penetrate the cordon on a reconnaissance mission but Guard fighters intercepted them and then shot them down when they refused to turn away. The Guard repeated their call to the Regulars to respect the cordon but Castro had already decided to launch an all-out offensive to finish the Fourth Guards.

The operation, called by Castro "Smother", started on New Year's Day 3064, with the regiment's two reinforced battalions, supported by a full aerospace wing, driving directly for what they presumed was the Guard HQ. In fact, the facility was only the HQ of the second battalion—the RCT still retained two fully operational 'Mech battalions, three armor regiments and three infantry regiments. The Fifth was unwittingly walking into a killing ground from which they would be very lucky to escape.

The presence of armor supporting the Guards' right flank was not initially a concern for the Regulars, but when they realized the number of tanks—more than a regiment's worth—they began to realize that something was terribly wrong and slowed the tempo of their attacks. When a second 'Mech battalion appeared on their flank, supported by yet more armor and battle-suited infantry, Colonel Castro realized that—once again—her unit had suffered a major intelligence failure and called for an orderly retreat.

The Davion Guards were, however, no longer feeling generous after the Regulars had violated their neutrality and pressed the assault. Their Doppelganger Company of Clan OmniMechs drove deep into the Regular's position. Scarcely a battalion of troops made it back to the DropShips, and the Guards' two combat-hardened aerospace wings brought down almost the entire Fourteenth Freedom Reserve Fighter Wing. Marshal Alberta Orsina did not order her troops to pursue, but did send a message to Prince Victor, pledging her troops to his cause.

OTHER ACTIONS

Elsewhere in the Alliance there was little change after the bloody fighting of the Flashpoint and Wave One. It almost seemed as if many of the combatants were waiting to see the outcome of the clashes on Coventry and those like Kathil or New Avalon in the Federated Suns before launching themselves into a new paroxysm of violence.

Galatea

The conflict on Galatea raged on, but to the surprise of many observers did not immediately degenerate into the expected all-out war between the gangs that had been expected. Instead, each group established a clear-cut territory that the others seemed to respect, for the time being at least. Instead, the emphasis seemed to return to proving individual prowess, with "king of the hill" matches returning to favor and border duels between gang members tending more toward

proving personal ability than gang prowess. However, the situation remained tense, awaiting a spark to ignite another round of warfare.

The implosion of the Black Witches gang after a duel between their leader, Lena Chiang and newcomer Laurel Singh was all that it took to restart the warfare. The Grey Slayers moved to take control of the Witches territory, and the few survivors of the gang's collapse contested the move. Soon other gangs sought to take advantage of the power vacuum, attacking into the now-vacant territory and into that of their rivals in an effort to gain an advantage. On 19 February 3064, the Kool Kats launched a coordinated attack on their main rivals, the Yard Dogs, and within a day Galatea was once again turned from a series of unrelated border skirmishes to a massive melee of competing gangs, each caring little for the non-combatants that resided in their territory.

Strategic Movements

The movements within the Lyran Alliance were nowhere as massive or grand in design as those made within the Federated Suns. Yet the movements made here were no less critical to the future of the war.

Operating on the theory of containing and overwhelming Victor and his Allies, Nondi Steiner continued to maneuver her primary units around the Alliance, bringing several close in to Tharkad. The Eleventh Arcturan Guards moved on from Triesting to Carlisle, moving slowly to the interior of the Alliance, while the First Alarion Jaegers likewise moved to join the Eleventh late in the wave. Following their victory over the First Argyle Lancers on Crimond, the Third Donegal Guards moved on to Cumbres, giving Nondi another loyal unit within striking distance of either the Terran Corridor or Tharkad. The Fourteenth Lyran Guards moved up to Gienah, taking position there to relieve the Second Donegal Guards, who themselves made the move to Giasar (though the unit would not reach the world until the next wave). The Seventh Lyran Regulars left Loric behind to take up station alongside the Bolan Jaegers on the capital world of the Bolan Province. Finally, the mercenary unit Mobile Fire took up station on both Odessa and Cumbres in an effort to catch the scattered Allied forces during their movements. The mercenaries would hold the Allies in place while reinforcements arrived from elsewhere; luckily for them, the mercenaries never had the opportunity to implement that plan.

As they did during Wave One, the regiments of the Skye Rangers continued their long trek from the furthest reaches of the Lyran Alliance back to their home province. The Fourth Skye Rangers made the trek from Summit to Mesa Verde, the Seventeenth Rangers from Kelang to Abejorral and the Twenty-second Rangers from Miquelon to Krievci. Because the Rangers' movements were easily hidden in and among the other traffic within the Lyran Alliance, and officers operating under Duke Robert Kelswa-Steiner were actively working to disguise the Rangers' travel, no one within the LAAF High Command knew of the Rangers' status. Indeed with all of the

confusion caused by the war thus far, mid-level analysts simply assumed that the Rangers were operating under competent orders. Of course, no one would discover where those orders were coming from for some time yet.

DRACONIS COMBINE

Wave Two found Duke James Sandoval between something of a rock and a hard place. His assault into the Draconis Combine had far exceeded his expectation. Not only had he taken four Combine worlds—including two prefecture capitals and the home of a major weapons manufacturer—but the materiel and intelligence taken from those worlds were invaluable to Combine military analysts. More than that, his troops were involved in a follow-on assault on Matsuida while Major General Mai Fortuna and her Robinson Rangers were preparing for their own follow-on attack on Ashio.

Unfortunately, the realities of the Civil War were weighing heavily on the Duke. He'd already lost the Fighting Urakhai's Eighth Striker regiment to Victor Steiner-Davion, while at the same time his own son was leading a force of Allies on a mission to apparently rid the Draconis March of Archon Katherine's supporters. Worse, elite units like the First Ceti Hussars and the First Crucis Lancers were throwing their support in for the deposed Prince. Even the Third Crucis Lancers, still sitting on Cassias as a potential foil to any DCMS aggression into the Federated Suns, was providing Baron Tancred Sandoval with support.

With all that happening within his own march, Duke Sandoval was being forced to rely more and more on support from New Avalon, even though that meant making a deal with the devil. Apparently in exchange for additional logistical support, Duke Sandoval suppressed anti-Archon rebellions on a number of key worlds. With the extra support that he received, however, the Duke was able to continue prosecuting his war against the Combine. More than that, analysts and operations officers on New Avalon were ecstatic at the chance to review so much intelligence from the Combine.

Though he didn't much like the position he had put himself into, Duke Sandoval continued on, knowing in his heart that he pursued the right course of action for his Draconis March. So his assaults continued on during Wave Two, winning another key world and boosting the flagging morale within the march a bit more.

ASHIO

Following their incredible success on Proserpina in the First Wave, the First Robinson Rangers and the attached Robinson Battle Academy Cadre were eager to continue with their Duke's operation and follow up with an attack on Ashio. Unfortunately, the fact that they so rapidly eliminated all oppo-

sition that faced them actually threw Duke Sandoval's timetable into a flux. Remembering well the successes and failures his troops had faced during the War of 3039, the Duke planned for the worst, allowing plenty of additional time within the operations plan to transport reinforcements and occupation forces. Unfortunately, what the Duke did not plan on was the severe shortage of JumpShips that would plague his entire March throughout the war.

With the Eighth Crucis Lancers also on Proserpina, Major General Mai Fortuna did not strictly need to wait for reinforcements to reach her before continuing on to Ashio, but she did wait for several supply convoys to make the run to Proserpina, just to ensure that she would have enough ammunition and other consumables to last her throughout the next phase of the operation. More practically, she also wanted to wait until her intelligence officers could prepare a better briefing on what the Rangers might encounter on Ashio.

She made the jump out of the Proserpina system in late July, making her way to Ashio via an unpopulated system, and waited there for two weeks while she gathered intelligence reports making their way out of Al Na'ir. On the 17th of August, she entered the Ashio System, landing on the 23rd.

Facing General Fortuna was the newly-formed Forty-sixth Dieron Regulars, supported by a host of mixed battalions also on-world, many of which had recently arrived to give this prefecture capital some additional protection against invasion.

As she had done on Proserpina, General Fortuna grounded her force outside of the planetary capital, a city called Iscariot. She deployed her forces in a relatively standard battle formation, keeping the bulk of her BattleMechs in the center of the formation, fielding an additional brigade of mixed forces on her flanks and a combat command behind as a mobile reserve. While her plan would likely have worked against a typical Combine regiment, the Forty-sixth was far more than a new unit full of green MechWarriors. Responding to their Coordinator's call to increase his nation's defensive capabilities without simply adding a bevy of units filled with raw recruits, the officers of the DCMS' highest levels stripped a number of veteran soldiers from each unit within the Combine to form the core of these new units. Instead of facing a green unit that had come together less than a year earlier, General Fortuna was looking down the barrel of a well-trained and efficient BattleMech regiment.

The first battles on the plains of the Galanii Flats proved not only indecisive, but overly costly for the General; while she had pushed the Combine troops almost back to Iscariot, she had taken heavy casualties. She did not let up on the attack, however. By the end of September, she had entered the capital city. A month later, she held more than 75 percent of Iscariot, though constant fighting had driven most of the peo-

ple out of Iscariot and into refugee camps in smaller towns and cities all over the region.

What Fortuna did not hold was the Ashio Prefecture regional command center. *Tai-sho* Jasik Yoshio ordered *Sho-sho* Carl Ikedi to hold the Rangers fast, which he did with great skill. Using the cover of the city to move his troops and light vehicles around, he constantly harried Fortuna's flanks and rear. General Fortuna did not give up so easily, though. With the majority of the city's population having already fled, Fortuna ordered her 'Mechs, tanks, fighters and artillery to level the buildings that the Forty-sixth Regulars were using. Fully 10 percent of the city was demolished in less than three hours of fighting, hurting the Forty-sixth Regulars badly. General Fortuna did finally take the command center on the 19th of November, but by then the buildings were mostly rubble. Her intelligence experts went over the buildings with a fine-tooth comb, but in the few operable noteputers they unearthed, the only facts they were able to glean were that the Forty-sixth was not a green unit—something Fortuna and her officers already knew full-well.

General Fortuna continued on in her pacification of the world. But by mid-December, the continent of Rhodesia was descending into an extremely rainy "winter" season. General Fortuna scaled back her operations outside of Iscariot, but *Sho-sho* Carl Ikedi did not. He counterattacked the Rangers, emerging from the monsoon rainstorms with a vengeance. In just ten days' time, he had expelled Fortuna's Rangers from the capital city and was pursuing them across the Flats and into the forests of the Heshial Cont. Expecting some amount of protection in this rough terrain, Fortuna soon discovered that Ikedi's troops not only knew the region well, but were quite successfully using its terrain against her Rangers to separate them and crush company-sized detachments one at a time.

Major General Fortuna had her back up against a wall, but the monsoons would be ending in late March. If she and her Rangers could hold out that long.

MATSUIDA

The battle for Matsuida officially lasted for 18 days into Wave Two. Hauptmann General Kev Evans had the city of Takesaki surrounded at the close of Wave One, and had won a significant portion of the city from the defending Second Galedon Regulars. Looking to rapidly conclude the siege, General Evans dispatched a number of small commando squads into the city with orders to hunt down and kill the Second Galedon's surviving officers. Rather than kill them in

close, personal combat, however, Evans specifically ordered his commandos to snipe the officers when possible, robbing them of any chance at personal honor. After just two days, his orders had the desired effects.

Enraged that the heretofore honorable Seventeenth Avalon Hussars were murdering their officers, the members of the Second Galedon flew into a rage and fell into a suicidal state of mind where they felt their last chance for redeeming their personal honor was to attack the Hussars in one final assault. The survivors of the Second Galedon hoped that either their fury would break the Seventeenth Hussars much like the Divine Wind broke the Mongol invasion of Japan almost two millennia ago or else they would meet an honorable death. Unfortunately for the cadets of the Second Galedon, the latter was their fate.

General Evans had prepared his Hussars for the cadets' assault, and wiped the Second Galedon out to the man in less than an hour on the 12th of September. His troops spent the next week rooting out the final pockets of resistance formed by the world's militia and para-military forces.

Evans declared the world pacified in mid-September and began the process of transporting occupation troops and other follow-on units to the world. As fate would have it, though, General Evans would not have much time to enjoy his command of the world.

WAVE TWO POSTSCRIPT

Wave Two truly proved to everyone in the know that the Civil War would not be a simple or quick prospect to fight. While Archon Katherine was still winning the war of public opinion, her Loyalist forces were beginning to stretch thin. Within the Federated Suns, she had to contend with a massive pro-Victor movement inside the AFFS while in the Lyran Alliance, she faced Victor himself. With control over the flow of information, she at the very least had one major weapon at her disposal that Victor didn't—though the deposed Prince did have the enormous and virtually untapped resources of ComStar that he could potentially call upon. But to do so Victor would have to give up much in the end. More than that, he would be forced to turn the Civil War into something more than just an "internal affair." While the defection of the 244th Division and the existence of the Outland Legion were aberrations, to bring any more outside assistance into the war would simply open the floodgates for the other three Successor States to invade.

Wave two, simply put, opened everyone's eyes to the scope of the conflict.

WAVE THREE

MARCH 3064—OCTOBER 3064

"War is cruelty. There is no use trying to reform it. The crueller it is, the sooner it will be over."

– General William Tecumseh Sherman, shortly before beginning his March to the Sea

"Whoever fights monsters should see to it that in the process he does not become a monster. And when you look long into an abyss, the abyss also looks into you."

– Friedrich Nietzsche, *Beyond Good and Evil*

OVERVIEW

War is hell. As if that axiom hadn't been proven already by the previous year of combat, the fighting on a number of key worlds through the former Federated Commonwealth degenerated into a depravity reaching that of the First and Second Succession Wars. Archon Katherine's forces were desperately trying to pin down and kill Victor Steiner-Davion in the Lyran Alliance while in the Federated Suns she had her sights set on several key worlds—planets that Victor's Allies had likewise targeted.

The war had begun with commanders on both sides showing each other the respect and chivalry that they had all become accustomed to while serving together within the AFFC. As it progressed, however, that sense of respect began to be replaced with unmitigated hostility and rage. The traditional "us vs. them" mentality between the Lyran and FedSuns units turned battles that should have been relatively "civil" into death matches where the winner would completely obliterate its opponent.

Again, the Allied side tried to take the moral high ground, but the sheer bitterness emerging on both sides made that more and more impossible to maintain. Rather than let enemy MechWarriors and other soldiers retreat from the battlefield with their lives, more and more commanders were adopting the attitude that they should wipe out everything and everyone that stood against them. Not only did that attitude foster even more hostility from their enemies, but also made sure that the Lyran and FedSuns militaries would be sorely understrength for years to come. As much as Victor Steiner-Davion and even Marshal of the Armies Jackson Davion tried to convince their field commanders to take a more conservative approach on their campaigns, their words could only do so much, especially with the Archon giving orders like "let no man walk away alive."

Some historians have already called Wave Three the Wave of Atrocities, but that is somewhat fallacious. While Wave Three did see commanders really first begin to take liberties with the principles of war, those were still few and far between. Of course, as in anything, the first time we see something, it shocks us and remains indelibly etched in our minds. Unfortunately, after those first few occurrences, we all become less resistant and more occasions of brutality simply become the norm.

Then again, with the Jade Falcon Incursion stepping off in

the midst of Wave Three, anyone who heard of it could be forgiven for putting aside thoughts of atrocities in the face of the renewed Clan threat.

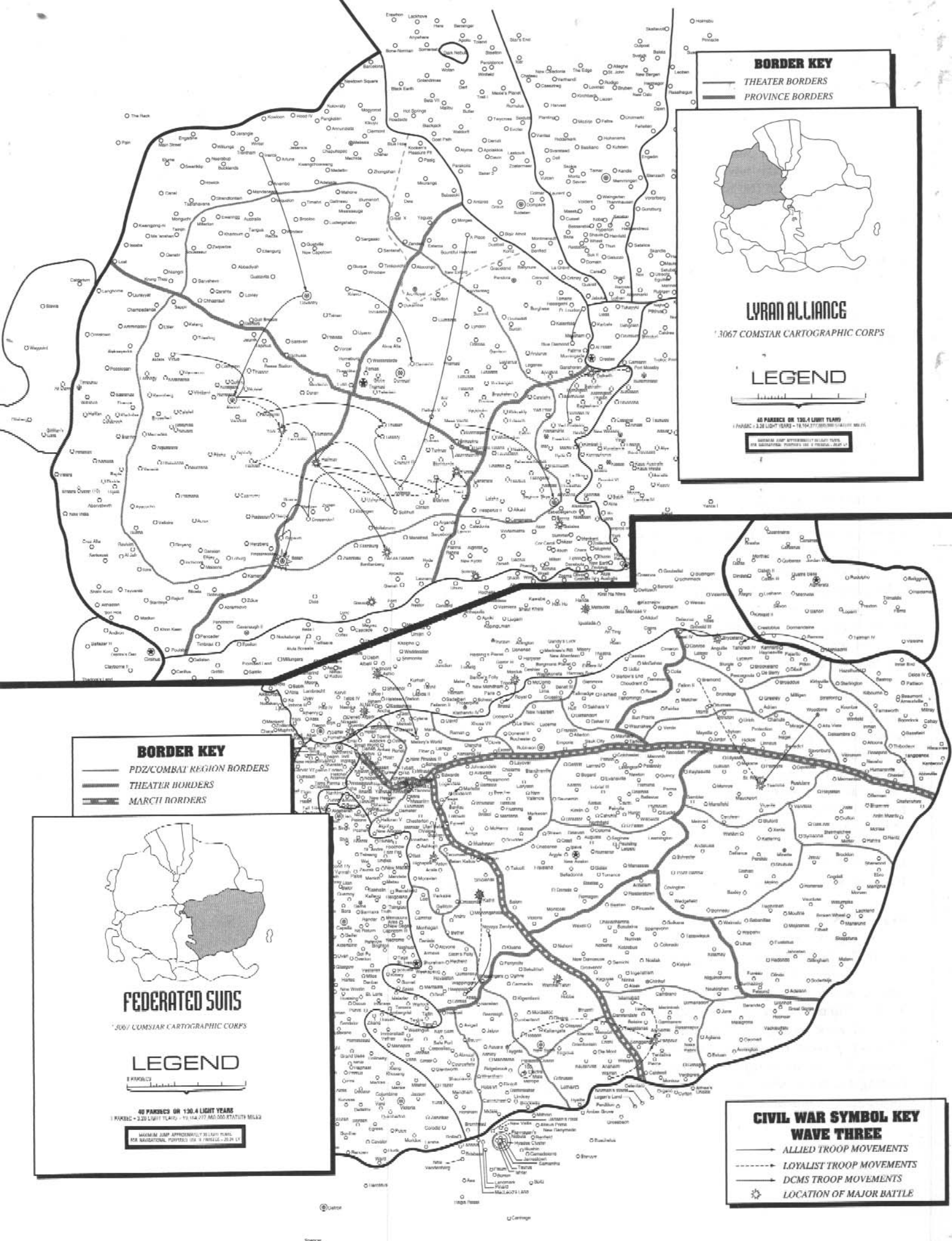
FEDERATED SUNS

The battle for the Federated Suns had shrunk significantly to major actions on five worlds by the beginning of Wave Three. Both sides held roughly the same number of regional capitals, giving them the lines of communication they each so desperately needed to keep the war going. But they also needed the support of a few key worlds in order to keep the supply lines active.

For her part, the Archon didn't care how much the war was costing in men and materiel. Her only concern was wiping out the Allied forces. With Marshal of the Armies Jackson Davion still supporting her, however, Archon Katherine tempered her outbursts around her most senior of military advisors. Davion was obviously a brilliant strategist who had a thorough grasp on the realities of fighting within the Federated Suns. More than that, though there were other talented general officers within the High Command who would happily carry out her most despicable of orders, her image needed the credibility that Davion's continued loyalty gave her.

So Davion continued to command the Archon's armies within the Federated Suns, though Archon Katherine also made extensive use of Field Marshal Simon Gallagher to pass on the more questionable orders to her loyal units. Davion concentrated his forces on securing the key worlds of Kathil, Talon and Tikonov, all the while moving other units around to threaten the Allied flanks or to shore up his own defenses. Only at the behest of the Archon did he also divert Loyalist firepower to hunt down Baron Tancred Sandoval. Yet at the same time, as news of the Combine Reprisal reached New Avalon, the Archon gave Davion explicit instructions to do anything he felt that needed to be done to prepare for a DCMS assault into the Federated Suns.

On the popular front, the Archon continued to hold on to a popularity rating that belied the damage the Federated Suns was truly sustaining. Her public relations departments were working overtime to portray her as the target of a vicious and vindictively despotic brother while other agents did their best to continue to sensor news about the war, especially the tragedies—mostly carried out on her orders.



BORDER KEY

THEATER BORDERS
PROVINCE BORDERS

LYRAN ALLIANCE

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

40 PARSECS OR 130.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,176,377,000,000 METERS
MAXIMUM JUMP APPROXIMATELY 70 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE A PROBE - 20.0 LY

BORDER KEY

PDZ/COMBAT REGION BORDERS
THEATER BORDERS
MARCH BORDERS

FEDERATED SUNS

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

40 PARSECS OR 130.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,176,377,000,000 METERS
MAXIMUM JUMP APPROXIMATELY 70 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE A PROBE - 20.0 LY

**CIVIL WAR SYMBOL KEY
WAVE THREE**

ALLIED TROOP MOVEMENTS
LOYALIST TROOP MOVEMENTS
DCMS TROOP MOVEMENTS
LOCATION OF MAJOR BATTLE

Duke George Hasek's continued abstinence from the war, save the dispatch of Marshal Nathaniel Hasek to Kathil (though with that order having been filtered through subordinate officers, none in the High Command could ever hope to pin that move on the duke), troubled Marshal of the Armies Davion, who worried where the Duke would eventually place his loyalties. Even his commitment of the Sixth Syrtis Fusiliers to Kathil could be easily explained away by his desire to quickly end the conflict on that ever-so-important world and thus stabilize matters in his March. Likewise, as it was the Eighth F-C that had defied his orders to stand down and redeploy, Duke Hasek neatly skirted this almost-blatant support of Victor's Allies.

On the other hand, Hasek had apparently robbed the Allied forces of several important commands that the duke in turn assigned to the Capellan frontier. At the very least Davion was confident that, should Sun-Tzu Liao decide to turn his attention toward his ancient enemy in House Davion, Duke Hasek was more than prepared to deal with the Confederation.

Field Marshal Ardan Sortek was similarly concerned and mystified with Duke Hasek's actions. On one hand, many of his moves had directly benefited the Allied cause, especially on Kathil. On the other, it seemed to Sortek that Hasek was really only out to help himself, and was in some cases actively interfering with Sortek's ability to wage the war. Indeed, in many cases Allied troops were experiencing a difficult time requisitioning supplies from Hasek's Capellan March depots.

And then there was Duke Sandoval, who was prosecuting his own war against the Draconis Combine. While Wave Three would prove to the duke that one should never anger the Combine without having a deep troop reserve prepared to deal with the inevitable counterattack, Duke Sandoval's popularity rating with his people and troops was higher than ever.

Amazingly, even with the hardships placed upon his people because of the Civil War, the only public demonstrations that happened were targeted against the Archon. Indeed, the people of the Draconis March were ecstatic with the fact they held three Combine capitals and would do anything they needed to if it meant punishing the Dragon even more. At the very least, Marshal of the Armies Davion knew he could count on his old friend to hold the border to the best of his abilities.

AXTON

Though the world of Axton is home to Wangker Aerospace, one of the Federated Suns' few producers of aerospace fighters, the action on the world had not yet involved that factory. Having slipped through the Keilant Mountains and onto the Kel-Dan Plateau, Lieutenant General Annette Leyland and her Fifth F-C were on the run from the overpowering Fifth Syrtis Fusiliers. Having already sustained heavy casualties in six months of hit-and-run fighting, General Leyland's troops were holding out for reinforcements from New Avalon. None were forthcoming however, though it took Leyland until June to real-

ize that. By then, Major General Robert Koenig had crossed the Keilants and was rabidly punishing the Fifth F-C.

In fact, the only assistance that Leyland seemed to get from New Avalon was a transmission that pinpointed the location of a secret AFFC weapons depot. Though she never could verify the origin of the transmission, it had gone out over the seal of the High Command, and she naturally assumed that someone in a high place was looking out for her. When her troops broke into the depot, guarded as it was by a relatively small DMI contingent, she realized that the message could have only come from someone at the command level or higher. Secured within the facility were fifty atomic weapons, plus a number of delivery systems, in addition to a large quantity of conventional munitions.

Unfortunately, Leyland knew that even these weapons were not enough to secure her a victory on Axton, at least without either receiving another brigade or two of reinforcements or laying waste to half of the world's population. Her Fifth F-C was rapidly being backed into a corner, though. Nevertheless, Leyland kept the atomics in reserve, determined to use them only as a last resort.

Then General Koenig cut off two combat commands and a host of supporting troops from the rest of the Fifth F-C. With the lives of several thousand of her men hanging in the balance, Leyland felt she had few choices left. She authorized the arming of two weapons and delivered them via aerospace fighter on the 17th of June, utterly wiping out the Bell Cadre and a battalion of armor, plus a sizable contingent of Syrtis Fusiliers infantry. Stunned by Leyland's use of nuclear weapons, the Fusiliers backed off for the moment, allowing the Fifth F-C to reunite and continue their retreat.

The respite did not last long, however. Koenig and his troops were absolutely infuriated by Leyland's audacity and immediately launched an assault the likes of which had not been seen since Kerensky's liberation of Terra. Leyland was mere days away from Topell, Axton's capital and home of Wangker Aerospace, but the sudden onslaught by the Fifth Fusiliers threatened to break what remained of Leyland's RCT.

Pushed to the edge and with no chance to halt the Fusiliers' mad assault, the Fifth F-C's senior officers saw no other option than to use more of the atomics. Employed tactically, Leyland dropped half a dozen alone on the 6th of July, and a total of fourteen by the end of the next week. She had decimated the Fifth Fusiliers, but rather than remain on Axton to face the combined fury of Victor Steiner-Davion's Allied forces, she raided the Wangker facilities, cleaning it of finished production models as well as weapons, components, engines and other spare parts, and made an escape from Axton. Leyland's Fifth F-C left the Axton system on 29 July.

Still on the world, Lieutenant General Terrence Peter LaCasse was the last surviving senior officer of the Fifth Syrtis Fusiliers, commanding the three understrength combat commands that survived Leyland's nuclear assaults. He had neither the strength nor the will to try to pursue the Fifth F-C

and instead organized his shattered command as best as he could and assigned them to the task of cleanup on Axton. They did what they could until Duke Hasek ordered a dozen engineer battalions to the world to take over the cleanup operation, one that lasted for the better part of a year.

KATHIL

Generals on both sides of the war were already calling Kathil "The Meatgrinder" by the end of the First Wave, yet Marshal of the Armies Jackson Davion and Field Marshal Ardan Sortek (as well as Duke George Hasek) continued to send units into the Kathil system. Quite simply, Kathil was just about the second most important world in the Federated Suns, one that neither side wanted to lose (or, more appropriately, was willing to let the other just have).

Though both sides had been fighting hard for over a year, the fact that the two sides were relatively equal in strength and experience prevented one side from dominating the fighting. In the first months of 3063, Marshal Nathaniel Hasek had managed to surround the Loyalist enclave in Woodland and separated the bulk of the surviving Eighth F-C from the Eighth Donegal Guards in and around Woodland. Hauptmann General Mitchell Weintraub was used to operating on his own, though having stripped much of the command freedoms from his subordinates early in the fight for Kathil, his Eighth F-C was not as flexible as it used to be.

As Marshal Linda Archer continued to hit Weintraub's lines, using the First Capellan Dragoons as the point of her sword, Weintraub discovered just how much flexibility he truly had lost. His tactical commanders, no longer free to change operations mid-stride, lost opportunity after opportunity to punish the Fifth Davion Guards and, on the 23rd of March, actually lost cohesion during yet another thrust. Capellan Dragoons 'Mechs poured through the Eighth F-C's lines, followed quickly by the heavy armored tanks and mechanized infantry of the Fifth Guards. Having struck a weakened light cavalry battalion, the Allied troops immediately followed on with a nearly unopposed attack into the Eighth F-C's rear-areas in the Birkshire Forest. Only the recently rescued demi-brigade of infantry and unassigned armor crews stood between Marshal Archer and General Weintraub's command post, a unit that lasted all of two hours against the rapidly advancing Dragoons.

Before Weintraub's command post was overrun, he gave the order to converge upon his location to the rest of his RCT. The general went down quickly in his *Nightstar* once the Dragoons got within firing range, however. His order was received by the majority of his RCT, which rapidly converged and crushed the First Capellan Dragoons later that day, but the Dragoons went down only after giving as good as they took, leaving the door open for the rest of Archer's RCT to finally finish off the Eighth F-C.

While the Fifth Davion Guards were dealing with the bulk of the Eighth F-C in the Birkshire Forest, Major General Randy Hasek-Bills held off the Eighth Donegal Guards from the Fifth Guards' backs and Marshal Hasek continued his assault around Woodland. By the 30th of March, the Eighth F-C was effectively dead, with survivors either digging deeper into the Birkshire or attempting to link up with the Eighth Donegal.

Marshal Hasek still had effectively five brigades of troops on-world, compared to Hauptmann General Pashik's two, though that force mix changed on the 22nd of July when Hauptmann General Helen Eisner entered the Kathil system with her Second Chisholm's Raiders and a naval assault squadron. Eisner's squadron of heavy assault DropShips made contact with Marshal Hasek's own defensive blockade on the 30th, but though outnumbered, they managed to punch a hole big enough for the bulk of Eisner's Raiders to make a break for the planet. Even the presence of the *FCS Andrew Davion* and the *FCS Hanse Davion*, both *Avalon*-class cruisers (albeit still far from completion), wasn't enough to deter the suicidal assault. Six of the Raiders' DropShips were shot down and another one captured, but Eisner's naval assault squadron did what it needed to, though not a single one of its ships made it past Hasek's blockade.

Suddenly faced with a new enemy force, Marshal Hasek scrambled to redeploy his forces to cover the expected landing zones. Hasek only half-expected her to make a drive on District City, but that was exactly what she did, grounding just outside of the city and pushing immediately for the GM plant. While Hasek's own Sixth Fusiliers moved to blunt the Raiders' assault, the Eisner's troops literally streamed around the Fusiliers, breaking into company-sized units that outmaneuvered the Allied troops. Both sides

HELL INCARNATE

What the hell have I done?

I... I've... I can't believe... But I had no choice. Did I?

I had to weigh the cost of the death of my boys with the deaths I'd be responsible for. Did I not owe it to them to do everything in my power to prevent them from being killed? I had the power to end the battles with a minimum of deaths and suffering and I did just that. And I've got a responsibility to the Archon and the people of the Federated Commonwealth. Is it not my responsibility to end this war as quickly and bloodlessly as possible?

Maybe I'm just trying to justify it to myself. Shit.

How the hell did I get myself into this? I've been a good officer. A good commander. I haven't rocked the boat and I haven't made any dumb-ass comments to the press. I've done what I've been told to do, but I haven't let my orders blind me to what should be done.

Except here.

But would I be having these problems if I just killed all those soldiers in a stand-up battle? War is what it is. We're here to kill the enemy. Just because I killed them with nukes I gotta feel this way? I've read the reports. I've seen the statistics. A battle between two 'Mech battalions causes more radioactive waste and more soil contamination than a modern atomic blast does.

I had no choice. I did the right thing. I have to believe that.

Not that the courts-martial will.

— Lieutenant General Annette Leyland, personal journals, 23 June 3064

took heavy casualties, but Eisner took the GM plant intact and immediately began to work on District City.

While Eisner worked directly on Marshal Hasek, General Pashik broke out of Woodland, pushing past Marshal Archer's Fifth Davion Guards. For the rest of August, Pashik and Eisner fought hard to link up, both dogged by the two Allied marshals. Major General Hasek-Bills, still fielding the most mobile Allied troops on the planet, moved his rapidly shrinking brigade in between the two Loyalist forces, grabbing hold of Carter City, Greenhaven and Burlington before either Loyalist unit could. From there he held the two at bay for more than a month before his reinforced combat command in Greenhaven crumbled to massed artillery and missile fire—fire that leveled the city and killed thousands. On the 24th of September the two Loyalist RCTs linked up, and though surrounding Hasek-Bills' troops in Carter City and Burlington, chose to give up that battlefield and retire to District City.

TALON

The situation on Talon had been tense since November of 3063, when the Seventh F-C landed on the world and took up station in preparation of having to dislodge the Twenty-second Avalon Hussars from the world. Neither unit wanted to make the first move; of course, the Twenty-second Hussars didn't have to as they were secured within the veritable mountain fortress that was the Kallon Industries factory.

Unfortunately for Major General Torri Hughes and her Seventh F-C, the Twenty-second Hussars made the first overt move when their fighters fired upon Seventh F-C ships that were moving to intercept and capture four DropShips filled with recently-produced BattleMechs. Normally those DropShips would be bound for New Syrtis or Kathil for distribution from those logistics centers, but under orders of Archon Katherine and the High Command, they were rerouted to New Avalon. When those ships refused to heel to under emergency orders from Field Marshal Duke George Hasek, General Hughes' own ships moved in to capture and secure the cargo ships.

The resulting dogfight saw two of those DropShips escape amongst a veritable flotilla of Twenty-second Hussars fighters and DropShips, one captured by elements of the 1958th Federation Marine Regiment and one destroyed, spilling its cargo into deep space (though later recovery operations managed to retrieve most of the cargo). From that moment, General Hughes and her unit was under orders to uproot the Twenty-second Hussars from the Kallon plant at all cost.

Hughes began her assault on the 6th of April, two weeks after that first space battle. Unfortunately, her enemy held the mountain complex and every access point to it through the mountains. In the first three months of the operation, she made slightly more than a hundred kilometers progress, most of that unopposed. Starting with the O'Herron Valley, where the Twenty-second Hussars planned an elaborate defensive operation, Hughes' job became much more difficult. The Hussars could give ground readily and simply fall back to more

pre-set defensive positions while Hughes had to slug ahead in full-frontal assaults.

She did try airborne assaults on two occasions, where she dropped a battalion of 'Mechs and jump infantry behind a Hussars defensive position, followed very quickly by a more traditional attack. In both instances, however, the Hussars had mobile reserves that were able to hit the airborne contingent before it could link back up with the main Seventh F-C body.

With two airborne failures under her belt, Hughes chose a more conservative approach. She did, however, make extensive use of her jump infantry and marines, who were her eyes and ears in the tight confines of the Kulmen Mountains. On the other hand, because she had to rely so heavily on her infantry, the going was slow. Likewise, she was taking more casualties than she was inflicting upon the ground Hussars.

As Wave Three ended, General Hughes dispatched a message to New Syrtis asking for additional help in taking the Kallon plant back from the ground Hussars.

TIKONOV

Marshal Stephan Cooper had his eyes set on Tikograd, the capital of Tikonov, from the moment he landed, and now he had a foothold within the fortified city. Unfortunately for him, while he had all but crushed the Tikonov militia, he still had two Republican Guards regiments, reinforced by the Tikonov Martial Academy training battalion, and an understrength but still deadly Fifteenth Deneb Light Cavalry on-world to contend with.

With his troops well rested for just about the first time since the Civil War broke out, Marshal Michael Lipstein pushed ahead with his Fifteenth DLC, hitting Cooper's Davion Assault Guards from the south. Lipstein anticipated that move, however, and swung two full combat commands of assault-class BattleMechs and tanks to meet Lipstein's attack. Though Cooper definitely had the advantage in firepower, Lipstein had far more mobility than his opponent and used that against him. On the other hand, Cooper had spent many years within the DLC organization and intimately knew its tactics and capabilities. More than that, he had the light and fast First NAIS Cadre to act as his screening force.

The two generals sparred with each other for literally months while the remaining Tikonov militia, backed up by two battalions of Republican Guards, held the city against Cooper's assaults. Cooper had pushed some elements into the city early on, though, and his Assault Guards tenaciously held onto that corner, using it as a jumping-off ground for attack after attack against the militia. Unfortunately, the militia was occupying primarily civilian buildings, meaning that Cooper's troops were forced to smash through and destroy entire chunks of the city as they fought the militia.

The Archon's public relations staff, in conjunction with the DMI, used footage of combat within Tikograd to much effect against Victor Steiner-Davion and his Allied troops. Painting Victor as the aggressor who cared little for the com-

mon man, the Archon bought herself the support of the people within the Federated Suns for a little while longer.

By August Cooper had widened the breach in Tikograd's defensive wall and had pushed two infantry regiments into the city. That was still not enough, though, as the Free Tikonov nationalists, supported in part by Sun-Tzu Liao, had whipped the city's entire population up against the "Davionists." While that also served to set the population against the Fifteenth DLC, Marshal Lipstein simply accepted that, especially if that meant Cooper would have a more difficult time within Tikograd.

And a difficult time he did have. Every time he sortied a unit forward, be it 'Mech, tank or infantry, the city seemed to open up on his troops. Someone had taken the time to arm Tikograd's population with light weapons and even anti-armor rockets, which meant that the Allied troops either had to accept higher casualties or would have to begin leveling the city. Cooper was unwilling to accept either option.

On the 16th of August, he turned his attention 180 degrees and staged a massive assault on the Fifteenth DLC, inflicting heavy casualties and pushing Lipstein back more than a hundred kilometers. With the DLC temporarily off of his back, he loaded up his DropShips, but rather than leave the planet entirely, he dropped on top of New Moscow and the four battalions of Republican Guards within the city. Though New Moscow was also walled, the city's defenders were wholly unprepared for five battalions of BattleMechs dropping on top of them, followed very closely by two battalions of battle armor and two jump infantry regiments. By the time the rest of the Assault Guards and First Cadre ground units entered the city, the Republican Guards had retreated, having lost some 40 percent of their strength.

As August came to a close, Marshal Cooper received word through Field Marshal Sortek that he would soon be receiving some additional assistance. With that in mind, he consolidated his hold over New Moscow and awaited his reinforcements.

TSAMMA

Baron Tancred Sandoval left Woodbine at the head of a task force that included the surviving elements of the Mayetta DMM, reinforced by a combat command of the Third Crucis Lancers—a force of approximately two reinforced combat commands—and a full combined-arms brigade from Marshal Mordecai Rand-Davion's First Crucis Lancers. Having repaired and refitted from supplies taken from the Woodbine supply centers, Baron Sandoval's troops were eager to continue on, bringing the fight to the Archon's door. For his next target, Sandoval chose Tsamma.

Though the Baron's plans had originally included targets almost exclusively within his father's Draconis March, he chose to attack Tsamma simply to keep the Tsamma CMM from later launching an attack at his back. He felt that with Marshal Rand-Davion's assistance, he could quickly suppress the CMM and continue on with his plans in the Draconis March.

Fate stepped in to ensure those plans would fail.

Shortly after he arrived on Tsamma, Hauptmann General Ryan Pryce-Barnard arrived at the head of a combined task force made of units from the Bremond and the Milligan DMMs as well as a free brigade. Designated the First Royal Cavaliers, this task force had but one directive: to destroy Baron Sandoval's own task force and to either kill or capture the baron himself.

Baron Sandoval initially deployed his task force in a relatively straight-forward manner, presenting the Tsamma CMM a wide skirmishing line while keeping several quick-response battalions in reserve to take advantage of any openings that the CMM might give them. The commander of the CMM was not the kind of militia commander that Sandoval had come to know, however. A former instructor at the Albion Military Academy, Lieutenant General Michael Buckley did not fall for Sandoval's plan and instead used a mobile assault wing against him, moving up and down his line of battle while his CMM's artillery and fighters rained fire down on the baron.

Sandoval quickly changed his strategy, concentrating the bulk of his firepower into a tight formation that attacked the CMM from the left flank while he swung the rest of his force around to pin Buckley's assault wing in place. Before Sandoval could finish Buckley's assault wing off, the First Royal Cavaliers landed.

Rather than be trapped between two enemy forces, Sandoval broke off and regrouped his force, moving down into the Zappai Peninsula. Pryce-Barnard pursued, with a demi-brigade of the Tsamma CMM in tow, pushing Sandoval south into the snow-covered high plains of the Cor-de-Francisco. Sandoval pulled back to Qonel, where he set up a temporary headquarters, and prepared to meet these new Cavaliers while calling for additional support from Marshal Rand-Davion.

The Cor-de-Francisco was just entering its thawing season, and as July wore on, a dozen heavy rainstorms struck the region, turning the ground into a sloppy mud that almost nothing could traverse—save the numerous hovercraft in service within the Tsamma CMM and the Cavaliers. Bugged down and with no way to escape until the storms ceased and the ground dried, Sandoval continued to fight.

In mid-August, Marshal Mordecai Rand-Davion arrived with the rest of his First Crucis Lancers and immediately tore into the Tsamma CMM, hoping to break at least one of the opposing units with his heavy 'Mechs and tanks. He, too, quickly became bogged down in the terrain, but the sheer power of the First Lancers was enough to push Pryce-Barnard back for the time being.

At the end of the month, however, the Loyalist general tried again, this time stranding a single Mayetta combat command from the rest of the Allied force and handily crushing it before Baron Sandoval could counter his move. The loss cowed Sandoval a bit, who became much more conservative in his movements, though Marshal Rand-Davion felt no such compunctions. Three times in early September he ordered his

MAN ON THE STREET

Who does Baron Sandoval think he is? What right does he have bringing war to Tsamma when he should be out fighting the Dragons? None!

Tancred Sandoval is just another in a long line of the "new nobility" that we've been forced to put up with since the Fourth Succession War. Long gone are the days of Hanse and Andrew Davion. Those were real Princes. They didn't sit around on New Avalon waiting for something to happen. No. They went out and they bent history to their wills.

But what is Tancred Sandoval doing? Sure, he's fighting a war. But he's fighting the wrong one! The enemy isn't here on Tsamma, or on New Avalon or on Tharkad. No. The Draconis Combine is the enemy here. The Dragon is weak and it's time we finally taught them a lesson that they will never forget. Duke James Sandoval realizes that. Why can't his son?

Because he's a failure. And failures like to stick together. He may have been called the Hero of the Clan war or the destroyer of the Clans, but what good is Victor Davion? He isn't a general. He isn't a true leader. He's ridden on the coattails of others his entire life and has yet to make a good decision. And that's why Tancred Sandoval follows him. Because he's the same way.

Why can't we have more like James Sandoval, or even George Hasek? Those are real leaders, true generals. Tancred, do yourself and your people a favor. If you want to ever lead the Draconis March, it's time you decided to show its people just where your loyalties lie. Fight for your people, not against them.

— Thaddeus Applegate, in a letter to the editor of the Craddock Sentinel, 13 July 3064

troops to make high-risk combat drops that won the Allies an exit from the Zappai Peninsula, though admittedly at a heavy cost, including seven 'Mechs that could not be recovered after being swallowed up by the still-dangerous muddy ground.

Before the month was up, General Pryce-Barnard learned that he would soon be getting additional reinforcement of his own. In response, he redoubled his attack efforts, hoping to keep Baron Sandoval and his Allied troops pinned down until he could land the coup de grace.

OTHER ACTIONS

In some respects, events taking place throughout the bulk of the Federated Suns was beginning to take a back seat to the battles for a mere handful of worlds. Of course, those few worlds were also among the most important within the Federated Suns.

The Archon and her public relations staff concentrated non-violent energies on keeping the citizens of the Federated Suns content with her rule while behind the scenes her enforcers were doing all they could to suppress the demonstrations that were still happening all across the nation.

Most troubling—and distracting—to the Archon were the terrorist attacks that were taking place right on New Avalon. Power plants, communications stations, network hubs and military command and control centers were all targeted. But unlike traditional terrorist activities, these attacks didn't hurt a single civilian. Indeed, the only people actually harmed in these attacks were senior military officers and bureaucrats who professed very devout loyalty to the Archon. Investigators very quickly surmised that these terrorists were highly skilled military or MIO operatives, though their every clue lead them to a dead end.

Elsewhere, Duke Sandoval was still doing some of Katherine's dirty work. With the Combine making a very powerful counterattack, the Duke needed every bit of support he could get from the Archon.

Duke Hasek, on the other hand, was doing very well within his Capellan March. The Confederation was again looking toward gaining more territory within the Chaos March, something the citizens of the Capellan March were very much against. As always, in preparation for movement within that region, the Capellan Chancellor used his Maskirovka and other agencies to stir up pro-Capellan sentiments. As a part of this, he did so on March worlds such as Tikonov, which was already gripped by war, as well as worlds like Nanking and Buchlau. In response, the Duke spent what few official discretionary funds he had left, plus a sizeable sum of his own personal fortune, to rile up the citizens of both the Capellan March and the near Chaos March in his own favor.

Bryceland

With the Bryceland DMM holed up within the interior of Fantos Island, Marshal Vance Lamont had to tread carefully or else be labeled a butcher. Though he had

the combined strength of two RCTs that he could throw against what was still left of the Bryceland DMM, he would undoubtedly kill tens of thousands of civilians if he made a direct assault.

Instead he relied primarily on air power to do the job for him. Though he only had four air wings at his disposal, he had scraped together two more wings of conventional aircraft from the Outland Beta Military Complex, plus he had dozens of DropShips at his command. He knew that he would have the element of surprise for only a short time, so he fielded every airframe he could put into the skies over Bryceland and proceeded to bomb and strafe every DMM unit that was out in the open. He also made strategic combat drops, trying his best to avoid landing on or traversing over any farmland at all, to surround small DMM commands.

Marshal Lamont kept this up for three months, and all the while he had his troops work closely with Bryceland's farmers, working hard to build a sense of trust with them.

On June 19th, though, he radically changed gears. Lieutenant General Oci Begurnson had kept the bulk of his DMM holed up within the capital city of Harland's Port where Marshal Lamont's fighters were less willing to engage openly. During the previous week he had secretly moved all of his special forces and elite infantry into the city. With those men in place, he then moved the

rest of his two RCTs closer to the city, as if they were preparing to assault the capital. On the evening of the 19th, however, his troops already inside the city launched an attack that would very quickly end the fighting on the world.

In the course of fourteen hours of constant action, they captured or killed every senior officer within the DMM. In the meantime, Lamont's armored and standard infantry units rolled into the city battalion by battalion, securing the city's peripheral suburbs. At 0548 local time, General Begurnson was captured, and seven hours later he officially surrendered his command. While sporadic fighting continued on for another few days, Bryceland was pacified and in Allied hands.

Marshal Lamont stayed on Bryceland for several more months to oversee final pacification of the world. More than that, though, as he learned of the Combine counterattack, he made a deal with General Begurnson—he would move the DMM to Kesai IV and rearm it, preparing it to deal with a potential DCMS strike into the Federated Suns. Begurnson grudgingly agreed to the plan only after hearing that the First Chisholm's Raiders were pushed back to Breed. While Marshal Lamont prepared for that move, Lieutenant General Margeurite McCaffee and her Third Davion Guards remained on the world as garrison.

Panpour

Once word that DeMaestri's Sluggers had moved to Panpour reached Marshal of the Armies Davion, he knew that he had to act or else risk opening up the entire belly of the Crucis March to potential Allied aggression. Unfortunately, he had little in the region to strike with; the Archon would not allow him to release the Eleventh Avalon Hussars, currently on Ridgebrook, or the Fourth Donegal Guards, sitting on Taygeta, to hit the world. That left him with Hansen's Roughriders, also on Taygeta, and the assorted Capellan and Crucis March Militias in the region to call upon. With little other choice, he ordered Colonel Wolfgang Hansen to get underway while he mobilized what portions of the Warren and Islamabad CMMs that he could.

Colonel Hansen met Lieutenant General Martin Masar in the Warren system on 20 June, and once the general had readied the three conventional and one 'Mech regiment he was bringing, made the jump out, enroute to Panpour. Their second jump brought them to Songgang, where they met the Islamabad CMM, before they finally reached the Panpour system.

With eight 'Mech battalions and six conventional regiments behind him, plus three aerospace fighter wings, General Masar definitely had the superior force on the world. On the other hand, Jalestar Aerospace employed quite a few ex-AFFC fighter pilots as test pilots, and the city of Kantara was home to even more ex-military officers. While General Masar landed on Panpour under ostensibly neutral auspices, Iriana Salvat, CEO of Jalestar, quietly asked her pilots to recruit additional defensive help from among Kantara's population. With that additional assistance, Salvat could put a hun-



dred fighters in the air and field an additional strengthened 'Mech battalion in defense of her factory.

General Masar attacked on the 2nd of August, four days after landing. Knowing he would likely be facing a tough aerospace fighter contingent, he had brought several heavy air defense units with him and deployed them among his assault force. When he did move to assault the Jalestar complex on the western side of Kantara, the Jalestar pilots took to the air and attempted to strafe his lines. Flying mostly light fighters, however, they lost a number of ships in just the first hours to Masar's air defense units. Moreover, Masar had dispatched many of his own fighters to damage the airfields and spaceport in Kantara, making it impossible for the Jalestar pilots to land there. With the Jalestar fighters forced to land at alternate fields in a two hundred kilometer radius around the city, Masar very handily took command of the skies over Kantara, and by dispatching infantry units by air to several of those local fields, Masar also managed to capture almost a third of Jalestar's surviving fighter complement.

With the fighter threat relatively neutralized, Masar moved in on Kantara. He used Colonel Hansen's mercenaries as skirmishers and as a mobile cavalry to push or lure forward guards away while he moved into the city, initially bypassing the massive Jalestar Field complex and taking command of the com-

munities surrounding the field. Though the cadets of the Second Albion fought hard, they were simply outgunned and outmatched by Masar's militia troops, especially with Hansen's Roughriders effectively riding shotgun. Masar did not want to push any further to take the other Jalestar facility near the heart of the city on the shores of Lake Vulta, however. By taking the outer facility, he had quite ably denied the factory's production to the Allies and tied up the two units on-planet. His infantry and 'Mech units slowly began an incursion into the city in an attempt to secure more, but he had no desire to damage or destroy the city.

Masar did dispatch small commands to various other strategic locations on the world, though mainly only to military facilities and the easily accessible manufacturing concerns that supplied Jalestar with materials. He did not attempt to occupy the world's capital city of Matam, however. When Wave Three ended, General Masar and his troops were in a defensive position, ready for the inevitable counterattack.

Strategic Movements

For the first time in over a year, both the Loyalists and the Allies had very few additional units that they had available for purposes of strategic movement. Indeed, by the middle of 3064, most of the major military units within the Federated Suns were tied up in one way or another by the Civil War or by related actions. Yet a few significant moves were still made.

The Second Davion Guards, having slowly made their way up the Capellan March, continued on from Hadnall to the new Regional Command Center on Novaya Zemlya. Likewise, the First Federated Suns Armored Cavalry, having missed the Second Chisholm's Raiders on Atlas also reported to Novaya Zemlya. There both Fleet Admiral Kossacks and General Chapman developed plans for potential attacks on a dozen different worlds.

Upon hearing of the DCMS Reprisal, both the First Ceti Hussars and the rearmed Bryceland DMM moved to Kesai IV in preparation for a potential Combine attack over the border. While the Hussars stripped the DMM of their JumpShip group, the two former enemy units remained at peace with each other. Eventually, though, the First Hussars prepared for another move. That move would not come until well into the next wave, however.

LYRAN ALLIANCE

Wave three marked both the high and low points of Victor's campaign in the Alliance. He continued to build his support structure and attract more units to the crusade, but opposition to his actions also mounted. Units declared for and against his cause, though massive confrontations such as erupted on Glausar (and continued on Dalkeith) were rare.

To her credit—many considered her hidebound and overly concerned with controlling matters herself—Nondi Steiner realized that she couldn't hope to thwart Victor from her HQ on Tharkad. Learning of the ad-hoc task force assembled by Maria Esteban, she formalized the situation as Task Force

11A and assigned several WarShips to the group to allow them to stand up to the vessel known to have defected to the Prince's cause. Esteban became task force commander and promoted Linda McDonald to head the Guard. The victory on York appeared to vindicate Steiner's decision, the LIC flags regarding Esteban's political leanings brushed aside in the desire to bring Victor down.

Ambushed on York by Maria Esteban's task force, Victor's units regrouped at Halfway and then moved on to Clinton. Victor and his cohorts knew they had to escape the pursuit, and the only way to do so was to sow confusion among the LAAF. Victor's plan was simple yet devastatingly effective; his units burst from Clinton, setting out in different directions, each striking numerous worlds. The LAAF was unable to meet every attack, any of which could have been lead by Victor, and in their attempt to do so lost track of the Allied units. Withdrawing from their final targets, Victor and his troops disappeared in the chaos, stealthily making their way to Thorin.

Of course, Clan Jade Falcon's invasion of the Alliance very quickly caught the attention of almost everyone in the Inner Sphere, giving both commanders the chance to make their movements without external interference.

ALARION

Victor expected Alarion to be fortified against him and launched both the Thirty-ninth Avalon Hussars and the Sixth Crucis Lancers at the provincial capital. To their surprise, the world was seemingly undefended and their landings were uncontested. The Sixth quickly withdrew, moving to rendezvous with Victor on York while the Thirty-ninth—officially at least—remained on Alarion as garrison. The Hussars were soon complemented by elements of the Seventh Crucis Lancers who traveled to the world under the colors of the Thirty-ninth. Though both units remained on Alarion for the rest of 3064, the disguised presence of the Seventh Crucis—now deployed on Alarion, Coventry, Inarcs and Vendrell—allowed Victor to re-deploy the bulk of the Thirty-ninth without appearing to weaken the Alarion garrison. The gambit worked and the Loyalists made no attempt to regain control of Alarion, though the infantry left behind by Maria Esteban caused problems for the defenders until early 3065.

DALKEITH

The Deneb Light Cavalry's preponderance of aerospace fighters gave the lightweight unit a devastating edge against the heavier units of the Thirteenth Donegal, sweeping the Guards' single fighter wing from the sky in the early weeks of the conflict and then pounding their opponent's fixed positions with relative impunity. Whenever the Donegal Guard staged a raid from their fortifications, the Fourth DLC would fade before them, using speed and maneuverability to escape. It seemed that there was little the Thirteenth could do to hamper their fast-moving opponents who would—given sufficient time—prevail. In early March, General Stokoi appealed to the High Command for help

in containing the Fourth Deneb; on April 9 that assistance arrived in the form of the veteran Third Royal Guards RCT from Port Moesby.

The new arrival's over-strength aerospace contingent was almost a match for that of the DLC and with their dominance of the sky under threat, the DLC were forced to re-evaluate their position. The Third Royal—which participated in the campaign against Clan Smoke Jaguar—soon made inroads into the territory claimed by the Deneb unit, exploiting their SigInt capabilities to home in on the DLC's command units and installations. By late April, the Fourth Deneb's position was precarious, with aggressive ground assaults by the Royal Guards forcing constant relocation of their fighters. While used to fighting a mobile war, the need to constantly move their stockpiles of ammunition and spare parts wrought havoc with the DLC's ability to fight and in early May General Vidal gave strong consideration to withdrawing from Dalkeith and surrendering the world—the DLC had already abandoned the LAAF base—to the Loyalist forces.

Salvation appeared on May 5 in the form of the Fourth Davion Guards, converted to the Allied cause by the Fifth Lyrans' ill-advised assault on their position on Yed Posterior. Though hurt by that battle—and their prior conflicts with the Fifth Alliance Guards on Ft. Loudon—the Fourth Davion were eager for a fight and their timely arrival swung the balance of the conflict away from the Loyalists.

For the next month the two sides jockeyed for position, testing the limits of their new strategic balance. The Davion Guards' tactics meshed well with those of the DLC—both favored quick, light units—and the war of attrition against the loyalists began anew, pinprick strikes by the allied forces gradually denuding the Loyalist's strength.

On June 19, a flanking move by the Davion Guards prompted the Thirteenth Donegal to abandon positions around the repair complex though it was another five days of bitter fighting before the Allies fully regained control over the facility. Rather than be pinned down guarding the facility and thus lose their maneuverability advantage, the Allied RCTs rearmored and removed a significant amount of supplies to their own supply caches. What they couldn't remove or employ they rendered unusable, either destroying it or—in the case of the base's machinery—removing key circuits. They had no desire to be pinned down, but they didn't want the Loyalists to benefit from their withdrawal.

July 9 saw the largest single loss of life on Dalkeith during the campaign, though it was not related to the conflict. Dalkeith's atmosphere contains high levels of dust and carbon dioxide. In the field, troopers wore breathing masks to render the air breathable and when off-duty they lived in sealed bubble-tents, each equipped with its own filtration and purification systems. Civilians on Dalkeith followed a similar process, using masks when outdoors and living in pressurized structures the rest of the time. Many towns were either subterranean or else encased in protective domes, and it

was in one such town—Castleville—that members of the 478th Avalon Rifles were taking a hard-earned furlough from the fighting.

On the night of October 11, the dome over Castleville failed catastrophically. The residents avoided the bulk of the effects, their homes equipped with backup filtration and pressurization systems, but many of the troopers had no such backup system, residing as they did in converted warehouses. Almost 750 people died, mostly soldiers who did not have functioning filter masks (most were awaiting new filter packs) and who were not able to reach a clean-air zone before being poisoned. The official report into the Castleville tragedy blames a design flaw that could have failed at any time, but many of the survivors from the 478th Avalon believe Loyalist sabotage was the cause.

GIAUSAR

Although an important economic crossroads—one of the three principal "gateway" worlds between the FWL and the Lyrans—Giausar avoided military action in the early stages of the Civil War. The planet's principal defenders were the Fourth Crucis Lancers RCT, a unit formed from a hybrid of Lyrans and FedSuns traditions. With many of the unit's soldiers sharing the heritage of both states, the unit did not want to be drawn into the Civil War. The Fourth's commander, Lieutenant-General Andrew Giggins, trod a path of armed neutrality, placing the defense of the border world above the squabble between the Steiner-Davion siblings.

Maintaining this neutrality required a mix of diplomacy and bloody-mindedness, with General Giggins playing off the demands of Duke William Freiburg and those of Richard Steiner, the Archon's cousin and commander of the Cavanaugh Theater. The general managed this balancing act until March 3064 when, to the surprise of many, he declared his unit for Prince Victor and ordered it to prepare for combat.

His reasons for doing so were unclear. Some analysts suggested he sought to curry favor with Prince Victor, known to be at large in Bolan Province, while others believe he knew Loyalist units would soon attack his world, heeding the Archon's call to eliminate the security risk posed by neutral units. The Fourth Crucis placed the blame squarely on General of the Armies Nondi Steiner, whom they allege made threats against Giggins' family to force compliance. After the war, no record was found of such a threat but much was destroyed in the battles that wracked the capital and such a communiqué could easily have been lost.

Giggins' preparedness served the unit well when the Second Donegal Guards arrived in-system scarcely a week later. Their pro-Katherine commander, Delmar Voss, operated with the authority of Theater Commander, a close political ally, and announced his intentions to dislodge the "mutineers" as he called the Fourth Lancers, from their positions. With his command smaller and lighter than the Donegal Guard, Giggins knew he couldn't stand up to the Donegal unit, who had rebuilt

FALSE ECONOMY

Q: How has the militarization of the fleet affected your business?

A: How hasn't it? Normally at this time of year the Star is on the Skye run. This year we're stuck here at Tharkad in a mandated hold in case the LAAF need to transship units or supplies.

Q: What is happening to non-military goods?

A: The High Command has issued some exemptions to their militarization orders, principally for the bulk transports shipping foodstuffs and petrochemicals. You know, the essentials.

Q: And other goods?

A: Shipped on an as-needed basis, officially at least. In practice, the whole system is FUBARed because of holds and military traffic. Some shipments get to their destination on time, but most arrive late or not at all. The black market is running wild, making a killing on staples. It's the Alliance's "nightmare scenario"

Q: In what way?

A: We're an economic power, and not only is our external trade in tatters but we can't support our own people properly. The Mariks must be creasing themselves laughing. They've gone from second-rate power to economic masters in thirty years, all at our expense. Hell, even Liao probably has a higher Gross Domestic Product than us at the moment...

Q: And the prospects?

A: What prospects? I've made 5-percent of my usual annual turnover in the last 18 months and the promised compensation from the Alliance government has yet to materialize. If the war carries on for much longer I'll be bankrupt, as will most of the merchant fleet.

— Jade Sibley, captain of the merchant vessel Donegal Star, in an interview with *The Tharkad Insider*, 4 April 3064

their strength after clashes with forces of the Free Worlds League the previous year, in the open land around the capital.

Instead, Giggins abandoned New Munich and withdrew across Adelaide to the foothills of the Cooper Range, establishing his base of operations in the appropriately named mining town of Hunter's Folly. Over the next few months, the Lancers staged a war of maneuver against their opponents, utilizing the dedicated recon aircraft of the Fifth Baxley Aerial Recon wing to determine when to fade before the Guard's thrusts and to strike back where their opponents were weakest. Lancer units struck from the cover of Adelaide's dense forests then staged feigned retreats to lure enemy units out of position.

To the credit of the Second Donegal and their commander, the Loyalist forces rarely fell for such ruses, instead staging their own ambushes and sudden strikes. With a lull in the late fall that coincided with the planetary Oktoberfest, the conflict between the two units continued at a low ebb for the rest of the year, with neither general wishing to risk his forces on a massive confrontation. To some extent, both sides had what they wanted—the Loyalists controlled the vital trade hub and its commerce with the FWL while the Lancers kept the Second Guard pinned down and retained a strong defensive presence—and Giggins dared to hope that both Glausar and his troops would be spared the horrors of the Civil War reported from elsewhere. Little did he know how wrong he was.

YORK

After the surprising ease with which his forces seized Alarion, Victor approached York—his intended base of operations for the next few months—with an air of guarded optimism. The meaning of the withdrawn garrison from Alarion was unclear but it seemed most likely that his aunt, Nondi Steiner, was concentrating her forces around the capital to head off a thrust by the Prince in that direction. Nonetheless, after the close-call on Newtown Square he wasn't going to be over-confident in his landings on York and chose to do so with the Prince's Men, the Sixth Crucis Lancers, and the collection of warriors who had flocked to his banner from across the Inner Sphere—known as the Outland Legion. There would be no Adam Steiner-style trap here, he thought.

He was nearly dead wrong.

Unlike Newtown Square, where the Fourteenth Donegal followed Victor's force in and staged a combat drop on top of his positions, some of the forces arrayed against him on York were already in place, concealed in a number of bunkers and warehouses across the planet. The Allied forces were given time to land on York and set up camp, tying them to fixed defensive points where their supplies were located, before the ambushers emerged from hiding and moved against them.

Identifying their opponents as the Alarion and Carlisle APMs, the Crucis Lancers moved out from their cantonments, ready to crush the grossly outclassed militias while the Prince's Men and the Outland Legion secured the HQ compound and supplies. The Lancers moved southwest across the Salisbury Plains, rapidly

closing on the militia and were a scant 15 kilometers from the enemy lines when Maria Esteban swung the door shut on her trap. The General's other RCT—the Eleventh Arcturan Guard—staged a daring insertion from orbit, landing between the two Allied forces, turning the hunters of Virtue into the prey of York.

Victor quickly realized that his understrength division couldn't hope to prevail against the Arcturan RCT, and that the Lancers would be crushed if it attempted to battle three RCTs. Adding insult to injury, it quickly became apparent that the Allied forces would not be able to load onto their DropShips before their LZs were overrun. With a heavy heart, the Prince ordered all of his forces to break contact and withdraw to a rendezvous point some 500 kilometers west of the capital where they would—he hoped—have time to load up and escape.

The first part of the plan worked and the Crucis Lancers escaped the trap posed by the militia and the Arcturan Guard and staged a leap-frogging defense as they fled westwards. In turn, the Arcturan Guard broke off pursuit of the Lancers and focused their efforts on the 244th Division and the Outland Legion. Neither Allied force was swift enough to outrun their pursuers without

abandoning much of its strength, something Victor refused to sanction, and within six hours of leaving the city the retreat turned into a fighting withdrawal, the rearguard of the Prince's Men in almost constant contact with the vanguard of the Arcturans.

What followed was nineteen hours of hell as the two forces battered each other, the constant pressure of the Arcturan 'Mech regiment and its impressive fighter support costing the 244th almost a third of its strength. In a desperate attempt to slow the Arcturan advance, Prince Victor engaged the Loyalist commander, Colonel Linda McDonald, in an impromptu duel. Victor's *Daishi* outclassed his opponent's *King Crab* but it was a hard-fought engagement, ending when a combination of damage and the mayhem of the battlefield swept the combatants apart.

The Crucis Lancers fared little better against the militia units, forced to go at the pace of its slowest elements and thus allowing the faster APM elements to gnaw away at its flanks. As the two Allied forces converged on their new LZ, Colonel Vineman dispatched her wounded and much of the Lancer's Infantry to board their transports and boost for the presumed safety of orbit.

Here, too, Maria Estaban out-planned the Prince. Where the Prince's force could rely on only a single WarShip, the *Avalon-class FCS Melissa Davion*, the loyalists had secured two Fox-class corvettes, the *LAS Robert Kelswa* and *LAS Robert Marsden*. The Lancer transports evaded the combat JumpShips in orbit but it was clear that both the evacuation and the ground battle were in grave danger should the corvettes stage orbital bombardment runs. Further complicating matters, a fourth Loyalist unit—the Alarion Jaegers—dropped into the Allies' rear area, threatening both the Outland Legion and the LZ. Precentor Raymond Ireton, serving as Allied strategic commander for the battle, ordered Victor's evacuation before the situation became untenable. Victor refused initially, but was eventually persuaded to comply so that even if the battle was lost, the war could continue.

It was another thirteen hours after Victor's evacuation before the last of the Allied troops made it off York, thanks largely to a valiant rearguard effort by elements of the 244th and the Lancers. A battalion of Lancer infantry, the LZ security force, was incarcerated in a Loyalist prison camp for the remainder of the war, while almost two-thousand Allied infantry, armor crews, pilots and MechWarriors lay dead on Salisbury Plain. Two DropShips had failed to run the blockade, costing the Lancers a further company each of 'Mechs and armor. Victor mourned the allied losses but realized he had in fact been very fortunate to extract any troops from Estaban's trap.

OTHER ACTIONS

The third wave of fighting in the Lyrans Alliance focused on several key worlds, with large scale battles involving multiple regiments on each side the site of the principal action.

Galatea

At the start of March 3064, Galatea was sliding into chaos, the newly resumed warfare devastating the planet as MechWarrior gangs, mostly mercenaries, vied for supremacy. The authorities lacked sufficient resources to bring the situation under control and the LAAF was too preoccupied countering Allied moves to provide troops for a policing action. It was into this carnage and desperation that Group W dropped, quickly establishing a defensive perimeter around their LZ and arranging a meeting with Duke David Nowakowski, the planetary governor. At their suggestion—and using his broad discretionary powers—Nowakowski hired the mercenary regiment to restore order on the planet.

Glad to be away from the confused political situation on Lyons, Colonel Andrew Bethke had been prepared to restore order on his own initiative and answer to the LAAF High Command later, but with the Duke's endorsement, his actions had the air of legitimacy. Though outnumbered by the total number of rampaging mercenaries, Group W was bigger and better organized than any four of the gangs and quickly picked off the main aggressors, either 'persuading' them to give up their weapons or using force to bring them down.

Within three weeks relative calm reigned on Galatea, and by the end of June the vast majority of the gangs had either been disbanded or crushed. Bethke was pleased with his unit's progress, though the sight of Group W 'Mechs and troopers patrolling the streets would be a common sight for the rest of the Civil War. Attempts were made to bring a number of the ringleaders to trial, either in the Lyrans Courts or before the Mercenary Review and Bonding Commission, but though a handful of the miscreants were prosecuted, the vast majority were never apprehended. In fact, they, and many of the other participants in the conflict, seemed to disappear into thin air. The number of mercenaries on Galatea dwindled noticeably over the summer of 3064, but few resurfaced on Outreach or at the other minor hiring halls of the Inner Sphere.

Halfway

Fleeing the trap on York, Victor's task force made its way to Halfway, where the in-bound Allies made planetfall on May 11 and quickly smashed the planetary militia who sought to deny the Allied force. The Prince's Men headed up the security operation, Demi-Precentor Rudolf Shakov leading the destruction of the defenders. Katherine's purges had rid the Halfway Militia of anyone loyal to her brother and so despite repeated calls for them to do so, the militia refused to surrender despite being outnumbered more than five-to-one.

Running the militia to ground took several days but the last organized resistance ended on May 14, with the final surviving militiaman finally surrendering a week later. Halfway became Victor's base of operations, a place where the Allies could recover from the debacle of York and plan their next moves. Strangely, Victor chose a brothel named the Happy Harlot in the capital, Atholl, as his command post and residence and it was there that councils of war were held that determined the fate of the Lyrans Alliance and Federated Suns.

Solaris

The low level violence that had been simmering on Solaris since the summer of 3062 burst into flame once more in July 3064 with bitter street fighting. Clashes between natives of Silesia and the Black Hills were most common but each district of Solaris City suffered to some extent. Much of the violence was carried out by lone warriors, though the faction-based alliances that figured in the pre-Flashpoint battles came to the fore once more. The elements of the Seventeenth Arcturan Guards stationed on world were hard pressed to deal with the riots—the Thirty-second Lyran Guard had been recalled to New Kyoto months earlier—and were forced to call in reinforcements from the other battalions stationed on Wyatt.

These additional troops provided the necessary force to bring the situation under control and by the end of August Solaris VII was calm once more. Less charitable elements of the media have, however, downplayed the Arcturan Guards role in the cessation of hostilities and instead point to Jade Falcon invasion of the Alliance and the attendant rise in viewing figures as gun-camera footage was smuggled onto the game world.

Operation Scatter

After the disaster on York, the Allies took stock of their situation at their new base on Halfway and planned their strategy for the next phase of the Civil War. Victor knew he had to restrict his opponents' ability to wage war and proposed striking at Hesperus II to seize control of the massive Defiance factory complex. He knew doing so would be a great risk and, rather than striking at the world directly, sent out feelers to Robert Kelswa-Steiner who was both Duke of Skye and whose aunt served as acting chairman for the company. Robert refused outright to cooperate leaving Victor's troops, now relocated to Clinton, in something of a quandary. They could strike at Skye, in all likelihood pushing Robert into Katherine's camp, or they could sidestep the troublesome province. The problem was how to act without betraying their intentions or ending up with their backs facing potentially hostile Skye units. The result, enacted throughout July 3064, was known as Operation Scatter and was designed to overload the LAAF's ability to respond.

The 244th Division struck at the worlds of Eidsfoss and Ciotat, facing little resistance on each, before assaulting their final objective, Furillo. The Prince's Men, supported by elements of the Outland Legion, brushed aside the inexperienced Furillo BPM, prompting the green unit to withdraw in disarray, then set about establishing control over the Defiance Industries' Snohomish Springs factory complex in a three-day operation. Attempts by the militia to regain the initiative—and control of the factory complex—were brutally rebuffed. Indeed, were it not for the arrival of the *LAS Robert Kelswa*, one of the Alliance's *Fox-class* WarShips, the Prince's Men could have held the complex indefinitely. Instead, they withdrew on July 17, their mission complete.

The Twenty-third Arcturan Guard (the Frost Giants), newly arrived from the Arc-Royal Defensive Cordon, struck Aristotle, Gallery and Thuban in quick succession. On none of the worlds did the Guard face substantive resistance, though during their strike on Gallery they went out of their way to raid the estate of the absent Duchess, one Nondi Steiner. Enraged, the General of the Armies and Regent of the Alliance directed Linda McDonald's Eleventh Arcturan Guard to neutralize their sister regiment. The Golden Lions arrived at Thuban just too late to engage the bulk of the Frost Giants, though the Loyalist force was able to catch and subsequently crush a combined arms battalion that remained behind to effect repairs. The final battle, on the slopes of Scorpius Mons, was a bloody affair that cost both forces dearly and testified to the fratricidal nature of the civil war.

The third thrust of Operation Scatter took the Sixth Crucis Lancers on a campaign to Solihull, Drossendorf, Gypsum and eventually Bolan. They faced little opposition save on their final objective, Bolan, where they smashed into the Bolan Jaegers and the Dixie CTM, who were already understrength from their clash with the Second Crucis Lancers. The CTM crumpled under the assault, and they and the Jaegers were forced to stage a desperate fighting withdrawal. Had their mission profile allowed it, the Sixth could probably have seized Bolan, but doing so would have given the Allies no real advantage but rather have denuded Victor's fighting force. After six days on world, the Lancers withdrew.

The last element of Scatter involved the Prince himself, leading the Outland Legion against Dar-es-Salaam. The ferocity of the Allied assault forced the planetary militia onto the defensive and for three days the Legion drove the militia before them, nipping at the heels of the large but inexperienced force. By July 24, however, the commander of the Dar-es-Salaam CTM, Colonel Shalom Hubble, received an intelligence update that revealed the weakness of the force arrayed against him and the fragility of their advance. As the CTM skirted the coastal dune fields known as Castle Sands, the militia unit turned and counterattacked the Outland Legion, seeking to encircle the unit and deal with Victor. The Prince and his companions fought their way out of the trap, downing Colonel Hubble's *Berserker* in the process, and withdrew to their DropShips. The Prince's destination after leaving Dar-es-Salaam was unknown.

To all intents, Victor and his cohorts had vanished.

Strategic Movements

Both Nondi Steiner and Victor Steiner-Davion had planned a large series of movements to better position their own forces within the Lyran Alliance. That began with the movement of the Dioscuri to Kikuyu in preparation of hitting the Loyalist Sixth Donegal Guards in coordination with another strike from within the Arc-Royal Defense Cordon. Khan Marthe Pryde's Jade Falcon Incursion in May quickly disabused both commanders of any notions about striking out at each other with massive troop movements.

Quite the opposite, in fact.

Loyalist and Allied troops alike joined together to combat the Jade Falcons' deep penetration into the Lyran Alliance. Though at first the two sides showed significant animosity towards each other, with the death of General Sharon Bryan and Adam Steiner's assumption of her command, those feelings radically changed. Given only the simple choices of fight together or die, the great majority of the troops who fought in the Jade Falcon Incursion fought as a single entity—indeed, the last time that units from both "sides" of the Federated Commonwealth did so.

[**Editor's note:** a complete recounting of the battles fought during the Jade Falcon Incursion can be found in the following chapter, starting on page 110.]

Discounting the rapid movements made by units like General Archer Christifori's Avengers (who moved from Halfway to Graceland), the Second Crucis Lancers (who had actually begun a long-range move from Timbiqui to Halfway near the beginning of Wave Two) and the Fifteenth Arcturan Guards, there were relatively few intra-Alliance transits going on during Wave Three. Indeed, the Falcon Incursion brought all non-essential transportation to a halt and severely limited even the most important movements.

Yet, through it all, the Skye Rangers continued their long march home. The Fourth Rangers reached Skye on the 10th of June, returning home to a massive parade arranged by Duke Kelswa-Steiner. The Seventeenth Rangers stopped on Thuban while the Twenty-Second reached Cameron.

DRACONIS COMBINE

As Wave Three of the Civil War officially began, Duke James Sandoval continued to be pleased with the success of his operations against the Draconis Combine. Major General Mai Fortuna was having great success on Ashio and was reporting that she would soon have that world—yet another Combine provincial capital—under FedSuns control. What Duke Sandoval did not realize, however, was that the Combine-Ghost Bear war had ended amicably in late December of 3063 on the world of Courchevel, a final act that freed up much of the DCMS to look back to its ancient enemy within the Federated Suns.

To be sure, Duke Sandoval did certainly receive a briefing on the fact that the Combine had ended their war on the Clan front, as did every other senior commander within the two nations of the former Federated Commonwealth. But with almost every intelligence officer within the Federated Suns and Lyran Alliance working on predicting troop movements within their own nations, it was inevitable that the details surrounding the end of the war would be lost within the deluge of information coming in from throughout the Inner Sphere. Had Sandoval known the details of the war's end, or even that the Ghost Bears had returned the *DCS Urizen II* to the control of the Combine Admiralty, he almost certainly would have placed his forces within the Combine on a higher alert and would also have arranged for additional reinforcements.



That was not to be, however. When he learned of the end of the Combine War, he assigned what few additional forces he had at his disposal to the front and notified units still stationed within the Draconis March to be prepared for rapid deployments into the Combine. Duke Sandoval expected that the Combine would eventually send some of its regiments to retake those worlds that he had conquered. Yet he assumed that the DCMS would have to maintain a heavy presence along its border with the Ghost Bear Dominion, and thus never imagined that he would have to fortify those worlds that he had taken with dozens of conventional regiments if he were to have any hope of holding them.

Of course, the Duke was soon proven wrong.

AL NA'IR

Major General Ariel Zibler and her Twelfth Deneb Light Cavalry had almost a complete year of peace on Al Na'ir following their destruction of the Twenty-fourth Dieron Regulars. Production within the world's factories continued nearly unabated, giving her RCT a ready source of BattleMechs and armored vehicles with which to replenish their depleted numbers. Knowing that a concerted Combine counterattack would come eventually—she and her RCT had already fought off or crushed a number of "samurai" companies and battalions

that made their way to the world in hopes of winning glory and recouping the loss of honor the DCMS faced by losing such an important world—her troops got to know the underground system of passages intimately.

The expected counterattack finally came in late June of 3064. Unlike Duke Sandoval, however, General Zibler and her senior officers fully expected a major landing force. When the Fifteenth Dieron Regulars and the Tenth Ghost arrived in orbit on the 5th of July, their expectations were confirmed.

Zibler had learned much from her assault on Al Na'ir and bitterly contested the DCMS landing on the world with the regiment of fighters and supporting DropShips she had at her disposal. In fact, her heavy aerospace forces repelled three different landing attempts in the first week of the assault, and when *Tai-sa* Samuel Noda redirected his efforts toward the asteroid Yori's Perdition, Zibler likewise sent her fighters and an additional battalion of troops to prevent a Combine success there. She lost a number of fighters to the asteroid field, but *Tai-sa* Noda also lost many of his own fighters and took serious damage to several key DropShips. He withdrew to apparently make another attempt at Al Na'ir, but left behind his two battalions of ISF operatives within the asteroid field. While Zibler's fighters moved away to again protect Al Na'ir, the ISF forces slowly closed in on Yori's Perdition.

The ISF troops finally hit the asteroid complex on the 22nd of July. The ensuing battle turned bloody very quickly as the dug-in DLC troops punished the ISF operators hard. While the AFFS marines were no push-overs, the ISF troops were simply better trained and better equipped soldiers. Even then, it took Noda's troops six weeks to finally push the last DLC troops out of the complex in an operation that escalated to massive proportions when both sides fed reinforcements into the battle.

Noda had won Yori's Perdition by the middle of September, but that was only a small portion of the Al Na'ir operation. He had not yet managed to ground any of his units on Al Na'ir proper. Worse, his MechWarriors were slowly losing their edge as they continued to work in Zero-G while he tried to ground on the world. He made two more attempts in early October before giving up and temporarily landing his troops on the third world in the system. There he awaited additional support from Dieron.

ASHIO

Major General Mai Fortuna and her task force were not faring well against the Forty-sixth Dieron Regulars. When the monsoon rains ended, she found her unit surrounded by rabidly fanatical Combine troops. With her only choices to fight or flee the world, she chose to fight. Grouping her surviving 'Mech battalions into a point and forming her supporting regiments up to either side, she hit the Regulars' strongest line of defense, hoping that would be the one location that *Sho-sho* Carl Ikedi had placed potential reinforcements the furthest away. Though the Regulars put up a strong defense, they

could not hope to hold out against the massed fire of Fortuna's BattleMechs. The Robinson Rangers broke out of their prison in the Heshial Cont and very rapidly wheeled about to press the attack back on the Forty-sixth Regulars.

General Fortuna continued to harass the defending DCMS forces, but the Forty-sixth Regulars knew the terrain better and used it to their best advantage, escaping from assault after assault while at the same time making their own sneak attacks upon the Rangers. Three more weeks of fighting convinced Fortuna that she would be better served in choosing a different battlefield.

In the late evening hours of 14 April her DropShips lifted off, eventually dropping the massed Robinson Rangers compliment in and around Touren-Ke. DMI analysis had pegged that city as a center for rabidly anti-establishment movements. At the same time, fifty kilometers outside of the city was a munitions plant that could solve her problem of rapidly dwindling consumables.

What her intelligence failed to realize was that the city was also home to an extremely large and powerful yakuza organization. The Rangers and their supporting units landed in the city with little opposition and likewise took the munitions plant with little difficulty. Fortuna loosed her infantry and special forces into the city to eliminate any potential militia and police opposition and to make contact with the underground movement within the city.

Unfortunately, by eliminating the city's police force, she removed the only factor that was tempering the yakuza, who saw Fortuna and her Rangers as just another obstacle to overcome in their bid for control over the world. While *Sho-sho* Ikedi repositioned his own units to surround Touren-Ke, Fortuna's soldiers came under a very different kind of attack.

Fortuna's Rangers endured five weeks of urban crime and guerilla warfare before she could no longer maintain complete control over her soldiers. During that time, 'Mechs and vehicles would be mysteriously sabotaged, bombs and sniper attacks killed and wounded hundreds, drug use within the regiment skyrocketed and individuals would just suddenly disappear off of the street, only to turn up days or weeks later horribly mutilated. When the regimental chaplain fell victim to one of these latter attacks, the unit exploded into action, slowly at first, but losing almost complete control within a week's time. Infantry and armored troopers began by stopping and searching suspected criminals, which very rapidly became anyone they encountered. Eventually they were forced to fire warning shots to halt suspects, and when they encountered return fire, they dropped all pretenses of civility. On the 24th of May the Rangers began to level entire buildings, while three days later they just began to lay waste to everything in their path.

Sho-sho Ikedi had been reluctant to enter the city before that time, but pushed the entirety of his Forty-sixth Regulars into Touren-Ke when it was obvious that Fortuna's troops would not stop until the entire city was leveled. For their part, the yakuza in the city saw this as an opportunity to potential-

ly rid themselves of two enemies. For the most part content to let the two sides bash each other into oblivion, they did lure a full combined-arms combat command of Ikedi's to the munitions plant, which was guarded by the cadets of the Robinson Battle Academy Cadre. Once the two forces opened fire on each other, the yakuza set off charges in each deeply buried bunker, laying waste to the entire region in more than two dozen massive detonations that registered in the kiloton range and shook the city's foundations. Less than fifty men walked out of that valley, none of them Robinson cadets.

The two sides were absolutely shocked at the other, thinking the other had set off the blast, and redoubled their efforts to destroy each other. On the 5th of June, however, *Sho-sho* Ikedi finally received reinforcements in the form of the Twelfth Dieron Regulars. Once they showed up, the Rangers' days were numbered. Not only were the Twelfth Regulars fresh troops, but they also served to temper the Forty-sixth Regulars' almost suicidal frenzy.

General Fortuna continued the fight for another week, but she eventually realized that she could not hope to carry the day. On the 13th of June she loaded the remains of her First Robinson Rangers into their DropShips and boosted off. Unfortunately, she could not successfully detach several mixed battalions from combat and was forced to leave them—some six hundred men—behind. Even worse, she lost a half-loaded *Triumph*-class DropShip on lift-off and a *Union* in the burn out of system. Having already heard that the fighting on Proserpina was exceedingly heavy and judged that her Rangers stood little chance surviving a tangle with the world's naval blockade, Major General Mai Fortuna instead set a course through several uninhabited star systems for Mallory's World.

MARDUK

Coordinator Theodore Kurita gave *Tai-sa* Laura Nelson a promotion to *Sho-sho* and the command to take what measures she saw as appropriate to win the world of Marduk, and its ever-important BattleMech factory, back. With the First Chisholm's Raiders firmly entrenched there, she knew that she would need more than just her own Second Genyosha. Nelson made stops at Benjamin and Irurzun after coming off the Ghost Bear front, gathering a substantial conventional force, as well as the Sixteenth Galedon Regulars. While the Sixteenth Regulars were still considered a questionable unit, the Coordinator backed Nelson's decision to attach them to her assault force, knowing that Nelson had no alternatives.

The combined Genyosha and Galedon Regulars force landed on Marduk on 2 June. *Sho-sho* Nelson saw the Victory Industries complex as the key to the world, as did First Chisholm's commander General Arisota Neece when she had landed on the world over a year earlier, and concentrated most of her forces on taking that objective. Like General Neece before her, Nelson also tasked significant strength to New Pontiac, though instead of just preventing the Raiders from

reinforcing their Victory garrison, Nelson's troops were ordered to liberate a number of key locations from the FedSuns forces.

To New Pontiac *Sho-sho* Nelson assigned a battalion of battle armor, reinforced by a jump-infantry regiment, two companies of light and medium 'Mechs and several DEST units. Entering the city via airborne drop, this combat command very quickly tied up the city's defenders, and within three hours had taken every single one of their primary objectives, as well as quite a few secondary ones.

The battle for Victory Industries was decidedly more difficult, even with the bulk of Nelson's force landing there for the assault. General Neece's Raiders were not only fully prepared for the assault, but they had also organized a number of companies armed solely with Victory-produced BattleMechs. As during their own initial assault on the factory, they made incredible use of the Combine-developed C³ system against the invaders. Unfortunately for them, while Nelson's troops initially sustained heavy casualties because of the Raiders' use of C³-networked 'Mechs and tanks, the Genyosha was also quite adept at neutralizing those very same networks.

The first day of the Victory assault proved exceedingly costly for both sides. The confusion and chaos of the first few hours on both sides was soon replaced by competent command and control, backed up by firm intelligence; the battle progressed nicely, though elements of the Combine force that had landed within the factory complex were in many cases fighting to get out while other elements were fighting to gain entry. For most of the first week, the lines of battle were so confused that fighters from neither side could effectively support their own troops without fear of hitting them too.

Within New Pontiac, matters were much different. Though Neece's troops held the numeric advantage, the Combine troops more than made up for that in skill and sheer determination. Assisted by the people of New Pontiac as well as the survivors of the Twenty-second Benjamin Regulars, the Combine troops pushed hard at the FedSuns infantry, who retaliated the only way they had left to them: by firing upon just about anything and everything that moved. While General Neece was fighting desperately to hold onto Victory, Major General Willson Florr gave his infantry brigade the go-ahead to effectively level the city in their fight to expel the Combine troops.

General Florr's infantry very handily laid waste to the city of New Pontiac, killing soldiers and citizens alike, though, as DMI investigations later determined, in many cases armed citizens were using unarmed civilian hordes as willing human shields against the FedSuns troops. As justified as they may have been, by firing on the citizens of New Pontiac, destroying their businesses and setting fire to much of the city, General Florr's troops stood no chance against the fury of the people they had until so recently peacefully governed.

Likewise, while General Neece held a good defensible position, she had overwhelming forces arrayed against her. She also faced a highly skilled enemy, one who fielded a size-

able special forces contingent that often drilled in recapturing heavily defended targets such as Victory Industries. Following a series of successful raids into the complex, *Sho sho* Nelson was able to capture several key buildings. That her troops had inflicted heavy casualties on the Combine troops was of little consolation to General Neece when she realized that in the course of a week she had lost control of over half of the Victory complex.

She and her Raiders continued to fight on, but by the 20th of June everyone involved in the battle knew that Victory was lost to the FedSuns troops. Rather than continue to fight on and face annihilation of her unit, General Neece gave the order to withdraw from the world. With the bulk of her RCT holding the Victory spaceport and the attached storage yards, Neece could pull out at any time. Likewise, though harried by local forces, the various combat commands and independent battalions that she had stationed across the planet would have little difficulty in retreating. Only the units in and around New Pontiac were in jeopardy.

She gave the order to pull out on the 22nd. When the New Pontiac units had trouble disengaging, Neece attempted to land some of her 'Mechs and armor in the city to assist, but failed when the Second Genyosha appeared in her LZs. With no other option, she saved what troops she could. But of the three regiments committed to New Pontiac, less than two battalions of troops escaped. Listed among the missing was Major General Florr, who later, it was discovered, was executed for his part in warcrimes on Marduk (though cleared of all wrongdoing by the DMI). A fact often overlooked by those on both sides looking to forget the entire Combine invasion was the execution of five hundred other AFFS soldiers for their crimes, and the continued imprisonment of at least another 1,500 in various prisons around the Combine.

General Neece returned to the Federated Suns in early July with her Raiders, taking up station on Breed.

MATSUIDA

As difficult as Duke Sandoval's invasion was to the people of the Draconis Combine, the loss of Matsuida, a world deep within the Combine, was a hard blow to the honor of the Dragon. Even worse, the DCMS was not able to immediately contest the Seventeenth Avalon Hussars' conquest of the planet because of the continuing action on the Ghost Bear front.

Once the ceasefire with the Ghost Bears was finalized in late December, however, the Coordinator was able to route a significant portion of his military forces back to the FedSuns and Lyran borders. The Ryuken-Go and the Twelfth Galedon Regulars, as well as the remainder of the Seventh Ghost, were the BattleMech units tasked to uproot Hauptmann General Kev Evans and his Seventeenth Hussars from Matsuida.

The second battle for the world began on the 9th of June with the grounding of three Combine BattleMech regiments and a host of other conventional troops, as well as three aerospace wings that had been stripped from Clan border duties. Though outnumbered almost 3-to-1 in 'Mechs, General Evans still had superiority in sheer numbers and the support of some five conventional armor regiments in addition to his infantry brigade and numerous smaller occupation units.

General Evans had been fighting a long battle to pacify the rest of the world following his victory over the Second Galedon Regulars, however. Partisans and guerillas, many of whom were current or former DCMS personnel, fought hard all across the world against the FedSuns troops. Some fought like the traditional samurai and were invariably killed in stand-up battles, while others fought an underground war, one that kept their world from ever falling completely into the hands of Duke Sandoval's troops.

The arrival of the DCMS task force brought Evans' failure to pacify the world into sharp focus, for now the general had to extract his units from fighting an invisible enemy and retask them toward holding out against the Combine troops. When the DCMS regiments landed on Matsuida, however, he had only been partially successful in his retaskings.

The Ryuken-Go and the Twelfth Galedon immediately went on the offensive while the Seventh Ghost landed and "melted into the landscape" much as its dead battalion did when Evans had first landed. As with the initial assault on the world, the primary battle centered around Takesaki. While *Tai-sa* Davis Shotoku had two 'Mech regiments to launch the assault with, General Evans' heavy armor support was enough to blunt the initial attacks and force a more conventional campaign. On the other hand, Shotoku had almost complete aerospace superiority, which severely hampered Evans' ability to quickly and quietly move reinforcements around the battlefield. Worse, he could not easily recall his units from around the world without significant risk.

Shotoku's fighters proved devastating in the first week of the battle, but Evans' subordinate commanders learned to reorganize their commands to form ad-hoc air defense units capable of putting up a heavy enough flak storm to keep those fighters at bay while the rest of their comrades continued the fight on the ground. Once they had recovered from the initial shock of the DCMS attack, the Seventeenth Hussars proved a hardy opponent for Shotoku. Three months of heavy fighting went by with little movement or gain on either side. Evans had managed to bring more than half of his outlying units in to reinforce the area around Takesaki while the Seventh Ghost maneuvered around the planet, hitting those FedSuns commands that hadn't been able to reunite with Evans.

By the third week in September, though, *Tai-sa* Tosakiri Kaifu had eliminated most of the other resistance on the world and had turned the attention of his Seventh Ghost directly to General Evans and Takesaki. He directed the bulk of his regiment to strike the Seventeenth Hussars directly, but assigned a small contingent to infiltrate the city. Once inside, they took charge of a Hussars 'Mech hangar and, commandeering those BattleMechs, ran amok in the Seventeenth Hussars' rear areas. Though ultimately the Hussars destroyed those Ghost warriors, the damage the Combine MechWarriors had done proved fatal.

While Evans' troops turned their attention to wiping out the Ghost warriors, *Tai-sa* Shotoku found a weakness in the Seventeenth Hussars' lines and pushed a 'Mech battalion through. From that breakout, Shotoku was able to widen the breach and neatly separate the Hussars into two battlegroups. At that point, it was solely a matter of time before Shotoku pushed into the city and shattered the Hussars' lines of communication. The fighting continued on into November, but once Shotoku's troops gained a foothold in Takesaki in the final week of September, Evans knew his hold over the world was finished. The general made several more pushes that allowed his two battlegroups to link back up outside the city in late October. At that point he gave the recall order and, conducting a fighting withdrawal, pulled back into his LZs. The Seventeenth Avalon Hussars lifted off on the 5th of November, landing on An Ting some 27 days later.

QUENTIN

Having traveled more than a hundred and forty light years from Phecda in the Lyran Alliance's Freedom Theater, the Second Robinson Rangers under Colonel Theodor Mikul landed on Quentin in mid-April, and were immediately set upon by the Ryuken-Ni. Of the three conventional regiments that Colonel Mikul had brought with him, plus the two battalions of the mercenary Culpepper Strike Legion, Mikul landed with only seven of his own companies and a combined regiment of conventional troops. The rest were destroyed in space by *Tai-sa* Masayoshi Kitakyusho's fighters.

Kitakyusho never gave Colonel Mikul's troops the chance to organize themselves once they did ground. Though equipped extensively with OmniMechs and C³-networked units, Mikul's Rangers very handily neutralized the C³ advantage, at least allowing them to gain a modicum of the initiative. The Ryuken-Ni did not allow the Rangers to keep that initiative for very long, however. With the logistical backbone of Independence Weaponry to call upon, the Ryuken-Ni simply

reconfigured their OmniMechs for a different combat paradigm, mounting ranged weapons on their largest chassis while configuring their quickest units as close-in brawlers.

Mikul's Rangers attempted to take the city of Dredin from a mixed battalion of Ryuken and militia on the 20th of April, only to find themselves in the middle of battle that lasted a week and saw the Ryuken raining down missiles, artillery and minefields on and around the Rangers while several specially-equipped companies kept them pinned in place with close-range assaults. Though the Rangers specialized in those same close-range tactics, the Ryuken's raining fire prevented them from truly making the best use of their abilities.

Mikul made one final attempt at a breakaway from the Ryuken on the 2nd of May by setting a massive fire in the Erloy Forest. Under the cover of the smoke and fire, Mikul's troops made a break through the forest. While they initially lost some 'Mechs and tanks to the flames, they were nearly in the clear when Kitakyusho's 'Mechs appeared through the flames and hit them hard. The two sides fought running battles for three more days in the middle of the forest fire before Mikul ordered a general retreat. He'd lost more than a third of what he landed on Quentin with and had barely made a dent against the skilled MechWarriors of the Ryuken-Ni.

Before leaving the world, Mikul's troops set a number of additional major fires as a way to cover their retreat and waited until the fires threatened a dozen towns and cities. While the Ryuken kept some pressure on the Rangers, the bulk of their air and ground strength had gone to assist the firefighting efforts, allowing Mikul's Rangers to retreat from Quentin on the 19th of May with a minimum of casualties.

The Second Robinson Rangers landed on Mallory's World on the 30th of June, with five understrength companies and some two battalions of conventional troops in tow. Only 16 'Mechs of the Culpepper Strike Legion survived the battle.

WAVE THREE POSTSCRIPT

As Wave Three came to an end, so too did the innocence of the nations of the former Federated Commonwealth. Not only was the death toll skyrocketing, but the sheer scale and intensity of the major battles were ever-increasing. The small-scale rebellions on many worlds had been quashed by one side or the other, leaving the massive battlefields of Giasar or Kathil as the proxies for the entirety of the two nations.

Unfortunately, in many respects, the war was still just beginning. It would be a long time before the end of the storm would come.

JADE FALCON INCURSION

MAY 3064—JUNE 3065

"The time has again come for our Clan to claim victory. Let us show no mercy, only skill and courage."

— Khan Marthe Pryde, in a statement to her Galaxy Commanders, 4 May 3064

"War that is fought because of political affairs is terrible enough. Let all tremble with fear at a war fought by warriors, for warriors, because of warriors."

— Kommandant-General Karl Manteuffel, LCAF (Ret.), Eye of the Warrior, Tharkad Press, 2854

OVERVIEW

As the Federated Commonwealth Civil War heated up, Clans Jade Falcon, Wolf and Ghost Bear observed the progress very carefully. In retrospect, it should have been no surprise to anyone that Clan Jade Falcon would take advantage of the situation to further her own Clan. After all, the Falcons had once already invaded the Lyran Alliance. While that operation, which ended with the Falcons accepting *hegira* on Coventry and the Inner Sphere reforming the Star League, was designed solely to blood a new generation of Falcon warriors, this one would be different. Clan Jade Falcon had rebuilt itself magnificently following the Refusal War with Clan Wolf. Its operation that ended on Coventry had the secondary purpose of showing to the rest of the Clans that the Falcons still had teeth.

This time, Khan Marthe Pryde had her aim set on a goal that was a little more substantial.

Since ending the Coventry operation, the Falcon Khan and her senior commanders and advisors had been very rapidly expanding their Toman. Intelligence reports show that they had begun to introduce new BattleMech designs, including two built within their Inner Sphere Occupation Zone. Additionally, as we now know, they formed a number of new clusters. Several were manned almost entirely with Freebirth warriors (the Falcon Swoop clusters), while others were newly-formed Provisional Garrison Clusters, manned with older warriors who had been rotated out of front-line units, or Eyrle Clusters, manned by an influx of younger sibko graduates.

With six new clusters at her disposal, Khan Marthe Pryde reorganized and redeployed her forces within her Occupation Zone. While she made those adjustments, Galaxy Commander Timur Malthus brought four clusters of new warriors and additional equipment from the Clan Homeworlds to fill out these new units. Ten months of preparations finally culminated with the first Falcon assaults in May of 3064.

Those attacks caught the LAAF, who had no forewarning of the impending operation, completely off-guard. In slightly more than a year of heavy fighting, the Lyran/Falcon border changed shape numerous times as worlds were traded back and forth.

At the same time, Khan Vladimir Ward took the opportunity to likewise take advantage of the lightened garrisons in the Falcon OZ. With his own Clan fielding several newly-orga-

nized clusters, Ward finally had the strength within the Inner Sphere to do more than appear impressive. While his attacks experienced nowhere near the same level of success that Pryde's did, Khan Ward did win several worlds for his own Clan, and with it some of the prestige his Wolf Clan had lost following the Refusal War and the sundering of the Clan.

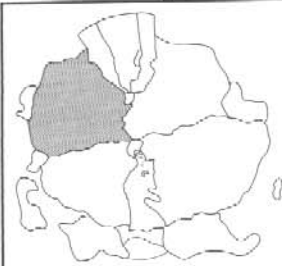
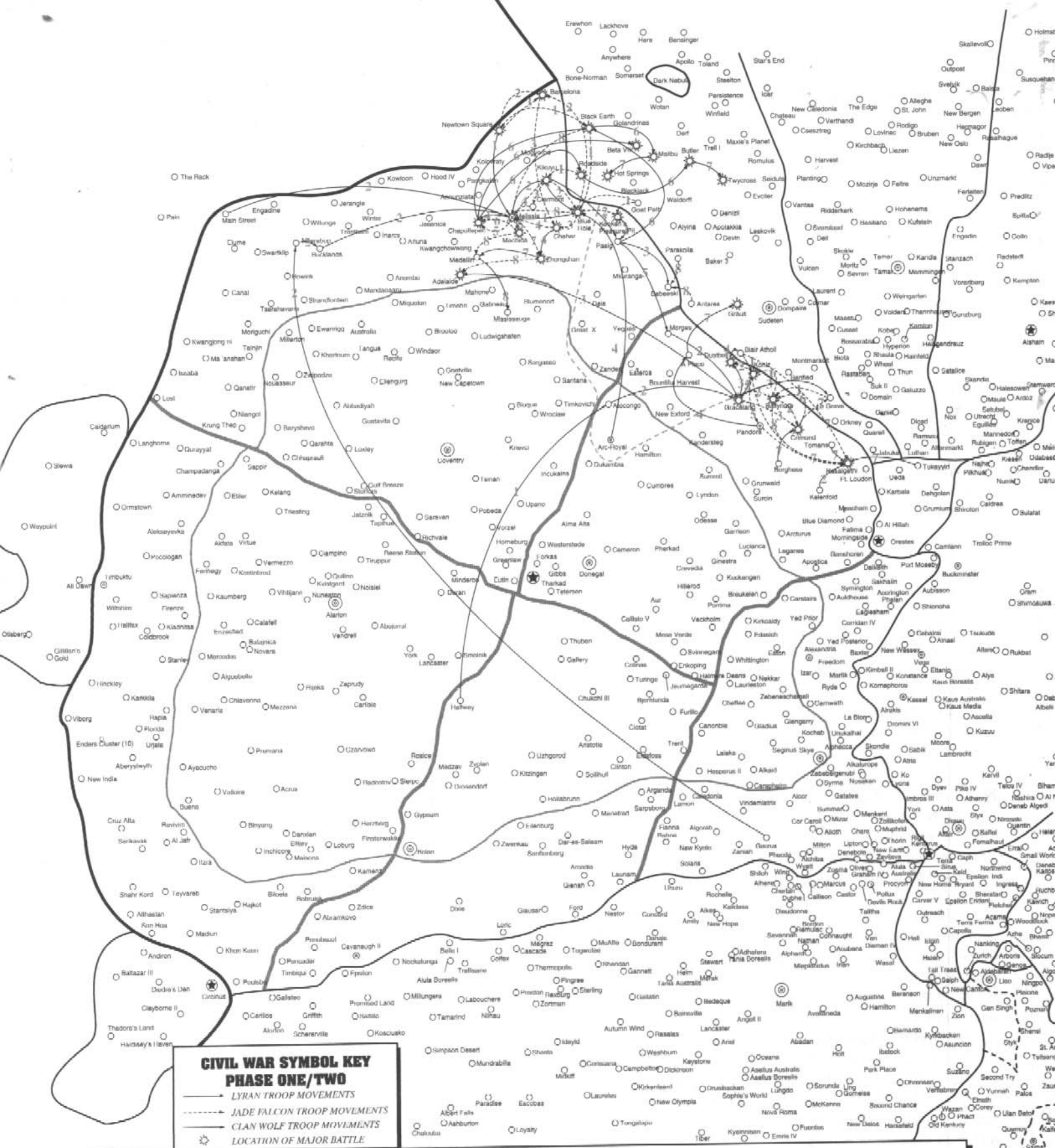
[Editor's note: this section is organized slightly differently than the rest of the chapters in this book. We have broken down the Jade Falcon Incursion into a number of different waves, just as we have done with the Civil War as a whole. But where the Civil War waves tended to last six months or more, the Incursion waves generally lasted somewhere around a single month. Rather than break each wave down into separate sections, we have presented the entire Incursion as a single chapter in this work.

We have also made the decision to give the Incursion a minimal of coverage. While the Jade Falcon Incursion did have a significant impact on how the Civil War progressed within the Lyran Alliance, its action was only peripheral to the Civil War as a whole. Rather than give you complete and in-depth descriptions of how the battles progressed on each world in each wave, we are presenting you with a most basic briefing on the final outcomes of the battles and any other significant actions that occurred during the battles.

As we have done with the Civil War waves, we are presenting each world where a significant battle occurred in alphabetical order, grouped by worlds originally claimed by the Lyran Alliance and those within the Jade Falcon OZ. Readers may reference the Jade Falcon Incursion Force Deployment Table on page 184 for a grand picture on how the Incursion progressed.]

THE INCURSION

In executing this assault into the Lyran Alliance, Khan Marthe Pryde had two objectives. The first was to win additional territory from the Lyrans. The second, but no less important, was the blooding of a new generation of Clan Jade Falcon warriors. While the Falcons had gained incalculable prestige and honor in driving through such a wide swath of the Lyran state during Operation Revival, the fact that they now had to occupy and administer such a large number of worlds—the Falcons alone control more worlds in the Inner Sphere than there are in the entirety of Clan Space—meant that had to radically alter the way they conducted everyday business.



JADE FALCON INCURSION

'3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND



MAXIMUM JUMP APPROXIMATELY 30 LIGHT YEARS
 FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY

Instead of several Clans sharing one world and engaging in almost daily trials over relatively minor matters, within the Occupation Zones a single Clan would have to spread its units across a wide range of worlds, in many cases just to keep the populations in order. Worse, they did not have the opportunity to participate in inter-Clan trials anymore, at least without having to arrange for transit across dozens of light years. Without that ability to "train" against other Clans' warriors, the Toumans assigned to the OZs slowly lost the edge that they once had. By launching such a massive assault into the Lyran Alliance, Khan Pryde hoped to give her newest warriors the opportunity to gain that "edge" through combat.

[Editor's note: For simplicity's sake, we break the various Incursion waves into three broad phases, as described below.]

PHASE ONE

The first phase of Khan Pryde's Incursion includes the first five waves, beginning on 10 June 3064 and taking the Incursion up to approximately 30 September. During this phase, the Falcons hit world after world, in many cases destroying the garrisoning units and conquering every world that they hit. During this phase, Falcon Galaxies operated in synchronicity with each other, following a set battle plan that only first began to fall apart when General Adam Steiner, having fallen back from Newtown Square to Melissia with his Fourteenth Donegal Guards, took command of the Melissia Theater of operations and ordered the counterattack against the Jade Falcons on Lyran worlds, known as Operation Bludgeon, as well as against OZ worlds, known as Operation Audacity.

PHASE TWO

Phase two began when General Adam Steiner's forces, after retreating from Melissia in the face of a massive Jade Falcon assault, led a task force directly into the Falcon OZ with the assistance of Major General Archer Christifori and a number of other elite units dispatched under the orders of Victor Steiner-Davion. While Khan Marthe and her front-line troops continued to push into the Alliance, General Steiner hit a line of Falcon systems, snatching up a handful of worlds between the original OZ border and Twycross. Meanwhile, the Falcons lashed out along the rimward border, taking even Rasalgethi and Pandora.

Khan Phelan Kell's Wolf Clan also became involved during the second phase (actually, late in the first phase), striking out from within the Arc-Royal Defense Cordon and countering several Falcon moves within Lyran space. This phase ended approximately 10 December with the Falcon loss of Melissia and their capture of Rasalgethi.

PHASE THREE

The final phase of the Falcon Incursion was a stabilization of the action. Both sides moved to consolidate their gains

while striking back to regain key lost worlds. At the same time, Khan Vlad Ward's Wolves struck out across their own border with the Jade Falcons, taking a number of worlds themselves while Khan Marthe likewise dispatched units into the Wolf OZ. This final phase ended approximately 30 June (though sporadic fighting did continue on for some time yet), concluding with the appearance of Clan Diamond Shark within the Falcon OZ.

LYRAN ALLIANCE WORLDS

The majority of the fighting, including all of the most serious battles, occurred within the Lyran Alliance. The Falcons attacked almost two dozen worlds in their massive operation, and while they held on to less than half that number, Khan Marthe declared her operation a resounding success. She had been a warrior in the Inner Sphere long enough that she knew she could not count on taking and keeping every single world that she landed on. What she was able to do, however, was very quickly blood her new generations of warriors, suddenly giving her troops a major advantage over Khan Ward's Wolves and placing them on par with the Ghost Bears, who had themselves done the same thing against the Draconis Combine.

Adelaide

The First Falcon Swoop Cluster landed on the 23rd of November to almost no opposition. With only planetary militia and a few scattered volunteers on-world, the Freebirth Falcon warriors took the world in just a few days.

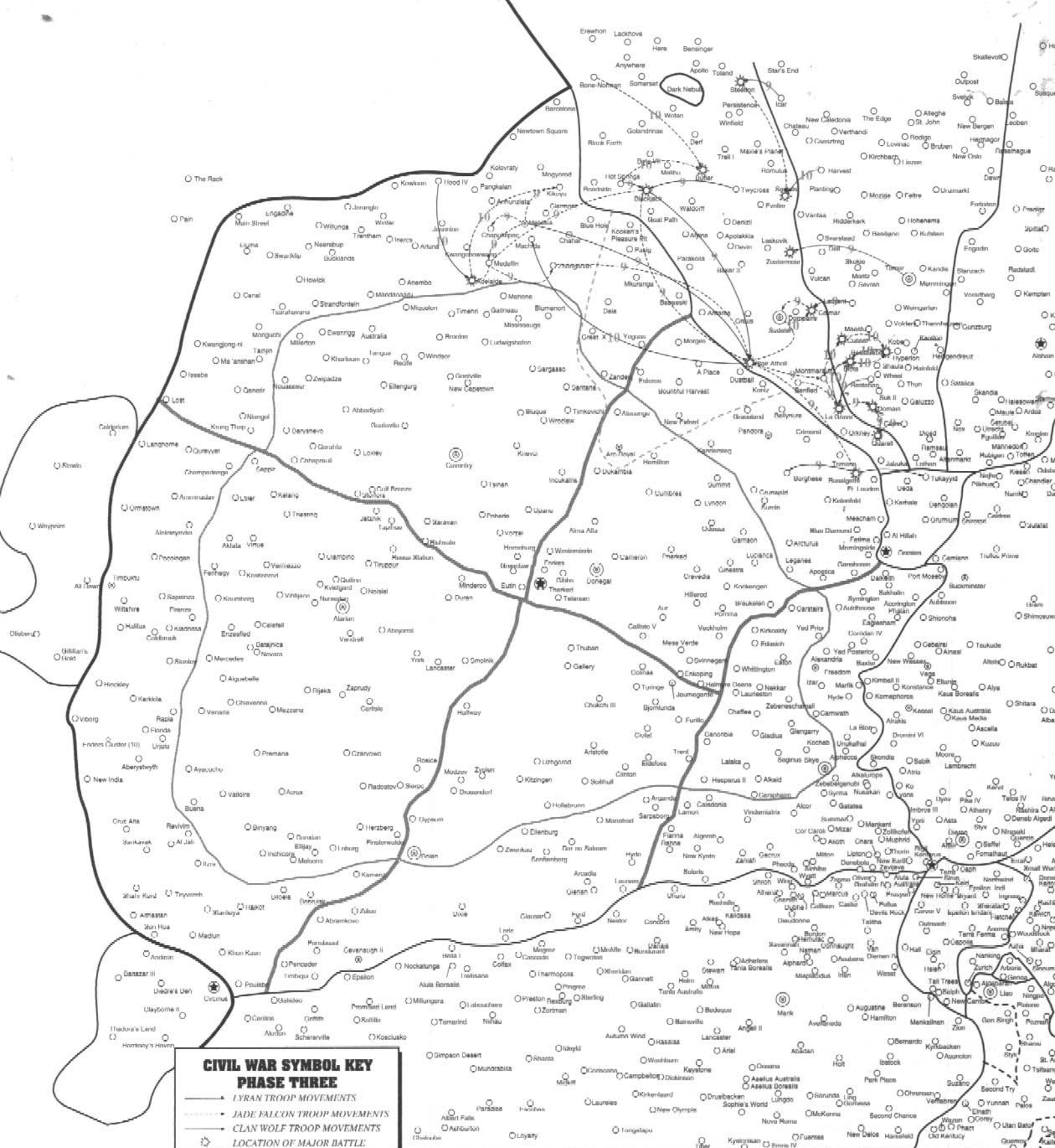
Following the Blair Atholl Agreement, Khan Pryde kept the First Swoop as the world's garrison. General Adam Steiner dispatched the Fifteenth Lyran Regulars from their base on Hood IV in March of 3065 to retake the world. Landing on the 30th of March, Colonel Lisa Orsini rolled over the Freebirth cluster with her regiment of heavy and assault BattleMechs, pushing them off of the world on the 29th of May.

Babaeski

After retreating from Kookien's Pleasure Pit in the first wave, the Grave Walkers moved first to Pasig and then took up station on Babaeski in wave three. The unit remained untouched for four months until, in wave eight, the Fifth Talon and Gyr Falcon Eyrie Clusters landed on the world. Though the unit was well rested following its defeat on Kookien's Pleasure Pit, it was still horribly understrength and folded in just three days of fighting. One DropShip carrying Twenty MechWarriors and eight 'Mechs left the world on 2 December, bound for Morges.

Ballynure

Khan Marthe initially assigned the entirety of her Lambda Galaxy to Ballynure, assuming that her warriors would quickly pacify the world, which she could then use as a jumping-off point for her wave two assault. The Roman's Bar Hounds regiment of the Fighting Urakhal did not allow the Falcons a quick or easy victory, though. Having spent years on the Clan front,



JADE FALCON INCURSION

'3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

8 PARSECS

40 PARSECS OR 130.4 LIGHT YEARS
 SCALE: 1 PARSEC = 3.26 LIGHT YEARS = 19,164,277,860 STATUTE MILES

MAXIMUM JUMP APPROXIMATELY 30 LIGHT YEARS
 FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY

they knew that they stood no chance fighting the Falcons on an equal footing. Instead, they waged a hit-and-run campaign against the Lambda Galaxy that lasted almost four months. The Second Falcon Swoop and Twenty-fourth Provisional Garrison Clusters spent the first four waves on the world, hunting down the mercenaries. But the final week in August, the mercenaries had lost more than two thirds of their number, and with no reinforcements en route, Colonel Randy Roman pulled what was left of his command off the world.

Barcelona

In wave two Khan Pryde sent the Turkina and Pryde Eyries and the Seventh Provisional Garrison Clusters to Barcelona, a world garrisoned only by a mixed demi-brigade from the Fourteenth Donegal Guards. Falcon intelligence had originally placed a much larger force there, but with just conventional units on the world, the three clusters bid between each other to determine which would be forced to deal with the Guards. The Seventh Provisional landed on the 15th of June, leaving twelve days later after they secured the world.

Blue Hole

Attacked in the first wave by the First Falcon Swoop Cluster, the Turkina Eyrie Cluster and Galaxy Commander Timur Malthus' Sigma Galaxy Command, Blue Hole was already a world gripped by violence. After being forced off of Kikuyu during the Flashpoint, the remnants of the Eighth Deneb Light Cavalry retreated to Blue Hole, reaching the world during the middle of Wave Two. There they faced the Third Alliance Guards. The two units kept their distance, trading only ranged shots as both believed the other could easily crush the other, for several weeks before Storm's Metal Thunder reached the world, intent on destroying the Eighth DLC. Colonel Jean-Henri de Jeruc, commander of the Eighth DLC, waged a mobile campaign for months, keeping both Loyalist units constantly off-guard. Then the Falcons landed on 28 May 3064.

Galaxy Commander Malthus primarily watched from the sidelines as the First Swoop concentrated on Storm's Metal Thunder and the Turkina Eyrie took on the Third Alliance Guards. Colonel de Jeruc tried to assist where he could, but the two Loyalist regiments not only refused his help, but actually fired on his troops. The Eighth DLC continued to operate on the move, keeping the Falcon troops off of them. The Alliance Guards and Storm's Metal Thunder did not learn from Colonel de Jeruc's lead, though, and were both punished heavily by the Clan troops. The Alliance Guards escaped to Melissia with only four companies. Galaxy Commander Malthus left the world not long after.

Storm's Metal Thunder lasted for a while longer, giving some half of the surviving Sixth Donegal Guards 'Mech regiment—approximately a battalion's worth having pulled out of the battle for Kikuyu under orders from General Sharon Bryan—time to arrive. The addition of the Sixth Donegal did lit-

tle to save the situation, however. On 15 June the Seventh Talon Cluster landed on the world, having followed the Sixth Donegal from Kikuyu. The Falcons first crushed the mercenaries—who retreated from the world with just two operational 'Mechs—and then the Sixth Donegal, which was wiped out in late July.

The Eighth DLC lasted a bit longer, though only after taking horrendous casualties. Khan Kell's First Wolf Legion reached the world on the 7th of August, facing only the Seventh Talon (the two other units pulled out near the end of wave two). The fresh Wolf cluster eventually won the battle for the world having run the Falcons to ground. The Eighth DLC was all but destroyed in the months of battling, but by the end of August the world was firmly in Lyrans hands.

Chahar

The Chahar MTM attempted to hold out for as long as possible when the Falcons attacked in wave three, but against five clusters, including Khan Marthe's own Turkina Keshik, they stood no chance. The four surviving combat commands retreated to Zhongshan sixteen days after the Falcons landed.

Chapultepec

General Adam Steiner pulled the forces that had survived Khan Pryde's initial assault on Melissia in wave four back to Chapultepec, landing on 25 August. With him he had approximately three brigades of troops, including some five assorted regiments of BattleMechs. Included in that number were the two Second Crucis Lancers combat commands that Victor Steiner-Davion had assigned him.

Galaxy Commander Jared von Jankmon lead the bulk of his Omega Galaxy to the world, where he maneuvered to catch General Steiner's flank, only to have Major General Christifori's own regiment unexpectedly show up in his own flank to spoil the attack. Generals Steiner and Christifori escaped Chapultepec before von Jankmon could pin them down and call Khan Pryde in to finish them off. By retreating from the world on the 29th of August, the Lyrans generals ceded control of Chapultepec to Galaxy Commander von Jankmon.

General Jasper Zibler dispatched a mixed combat command from his Seventh Crucis Lancers to the world in late May. The unit arrived on 4 June and over the course of three weeks battled the Turkina Eyrie Cluster. Fielding a much heavier fighting force than the Falcons, the Lancers eventually won the battle for the world, driving three trinaries from the world.

Clermont

With only minimal militia protection, Clermont fell to the Jade Falcons in wave three. Rather than completely pacify and take the world, though, the Jade Falcons simply used the Clermont system as a transportation crossroads and staging area, leaving the world undefended when General Steiner launched his assaults in the final Wave.

Crimond

The Lambda Solahma Cluster landed on Crimond at the outset of the second wave to deal with what defenders still remained on the world. The remains of the First Argyle Lancers were still on world and did what they could to contest the Falcon landing. After a disastrous initial fight, the Lancers went to ground, holding the Falcons off for some six weeks. The members of the Lambda Solahma were not unopposed to using Inner Sphere tactics on the Lancers, however, and took every opportunity to destroy any 'Mech that showed itself. Though a number of MechWarriors survived the assault, only five of the Lancers' 'Mechs survived to take cover in Crimond's wilderness.

On the 22nd of October, however, just as the seventh wave was beginning, Khan Phelan Kell landed on Crimond. Garrisoned only by the Seventy-fourth Battle Cluster, the fight for the world took but a few days. As Khan Kell was mopping up the operation, the Com Guards 39th Division arrived on world under orders from Precentor Gavin Dow to assist with the now-complete operation.

Dustball

The Seventh Falcon Regulars and the Jade Falcon Eyrie Clusters landed on Dustball on the 2nd of June, having left Koniz to the other two Rho Galaxy clusters. The only defenders were a militia brigade, two free armor regiments and a free fighter wing. The Seventh Regulars fought hard against the 919th Commonwealth Interceptor Wing, downing half of their fighters but suffering quite a few casualties of their own. On the ground, though, the Regulars captured the 919th's airbase and began to use the Lyran fighters against the world's other defenders. The battle for the world lasted a mere four weeks, during which time the Falcons literally crushed almost every armored vehicle that faced them.

The battle for the world was not over yet, though. Khan Phelan Kell dispatched his Fourth Wolf Guards to retake the planet. Landing on the 30th of July, they immediately set out to break the Seventh Falcon Regulars. Four days later, the 388th Com Guards Division arrived having won their battle for Graceland. The two units fought hard against the Falcons, eventually delivering a defeat and forcing them off of the world.

Graceland

Graceland was a second wave objective for the Khan Marthe, who dispatched the Seventy-fourth Battle and the Twenty-second Provisional Garrison Clusters to the world. The Falcons landed on the 1st of June. Instead of facing just the Eleventh Donegal Guards, though, they also faced ComStar's 388th Division, which had returned to the world at the outset of the Falcon Incursion under orders from Precentor Gavin Dow. The Clan troops concentrated on the Eleventh Donegal first, breaking the unit in under two weeks, before turning their attention to the 388th, which the Eleventh had originally driven from the world during the Flashpoint.

By the time the Falcons did turn their full attention to the ComStar unit, however, Major General Archer Christifori had arrived with his own Archer's Avengers, having come directly to assist in defending against the Falcon Incursion from a meeting on Halfway with Victor Steiner-Davion and his inner circle. Likewise the Twentieth Arcturan Guards broke off several combat commands from Morges to assist with the defense of Graceland. The battle for the world continued on for several more weeks, but ended suddenly when Star Colonel Amado Roshak lost a trial to General Christifori, leaving the world in the hands of the Lyran Alliance.

Kikuyu

The entirety of Delta Galaxy, under the command of SaKhan Samantha Clees, descended on Kikuyu at the outset of wave one, facing the Sixth Donegal Guards and the mercenary unit Dioscurl, both veteran Lyran units. The Falcon units fared well, running roughshod over the Sixth Donegal's conventional troops while bloodying the noses of the 'Mech units. SaKhan Clees' warriors faced an unexpected setback, though, when Kommandant Gunter Wolfcastle successfully lead a Sixth Donegal company into a Trial against Star Captain Gilliam Critchell's striker trinary. That victory gained the Lyran units on Kikuyu two weeks of reprieve, during which General Sharon Bryan ordered the bulk of the surviving Sixth Donegal Guards off of the world. That left the Dioscuri on-world, along with its own supporting troops and a handful of Sixth Donegal conventional battalions. The mercenaries did not last much longer, however, and pulled out on the 9th of July with barely a battalion of BattleMechs and a mixed regiment of conventional troops.

Koniz

Galaxy Commander Lizabet Danforth led her Rho Galaxy to Koniz on the 19th of May. Facing them were the mercenary Barber's Marauder IIs and the Koniz PTM. While the bulk of the galaxy concentrated on the PTM, Star Colonel Fallon Hazen bid to face the Marauder IIs, an elite unit fielding nothing but assault BattleMechs. Surpassing everyone's expectations, Hazen broke the mercenaries in just three days, using his superior mobility and range to lure the Marauders into a trap set by his elementals. The Marauders killed many of the elementals, but the Clan armored infantry accounted for more than half their number. The 124th Striker Cluster finished the rest of the mercenary battalion off within a day, banishing the survivors to life as mere laborers on worlds throughout the OZ.

The Koniz PTM lasted longer than the mercenaries, holding the Falcons off for almost three months before losses and a lack of supplies forced a general retreat from the world. Though the militia took almost 50 percent losses, it remained a viable unit and pulled back to Graceland on the 7th of August.

Kookan's Pleasure Pit

Khan Marthe Pryde led the attack on Kookan's Pleasure Pit herself during wave one. Her Turkina Keshik and the Third

Falcon Swoop faced off against the mercenary Grave Walkers. Long-time employees of the Lyran Alliance, the mercenaries had garrisoned the Jade Falcon frontier for many years and understood the Clan way of battle. They were unprepared for the Khan of the Jade Falcons herself, though, and lost a full battalion in the first hour of the battle. From that point on, it was simply a matter of time. The Khan's warriors bid against each other for each kill, extending the battle for the world out for two weeks, but eventually Colonel Ahru Kirah accepted that he could not hold the world against Khan Marthe and pulled his troops out, though only after winning a personal Trial of Possession against Star Captain Daniel for the right to claim *hegira*. The mercenaries pulled out on the 3rd of June, retreating to Pasig.

Machida

Khan Pryde lead her Keshik and three other clusters to Machida following the death of General Sharon Bryan and General Adam Steiner's retreat from Melissia. With equal odds of Steiner pulling back to Machida or Chapultepec, Khan Pryde chose Machida. General Steiner pulled back to Chapultepec, however. As soon as Khan Pryde learned that, she herself returned to Melissia with the First Falcon Swoop Cluster, leaving two others behind on Machida.

While the Fifteenth Lyran Regulars were assaulting Adelaide and Medellin, General Adam Steiner himself led his Fourteenth Donegal Guards into an assault on Machida, landing on the 30th of May. The Seventh Provisional Garrison Cluster put up as best a defense as they could, but against the fury of a rested Fourteenth Donegal, they stood no chance. Only two bare trinaries escaped the world on the 11th of June.

Medellin

The Chahar MTM had retreated to Medellin after being driven off of Zhongshan in mid-November. Arriving just days later on the 22nd at a pirate point, the MTM almost immediately faced off against the First Falcon Striker and Eighth Talon Clusters, which landed on the 23rd as a part of the Falcon move to secure the worlds surrounding Melissia. Having already been badly mauled by various Falcon units throughout the Incursion, the militia lost cohesion a day into the battle, giving the Falcons the chance to pick off scattered companies and battalions at leisure. Colonel Mason was able to get a handle on her militia two days later, organizing them enough to pull off a fighting retreat. The unit left the system on the 27th of November, heading for the relative safety of the Lyran Alliance's interior.

In the tenth and final wave, the Fifteenth Lyran Regulars followed their quick victory on Adelaide with an assault on Medellin, where the Pryde Eyrie Cluster had been stationed. Landing on the 5th of June, the Regulars made just as short work of these Falcon warriors as they had on Adelaide, though only with the assistance of two armored regiments that

General Steiner had managed to pull together from the remains of the Melissia Theater defenders. Colonel Orsini declared victory on 17 June, having driven the surviving four binaries of the Eyrie cluster off of the world.

Melissia

The largest battle of the entire Falcon Incursion happened on Melissia in the fourth wave. The headquarters of General Sharon Bryan, Margrave of the Melissia Theater, the world had almost become a refugee camp for damaged and shattered military commands fleeing the oncoming Jade Falcon army. It was also one of Khan Marthe's primary targets as she knew that General Bryan would undoubtedly draw a massive force to the world to defend herself.

The Third Alliance Guards, having retreated from Blue Hole in the first wave were there, as were Sixth Donegal Guards, also having been mauled by the Falcons, the Ninth Lyran Regulars, called to the world by General Bryan, and General Adam Steiner's Fourteenth Donegal Guards.

Khan Marthe Pryde jumped into the system on 13 August at the head of seven clusters and immediately burned into the planet. Ahead of her, however, Colonel Felix Blucher arrived with two mixed combat commands consisting of two short battalions of his Fifteenth Arcturan Guards and elements of the Neerabup MTM and the Gacrux FTM.

Khan Marthe prosecuted a very different type of war on Melissia, though, employing decoy and screening forces that were designed to draw out the defenders, while all the time rotating her own troops to not only keep them fresh but also to give each of her clusters the chance to do battle against the Lyrans. Once she had eliminated what defenders she could in that way, she dropped almost two clusters of elementals right on top of General Bryan's fortified base, killing the general and crippling most of the defenders. General Steiner called for a general retreat from the world that same day, the 16th of August, pulling back to Chapultepec. He was unable to save the Third Alliance or Sixth Donegal Guards, however; both commands effectively perished in the battle for the world, with only a handful from each making the retreat with General Steiner.

Khan Phelan Kell later led his First Wolf Legion and First Wolf Strike Grenadiers to the world in wave eight. Landing on 24 November, he faced only the Turkina and Pryde Eyrie Clusters, lead by Galaxy Commander Timur Malthus. Though Malthus dealt Kell several initial blows, the Wolf Khan brought the Melissia campaign to a screeching halt when he made an assault from beneath the oceans, surprising Malthus' warriors. Galaxy Commander Malthus officially turned the world over to Khan Kell on the 13th of December, pulling his own troops off a day later.

Newtown Square

Leutnant-General Adam Steiner and his Fourteenth Donegal Guards were garrisoning Newtown Square when the Falcon Incursion kicked off. The Falcons knew that Steiner's

Fourteenth Guards had already suffered some losses, and so they assigned just three clusters to the world: the newly-formed Pryde Eyrie, the Omega Solahma and the Seventh Provisional Garrison Clusters. Surprisingly, the battle for the world lasted all of a week. Having landed on the 16th of May, the Falcon warriors very neatly engaged battalion after battalion of Steiner's Guards, alternating binaries and trinaries to keep the offensive fresh and continuously rolling. After four days, Steiner had lost a quarter of his equipment, while the Falcons showed no signs of letting up. Moreover, he had received word that the Falcons had hit the Alliance with multiple galaxies and were apparently driving straight at Melissia. Once he realized that, he gave up the strategically unimportant world of Newtown Square, pulling out on the 23rd, and headed directly for Melissia.

Pandora

The battle for Pandora was probably the luckiest break on the part of the Jade Falcons. After pacifying Koniz in the fourth wave, the 124th Striker and Jade Falcon Eyrie Clusters continued on to the capital world of the Pandora Theater. Upon landing on the 4th of September, they found only the Pandora College Training Battalion and a few conventional free regiments—the Third Lyrans Guards, who had been garrisoning the world since leaving Graceland in wave one, had just left the world to help beef up garrisons along the entire Falcon border. The world fell in twenty-two days, with the training battalion wiped out and the conventional regiments completely crushed. More than that, the elementals of the 124th captured the Pandora Theater Command Center, including Theater Commander Hauptmann-General Walter Gothard and most of his staff.

Rasalgethi

The world of Rasalgethi was important to both the Falcon and the Lyrans operations. To the Lyrans, it was a world from which they could easily launch attacks into both the Falcon and the Wolf Occupation Zones, the keystone to the entire Clan frontier. To Khan Marthe, it was the one world closest to their OZ and also the Tukayyid Truce line; by taking Rasalgethi she could easily stage assaults into both the Free Rasalhague Republic and the Lyrans Alliance without difficulty should the Clans ever resume their march on Terra.

The first regiment of Brion's Legion was garrisoning Rasalgethi alongside the Kelenfold PTM when the Falcon assault landed with the four veteran Rho Galaxy clusters. Though the mercenary unit was equipped with some Clan-tech and likewise was well-versed in anti-Clan tactics, Galaxy Commander Danforth and her warriors proved more formidable than even those two Inner Sphere units could handle, driving them throughout the seventh wave.

While Brion's Legion had benefited from years of drawing supplies from ComStar, up to that point their most significant battles of the recent years had been within the Chaos March, leading them into a false feeling of superiority. While the bat-

tle for Rasalgethi lasted for several months, it was only because Colonel Octavius Brion recognized the fact that he was outmatched and began to fight a guerilla campaign. The Kelenfold PTM folded after only a month, however.

Snord's Irregulars arrived on the 14th of December. The 124th Striker faced Colonel Rhonda Snord's Irregulars, still weakened after their ordeal on Odessa, but had their heads handed to them by the mercenary unit. While those battles overshadowed the other events on the world, they were ultimately indecisive. The remaining three Rho clusters, reinforced by the Second Falcon Swoop on the 25th of November, hunted down Brion's Legion and the two surviving PTM combat commands and forced them off-world. Colonel Snord likewise followed suit on the 30th of December, knowing that, while her unit could hold its own against any one single cluster, it could not stand against an entire galaxy, especially one that was still bitter about events that occurred almost a decade earlier within the Falcon OZ.

Zhongshan

The Chahar MTM had retreated to Zhongshan after five clusters of Falcon troops drove them from their homeworld in wave three. The MTM faced the Falcons once more in wave Seven, again squaring off with Khan Marthe Pryde's Turkina Keshik and the First Falcon Swoop Cluster. Colonel Alicia Mason did not relish another fight, but nevertheless put up a defense against the Falcons' assault when they landed on 26 October. As with the original engagement on Chahar, Khan Pryde's warriors quickly proved their superiority over the Lyrans troops, though the MTM survived through almost three weeks of hit-and-run engagements before Colonel Mason called it quits, withdrawing on the 18th of November to Medellin, a move that would prove deadly for them.

JADE FALCON OZ WORLDS

Operation Audacity, conceived by Major General Archer Christifori and implemented by General Adam Steiner, went on to assault ten worlds within the Jade Falcon Occupation Zone. Khan Pryde had never expected the Lyrans to launch such a bold operation, but she maintained four galaxies within her OZ as insurance against just such a happenstance.

Beta VII

General Anne Sung's Second Crucis Lancers set off on their own in wave six, hitting the world of Beta VII on the 2nd of October, while Generals Adam Steiner and Archer Christifori launched attacks into the Falcon OZ. Garrisoned by the Jade Solahma Cluster, the world fell in just a few days of fighting. General Sung moved on from there, leaving behind a mixed combat command to garrison the world.

Black Earth

General Steiner began his assault on the Jade Falcon OZ with an attack upon Black Earth, jumping into the system using a pirate point on 3 October. Leading a combined force

consisting of elements of his own Fourteenth Donegal Guards, Colonel Blucher's Fifteenth Arcturan Guards (including elements of the Neerabup MTM and Gacrux FTM) and the Ninth Lyrans Regulars, General Steiner dropped onto the world expecting a quick operation and instead became bogged down in a three-week fight that saw the Third Talon Cluster make extensive use of heavy aerospace fighters against his units. When General Steiner hadn't pacified the world by the 10th of October, Khan Kell dispatched his First Wolf Strike Grenadiers to assist, arriving on the 17th. A week later General Steiner's force had taken the world and the second battalion of the Blue Star Irregulars' 1894th Striker arrived to help garrison the world while Steiner moved on.

Blackjack

General Christifori entered the Blackjack system on the 12th of December, landing on the 16th at the ruins of the Blackjack School of Combat. The general faced the Eighth and Tenth Provisional Garrison Clusters, who made it abundantly clear that they would not accept anything less than the utter destruction of the invading troops. The two forces fought a brief but bloody campaign against each other that included a WarShip battle between the *Black Paw*, which Christifori's troops had captured in the Butler system and later given over to Khan Phelan Kell, and the Falcons' *White Talon*, which was disabled in the fighting.

General Steiner arrived in-system on the 21st of December, grounding three days later and immediately launching a surprise attack on the Falcons that stymied their operations on the world. Before either side had the opportunity to make any follow-on attacks, Falcon saKhan Samantha Clees arrived in-system with two more clusters. Rather than adding them to the fray, however, she ordered her warriors already on-planet to break off their attacks. Further, she delivered a message to Generals Steiner and Christifori, granting them *sacon* and "inviting" them to Blair Atholl to parley with Khan Marthe Pryde.

Clees left the system with the Eighth and Tenth PGCs in tow, leaving Blackjack in Lyrans hands. The two Lyrans generals gathered what remained of their units and likewise jumped out of the system, leaving behind a token garrison force.

Blair Atholl

The Ninth Provisional Garrison Cluster took up station on Blair Atholl before the Falcon Incursion even began. As the Incursion progressed, they remained ever-vigilant, ready to either defend the world against a Lyrans attack or to charge into the Lyrans Alliance to help exploit the gains their brethren had made. The former happened before the latter did when ComStar's 388th Division landed on the 15th of December as a part of the continuing Lyrans action during wave nine. Having successfully worked with Khan Phelan Kell's Wolves in liber-

ating Dustball, the Com Guards troops only awaited the chance to continue punishing the Falcons.

The Ninth PGC never allowed the Com Guards to seize the initiative, hounding them from the moment they landed on the world. The single cluster, reinforced by several trinaries pulled from other nearby garrison units, drove the ComGuards ahead of them across two continents before seemingly running out of energy.

Shortly afterward Khan Marthe Pryde led her Turkina Keshik to the world, landing on the 20th of February 3065. Khan Phelan Kell reached the world on the 24th. SaKhan Clees made landfall on the 26th while General Adam Steiner, accompanied by Christifori, grounded on the 27th.

Khan Pryde and General Steiner called a general ceasefire within their respective regions and eventually agreed on a plan that would end the Falcon Incursion. The world of Blair Atholl would remain jointly-held by the Falcons and the LAAF as something of a live-fire training world, giving the Falcons a place where they could send their warriors to gain real combat experience. Though that agreement would mean that the LAAF troops on-world would constantly be threatened by the Jade Falcons, the world would at least remain something of a controlled environment.

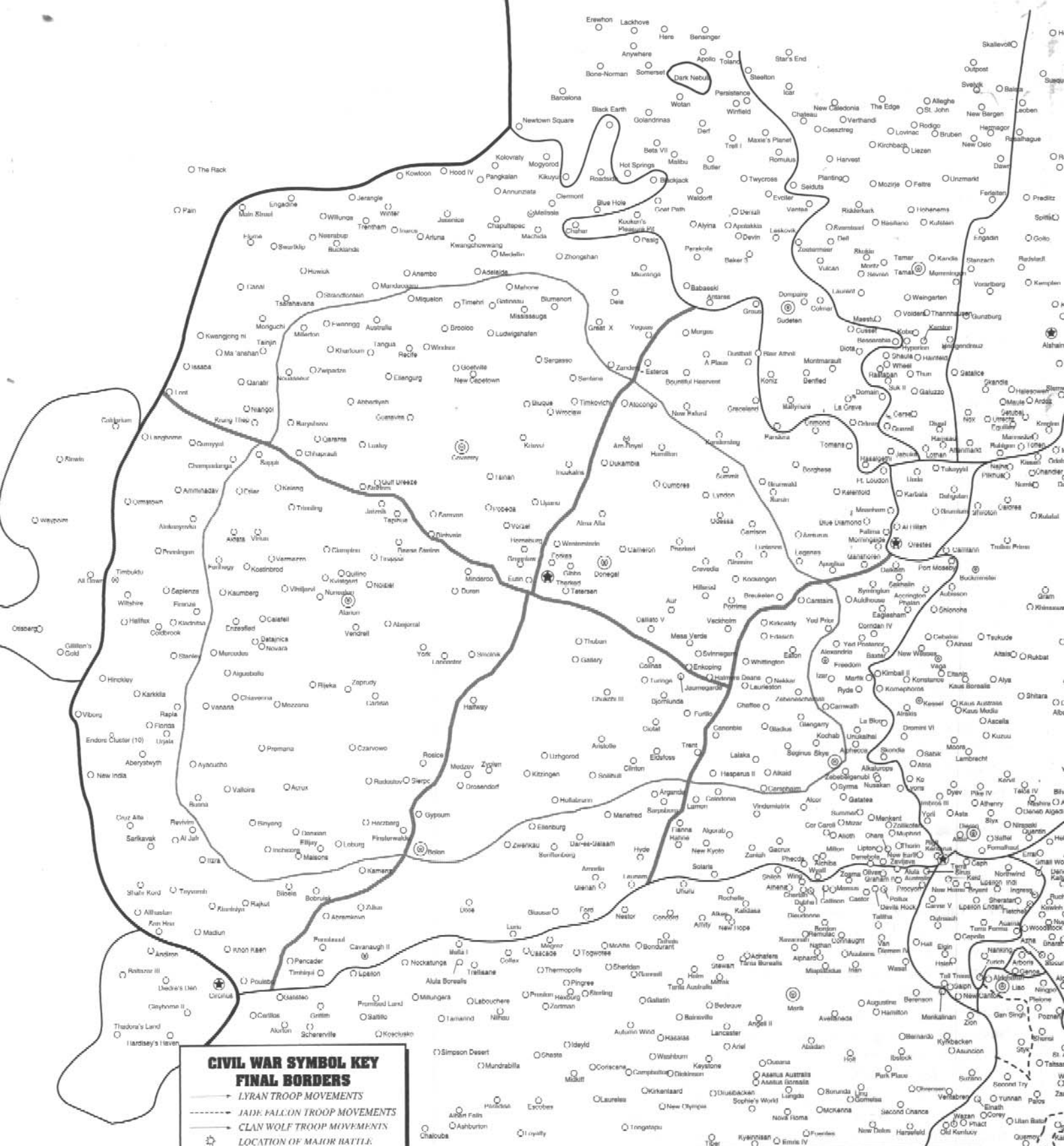
Butler

General Christifori entered the Butler system on the 17th of October. Initially his ships came upon a *Black Lion*-class cruiser, but eventually they discovered it was undergoing repairs and captured it with relative ease, turning it over to Khan Kell's Wolf Clan. On the world they faced just two trinaries of the Ninth Falcon Talon Cluster, plus a host of technical crews who did their best to swarm the general's 'Mechs and vehicles. General Christifori's troops still far outnumbered Butler's defenders and quickly pacified the world.

The world remained in Lyrans hands until the final phase of the Incursion, after the Blair Atholl Agreement had been reached. When elements of Clan Diamond Shark had taken Twycross away from the LAAF garrison there, Khan Marthe Pryde authorized Galaxy Commander Rard Hoyt to take back the world of Butler to ensure the integrity of her Clan's Occupation Zone. Galaxy Commander Hoyt selected five trinaries from the Fifth Battle and 18th Falcon Regulars Clusters to retake the world from the mostly conventional troops left behind on the world, reinforced by two Blue Star Irregulars companies. The Falcon trinaries landed on the 18th of June, and by the 25th had retaken the world.

Graus

On the 8th of November, the Third Lyrans Guards dropped two combat commands onto Graus, a world defended only by two trinaries and a binary of the Tenth Provisional Garrison Cluster. Overwhelmed by the heavy 'Mech and armor force, the garrison unit folded in just two days.



LEGEND



40 PARSECS OR 130.4 LIGHT YEARS
SCALE: 1 PARSEC = 3.26 LIGHT YEARS = 19,164,277,860,000 STATUTE MILES

MAXIMUM JUMP APPROXIMATELY 30 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 9 PARSECS = 29.34 LY

JADE FALCON INCURSION

'3067 COMSTAR CARTOGRAPHIC CORPS



Hot Springs

General Steiner targeted Hot Springs in wave seven, landing on the 21st of November. Star Colonel Diane Anu and her Fifth Battle Cluster kept Steiner tied up for some time, however, using Inner Sphere-like tactics against the Lyrans troops. By going to ground and running a hit-and-run campaign, Anu prevented Steiner from using overwhelming force against her and further kept the general from launching any more assaults within the Falcon OZ until the second week in December. Steiner finally pulled off of Hot Springs on the 12th of December, leaving the world in Falcon hands.

Malibu

General Steiner jumped into the Malibu system on the 26th of October and took the system's recharge station from Star Colonel Terrance and his Eighth Falcon Regulars. The civilian leadership of Malibu forbade Steiner and his forces from landing on the world, however, apparently satisfied with continued life under Jade Falcon rule.

Roadside

General Christifori, leading his own Archer's Avengers and the Fifteenth Arcturan Guards, hit Roadside on the 3rd of October, marking the world as his first target in wave six. A single trinary of the Jade Solahma Cluster held this world and was summarily destroyed when, while they were defending the Tyler Munitions Factory, General Christifori ordered his 'Mechs to fire on the factory. The resulting explosion killed every Clan MechWarrior and created a shockwave that was registered over most of the world. The General waited until the first battalion of the Blue Star Irregulars' 1894th Striker arrived on-world before moving on.

Twycross

General Christifori led his task force to Twycross on 30 October. There he faced the Jade Falcon Guards, who quickly called in elements of the First Falcon Hussars and the Ninth Talon Cluster (which had already suffered a defeat against Christifori on Butler). The Clan units attacked General Christifori's troops out of the Diabolis, taking the Lyrans by surprise. General Christifori nevertheless turned the battle around and defeated the Falcon defenders, though only at a heavy cost to his own units. He pulled out on the 24th of November, leaving behind a garrison force gathered from among his own units.

On 8 April, a force of three Diamond Shark clusters landed on Twycross, issuing a batchall to the single mixed combat command culled from Archer's Avengers. Five days of battling ensued, but in the end the Diamond Sharks all but destroyed the Inner Sphere troops, taking the world for themselves (later intelligence reports indicate that not only did the Diamond Sharks want to put the world's disabled BattleMech factory back into operation, but that their scouts discovered a sub-

stance not unlike HarJel there on Twycross, making the world once-again valuable).

CLAN WOLF ATTACK

By the beginning of wave nine, Khan Vladimir Ward had gathered enough intelligence to launch his own campaign into the Jade Falcon OZ. Hoping to win several worlds for his Clan simply as a status symbol, he bit off more than he or his Clan could chew. Shortly after his troops landed on Falcon worlds in the first days of 3065, Khan Marthe released her Galaxy Commanders to make their own punitive raids into the Wolf Clan OZ. Eventually the two Clans traded a total of seven worlds, with the Falcons winning the competition by taking four Wolf worlds and successfully throwing Khan Ward's warriors off of two more of their own worlds.

It is beyond the scope of this work to describe these battles in depth, but for the sake of better illustrating the pressures on the Falcon Toman, the following is a brief description of the outcomes of these battles.

In wave nine, Khan Ward sent his Wolves across the border to hit the worlds of Colmar, La Grave and Quarell, winning both Colmar and Quarell outright and continuing the fight on La Grave into the next wave. In wave ten, the Wolves hit the worlds of Steelton and Zoetermeer, winning both, but at the same time was ejected from La Grave; the Falcons retaliated in that same wave with an assault that took the Wolf world of Domain. In wave ten, the Wolves took their final world, Seiduts; the Falcons continued to burrow deep into the Wolf OZ by taking Bessarabia, Biota and Cusset, and additionally recaptured Colmar.

The inter-Clan warring ended in late June when both Khans realized they could not afford to keep the tempo of operations up without further opening each other up to other enemies, including the Star Adders, Hell's Horses, the Diamond Sharks, or even the Snow Ravens, all of which had units either in the Periphery or actually operating within the Clan OZs at that time.

POSTSCRIPT

The Jade Falcon Incursion hit the Lyrans Alliance at perhaps the worst possible time. Commanding a resurgent and extremely fanatical Clan, Khan Marthe Pryde achieved a success that far surpasses anything she had accomplished in her entire career as a warrior. Indeed, only her Clan's accomplishments during Operation Revival surpass the incredible gains she made during this short year of fighting. Some may attempt to dismiss these accomplishments, pointing to the fact that in a year of fighting, she only took and held a total of thirteen worlds by using the bulk of her Toman, while during a year of Operation Revival her Clan took nearly three times that many worlds from the Federated Commonwealth. What those individuals fail to realize, however, is that the Inner Sphere is a much different place today than it was in 3050.

Tactics and technology have radically evolved, as have emotions. Now that the Inner Sphere knows how to fight the Clans, Kerensky's children could never hope to achieve the same kind of stunning victories, at least without committing the entirety of the Clans to the assault.

Yet, the battles with the Jade Falcons stand in striking contrast to the typical Civil War engagement. The average planetary campaign waged between a Loyalist unit and an Allied unit took months, if not years, to complete. Glausar and Kathil are just two of the worst examples. On the other hand, the typical engagement during the Incursion took but days or weeks. The Jade Falcons managed to roll over entire 'Mech regiments and combined-arms brigades in just a few days' time in many instances. With the relative gap in technology rapidly closing between the Clan standard and the Inner Sphere standard, many have asked the question, "how did the Jade Falcons manage such quick victories?"

The answer: doctrine.

Without going into significant detail, the Clans still fight differently than the Inner Sphere does. The Clan warriors are born and bred to fight and to show no fear. They look forward to dying in combat and have no hesitation to push themselves to the point of breaking if it means garnering a victory. They fight fast and furious, giving no quarter.

On the other hand, the warriors bred by the Inner Sphere tend to be a more contemplative lot. They do not typically want to sacrifice themselves if they can accomplish the same thing in a different manner, even if it takes more time. Life has meaning, and so do the feelings of one's fellow soldiers.

Though at first glance, that contrast does not seem so significant, when added to the technological gap, the difference comes into focus. Moreover, the typical Clan warrior is far more skilled than his Inner Sphere counterpart, with a veteran Inner Sphere pilot barely equivalent to a regular Clan pilot. When one takes all of these factors into account, one can begin to see just how Khan Marthe Pryde was able to fight such a successful campaign in so short of a time.

Of course, the militaries of the Inner Sphere have come a long way from the point they were at when the Clans first appeared. Military technologies have made a substantial leap in just the last ten years, gaining more ground in just that time than the entire Inner Sphere made in even the Golden Age of the Star League, while a manufacturing renaissance has made it possible to build enough of that new technology to put into the hands of the common soldier.

They have also learned how to fight the Clans, how to use Clan tactics against them and how to apply Inner Sphere tactics against them. Of course, since the end of Operation Revival, quite a few Clansmen have taken to using more and more Inner Sphere tactics in their battles, a fact that makes their own significant strength seem even that much more impressive.

In any event, while the gains made by the Jade Falcons were quite impressive, the victories that the LAAF scored over that Clan were no less impressive. The Lyran military began the Incursion in a state of disarray, undermanned and with a shortage of munitions and spare parts. Additionally, the Melissia Theater was commanded by a general who, after having fought directly against the Clans for a decade and a half, should have been able to learn from her mistakes. Instead, General Bryan fell back on the same tactics that nearly got her and her units killed a dozen times over since 3050.

Once Lieutenant-General Adam Steiner took charge of the Clan front, the losses that the LAAF was experiencing halted. Moreover, he gave the Lyrans a number of victories, boosting their morale and esprit de corps and giving them the edge they needed to survive the Incursion without falling apart. To be sure, General Steiner did receive significant assistance from individuals like Khan Phelan Kell and Major General Archer Christifori. As much as they did, however, it was still General Steiner's leadership that prevented the Lyran Alliance from crumbling in the face of the Jade Falcon Incursion. While most of the units who took part in the Incursion fighting initially took Steiner's direction because of his name, he very quickly earned their trust, regardless of their political leanings.

From the motley collection of nearly-destroyed units that garrisoned the worlds of the Melissia Theater (and the Pandora Theater, to some extent), General Steiner brought together an army that stood up against the Jade Falcons and even took them on in their own OZ. For those reasons alone, General of the Armies Nondi Steiner named him commander of the Melissia Theater.

So what was the final result of the Jade Falcon Incursion?

In purely objective terms, Khan Pryde accomplished the goals she had set out to achieve. A whole new generation of Falcon warriors received combat experience that they could not have received elsewhere, making the Falcon tourman again one of the most feared in the Clans. Moreover, she bloodied the face of Clan Wolf.

General Steiner prevented the Jade Falcons from crushing the Lyran Alliance, a potentiality that they were not far away from. He also proved to the entire Inner Sphere that the Lyran military could stand toe-to-toe with the best that the Clans could throw at them and even win battles that were fought on the Falcons' terms. At the same time, Steiner accomplished all this while his countrymen were still fighting a bloody civil war.

In short, Adam Steiner proved that the people of the Lyran Alliance, no matter their original heritage, could work together once again as a single, united group. Of course, the general's incredible successes garnered him the loyalties of billions of the Lyran people, something that would become incredibly important in the final stages of the Civil War.

WAVE FOUR

NOVEMBER 3064—MAY 3065

"I shall come out of this fight a live major general or a dead brigadier!"

— Confederate Brigadier General Abner Perrin, 12 May 1864, before being killed in the Battle of Spotsylvania

"I would have no more joy than to lead you fabulous guys in battle. Your nation is counting on you. Don't you worry about who you will be fighting. Let me worry about that. Just do your jobs and the Lord will watch over us all!"

— Fleet Admiral William "Wet Willie" Kossacks, a traditional statement to his men before sending them into battle

OVERVIEW

The Civil War had already been going on for some two years by the time Wave Four began. In that time, hundreds of worlds had been touched by the violence. Worse, the estimated deathcount had reached into the millions, with civilians making up the great majority of the dead. Most unfortunate was the fact that the majority of those casualties occurred on worlds that had not been gripped by the grandest of military battles: Dalkeith, Glausar, Kathil, Tikonov. The battles for those worlds claimed but a relatively small percentage of the dead. No, it was the smaller-scale battles that to this point had caused the most suffering among the people of the former Federated Commonwealth.

Common citizens had been struggling against local bureaucrats and political appointees since the beginning of the war. By the end of Wave One, many had turned to armed revolt. Unfortunately, the Archon's agents dealt with these revolts with force, choosing to fire upon innocent civilians rather than attempt other methods. Not all of the revolts were dealt with in this fashion, to be sure. There were enough, however, that by the middle of Wave Four, even the most die-hard supporters of the Archon were beginning to question their commitment to her, no matter how good a light her propagandists tried to show her in

At the same time, there were literally hundreds of free regiments scattered throughout the former Federated Commonwealth. Just like the regular army BattleMech units, many of these regiments claimed loyalty to one side or the other. And like the regular army units, they took it upon themselves to do battle with each other, in most cases drawing the local populations into their fights. It was these battles that caused the majority of the casualties suffered during the war. The sad fact is that, since the majority of the battles were fought on strategically unimportant worlds, the leaders on both sides of the war did not receive much information about them. Of course, Archon Katherine's near blackout of communications within both realms did much to quash the free flow of information.

Many millions of citizens and soldiers had already died, with untold thousands more added every day that the war continued, but the war persisted full-force. The Allied forces were winning battle after battle, taking important worlds away from Archon Katherine, but the simple fact was that the Archon's Loyalists were winning many of the small battles and thus kept a stranglehold on both the Lyran Alliance and the Federated Suns. The ordinary citizens were beginning to see through the Archon's guise of

a concerned and caring leader. Unfortunately, the thousands of political appointees and nobles that the Archon had put into place throughout the two realms still saw Katherine Steiner-Davion as the best bet and continued to support her decisions and actions.

Yet, the external threats posed by the Jade Falcon Incursion in the Lyran Alliance and the Draconis Combine Reprisal in the Federated Suns actually brought many of the citizens of each nation together, uniting them against common enemies. With Archon Katherine and her agents still in charge, many citizens, no matter how much they may have hated their leaders, turned to them for protection against these threats.

The war thus continued on, unchecked.

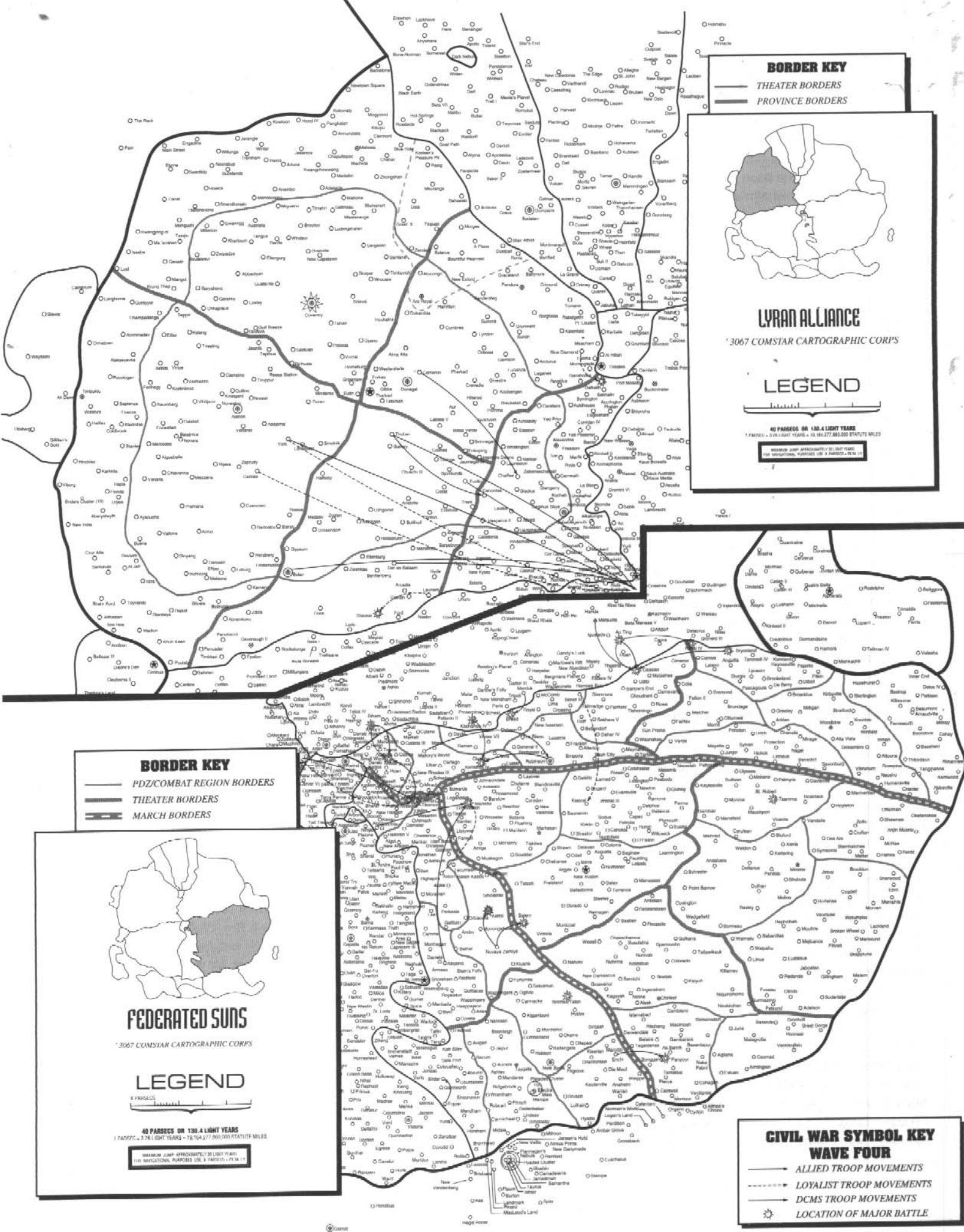
FEDERATED SUNS

As Wave Four began, the progress of the war within the Federated Suns moved to a different stage. Marshal of the Armies Jackson Davion was still experiencing a shortage of Loyalist troops with which to prosecute the war. At the same time, Field Marshal Ardan Sortek was doing his best to fight the war within the Federated Suns without overly weakening the Suns to outside attack. Of course, both Davion and Sortek fought bitter political battles against Dukes Sandoval and Hasek, who still laid claim to a number of units that both generals would have liked to task to the Civil War effort.

Though the Archon was bypassing him more and more, delivering instructions directly to units involved in the fighting via Field Marshal Simon Gallagher, Jackson Davion remained steadfast in his support of the Archon. Even a visit to Galax had little impact on his loyalties, though the visit with Marshal Ann Adelman, commander of the Davion Heavy Guards, and Major General Jonathan Davion, a Heavy Guards brigade commander and also a cousin to the Marshal of the Armies, did raise some questions within the elder Davion.

Wave Four additionally saw the Draconis Combine not only take back worlds they had lost to Duke Sandoval's invasion, but also hit worlds within the Federated Suns. Suddenly Duke Sandoval faced a much more dangerous opponent than he ever conceived of.

In many respects, the war was on autopilot, with generals like Davion and Sortek simply providing logistical and moral support to the troops that were in the field. Their subordinate commanders truly bore all of the weight of their operations, watching their soldiers and MechWarriors fight and die. Yet the war rolled on, and would for quite a while to come.



KATHIL

The longest-running battle in the Civil War showed no likelihood of ending anytime soon as Wave Four opened up. The addition of the Second Chisholm's Raiders to the mix in the previous wave turned the battle for the world soundly to the Loyalists' favor, forcing Marshal Nathaniel Hasek to make some difficult choices for his Allied forces. With the GM plant in Loyalist hands, the troops of the Second Chisholm's Raiders and the Eighth Donegal Guards finally had access to fresh replacement equipment. Both units had taken heavy casualties, though the Eighth Donegal had been able to absorb most of the survivors of the Eighth F-C, allowing it to maintain its integrity.

For the Allies, the situation was worse. Marshal Linda Archer's Fifth Davion Guards had borne the brunt of the Loyalist assaults for much of Wave Three and were hovering at less than one-half strength, even after the absorption of the First Capellan Dragoons. Major General Randy Hasek-Bills, commanding an ad-hoc brigade made up of former Kathil CMM and First NAIS Cadre soldiers, plus the remains of several other free armor and infantry units, had lost more than half of his combat strength, but as free units trickled into the world, Marshal Hasek assigned them to Hasek-Bills, who had fought an incredible mobile campaign since arriving on-world with the Sixth Syrtis Fusiliers. Strangely, the Sixth Syrtis Fusiliers were still the strongest Allied unit on-world, having been spared the worst of the Loyalist attacks.

Riding on the initiative that the capture of GM gave them, the Loyalists drove across the world, pushing the exhausted Allies ahead of them. Marshal Hasek did his best to stop the drive, but as the battle for Kathil continued on, his troops were beginning to falter. On the 2nd of January, Marshal Archer's Fifth Guards nearly broke apart when the Eighth Donegal hit them with a combined-arms brigade armed with 'Mechs and tanks fresh off of the GM lines. Hauptmann General Pashik did not let up, however, and continued to hammer the Fifth Guards over the course of a week while Archer's troops desperately tried to hang on to a trio of firebases. On the 8th of January, the Eighth Donegal rolled into Firebases Champion and Tango-3, scattering the Fifth Davion Guards ahead of them.

Marshal Hasek had done his best to push either the Sixth Syrtis or General Hasek-Bills' brigade in to assist the Fifth Guards, but the Chisholm's Raiders fought a mobile interference campaign, tying those Allied forces up. On the 10th, Marshal Hasek dispatched Major General Richard Silver, who had been acting as his operations chief, to take command of the shattered Fifth Guards from an exhausted and broken Marshal Archer, who retired off-world to Novaya Zemlya.

Both sides knew that the Allied troops needed a rest if they were to ever regain their combat edge. Unfortunately for General Pashik, his own Donegal Guards were operating on sheer adrenaline and would soon burn out as well. He and General Eisner made every effort to take advantage of the situation before standing down for a much-needed rest. Both concentrated on General Silver's single brigade of Fifth Davion Guards, pushing them out of Firebase Tango-5 and through the Tormad Valley. Silver managed to rally his troops between the towns of Coulman and

Fredericksville and stopped the Donegal advance dead in its tracks, though only after suffering heavy losses on his own side.

The two sides took three weeks of much-needed rest in late February, only making the occasional probing attack. The situation on the planet radically changed once again on the 8th of March, this time with the arrival of General Rudolph Chapman and his First Federated Suns Armored Cavalry. Executing a textbook combat drop, General Chapman landed in the Donegal Guards' rear and immediately set upon the weakened RCT. General Silver launched his own attacks along his front with the Donegal Guards, holding them in place, while this time Marshal Hasek tied up the Chisholm's Raiders with his own Sixth Fusiliers. Marshal Hasek's attacks cleared the way for Major General Hasek-Bills to skirt the Chisholm's Raiders flank and add his own brigade to the assault upon the Donegal Guards.

With significant Allied forces to their northeast, southwest and west, and rough terrain to the east, the Donegal Guards were effectively trapped. They collapsed their own lines around the three firebases, as well as the towns of Delafield and Menomee and fought a defensive action. Both Generals Silver and Hasek-Bills were forced to deal with Raiders' attacks along their rear and flanks, but it was only a matter of time before the Eighth Donegal Guards folded. General Pashik was captured on the 17th of May, but his unit continued to fight on for six more days before Lieutenant General Gerd von Manstein surrendered what was left of the RCT.

That action placed General Eisner in the unenviable position of commanding the only significant Loyalist unit left on the world. While General Silver and Marshal Hasek dealt with the mop-up over the Donegal Guards, Generals Chapman and Hasek-Bills pursued Eisner's Chisholm's Raiders back across the continent. The two Allied generals pushed hard and reached District City before the Raiders did, forcing Eisner to divert to Radcliffe.

Wave Four ended with an almost exact reversal of the situation when the war began—the Allied troops controlled District City and the GM plant while the Loyalists took the bases in and around Radcliffe.

MARLETTE

The battle for Marlette started out small, with the Fifth Crucis Lancers starting the trek to the world at the end of Wave Three. The world was one of the few regional command centers still in the Archon's possession, one just a few jumps away from New Avalon. Field Marshal Ardan Sortek believed the world could become an important jumping-off point for an eventual assault into the New Avalon Combat Region.

The Fifth Lancers deployed to the world on a relatively standard formation, moving on the capital city of Kingston, the industrial city of Argentan and the Jedda Military Complex. Once they realized that they could not take the Lancers one-on-one, the Marlette CMM pulled back to defend the Military Complex. Having secured the two primary cities on the world, the Lancers also had to deal with a number of scattered battalions of militia troops that mobilized against them. The Fifth Lancers concentrated the majority of their attention on the Military Complex, however.

On the 24th of November, a new unit entered the system. Having made the journey through uninhabited systems, the Fifth F-C jumped into a pirate point and immediately made for Marlette. The unit already had made a bad name for itself after detonating a number of nuclear devices on Axton just months earlier. Though Acheron Combat Region commander Marshal Peter Chesterton wanted to place the entirety of the Fifth F-C under arrest and execute its command staff, his own command staff talked him out of it. They needed Loyalist assistance on Marlette if they were to keep hold over the world.

For her part, Lieutenant General Annette Leyland was herself horrified at her actions on Axton and vowed to fight a clean battle. With the addition of the Fifth F-C, the Loyalist forces were able to make a breakout from the Military Complex and retake Argentan. While CMM commander Lieutenant General Dennis Waxton refused to work with Leyland, the two generals received orders from Hauptmann General Mary Lyman, who took it upon herself to coordinate the world's defense.

The Loyalists could not sustain the rapid tempo of operations against the Fifth Crusis, however, at least without seriously compromising their own security. By the middle of January, the two Loyalists had settled into a static in-depth defensive. General Olaf Richardson prepared to retake the initiative with a deep strike at Jedda when he received word that General Jack Roberts and his Twentieth Avalon Hussars had just made the jump into the system. He launched the assault anyway, adding two additional combat commands that he would have held back as a reserve, hoping that he could gain at least a toehold in the Military Complex. If he succeeded, Roberts could quickly follow up with an attack that could win them the entire Jedda Military Complex.

Marlette was not Roberts' primary objective, though. Leyland and with her entire Fifth F-C was. General Richardson did indeed push two brigades through Loyalist territory, gaining his toehold in three locations with two mixed battalions and a single 'Mech company. The Loyalists cut his troops off from his main body, however, stranding them within territory controlled exclusively by the CMM and the Fifth F-C.

Roberts did drop several combat commands within the Military Complex to assist Richardson's Lancers, but he landed the bulk of his Hussars opposite the Fifth F-C, against whom he launched an immediate assault. Matters on the world quickly degenerated into a free-for-all. The Allied RCTs held the upper hand in both numbers and experience, and severely punished the Loyalists. General Roberts managed to segregate a third of the surviving Fifth F-C on the 25th day of the battle and crushed it with massed artillery and air strikes. While she could have used them, General Leyland refused to deploy any more of her atomics.

Only on the 53rd day of battle did she reconsider her decision, when what remained of her RCT stood on the brink of folding in the face of General Roberts' continual attacks. She ordered one set off in a remote location as a warning, but Roberts only continued on, pushing within mere kilometers of her command post. She tried to dispatch a fighter wing to make several more attacks directly on Roberts' troops, but the first weapon dropped malfunctioned and did not fire. Roberts' Hussars literally blew the rest of the fighters from the sky and simply continued on in their assault.

His armored infantry reached Leyland's command post and staging area before her techs could ready any more atomic weapons, taking the airfield from Leyland's Fifth F-C. With the loss of her only trump card, Leyland ordered a retreat. She managed to escape, though with but four weakened 'Mech companies and two bare mixed battalions on the 11th of March. She and her unit have not been seen since.

The few Fifth F-C battalions left on the world were absorbed into the CMM, though only over the protest of General Waxton. The CMM collapsed back into the Military Complex, once again forming up into a defensive posture behind formidable defenses. The two Allied Generals continued to push hard, but made only moderate headway by the end of the wave. The bulk of the complex, including the military headquarters, was still in Loyalist hands.

BROKEN ARROWS AND FALLEN ANGELS

The most disturbing find of this investigation has to be that we still have six weapons unaccounted for.

Lieutenant Colonel Michael Krein, DMI, lead the recovery teams at both the Cranitz Flats crash sites, where he supervised the recovery of five weapons, and the Schon Airbase, where seventeen more were recovered. He later verified that a Twentieth Avalon Hussars engineer unit recovered six more weapons from a supply caravan that had been en route from the Schon Airbase to Firebase Whiskey-21.

Investigators working under Krein have interviewed every subject involved in the recovery or handling of the weapons, using both standard methods and additional means. [Editor's Note—of 183 AFFS officers and enlisted that were interviewed, only three reacted adversely to the touch delivery system, well below the 10% mean for conventional delivery.] Additionally, investigators also interviewed 348 more former members of the Fifth F-C, including 33 with special means [adverse reactions were observed in 4% of the subjects]. These interviews resulted in no additional positive findings.

Following the conclusion of hostilities on the world, special investigation teams quarantined the recovery sites on both Marlette and Axton and conducted extensive searches of the Fifth F-C operations areas. Their searches recovered no additional leads to the weapons' whereabouts.

What is known for sure is that fifty weapons, with triggers and multi-capable arming devices, were removed from Hot Plate 2812-25CAA. Fourteen were detonated on Axton. On Marlette, one was detonated, one was delivered but failed to function and was later recovered, five were recovered intact from crashed delivery aircraft and defused, and 23 were recovered in transport/storage state. That leaves six unaccounted for.

While it is still possible that some or all of those weapons were lost in an aircraft incident, there is no evidence to support that hypothesis. It is therefore the conclusion of this team that Lieutenant General Annette Leyland is still in possession of these weapons. As her whereabouts is currently unknown, it is the recommendation of this team that all resources possible be expended to track her movements and pinpoint her location.

— Excerpt from classified DMI report 66225CRM-115, dated 13 January 3066

VIEW FROM THE GROUND

...been here for months now, and all it seems like is that we're burying more and more of our friends. Marshal Cooper and General Sanchez keep telling us how important Tikonov is to the war effort and that once it's all over we'll see that we did good among all this horror. I think that's a load...

I watched Terri die yesterday. And it wasn't in a battle with the DLC or anyone else fighting against Prince Victor. No, it was some damn guerilla fighter with a bomb strapped to his chest who ran up to our checkpoint and blew himself and Terri to bits, along with ten other soldiers. I was fifty feet away and saw the whole goddamn thing! Everyone knew what was happening, but no one could react. Terri looked over at me just before it happened. I saw the fear in her eyes. How can I ever forget?

Some of the indigs came out to watch our people die. A few took potshots at the rest of us. They shouldn't have. We killed them. We killed them all. They kill us so we kill them back. They don't want us here and we sure as hell don't want to be here either. But those ungrateful sonsabitches can't go around killing us. They don't have the right.

I know you and dad believe in Prince Victor and the honor of serving the Federated Suns. But right now I don't. I really don't care about Victor or Katrina or your friends in the High Command. What have they done other than get my friends killed? To hell with them. All I want to do is survive this goddamn war and go the hell home.

These indigs don't want any of us here. So why the hell are we fighting to "free" them from Katrina? Screw 'em. I'm not the only one in the regiment who's ready to call down an orbital bombardment and wipe this world clean...

— Cadet Major Jonah Zardetto, First NAIS Cadre, 2 April 3066, in a letter to his parents

TIKONOV

The battle for Tikonov was not going well for the Allied forces under Marshal Stephan Cooper. Though they had taken charge of the city of New Moscow, the people of the world were becoming more and more incensed with their presence. Fortunately for Cooper, Tikonov's people were almost as distrustful of the Loyalist Fifteenth Deneb Light Cavalry.

Marshal Cooper had been promised support by Field Marshal Ardan Sortek, and so had gone onto the defensive in the last weeks of Wave Three, losing New Moscow in the process. Cooper was dumbfounded by his reinforcements when they landed on 11 November: Victor Steiner-Davion and a task force made up of the 244th Com Guards Division, the Outland Legion, the Twenty-third Arcturan Guards, the Sixth Crucis Lancers and the Valexa CMM. Though all of those units were seriously under-strength after two years of constant fighting within the Lyran Alliance, the mere appearance of five additional brigades in the system was enough to cow the nominally Loyalist forces on Tikonov.

Within a month, though, word came that a Loyalist task force consisting of the First Alarion Jaegers, the Eleventh Arcturan Guards, the Alarion APM and the Carlisle APM were in pursuit of the deposed Prince and his troops. The Allies fought hard for what they could get, but the Loyalist forces on Tikonov pulled back to secure the world's key cities, especially those that were home to significant industries, especially Earthworks in Tikograd. The arrival of the Loyalist reinforcements on the 8th of January 3065 did not change that.

The Allies controlled the bulk of the world, however. Once he learned of the Combine assault on Addicks, Victor released the Assault Guards, though not before they dealt the Republican Guards a blow that cost them the surrender of the Tikonov Martial Academy Cadre. The Assault Guards left the world on 27 January, bound for Addicks.

Matters turned toward the worse for the Allies, however. Victor Steiner-Davion had been shaken for weeks by news of a personal loss, and that was affecting his performance. The Loyalist forces on Tikonov had been delivering his forces defeat after defeat in the field. Worse for the Allies, Eleventh Arcturan commander Lieutenant-General Maria Esteban had left the system on board the WarShip *LAS Robert Marsden* to gather additional forces to finish off the Allies on Tikonov.

Rather than lose the world or turn it into a mass graveyard for hundreds of thousands of soldiers, Victor made the decision to leave the world, taking with him the bulk of his forces and leading the Loyalist "reinforcements" who were only out to destroy him on an interstellar chase. Just as the former Prince was about to leave the world on the 21st of February, the *LAS Katrina Steiner* moved in to make a number of attacks against the planet's surface. It was met in space by the *FCS Melissa Davion* and driven away, leaving the door open for the former Prince to withdraw from the world.

The Twenty-third Arcturan, 244th Division and the Outland Legion left with Victor Steiner-Davion, followed closely by the Alarion Jaegers, Alarion APM and the Carlisle APM, leaving behind the world's original combatants plus the Allied Sixth Crucis Lancers and the Loyalist Eleventh Arcturan Guards. In the vacuum left by the pull-out, a move that only drove the Free Tikonov movement to hate *anyone* associated with the Federated Commonwealth even more, the two sides clashed for two straight months, struggling bitterly to take or retake as large a slice of the world as they could.

By the end of April, the lines on the world had stabilized, with the Loyalists (specifically the Republican Guard) still controlling Tikograd as well as the majority of the continent of Kazan. The two sides returned to a lower-intensity fight, one that nevertheless saw an erosion of the Loyalist control over Kazan, due mostly to the disregard the Tikonov people had for the Fifteenth DLC and even the Alarion Jaegers.

TSAMMA

It didn't dawn on the participants in the battle for Tsamma that their forces would have been better put to use elsewhere in the Federated Suns until well after the end of the campaign, after 60,000 soldiers and civilians had been buried. Baron Tancred Sandoval was cautiously managing the battle, but faced only defeat after defeat at the hands of Hauptmann General Ryan Pryce-Barnard and his First

Royal Cavaliers. As Wave Four began, the Mayetta DMM was a mere shell of what it once was, fielding only three bare combat commands. On the other hand, Marshal Mordecai Rand-Davion and his First Crucis Lancers were also on-world.

The 3rd of December brought to Tsamma the rest of the Bremond and Milligan DMMs (several regiments from those units had been pulled to form the Royal Cavaliers), putting the Allied forces in a much more difficult bind. Baron Sandoval made the decision to stop operating independently with his Mayetta DMM and linked back up with the First Crucis Lancers.

The combined Loyalist forces attempted to punish the Allied forces fighting for Baron Sandoval, but the First Lancers were able to deploy a heavy enough defense to prevent them from inflicting any serious casualties. Marshal Rand-Davion also executed a number of high-risk raids that kept Pryce-Barnard off-guard. The Allies were surrounded, however, and could not hold indefinitely, especially once Archon Katherine learned that Baron Sandoval was in such a precarious position.

General Acabee Zardetto proved to be Baron Sandoval's guardian angel. Having subordinated a single combat command to the baron in Wave One, General Zardetto remained on the Combine frontier for most of the Civil War, convinced that he and his Third Crucis Lancers might be needed for something more than fighting his own countrymen. He had followed Baron Sandoval's movements very closely, however, and when he learned that the Archon was specifically looking to kill the baron and destroy his task force, he felt he had to finally take action. Leading the bulk of his Lancers off of Cassias, he made the long journey to Tsamma, made exceedingly difficult by the scarcity of JumpShips on normal commercial routes.

When he landed on the 15th of December, three weeks behind the Loyalist DMMs, General Zardetto immediately took the world's two primary cities and the Tsamma Combat Region Headquarters. Included among the prisoners was Hauptmann General Jeremy Swaine, who believed that Zardetto and his Lancers had come to finish off Baron Sandoval. From there, Zardetto expanded his sphere of influence, cutting off all lines of communication to Pryce-Barnard and his Loyalists.

In mid-January, Zardetto began to move down the continent, down the Zappai Peninsula and into the Cor-de-Francisco. Meanwhile, Marshal Rand-Davion made a northbound drive, neatly trapping the Loyalist troops between the two Crucis Lancers RCTs. General Pryce-Barnard managed to extract most of his forces, though not before sustaining heavy casualties.

The Allied assault placed General Pryce-Barnard in an unenviable position. For all intents and purposes, the Tsamma CMM was destroyed, while his three other brigades were critically understrength and running low on ammunition and supplies. He made one last attack, driving to Kana-Hoi, a city located deep to the southeast of the Cor-de-Francisco, right on the cliffs overlooking the Petel-D'aine Oceans. The two Lancers commanders pursued, blocking all avenues of escape. Pryce-Barnard still had a hundred thousand square kilometers of land to operate in, however, including moderately-sized Fort Theodore Jannus. There the

Loyalists went on the defensive and awaited word from New Avalon on additional reinforcements.

Word that would not be forthcoming.

OTHER ACTIONS

A number of smaller-scale, yet no less important, battles waged within the Federated Suns. Primarily designed to keep the lines of communication open, these battles tended to favor the Allied forces, who at this point still needed to take and hold both regional logistics depots and factory worlds to keep their forces in fighting shape. Marshal of the Armies Jackson Davion also fought hard to do the same, though constant pressure from Archon Katherine prevented him from committing the troops he wanted to these battles, instead assigning them to less strategically important worlds in hopes of taking down Victor Steiner-Davion or one of his key lieutenants.

Panpour

The situation on Panpour did not long remain in the Loyalists' favor. The First Albion Cadre and the Fighting Urukhai's DeMaestri's Sluggers stood up against the CMM forces that had taken the Jalestar Aerospace complex, preventing them from making any other gains on the world. They spent months securing the airfields and military bases surrounding the city of Kantara, and even isolating and destroying a single combat command that had ventured forth from the city to test the Allies' defenses.

The new year saw the entire Lexington Combat Group land on Panpour under orders from Duke George Hasek, who needed the world to keep the units within his own march operating. Having waited on Enchi for almost a year, the mercenaries were eager to get back into the war. They had received no communications from Field Marshal Sortek in months, so Major General Malcom Feinman willingly accepted Duke Hasek's orders to secure Jalestar Aerospace and reopen the supply lines to that world.

The mercenaries had been training hard on Enchi for the ten months that they had been on the world, practicing wargames in both urban and wilderness regions. They had spent most of their time in mock assaults on the world's major cities, however, and were ideally suited to retaking Jalestar from the CMM troops.

The Lexington Combat Group landed within Kantara and very rapidly made their way through the city to secure the perimeter of the Jalestar complex, setting up roadblocks with infantry and armor and reconfiguring their battalions to optimize them for the assault. General Feinman began the assault by infiltrating commandos into the complex to disable the two CMMs' air defense systems. He then air-dropped two battalions of battle armor onto the complex while simultaneously hitting Jalestar from the ground with his BattleMechs. His light and medium 'Mechs made their way through the massive complex to support his battle armor, and both reigned havoc upon the CMM forces.

Feinman's attack pushed the CMM out of Jalestar, though not without some significant damage to the complex, and out of Kantara altogether. The Albion Cadre and the Fighting Urukhai had redeployed to give the CMM enough room to escape from the city

and yet still blunt their escape. Angered at the arrival of the Lexington Combat Group and their assumption of command on Panpour, the Urukhai moved to close the trap before the Lexington regiments could make their own way out of Kantara. Without all of the Allied troops in place to hold and eliminate the CMMs, the Urukhai's fight quickly turned desperate and bloody. The Albion Cadre had to join in the fray just to prevent the CMMs from escaping the trap, only in doing so they opened themselves up to Hansen's Roughriders.

By the time the Lexington Combat Group could join the battle, more than half of the Fighting Urukhai had been wiped out. Additionally, the Lexington MechWarriors had some difficulty identifying targets within the melee and ended up destroying a number of Urukhai 'Mechs. Eventually, the Allied forces were able to take the CMM down, but only at a terrible cost. The Urukhai had less than a battalion of operational 'Mechs left, while the Cadre was in little better condition. The Roughriders, seeing that they stood little chance against the Lexington regiments, retreated from battle and from the world.

Urukhai officers continued to clash with the Lexington Combat Group, first arguing over friendly-fire losses and then battlefield salvage. Eventually, the Urukhai MechWarriors broke into an Allied repair center, absconded with a DropShip full of salvaged 'Mechs and equipment, and left the world on the 28th of February, five days after Hansen's Roughriders retreated.

Salem

The Nineteenth Arcturan Guards had been stationed within the Federated Suns for quite a few years. Assigned the factory world of Salem, they had remained out of the war, instead keeping the supply lines back to New Avalon open. That changed on the 5th of February when Fleet Admiral William Kossacks led his Second Davion Guards to the world. Ostensibly under orders from Field Marshal Suzanne Zellner, the Second Guards made the journey with the knowledge and approval of Duke Hasek and Field Marshal Ardan Sortek, who confirmed those orders with Kossacks.

Against an RCT, even though Kossacks had only assigned half of his command to the operation, the Nineteenth Arcturan had little hope of holding out. Lieutenant General Gloria Bishop and her troops, who for years had been the butt of jokes within the Federated Suns, nevertheless moved to engage the Davion Guards when they landed. The Arcturan Guards had just seen a shipment of vehicles off to New Avalon and saw no need to see the GM factory destroyed in the fighting over the world.

What started out as a noble gesture on the part of General Bishop and her senior staff quickly turned into a rout. While the Nineteenth opened up on the Davion Guards as soon as they landed, in hopes of catching the Guards unawares, Kossacks' fighter wings prevented the Nineteenth Arcturan from venturing too close to his LZ. The Davion Guards very quickly formed up outside of Eden and attacked the opposing Nineteenth Arcturan.

The battle outside of Eden lasted but a week. General Bishop, reinforced by several militia battalions and two battalions

of armor from the GM plant, did her best to fight a stand-up battle, but Kossacks' Davion Guards were more numerous and far more skilled. General Bishop surrendered her command on the 13th of February, turning Salem over to the Second Guards.

As soon as he had secured the world, Fleet Admiral Kossacks transported the rest of his command to the world in expectation of moving deeper into the Crucis March.

Talon

Major General Torri Hughes continued her literal uphill battle to reach the Kallon Industries plant in the Kulmen Mountains. Her Seventh FC fought as hard as they could, but with the Twenty-second Avalon Hussars holding the mountain complex and having erected defensive positions in every pass, the Seventh found it difficult to continue closing in on the plant. Casualties and constant combat wore heavily on their morale. Worse, there was no word from New Syrtis on when they could expect relief—unfortunately Duke Hasek was worrying about the massing of Loyalist troops on Taygeta and was unwilling to dispatch any additional units from his own homeworld until he was certain where the Archon would commit those troops.

The Twenty-second Hussars launched a strike on 13 November that tied up the bulk of the Seventh forces on-world, paving the way for six DropShips of cargo to lift off from the world. The Allied space forces attempted to intercept, but all six ships escaped their blockade. After that incident, the Twenty-second Hussars returned to a defensive posture, having taken heavy casualties of their own.

The rest of the wave saw nothing but an eventual creeping of the Seventh FC up through the Kulmens while the Twenty-second Hussars slowly pulled back, punishing the soldiers of the Seventh FC for every meter.

Strategic Movements

Though it would still continue on for some time, the Civil War was already beginning to wind down. Both sides had little left in the way of strategic reserves, especially Archon Katherine. A few significant moves were made, however, in expectation of the final stages of the war.

The Second Ceti Hussars made the move from Frazer to Sirdar under orders from Duke George Hasek, who was becoming more and more worried with the buildup of Loyalist forces on Taygeta. Marshal of the Armies Davion ordered the Fifth Donegal Guards to leave Benet III and take up station on Kestrel, putting them in a prime location to either assist with the defense of the Draconis March or an eventual assault into the New Avalon Combat Region. Finally, the Second Robinson Rangers returned to Robinson after spending a short time on Mallory's World recovering from their disastrous attack into the Combine.

LYRAN ALLIANCE

The commencement of the Free Skye rebellion was the principal event of Wave Four of the Civil War in the Lyran Alliance, grabbing the attention of Loyalists and Allies alike. With a third party involved in the Alliance (or fourth, counting the Jade Falcons

who harassed the ARDC and Melissia Theaters until June 3065), neither was prepared to waste resources on meaningless fights. The scale of the rebellion caught the LAAF off guard—not only were the Skye-native units (the Skye Rangers and Jaegers) siding with the rebellion but a number of militia joined the cause and, to the High Command's horror, several Lyran line units threw their lot in with the rebels.

Nonetheless, the clashes on Dalkeith and Giasar continued, sucking in yet more troops, while several other units became embroiled in internal disputes, either associated with the Victor-Katherine split or focusing on a Skye-Loyalist divide. Furthermore, Nondi Steiner sought to disrupt Victor's supply network, making a half-hearted attempt to seize control of Coventry. The effort failed, and in fact the effort was of minimal value—Victor had used the cover of the Star League conference on Marik to short-cut his offensive, leaving the Alliance and striking at Tikonov in the Federated Suns. That offensive soon stalled and to the surprise of many, Victor's task force, dispirited by their failure, returned to the Alliance where they set up base on Thorin.

COVENTRY

Coventry was too great a prize for Nondi Steiner to leave in Victor's hands, and on 13 September 3064 she dispatched elements of the Eleventh Arcturan Guard—the bulk of the unit was en route to Skye—and the Royal New Capetown Training Battalion to seize control of the facilities. They expected to find minimal resistance as Victor had taken most of the defenders with him when he continued through the Alliance, leaving behind only elements of the Thirty-Ninth Avalon Hussars who were securing Victor's supply lines in the Alliance. In fact, the "weak" garrison of Coventry was an elaborate deception, with a third of the Seventh Crucis Lancers RCT on world to repel invaders.

The Crucis Lancers quickly handled the over-confident New Capetown battalion, overrunning the attackers' drop zone and ending that part of the campaign almost before it began. The Arcturan Guard were less cavalier in their approach and though surprised by the strength of the defenders—who they positively identified, ending the Seventh's ruse—were able to establish a bridgehead and move on the Coventry Metal Works at Port St. William. The Lancers' vigorous ten-day defense of the complex cost them dearly but destroyed the morale of the Eleventh Arcturan. Forced onto the defensive, the Arcturans sought to withdraw to their DropShips but their panicked efforts to do so weakened their defense further and they were overrun. The Seventh Crucis held the world for Prince Victor, though it was a Pyrrhic victory: scarcely two companies of operational 'Mechs and a battalion each of infantry and armor remained of the forces that had begun the campaign.

DALKEITH

The arrival of the Fifth Alliance Guard on 2 December heralded a new phase in the conflict on Dalkeith. While on a 'diplomatic mission' to the neutral Fourth Lyran Regulars on Blue Diamond, the Fifth's commander, James Ito, learned of the rival

unit's presence on the neighboring world. With his pressure tactics having little effect on Chas Mohring and the Tropic Lightning, Ito felt his Alliance Guard would be best served in breaking the stalemate on Dalkeith—a world rapidly earning a reputation as a meat grinder—rather than trying to convert neutral units to the Loyalist cause. Ito denied suggestions that he sought revenge for the terrorist campaign on Ft. Loudon that nearly cost his life, though few believed him.

The arrival of the Fifth, in particular its light companies, returned the advantage to the Loyalists who resumed the offensive against the Fourth Deneb Light Cavalry and the Fourth Davion Guards. The Allied forces at first attempted to resist the Loyalist drive but it quickly became apparent that they could not prevail against the larger force in the open plains of western Dunnbar. Staging a series of spoiling attacks to pin the pro-Katherine forces in place, they withdrew over the Alveria Range into the wastelands beyond.

The heaviest of the Allied 'Mechs and armor, backed by the Saginaw Jump Infantry and the Fourth Guard's remaining battle armor, held the few passes across the mountain range against the Loyalist advance. Artillery bombardments and air strikes pounded the advancing troops, turning the passes into bloody killing grounds through which the Loyalists had to pass to reach their targets. The Allied rearguard had expected to hold back the Loyalist tide for two or three days. It took five weeks for the attackers to force their way through the first pass, Allied aerospace cover having discouraged all attempts to relocate via DropShip. The breakthrough came on 6 March when James Ito in his *Thor*, nicknamed *Hammerfist*, led a charge that broke through the last defensive line. As the Loyalists poured through the valley, the forces defending the other passes fled before they could be encircled, withdrawing to defensive positions established by their associates.

The remaining Allied troops had long since escaped into the badlands, using the time bought in blood and tears by those who held the passes to repair and rearm. The first Loyalist probes into the wilderness were disillusioned by the long fight and found themselves facing (relatively) fresh troops who were inspired by their comrades' efforts. Of the two battalions sent to track the Deneb Light Cavalry and Davion Guard, scarcely a company survived to report back. Subsequent scouting missions met equally stiff resistance, the DLC and Davion Guard exploiting their superior mobility to strike where the Loyalists least expected. The war of attrition cost the Loyalist troops dearly but the Allies too suffered substantial losses as resistance to their strikes stiffened.

On 4 April, as the Loyalists began to advance on a broad front, Marshal Alberta Orsina—the acting commander of the Allied forces—ordered her troops to withdraw once more. On April 19, the Loyalists reached the sea at Point du Raz from which could just be seen the neighboring landmass of Rockmeir, some 45 kilometers distant. The Third Royals had overrun a small Allied holding force to reach their objective, but the main body of enemy troops was nowhere to be seen. It didn't take the Loyalist commanders, now operating with James Ito as overall commander, to



determine that their opponents had fled across the straits to Rockmeir, using a wide variety of commandeered vessels. The Loyalists dug in and waited for their DropShips to arrive and ferry them across the sea to what had once been Dalkeith's heartland.

GIAUSAR

On 11 February 3065, the Seventh Donegal Lancers arrived on Glausar, the scars of the abortive coup d'état that wracked the unit in late 3063 finally starting to heal. Tales of the Civil War's horrors had finally convinced general Voss-Steiner—a distant relative of both his opposite number in the Second Donegal and the Steiner-Davion family—to abandon his stance of defending the border rather than dealing with rebellious elements of the LAAF such as the Fourth Crucis. Glausar provided Voss-Steiner with a premier opportunity to do so without wholly sacrificing his principals, vis-à-vis the Free World's League border, and he was eager to set his Earthquakers on the Point Barrow Lancers.

Delmar Voss was less happy to see the Seventh Donegal, a combination of professional and family resentment leading him to regard the reinforcing unit as interlopers, denying the Second the glory that was rightfully there and implying that the Unweared Second were not up to the job. To Voss' relief, his unit was not made subordinate to the new arrivals, but neither was the Second Donegal made lead unit, despite their prior experience against

the Fourth Lancers. Instead, both units would report to Theater Command on Cavanaugh, with Richard Steiner adjudicating disputes between the commanders. This tortuous chain of command, together with the antipathy between the Donegal commanders, hindered the Loyalists' efforts to work together and giving the Lancers an extra margin of breathing room. Nonetheless, even without full cooperation, the Donegal RCTs were quite capable of hammering the Lancers into an early grave and General Giggins had little choice but to fall back once more, resuming their hit and run strikes while trading space for time.

The Lancers struck at the Guards' supply caches, forcing them to dedicate considerable resources to rear-echelon security or else risk grave losses, and the vallant efforts of their air wings—no longer dominant with the arrival of the Seventh—allowed them to dodge the repeated hammerblows directed at them by the Loyalist forces. There were, however, a number of lucky escapes, notably on April 20 when an over-confident Lancer recon company found itself surrounded by Donegal armor and infantry. Only the Lancers' maneuverability—all of the scouting 'Mechs were jump capable—allowed them to escape the trap but not before they lost three 'Mechs to the concentrated enemy fire. Mechanical failure was also starting to take a toll on the Lancers, over a year of solid fighting leaving few machines undamaged and many forced to operate with multiple damaged systems. With luck, the Lancers would hold out to the end of the year. Without it, they were doomed.

THE FREE SKYE REVOLT

The Skye Province, particularly the worlds around Skye itself, have long held themselves apart from the Lyran Alliance (and Commonwealth before it), at several points attempting to secede from their parent nation to form an independent state. Tensions in the region increased during the early years of the Civil War, particularly after the Archon dragooned many of the region's JumpShips into government service, giving priority to military cargos and the transportation of Loyalist units.

Efforts were made to ensure the delivery of staple goods such as food and clothing was unaffected by the call-up but shortages did occur and Skye, a hub of interstellar commerce, was particularly hard hit. It was therefore predictable that by early 3065 tensions were at boiling point. The LIC bolstered operations by its Lohengrin operatives within the province, seeking to neutralize dissident elements.

Similarly it came as no surprise that Duke Robert Kelswa-Steiner, Duke of Porrima and since January 3065 the husband of Duchess Hermione Aten of Skye, referred to the Archon's actions in his public addresses. Kelswa-Steiner stated that once more Skye was the battlefield for factions who cared little for it, and that Katherine was using the crisis as an excuse to tighten her grip on the "free people of Skye." The Archon and her Duke danced around each other in the early phases of the Civil War, with Robert blocking Victor's attempt to seize control of the industrial world of Hesperus and informing Katherine of her brother's intentions, and the Archon allowing Robert slightly more freedom

of action than some of her other dukes. Nonetheless, on 16 April 3065 Katherine decided enough was enough and ordered the Duke's arrest on charges of sedition and treason, hoping to forestall another secession attempt. Her actions, though understandable, only played into Robert's hands; with the duke's arrest, elements of the Free Skye movement began their operations to seize control of military facilities throughout the Province. Of course, should the revolt fail, the Duke could deny all responsibility as he was in Alliance custody in Donegal's infamous Garvinny Prison.

The initial phase of the Free Skye campaign was non-violent. Protesters seized control of the Skye Legislature on April 21, while the militia on Accrington, Alexandria, Lyons and Nekkar declared their support for the Free Skye cause, making the worlds they garrisoned the first "liberated" from the oppression of the Lyran Alliance. The Skye Jaegers were careful not to make any overt statement regarding their affiliation with Free Skye but made no effort to deal with the protestors, leading the LAAF to question their loyalty. Queries as to their allegiance went unanswered or were met with cryptic replies. It would be several months before the LAAF was sure of the Jaeger's affiliation.

The apparent leader of the rebellion was John Claverhouse Dundee, a former member of Duke Robert's staff, who assumed the title of General of the Armies of Skye. April 29 saw an assassination attempt on General Dundee, which the provisional Skye leadership placed squarely at the door of the Alliance's Loki terrorist operatives. Dundee was unharmed in the attempt but two of his bodyguards received fatal wounds. The assailant fled the scene and Dundee used the press conference that followed the gun battle to call on all supports of Skye to rally to the cause and drive the despised Lyran tyrants from their borders.

OTHER ACTIONS

Massive engagements continued to dominate affairs in the Lyran Alliance but there were still a few small-scale engagements of note.

Lipton

The antipathy between Leutnant-General Carl Bert-Gregg and ComStar came to a head on 13 January when elements of the Fourth Alliance Guard clashed with the 143rd Com Guard Division (the Focht Hussars) after a dispute over travel permits. General Bert-Gregg had refused the 143rd permission to deploy their troops for scheduled field exercises, a regular part of the Division's routine since 3062, believing that the 143rd intended to declare for Victor and establish a bridgehead for the Allied forces massing on Thorin. Precentor Alder Reed had no such intentions and contested the General's decision, resulting first in a battle of words and then exchanges of gunfire between their respective troops.

The situation could easily have escalated out of hand, but realizing that more violence would only invite increased retribution from the Alliance Guard, the Precentor decided discretion and patience were more appropriate weapons and ordered his troops to stand down and return to barracks. The Fourth appeared satisfied with the Com Guard climb-down, and though tensions remained high on Lipton, refrained from further action against the ComStar force. Reed was able to resume his troops' field exercises in the summer of 3065 when most of the Fourth joined the Loyalist taskforce bound for Thorin.

New Kyoto

Having returned to New Kyoto after being deployed on that world and Solaris, the Thirty-second Lyran Guards RCT rebuilt its strength after clashes with rogue dualists and the rival Seventeenth Arcturan Guard. The Red Arrows adopted a position of guarded neutrality, hostile to Prince Victor because of his pro-Davion leanings, but disliking the established hierarchy of the LAAF after being "mistreated" over their recent Solaris deployments. Robert Kelswa-Steiner exploited this ill will by sending emissaries to meet with Leutnant-General Alice Day, seeking ways in which he as the new Duke of Skye

BY ANY MEANS?

The assassination of Duchess Margaret Aten of Skye on 2 November 3064 sent shockwaves through the province and further inflamed the situation in Skye. The culprits for the attack, which also slew the Duchess, her eldest daughter Ilse, and three members of their security detail, were never apprehended, nor was their affiliation identified. Various rumors circulated around the Alliance, each identifying different culprits and citing a wide variety of reasons for the murder.

The prime candidate among the pro-independence lobby was Archon Katherine, who they claim was unnerved by the Duchess' neutrality in the conflict between the Archon and her brother. The rumors suggest that Aten was preparing to throw her weight behind the Prince, the first provincial leader to do so during the Civil War (Morgan Kell and Thomas Bradford were already committed to Victor's cause before the outbreak of hostilities). The view that the Archon had silenced the "beloved duchess" became extremely popular in the province and surely contributed to the outbreak of hostilities.

Prince Victor also came under suspicion. Rumors linked the deposed Prince with the death of Ryan Steiner and some believed the Prince had his mother murdered in order to solidify his hold on power. It was a short step from there to believe that the Prince had Duchess Aten slain, perhaps for supporting his sister (which she didn't) or blocking his progress (which she also didn't, though Robert Kelswa-Steiner did).

Duke Robert was the third candidate and arguably had the most to gain from Aten's removal. Engaged to the Duchess's youngest daughter, Baroness Hermione, since 3063 (the couple married in January 3065), Robert was in position to gain unprecedented power and influence in the Isle of Skye—ironically, he was the head of the Free Skye movement, but duke of a world outside the Isle of Skye—and become the Duke of Skye, something that his father, Ryan Steiner, nor his cousin Richard were able to achieve.

With Hermione Aten's assumption of the Duchy, her husband officially became Duke-consort, though the wily Robert is said (while some doubt the claim) to have easily dominated his young wife. To the surprise of many, including her husband, Duchess Hermione

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came to understand the Province's politics and worked hand-in-hand with General Dundee to establish an independent Skye. When Robert was released from Garvinny Prison, he found in his wife a willing partner in advancing the cause of Skye independence.

So did Robert order the murder of his prospective mother-in-law? The LIC never found any evidence that he did, but neither was there any evidence implicating the other candidates. They did, however, regard him as the most likely candidate, particularly after hearing first-hand from Rainer Poulin, the LAAF Skye Province commander who escaped the provincial capital to Trent, where he established a temporary command post for the duration of the rebellion. Poulin reported that his daughter, Amélie, a social acquaintance of both Kelswa-Steiner and Hermione Aten, claimed to have heard John Dundee—then simply Robert's military advisor—call the youngest Aten "duchess" in October '64, even though both her mother and elder sister were still alive. Though entirely circumstantial, the claim casts the assassination in a new light, suggesting that the then-baroness—with or without her fiancé's collusion—was involved in her mother's murder.

Ting. Proserpina was the only world still completely within his possession, but he knew that the Coordinator would soon be coming for that world too.

Close advisors would mark this as the beginning of the Duke's slow degeneration. He still remained in control of his faculties, but the Duke's vigor and passion were replaced with hopelessness. More and more, he began to make decisions of questionable judgment, forcing his subordinates to shield him from some of the most troubling information and to take on more of the decision-making process within the Draconis March.

AL NA'IR

Tai-shu Isoroku Kurita, commander of the Dieron Military District, routed the Twelfth Ghost to Al Na'ir in late October, sending the additional support of two special forces battle armor battalions, several more DEST units and a wing of fighters he had scraped together from units throughout the district. This task force entered the Al Na'ir system on the 5th of November and, after linking up with the DCMS units already in-system, assaulted the world full-force.

This time, with the additional fighters and DropShips to call upon, the Combine forces grounded on the world and immediately moved on Homai-Zaki, pushing aside the few forces that General Zibler had left above ground to contest their landing. The DEST and special forces troops immediately moved into the underground city through six hidden entry points and took huge sections of the city from Zibler's Twelfth Deneb Light Cavalry astonishingly quickly.

Once the battle armor units had secured a primary entrance point, the three Combine units entered the city and began the systematic ejection of the FedSuns troops from Homai-Zaki. It wasn't the 'Mechs, however, that turned the tide of the battle, however. It was the two sides' battle armor and special forces (including the DEST and MI-6 teams) that truly fought the battle for Homai-Zaki.

The Combine troops had the so-called homefield advantage, and used it against the Twelfth DLC. Even though General Zibler's own troops had garrisoned Al Na'ir for over a year, they had only barely learned the basics of the underground tunnel systems, whereas quite a few of the Combine officers and NCOs had served on Al Na'ir before, or had at least trained there before. The Combine battle armor ran roughshod over Zibler's Twelfth DLC, pushing them out of the underground complex by the middle of January.

General Zibler knew she could not hope to retake the city without significant additional reinforcements from Robinson, reinforcements that she also knew would never be forthcoming. Calling her operation a partial success—she had conquered a Combine prefec-

could ease their situation. Though not public knowledge until several months later, Alice Day agreed that the Thirty-Second would support the Free Skye revolt (this did not sit well with a number of her subordinates, however).

Several companies of 'Mechs and armor sought to desert from the RCT, something the unit could ill afford. The General ordered the deserters rounded up and, with the exception of the ringleaders who were shot, imprisoned in New Kyoto's Steelgate Penitentiary. Recruiting replacements throughout the early months of 3065, the Thirty-second prepared to join the fray.

Strategic Movements

As Wave Four progressed, it became clear to all involved in the various military campaigns that the Lyran Alliance was a nation in chaos. The Falcon Incursion raged on in the Melissia and Pandora Theaters, tying up dozens of Allied, Loyalist and even Clan Wolf (in exile) units. Meanwhile, the Civil War continued to kill and destroy on worlds throughout the Alliance. But even as those actions tied up the majority of the military units stationed within the Lyran Alliance, Duke Kelswa-Steiner's Free Skye Rebellion threw the nation into even more confusion. Except for the Seventeenth Skye Rangers, which made landfall on Canobie, and the Twenty-Second, which arrived at Chaffee, there were no additional significant non-combat movements made within the Lyran Alliance.

DRACONIS COMBINE

Coordinator Theodore Kurita continued to fight Duke James Sandoval's invasion of his Draconis Combine, finally dropping troops onto An Ting, the last Combine world to remain in uncontested possession of Federated Suns troops. The Coordinator did not stop there, however. He authorized his generals to make a punitive strike into Duke Sandoval's Draconis March. Combine troops streamed across the border and hit five of Duke Sandoval's worlds.

Duke James Sandoval's grand plan was now quickly coming apart around him. His troops had already been expelled from four Combine worlds and barely held on to An

ture capital and claimed quite a deal of equipment and materiel from the world's factory and storehouses—she gave the order to withdraw. Under the cover of her massed fighter wings, she lead her Twelfth DLC back to their landing zone and prepared to leave the world.

The Combine commanders made one last attempt to prevent the unit from leaving the world, throwing their own fighters at the FedSuns LZ while a few DEST platoons attempted to infiltrate the Twelfth DLC encampment. The DEST troops managed to kill a number of ranking officers and wound many others, including General Zibler, but Kommandant Pietr Kusnetsoff organized the Cavalry and pulled them off the world on the 13th of January.

Homai-Zaki was left razed by the intense fighting, with both Yori and Scarborough temporarily inoperable. While the 12th DLC had taken quite a bit of intelligence data and military materiel from the world, what they left behind gave DCMS analysts their own coup. In the remains of the nearly four battalions of Combine and FedSuns battle armor destroyed on the world were a number of Infiltrator Mk. II suits. Additionally, the Combine got its first good look at the FedSuns Rotary Autocannon weapons and its advanced targeting systems. Though the fighting on the world had cost the Combine dearly in both dead and the loss of military production, the DCMS finally got their hands on equipment they had been trying to gain for years.

AN TING

Hauptmann General Kev Evans fell back to An Ting after losing Matsuida, landing on 2 December. Evans had expected to come back to a pacified world still held firmly by the predominantly conventional follow-on troops that Duke Sandoval had dispatched to the world. Instead, Evans found a world gripped by violence and chaos. The DCMS had pushed a few of its own conventional regiments ahead of the three 'Mech regiments he landed with on Matsuida.

The situation on An Ting was critical for the FedSuns general, but not hopeless. That is, until *Tai-sa* Davis Shotoku arrived at the head of the Ryuken-Go and the Twelfth Galedon Regulars.

Landing just three days after the Seventeenth Avalon Hussars, the two Combine regiments launched an initial assault on the Seventeenth before the RCT had the chance to settle on the world. The DCMS assault pushed Evans' troops away from Tule Mod and prevented them from linking up with the FedSuns troops within the city. The Twelfth Galedon then entered Tule Mod, intent on retaking the capital, while the Ryuken-Go continued to drive the Seventeenth Hussars ahead of them.

General Evans needed to halt the Ryuken's advance, or at the very least blunt their sharp edge. For that he relied on Lieutenant General Gandalf Darklight, his RCT armored brigade commander. General Darklight launched an assault of his own on the evening of the Twelfth, leading four battalions of tanks and a mechanized infantry regiment in a sweeping attack against the Ryuken's southern flank, forcing them to turn sharply to meet the attack head-on. The battle on the Dok Plain cost Darklight's demi-

brigade heavily in men and materiel, but they did succeed in finally halting the Ryuken-Go.

General Evans attempted to turn his Seventeenth Hussars around and follow General Darklight's attack with one of his own, but those plans were cast aside when the Twelfth Galedon suddenly appeared at his own northern flank. Having run a course parallel to the Seventeenth Hussars with two battalions, the Galedon Regulars attacked as soon as they moved into position. As soon as the Regulars attacked, the Ryuken-Go again joined battle with the Seventeenth Hussars.

The two forces remained locked in a desperate battle for almost three weeks, with both sides drawing in reinforcements from around the world. General Evans did not have a good starting position, however, a fact that decided the battle long before its combatants finally realized it. The Seventeenth Hussars were separated and driven back by the force of the relatively uncoordinated DCMS assault. Evans drove the bulk of his Hussars toward Kini-Mai, a relatively minor city but the only one within striking distance that could offer them any cover. General Darklight attempted to link up with Evans numerous times during the intervening weeks, but *Tai-sa* Shotoku very deftly kept the Ryuken between Darklight's armored brigade and the rest of the Hussars.

Even though his RCT had been divided by Shotoku's attacks, Evans remained determined to hold out, that is until he received word that additional Combine troops were en route to the world to once and for all wipe out his Hussars. Faced with almost certain annihilation, General Evans ordered his RCT to give up the world. General Darklight made one last attack on the 8th of January, one that spoiled an assault that Shotoku was about to make upon the bulk of the Hussars. In return, Evans' 'Mechs made their own attack upon the Ryuken and the Galedon Regulars, giving the rest of the Seventeenth Hussars the time they needed to load up their DropShips and lift off from the world.

Evans managed to rescue half a dozen conventional battalions from the world, while another regiment of mostly infantry left the world on their own DropShips. That left another two regiments of FedSuns troops trapped on the world, however. Able to focus all of his energies on dealing with the remaining scattered FedSuns units, *Tai-sa* Shotoku completed the reconquest of An Ting within just a few weeks of Evans' departure.

PROSERPINA

The loss of worlds like Al Na'ir, Ashio and Matsuida were very public blows to the honor of the entire Draconis Combine and especially to Coordinator Theodore Kurita. His detractors had been saying for years that denuding the Combine frontier with Federated Suns defenses would only invite invasion by that most ancient and hated of enemies. The invasion alone would have been enough for opponents all across the Combine to criticize their Coordinator; by timing his invasion during the height of the Combine—Ghost Bear war, Duke Sandoval cost Theodore Kurita more than either could have ever imagined.

Worse still for Kurita were the facts that Proserpina not only fell so quickly, but because of the actions of his commanders on

COMBAT TACTICS

The Civil War showed the task force commander—the individual commanding two or more brigades of troops (usually an RCT or other massive grouping of combat regiments)—a great many facts that had not been evident for quite some time. The reason why, of course, is quite simple. It had literally been centuries since the Inner Sphere had seen warfare as mobile and intense as that of the Civil War. Not even the Fourth Succession War exhibited the sheer ferocity and rage as shown during the Civil War.

Until the war began (and even well into Waves Two and Three), the typical battlefield commander thought of his military transport DropShips as little more than support elements. Moreover, the commonly held rules of civilized warfare dictated that DropShips were, for the most part, forbidden targets. While heavily armed, these behemoths are literally sitting ducks—large, immobile targets. As a result, most commanders used them simply as convenient bases and last-ditch defensive platforms.

As the Civil War progressed, the sheer intensity of the operations escalated. Commanders began to exhibit less traditional and more bloodthirsty tendencies. Enemy DropShips became targets of opportunity to either capture or destroy, if only to prevent an enemy from escaping or mounting a surprise airborne assault.

Once these attacks began to happen, many commanders rethought their DropShip usage. Initially, they made “leap-frog” movements, keeping up with the ground units’ advances via sub-orbital flights. Unfortunately, leap-frogging is both dangerous and consumes a great deal of fuel. Soon, many commanders began to keep most, if not all, of their DropShips in orbit, providing them extremely quick-response mobile fire platforms or methods of escape. These ships could semi-permanently hold units that could be rapidly deployed to shore up a defensive position or take advantage of an enemy weakness. They provided orbital reconnaissance and a planetary blockade force. In space, a DropShip retained its full maneuverability, and if operating as part of a massive flotilla, could potentially deliver enough fire to scare off even a WarShip.

Best of all, by keeping the bulk of his

the world, Proserpina's people began to actively support the Federated Suns occupation forces. As a result of years of choices and actions, one of his most important worlds had turned on him, and with good reason.

The Coordinator wanted—needed—to take Proserpina back, and to do so with the absolute minimum of losses to the world's population. He had to win them back, had to recapture their hearts and their souls. To do so, he built a veritable army around the First Sword of Light and the First Ghost. Though the two units are almost diametrical opposites in doctrine and methodology, they represented something of a Yin and a Yang and actually formed the core of an incredibly effective invasion force. The First Sword of Light would appeal to the peoples' honor, while the Ghost warriors would touch their souls.

Coordinator Kurita dispatched the invasion force in September of 3064. The force, under the command of *Sho-sho* Shin Yodama, landed on Proserpina on the 28th of October. The Coordinator expected a decisive, if somewhat extended, victory. What he got in actuality was a drawn-out affair that would soon tax the limits of his soldiers.

As important as Bulldog Enterprises was to the Combine's military machine, Yodama knew that he had to win Conqueror's Pride—both physically and emotionally—back from the Eighth Crucis Lancers if he were to have any hope of truly reclaiming the world. Unfortunately, Duke Sandoval had placed a significant occupation force on the world to contest any potential Combine invasion. In addition to the Eight Crucis Lancers RCT, he had transported a total of two combined-arms brigades of mechanized and foot infantry onto the world, including several engineer regiments that were tasked solely with the reconstruction effort on the world.

Yodama commanded a not-insignificant force of his own, however. He had not only his two 'Mech regiments, but a brigade of armor stripped from various front-line and free units, plus legions of infantry pulled from militia and other units stationed across the entire Combine. On the other hand, Yodama did not have nearly enough DropShips and JumpShips to transport his entire command to the world at one time. Indeed, his ships were ferrying troops to the world for months straight.

The assault began with a landing on the continent of Bragadin, hundreds of kilometers away from the planetary capital of Conqueror's Pride. Major General Marshall had recognized that Bragadin was the most likely target of any Combine invasion force—one that most assuredly would come some day soon—and had begun the strengthening of the continent's defenses almost immediately after conquering the world. Literally within minutes of landing, the Combine task force was attacked by Lancer aerospace fighters and armored and mechanized ground forces, followed very closely by 'Mech forces and a newly-raised regiment almost exclusively equipped with armored vehicles produced by Bulldog Industries.

This first battle on Proserpina lasted 39 very long and difficult days. During that time, Yodama had no reinforcements available other than what was already in-system. Worse still, his forces were confined to the Conn Plains, a large open area surrounded by thicker terrain quite suitable to defensive operations. Yodama's forces were literally surrounded on all sides and were being pounded from the air, taking heavy casualties while delivering relatively few in return.

Indeed, Yodama only broke the Eighth Lancer siege on his troops when he received his first reinforcements in the form of a single battalion of battle armor, two armored regiments, and three infantry regiments. In an operation designed to appeal to the population's traditional spirit, he launched a battalion of volunteer MechWarriors, backed up by battle armor and a regiment of heavy armor, against the Lancer position in Wei-Stram. Like the Divine Wind, these Combine warriors overwhelmed and crushed two heavily entrenched infantry battalions, supported by a heavy armor battalion, paving the way for a breakout that General Marshall's troops could not quickly stymie. On the other hand, only four Combine MechWarriors, and less than twenty percent of the rest of the troops committed, survived the attack. Their sacrifice, however, paved

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the way for *Sho-sho* Yodama and the rest of the task force to begin what could only be a long march to Conqueror's Pride.

That first month of combat was exhausting, difficult and costly. The next six would be just as difficult for Yodama, who up to that point, had never commanded such a large force. Worse, his lack of progress caused many within the Combine to call for his replacement, or worse. He had a viable plan, however, and the Coordinator was willing to give him the latitude to operate as he saw fit, certainly much more than he was willing to simply sacrifice half a dozen 'Mech regiments in the assault on the world.

DCMS REPRISAL

Analysts and historians almost unanimously agree that, had Coordinator Theodore Kurita been able to decide the best course of action to deal with Duke Sandoval's invasion solely as a man and not the leader of the Draconis Combine, he would have concluded matters with the assault on Proserpina. Unfortunately, honor demanded that he repay the Federated Suns with blood. Even his closest advisors, those who personally accepted his almost friendly relationship with Victor Steiner-Davion, agreed that the Combine had to punish the Federated Suns and Duke Sandoval. Of course, Combine's populace was literally screaming for justice, led by the Coordinator's opponents—especially the so-called Black Dragon Society.

Though Kurita did not authorize his DCMS to cross the border en masse to put an end to the Federated Suns like Prince Hanse Davion had attempted to do during the War of 3039, he did give his commanders wide latitude to conduct their own operations, especially when it came to punishing the AFFS units that had participated in the invasion.

Thus began the Combine's first official foray across the border in almost a quarter of a century.

Addicks

After leaving Al Na'ir, Major General Ariel Zibler lead her damaged but intact Twelfth Deneb Light Cavalry to Addicks, where the Fighting Urukhai's Eighth Striker had retreated to when they responded to Victor Steiner-Davion's orders to protect the Federated Suns. Unfortunately, both the former Prince and Field Marshal Sortek had almost literally abandoned the unit there, keeping it in place as a "strategic reserve." When the DLC arrived on-world, Zibler and her senior officers immediately berated the mercenaries for their cowardice and lack of commitment. In fact, the two units nearly came to blows themselves, that is until the Fifteenth Dieron Regulars and the Tenth Ghost arrived in-system on the 24th of January.

The two FedSuns units pulled back to the Loknar Military Complex, hoping to minimize civilian casualties by fighting the battle within the confines of the military post, still rebuilding since the action in the first phase of the Civil War leveled the entire base. With the friction between the two units preventing them from operating as a true team, the FedSuns troops attempted to fight off the Combine attackers as best they could. Unfortunately, the strain of the loss on Al Na'ir and the feelings of resentment toward the mercenaries on the part of Zibler's Twelfth DLC nearly brought the unit to ruin. The only fact that truly prevented the unit from falling was that it had taken so much Combine materiel from Al Na'ir that the DLC could quickly recoup its combat losses.

Tai-sa Samuel Noda hit the DLC in waves of hit and fade attacks, continuing to rotate battalions to keep his own troops fresh while wearing down the DLC soldiers and MechWarriors. While he concentrated on the DLC, Noda used a few fast armored battalions to keep the mercenaries from lending significant support to the Deneb Light Cavalry, who, though beleaguered, refused to coordinate their actions with the Urukhai, whose MechWarriors they considered cowards.

Two weeks of concentrating on the DLC finally culminated in a breakthrough in two locations. Before the Combine warriors could exploit those breakthroughs, however, General Zibler ordered a fighting withdrawal, pulling back some forty kilometers to better defensible terrain and literally leaving the mercenaries out to dry.

Seeing the opportunity to punish the Urukhai, Noda quickly redirected the efforts of his regiments, who almost immediately isolated the unit from potential DLC relief. Two more weeks of battles wore the mercenaries down, nearly to the point of breaking.

Then the Davion Assault Guards appeared, the cavalry to the rescue.

The bulk of Marshal Cooper's RCT landed on 13 February, having made a double-jump into the Addicks system at a close pirate point. They landed that same day, halting Noda's push. Two days of incredibly costly battling with the most powerful unit in the AFFS was enough for *Tai-sa* Noda, who withdrew in the early-morning hours of the 16th and returned to Al Na'ir.

Breed

The First Chisholm's Raiders had pulled back to Breed following their retreat from Marduk. The unit believed it was safe on the world, however, and made few preparations for a concerted defense of the world. That mistake cost General Neece and her troops dearly.

The Second Genyosha and the Sixteenth Galedon Regulars followed the Raiders to Breed months after the latter's retreat, having not only pacified the world but made good the losses they experienced on Marduk. The attack came as a surprise to the Raiders on the 6th

DropShip contingent spacebound, the commander's ships were no longer vulnerable to an enemy overrunning his LZ. He could keep his fighter squadrons operating from convenient space-bound airbases. Indeed, with the prevalence of Leopard and other aerodyne DropShips, a commander had at his disposal a force of craft that could deliver withering fire against an enemy ground post.

Unfortunately, our enemies were also been paying close attention to the lessons learned during the Civil War.

— Marshal Robert Felsner, In a Soldier's Eyes, NAIS Press, 3067

of December. Several Combine ships jumped into LaGrange points around the planet Breed, landing their first assault troops less than sixty minutes later. The wholly unprepared Raiders could not even fully mobilize for a full day, giving *Sho-sho* Laura Nelson more than enough time to secure huge swaths of the world and fortify her command post within the city of Cahars.

General Neece made a few abortive attempts to push the Galedon Regulars and Genyosha back, but each time her assaults were turned back by counterattacks that only lost the Raiders more territory. Neece did finally manage to pull her unit together after a total of eight days, during which time she attempted to mobilize the world's militia forces. *Sho-sho* Nelson had launched dozens of fighter and special operations attacks against key communications centers all over the world, however, and had disabled most of Breed's satellite network, crippling civilian and even military communications. While throwing Breed's civilian population into chaos, those attacks made coordination almost impossible for weeks and forced the militia units to devote their energies toward civil duties rather than expelling the Combine invasion force.

Nelson made the best possible use of the period of communications blackout, setting upon General Neece and her Chisholm's Raiders. By the time the communications network had been brought back on-line, additional reinforcements from Combine-space had arrived, adding the equivalent of a mixed brigade to *Sho-sho* Nelson's force mix. Worse, Nelson dispatched several infantry and light armor battalions to stir up trouble elsewhere on the world, forcing General Neece to assign some of her own conventional force to deal with those problems.

For his part, Nelson fought an unconventional campaign, pushing her warriors to the brink of exhaustion for a week or two at a time and then halting the advance for another several weeks before starting the whole process again. In the "down" times, she relied heavily on several battalions of fast cavalry 'Mechs and tanks to continue the battle along Neece's flanks and in her RCT's rear areas. During the course of the Wave Four action on Breed, more and more Combine reinforcements continued to land on the world, including some units that were redirected from the Terran Corridor when the assault on Addicks failed. Nelson's control over the world steadily increased while Neece's shrunk. By the end of May, the Chisholm's Raiders were in a precarious position on the world. But General Neece had not given up hope.

Cassias

The Seventeenth Avalon Hussars made landfall on Cassias on the 29th of January, just a few weeks after pulling off of An Ting. Exhausted by some seven months of fighting on both An Ting and Matsuida, Hauptmann General Evans and his RCT did not have much time to relax, however. As soon as they landed, they learned that the Fifth Sword of Light had just appeared in-system. Worse, the Third Crucis Lancers, whom they expected to be on-world, had relocated to Tsamma.

On the other hand, General Acabee Zardetto, Commanding General of the Third Lancers, had constructed additional defen-

sive fortifications on the world during the Seventeenth's time away from Cassias, at the same time training the world's militia in defensive operations. General Evans had few problems settling into the role of directing the planetary defense.

Based on DMI briefings, General Evans expected a relatively green Fifth Sword of Light, though the fact that the unit was coming in alone did give the general reason to pause. By the time the Combine unit landed on Cassias, he learned that the unit had gained quite a bit of combat experience against the Ghost Bears and had absorbed enough combat veterans to bring itself up to full strength.

In fact, the unit was at more than full strength, deploying four 'Mech battalions plus additional supporting troops. Those facts allowed the Fifth to punch through Evans' initial spoiling attack and actually land on the world, though Evans quickly moved a demi-brigade of his own veteran Seventeenth Hussars against the Combine regiment.

As much as the Fifth Sword of Light tried to break through the Hussars, Evans' troops held the better position on the world. That situation changed for the better when Colonel Vladimir Rostov arrived in-system with two Third Davion Guards combat commands, led by a heavy 'Mech battalion. Only when the Ryuken-Go arrived from An Ting on the 10th of March did the Combine troops gain any real ground on the world. Still, though, they faced a dug-in opponent. Moreover, this time the Seventeenth was on their own home soil, a world they had been defending for years.

Nevertheless, the Combine units battled on, slowly expanding out from their LZ in the Rassuen region, a grand plain bordered to the east by the Bayon Mountains. In four months of hard fighting, the Ryuken snatched half a dozen cities from the Hussars while the Fifth Sword of Light took three major firebases. General Evans employed an elastic defense, though, making the DCMS troops pay dearly for every meter they took and in turn suffering relatively few casualties of their own. As Wave Four came to a close, the Combine forces on Cassias had taken heavy casualties. With DCMS reinforcements undoubtedly en route to the Cassias system already, General Evans made an open call for additional naval support to put up a blockade before those reinforcements arrived.

Kentares IV

Before Theodore Kurita became Coordinator, he was an extremely successful general and commander of the Draconis Combine Mustered Soldiery. In authorizing the reprisal into the Federated Suns, he gave his generals the forces they needed and the instructions to first punish those who took part in the initial invasion of his homeland and then punish the Draconis March in general for the operation. He did not specifically pick the targets of the reprisal, though, instead leaving that to those who would be prosecuting the war. Had he involved himself to that level, however, he likely would have shied away from Kentares IV.

His generals did not, however. Indeed, while that world has been a black mark on the honor of the Combine for more than

two and a half centuries, it was also an extremely tempting target. Not only a significant world—and seat of the Kentares PDZ—it was woefully underdefended. The Third Benjamin Regulars won the honor of taking the world.

Kentares IV was held only by the irregular force that Duke Ian Dresari had lead to his homeworld, and reinforced by elements of the Clovis DMM and Fifth Donegal Guards that had surrendered or come over to the Duke's side when he liberated the world during Wave Two. This newly incarnated Kentares DMM had but two 'Mech battalions and two combat commands of assorted armor and infantry, but what they lacked in equipment they more than made up in spirit.

The Third Regulars landed on 23 January, immediately moving against Duke Dresari's Kentares DMM and their Fort Cameron headquarters. The Combine troops made good initial headway, pushing into the fort by the 26th, and expelling the DMM a day later, forcing Dresari's DMM, still inexperienced in the tactics of large-scale battle, back. The Benjamin Regulars continued to push forward, doling out heavy casualties to the DMM. Of course, the DMM did make the Combine warriors pay dearly for every kilometer.

But then the course of the battle on the world changed.

The Tenth Lyran Guards had been sitting on Robinson for quite some time, nominally protecting the world, though practically marooned there with no transport capabilities. Archon Katherine had stranded the Tenth Guards there years earlier by stripping their JumpShip contingent (much like she had also done to the Davion Heavy Guards on Galax), and Duke Sandoval did little to change that situation, both needing all of the JumpShips he could get for his assault into the Combine and knowing that the Tenth Lyran would no doubt leave as soon as they could to join the Allied war effort, and in doing so leave Robinson undefended.

With Duke Sandoval's attention turned toward the Combine Reprisal, the Tenth Lyran finally managed to scrape together and dragoon enough JumpShips to leave Robinson. Intending on making the trek to help Victor Steiner-Davion on Tikonov, the Tenth Lyran's second jump took the unit to the Kentares system, where several of the RCT's JumpShips were crippled by DMI saboteurs. Facing weeks of repairs in-system and an enemy force on the system's primary world, Marshal James McFarland came to the beleaguered DMM's defense.

As soon as the Tenth Lyran Guards landed, the Third Benjamin Regulars knew they were done for. The Combine troops nevertheless held out for an additional week, before falling in one of the only stand-up fights in the entire war. Facing their fate like true samurai, the Regulars formed up as a unit while Lieutenant General Reinhardt Steiner (commander of the Lyran Guards' 'Mech regiment) and Duke Dresari did the same with their own BattleMechs. Four hours later, the Regulars were effectively no more, but in fighting the battle the way they did and sacrificing their command, they regained much of the honor that they lost in Coordinator Jinjira Kurita's massacre on the world. Marshal McFarland took the surviving Regulars into cus-

tody, treating them well as prisoners of war. They remained interned on Kentares IV until the brokered peace with Coordinator Kurita.

Kesai IV

Following the quick conquest of An Ting, the Twelfth Galedon Regulars prepared for a follow-on attack into the Federated Suns, much as the Ryukens had done. The unit waited for additional support in the form of the First Amphigean Light Assault Group and then jumped out of the system. The two units hit Kesai in the last week of January, and immediately made a great deaf of headway against the world's defenders.

The world's defense force consisted of the First Ceti Hussars and the remains of the Bryceland DMM. The Hussars had only one of their understrength Combat Commands (within the Hussars organization, a Combat Command is effectively a combined-arms brigade) on Kesai, however—the rest of the unit had made the jump to Bremond to secure that world for the Allied war effort.

Within the first three weeks of the campaign, the five combined-arms battalions of the DMM were wiped out by the Ryukens while the Amphigean LAG and the Ceti Hussars played a maneuvering game, with each effectively keeping the other from contributing significantly to the battle for the world. Once the Ryukens eliminated the DMM, however, matters changed for the worse for the Hussars.

Lieutenant General Alexander Malen nevertheless kept his Combat Command Bravo constantly on the move, striking out at the Ryukens's flanks when possible. While he fought his mobile campaign, the Combine troops gobbled up more and more of the world. In April, General Malen received some reinforcements from Marshal Lamont on Bremond, but more importantly, he received supplies and replacement equipment, allowing him to recoup most of the losses his command had suffered at the hands of the Combine units.

The fight for Kesai would continue on for some time, with the battle soon turning much more desperate.

WAVE FOUR POSTSCRIPT

The war continued to rage within both halves of the former Federated Commonwealth, but while many of the combatants were beginning to fall from exhaustion, some could see that the end, while still far in the distance, was inching closer ever so slowly.

The Jade Falcon Incursion ended with a unique agreement brokered by General Adam Steiner, eliminating the biggest threat to the Alliance, though the Free Skye Rebellion did loom as a dark shadow over the future of the Lyran state. Likewise, Theodore Kurita's assault into the Draconis March loomed as a menace that could easily end in the loss of dozens of worlds to the Combine.

Either way, for the short term, the future looked bleak for both the Federated Suns and the Lyran Alliance.

WAVE FIVE

JUNE 3065—JANUARY 3066

"No man is justified in doing evil on the ground of expediency."

— Theodore Roosevelt, *The Strenuous Life: Essays and Addresses*, 1900

"We must disabuse ourselves of the notion of 'good' or 'evil' controlling us. No, instead it is we who control 'good' and 'evil.' Just as we are not slaves to fate but have a free reign to forge our own destiny, so too do we have a free hand to act as we would. Man is a noble creature. It is high time we start behaving like it."

— First Prince Alexander Davion, 31 December 2541, in an address to the people of the Federated Suns

OVERVIEW

Summer of 3065 brought with it change in the air. The Civil War had grown far beyond what it was in the beginning. It was no longer one unit fighting with another unit for control of a world or simply because one supported Katherine while the other supported Victor. True, early fights like Kentares and Rasalgethi were as much about killing for the sake of killing as it was about trying to win a world for the Archon, but for the most part, following Victor Steiner-Davion's call to arms, the majority of commanders saw themselves as the leaders of modern-day knights, fighting to uphold the honor and name of their liege-lord.

But Katherine Steiner-Davion kept upping the stakes. She authorized unconventional strikes against opposing units and she released her sadistic minions upon her own people. She murdered the very people that she had sworn to protect, and all because they had committed the mortal crime of criticizing her.

Yet it wasn't until the Jade Falcon Incursion ended that military commanders and ordinary citizens alike in both halves of the former Federated Commonwealth began to take stock of the entire situation. Only then did many begin to truly see through Katherine's façade and recognize her patterns of crimes and atrocities. That they could never pin half of them on her did not matter, only that more and more people began to see her for what she truly was.

The war was far from over, but the Archon's battle to keep the trust of her people was rapidly coming to a conclusion, one that she would not like.

FEDERATED SUNS

The war was already beginning to run its course in the Federated Suns by the start of Wave Five. No longer were hundreds of worlds gripped by chaos and open warfare. Yet the fate of the Suns had yet to be determined.

The longest running battle in the Civil War—indeed, the battle that set off two entire nations—finally reached its conclusion by the end of 3065, having chewed up four Regimental Combat Teams, two independent 'Mech regiments and a slew of conventional armor and infantry units. Some quarter of a million troops had been committed to the battle for Kathil since the Eighth FC first opened fire on the Kathil CMM in late 3062 and the dead numbered in the tens of thousands.

But with Kathil finally burning itself out, the war in the Capellan March took on a much more desperate tone. Archon

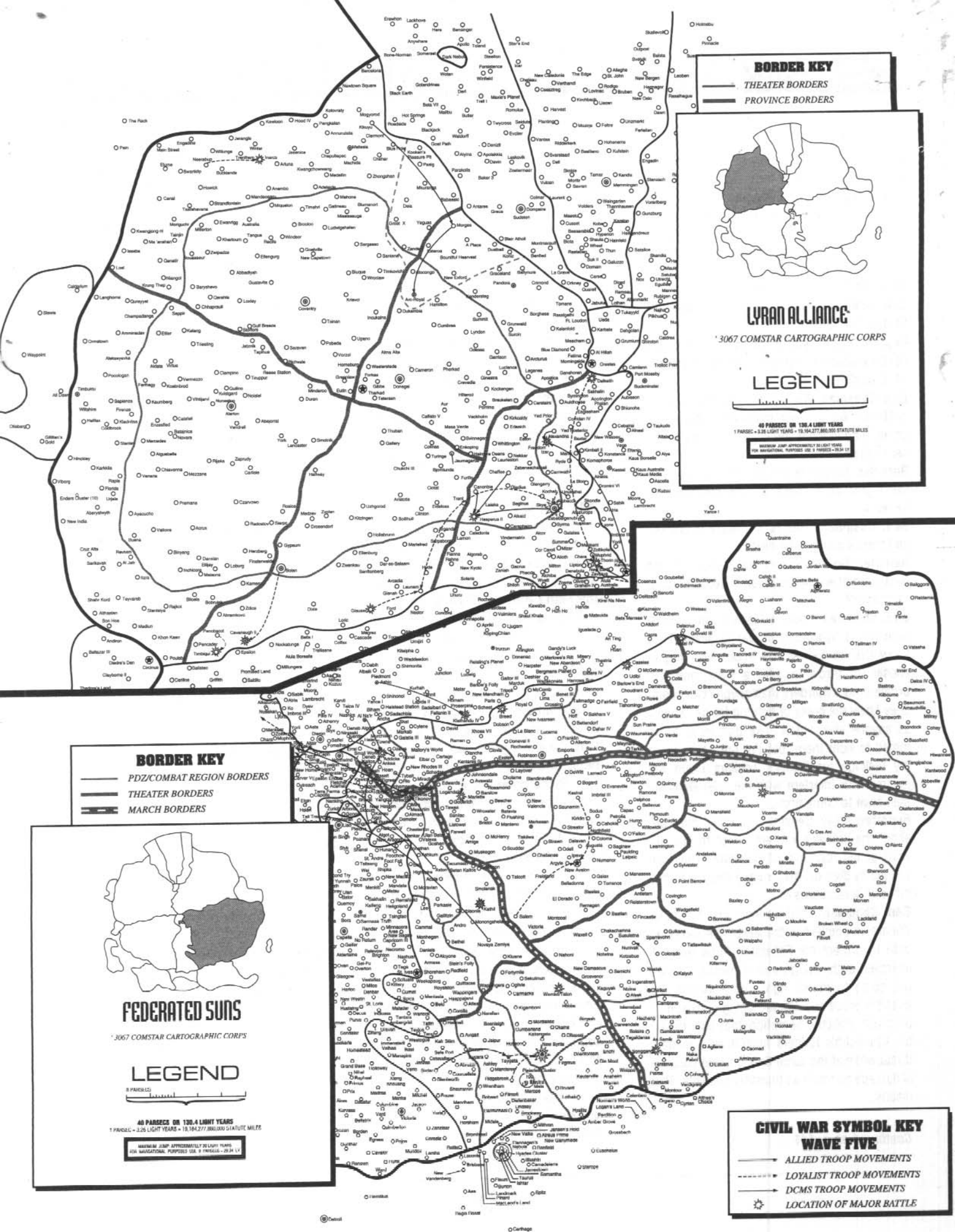
Katherine finally tired of Duke George Hasek's defiance, dispatching three RCTs to the world of New Syrtis to teach the young Duke a lesson. That those units could have been put to better use elsewhere in the war was not lost on her military advisors, but like any despot, the Archon had begun to wrap herself in her own fantasy world, one where most of her closest advisors would not tell her the straight facts and would instead "spin" them to best mesh with what she wanted to hear.

All except Jackson Davion. The Marshal of the Armies had become something of the patron of the Davion house since the start of the Civil War, and though he had lost many close friends and associates in the fighting, he nevertheless continued to serve his country and its leader to the best of his abilities. Likewise, Field Marshal Ardan Sortek did the same on behalf of the son of his closest friend, and indeed his homeland.

KATHIL

After two and a half years of constant fighting, the conclusion of the fight for Kathil was almost anticlimactic. The appearance of General Rudolph Chapman's First Federated Suns Armored Cavalry had signaled the beginning of the end for the Loyalists on the world. With the Eighth Donegal Guards crushed, only the Second Chisholm's Raiders were left. But even reinforced by the Loyalist survivors on the world, they stood no chance. Yet Hauptmann General Helen Eisner felt she had no option but to fight. The Archon was showing little regard for those of her commanders who brought her defeat on the battlefield, and there were rumors that Katherine had several of her unsuccessful generals killed. There were still Loyalist units operating within the Federated Suns that had yet to be committed to battle, and Eisner hoped that Jackson Davion would be able to lend her assistance if she could hold out for a little longer.

General Chapman and Major General Hasek-Bills contained the Raiders in Radcliffe while Marshal Hasek and General Silver devoted the bulk of their conventional forces to rebuilding the world's crippled infrastructure, though both kept their 'Mech forces available for quick reassignment. Months passed with little change as Eisner hoped beyond hope that she would receive reinforcements while the Allied generals simply placed the city under siege and gave their troops a much-needed rest. During that time, the great majority of Radcliffe's population poured out of the city, unwilling to be caught in the middle of the expected fight.



THE RIGHT SPIN

Reporter: General Chapman, can you tell us your plans for the next forty-eight hours?

Gen. Chapman: Without going into the nitty-gritty of the plan, we have the city surrounded. If Marshal Eisner wants to see the reality of the situation, then she'll peacefully give up. If not, she'll give us no choice.

Reporter: No choice for what, General?

Gen. Chapman: No choice but to destroy the Chisholm's Raiders.

Reporter: Don't you think your soldiers will have a problem completely wiping out another AFFC unit?

Gen. Chapman: We are going to destroy them militarily. We are not murderers. We're not going to go in there and kill every single member of the Raiders.

Reporter: So you're not going to kill anyone? Don't you think that's a little shortsighted, General?

Gen. Chapman: This is a military operation, and there's going to be deaths...

Reporter: So how would you respond to the family members of the soldiers you are about to murder?

Gen. Chapman: Look, we're in a war, and the unfortunate byproduct of war is death. They know that as well as my troops do. They've chosen to throw in with a ruler who has ordered more murders than anyone can count. They knew the costs of fighting for her as well as anyone else. I don't like that we're being forced to fight them, but I'm not going to let my feelings for Eisner's soldiers cloud my judgment or interfere with the operation. My men have to come first...

Reporter: Okay General, you may not care about the soldiers you are about to kill, but what of the residents of Radcliffe? How can you justify their deaths, or have you just turned off your consciences?

Gen. Chapman: Hold on there just a minute. We are all soldiers in the AFFS. We swore an oath to protect the Federated Suns from all enemies, both foreign and domestic. We are not going to march right into Radcliffe and level the entire city. We are going to execute a precision military operation that will render the Chisholm's Raiders neutral as a military threat while at the same time limiting collateral damage as much as humanly possible. That means...

By the beginning of October, Marshal Hasek ordered Chapman to attack. For his part, Chapman crafted an almost perfect plan (one that is rapidly becoming required study in academies all across the Inner Sphere). He arrayed his forces around the city, but purposely left several gaps in his lines that would give the Raiders routes of escape. Chapman attacked on the 9th of October with his own FedSuns Armored Cavalry, two battalions of additional 'Mechs, and a heavy brigade of mechanized infantry under Major General Silver. Attacking behind massed artillery assaults, Chapman's force hit the Raiders and forced them out of the city.

The Raiders' quickly discovered the holes in the surrounding Allied forces and streamed out into the open country—where Major General Bills' armored regiments tore them to shreds while Chapman pushed the Armored Cavalry through the city to close the trap. The Raiders folded hours later, though only after General Eisner was killed in her *Stalker*. Several DropShips boosted off from Radcliffe just before the final push that ended the Raiders as a fighting unit, escaping from the system before the Allied forces could intercept them. Lieutenant General Ryan Davion-Cole, commanding the survivors still on the ground, tendered the unit's final surrender at 1935 hours on 10 October 3065, finally putting an end to some 35 months of constant warfare on Kathil.

MARLETTE

Several months of siege warfare came to a sudden end when a brigade of Fifth Lyran Guards landed on Marlette on 2 August 3065. Grounding behind the Twentieth Avalon Hussars and the Fifth Crucis Lancers, who themselves had surrounded the Marlette CMM within the Jedda Military Complex. Lieutenant General Barry Palin lead the Fifth Lyran directly against the rear of the Fifth Crucis Lancers, opening a hole in the Allied lines that allowed the two Loyalist units to link up and stage a breakout from the Jedda Complex.

The Fifth Lyran managed a coup when a combined 'Mech and fast armor battalion came upon an Allied command post on the 8th, destroying it and its defense company before any Allied troops could be called in for additional support. The Fifth Lyran battalion faded just as quickly as it had appeared, continuing on its search and destroy mission. What its members didn't realize was that they had managed to kill Fifth Crucis commander General Olaf Richardson and several of his key staff members, who happened to have been visiting the regimental command post.

Richardson's loss temporarily threw the Fifth Lancers into a state of confusion, but Major General Meschach Felsner stepped up to take command of the entire RCT. He took the reigns of the unit with little difficulty and, in conjunction with General Jack Roberts, set out to isolate and destroy first the Fifth Lyran Guards and then the rest of the Marlette CMM.

The two sides played something of a leapfrog campaign against each other for several months, each jockeying for a better position against the other. The Twentieth Hussars actually lost two fully loaded DropShips during this campaign to pilot error, hurting the Allied unit, though not critically.

In November, General Felsner increased the tempo of these airborne assaults, using up fuel at a terrific rate but at the same time keeping the Loyalist troops completely off-guard. Then he struck the Jedda Complex with a traditional ground assault, capturing six of the eight CMM DropShips on the ground at the Manfred Airbase and driving a regiment of mixed troops into a confused retreat. General Roberts followed on with his own attack into the complex, swinging two fast regiments of armor through 270 degrees, from the Twentieth's left flank, around the rear and against the complex on his right flank.

That attack won them the initiative, but not for long. A massive winter storm dumped twenty inches of snow on top of the combatants in just under fourteen hours, bringing combat operations to a near stand-still for some time. Six more

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storms hit within the course of a month, bringing the greatest snowfall the Jedda Complex had seen in centuries.

Incapable of doing much else in the deep snow, the two sides consolidated most of their forces into encampments and waited out the storms. The only battle to occur was on the evening of the 20th of December in the midst of yet another snow storm, in which 'Mechs and soldiers on both sides mistook their own troops for the enemy and dealt heavy friendly-fire casualties.

NEW SYRTIS

Duke George Hasek had walked something of a fine line throughout the entire Civil War. He publicly supported neither Victor nor Katherine Steiner-Davion, and instead put on an air of utter neutrality. He had but one concern—the welfare of the people of the Capellan March. Quite a few major units owed direct allegiance to him and obeyed his commands exclusively, while even those fighting for the Allied side within the Capellan March listened to what the duke had to say.

Privately, Duke Hasek felt the Archon was a despot who had lost any right to rule. Consequently, he did everything he felt he could get away with to hurt her Loyalist cause. He made extensive use of his subordinates to provide plausible deniability for orders like that which sent the Sixth Syrtis Fusiliers to fight on Kathil, while more overt moves, such as securing Talcott, he explained away by simply saying that he was keeping the lines of supply open to his Capellan March.

Throughout the first half of the war, the Archon's advisors and analysts were divided on what Hasek's motivations truly were—many believed that he was actually setting the stage for his own assumption of the throne (after the Steiner-Davion children, he has the strongest claim to the throne as the grandson of Hanse and Ian Davion's half-sister, Marie).

The Archon allowed the duke to play at his own games as he was actively pulling forces away from her brother's Allies. She also likely half-believed that she could manipulate the duke to her own devices down the road. That all changed at the Star League conference in November of 3064 when Duke Hasek informed Katherine in no uncertain terms that he would never support either she or her brother.

Angered by his audacity, the Archon ordered her generals to plan an assault on New Syrtis.

Originally, they planned to suborn the mercenary Vanguard Legion, stationed on New Syrtis alongside the New Syrtis CMM, the Davion Light Guards and the Eighth Syrtis Fusiliers, to give them a significant majority strength on the world. A task force consisting of the Eleventh Avalon Hussars, the Fourth Donegal Guards and the Ridgebrook CMM, and reinforced by the WarShip *FCS Hanse Davion*, entered the New Syrtis system on 27 October 3065. Four days later the *Hanse Davion* tangled with the *FCS Covenant* around the world itself, ending in the destruction of both WarShips, but clearing the way for the Loyalists to land. Before grounding, the Loyalists contacted the mercenaries in an attempt to buy their services, an offer that was flatly refused by Colonel Chad Dean.

The first engagements were fought on 1 November, though Loyalist commandos had infiltrated the Duke's command center on the 31st of October and made an assassination attempt. While unsuccessful, the attempt did leave Duke Hasek in a coma, forcing Major General Deborah Palu to take charge of New Syrtis' defense.

By the time the Loyalists did land, HPG communications to and from the world had been disabled, preventing Hasek or his lieutenants from quickly calling for reinforcements. The first Loyalist targets on the world were supply dumps and command and control facilities, giving them the logistical backbone they needed to operate on the world. From their initial LZs, the Loyalists spread out across the world, hitting secondary targets throughout November.

With their duke in a coma, the world's defenders had lost much of their spirit, allowing the Loyalists to make significant gains. That is, until Duke George Hasek awoke on the 4th of December, retaking command of the world's defenses on the 11th. His troops regained

Reporter: General, isn't that just a military euphemism for 'you're going to invade the city to wipe out that AFFC unit and if the city is destroyed in the process, so be it'?

Gen. Chapman: Lady, you just don't get it, do you? We're not murderers out on a killing spree for the sheer fun of it. We've been ordered to do a job and that's what we're going to do, within the limitations of the Ares Conventions and AFFS regulations.

Reporter: Orders from who, Général? A deposed Prince looking to get the throne back? An officer facing hundreds of death penalty charges for crimes against the Federated Commonwealth?

Gen. Chapman: Just had to get that last shot in, huh? I'll tell you this, in the end, we're all going to stand trial, be it in front of the courts-martial or in front of our maker. But the Ar...

Reporter: So you admit that the charges of warcrimes against...

Gen. Chapman: ...The Archon's words and deeds have demanded that we stand up and take action. She and her allies cannot be allowed to remain in power. To let that happen would condemn the people of the Federated Suns to death—the death of their spirits through totalitarianism. In an attempt to legitimize her own actions, she has declared honorable men like Ardan Sortek damnable criminals. The men and women of the First FedSuns Armored Cav know this and so do the people of Radcliffe. Now we're going to end the threat that Katherine Steiner-Davion poses to this world through the Raiders once and for all. That will mean that we're going to have to kill some of the Raiders, and unfortunately they're going to kill some of my soldiers, too. But I'm willing to sacrifice everything if it means that the Federated Suns is freed from Katherine Steiner-Davion, and so are my men. Now you may not understand that, but there are plenty of people on Kathil who do. Try to spin this to your live audience any way you want, but the truth won't be bent to your agenda. Now Jim, get her the hell out of my CP!

— General Rudolph Chapman, live interview with Kathil Broadcast Authority, 8 October 3065

their drive and struck back at the Loyalists, pushing them back from several of their primary and secondary objectives.

In an attempt to gain back the initiative, Hauptmann General Justin Leabo authorized his Eleventh Avalon Hussars' battle armor unit to make an assault on the duke's military command center. That operation was a complete failure, however, and lead directly to a joint strike on the Eleventh Hussars' command post, scheduled for 21 January 3066, mere days after the Loyalist attack. While the Eighth Syrtis Fusiliers made an attack from beneath the sea, the Vanguard Legion made an orbital drop on top of the command post.

The fight saw the destruction of the Eleventh Hussars' command post, the death of Hauptmann General Leabo and generally the unraveling of the Hussars. As the wave ended, Duke Hasek was making rapid strides at retaking his homeworld.

TIKONOV

With the retreat of Victor Steiner-Davion and three of his "personal" regiments, the battle for Tikonov had become a low-level affair, with the Allied troops battling the troops that were arrayed there as much as they were fighting the world's people.

The Allied side held the edge over the Loyalists in pure numbers, but were unable to make any significant gains because of the guerrilla actions of the world's population, at least until the Valexa CMM landed a demi-brigade almost literally on top of the Third Republican in New Moscow, crushing the native Tikonov unit before reinforcements could save the 'Mech unit and drive the Allies from the city.

With New Moscow back in their hands, the Allies set out to again crush the remaining Loyalist forces on the world—the First Republican and the Fifteenth DLC. With the Loyalist hold on Kazan slipping, the massive Allied task force once more spearheaded an attack on Tikograd. The surviving Republican Guardsmen, reinforced by Tikograd citizens, defended the city vigorously, preventing even the massed Allied troops from gaining more than a foothold on the city—no more than they had taken at the outset of the Tikonov campaign two years earlier.

The Fifteenth DLC, still denied access to Tikograd, simply assaulted and took Fort Pavel Ridzik from the handful of militia defenders, giving them a good defensible position from which they could fend off the Allied assaults against them, too.

Unlike most planetary campaigns, the battle for Tikonov bogged down in this way. The bulk of the Sixth Crucis Lancers and the Valexa CMM concentrated their energies on Tikograd while the First NAIS Cadre and the rest of the Sixth Lancers surrounded Fort Ridzik and simply began to pound the fort into oblivion.

OTHER ACTIONS

Just looking at the statistics, it was becoming clear that the Civil War was beginning to run its course. No new battles were breaking out while more and more were coming to an end. At the height of the Civil War, almost half of the Federated Suns' worlds were gripped by fighting or general unrest of sorts. In this fifth

wave, however, that number had dropped to less than a hundred worlds. Soldiers on both sides were exhausted and, in many cases, no longer had access to the supplies and weapons they needed to continue fighting. While that meant that Allied troops had to cut back their operations, that also meant that the Archon's enforcers were becoming more and more vulnerable to the citizens they had been oppressing.

Talon

Major General Torri Hughes continued on with her assault into the Kulmen Mountains, but as soon as she learned that the attack on New Syrtis had happened, she knew she would never get reinforcements. She debated whether or not to pull out of the mountains for several weeks, but when Marshal Donna Iona worked several mixed battalions around behind Hughes' Seventh F-C, catching Hughes' RCT in a pincer maneuver that almost cost her the entire command, she pulled her unit out of the mountains. She returned to Portland, where her understrength RCT licked its wounds and carefully watched Marshal Iona's Twenty-Second Avalon Hussars.

Tsamma

The Allied Crucis Lancers RCTs closed in on the First Royal Cavaliers and their commander, Hauptmann General Ryan Pryce-Barnard, in their Fort Theodore Jannus encampment. Unfortunately for the Lancers, the fort was a decommissioning point for old weapons and ordnance, giving Pryce-Barnard a ready supply to use against the Lancers.

At first, the Lancers continued on in their advance down the Cor-de-Francisco, simply driving the advance elements of the First Cavaliers ahead of them. But by late June, the Lancers' began to take heavy artillery fire from the fort; the closer they got, the heavier the volume of fire. The Lancers used their own artillery and fighters to return fire, and succeeded in destroying a few scattered batteries.

In July, the Cavaliers launched a counterattack, using a warehouse full of outdated artillery shells. More duds fell than live rounds, but the Cavaliers were able to keep up a massive volume of fire, forcing the Allied commanders to make a decision—either continue forward or pull back. Either way, they faced withering fire so Marshal Rand-Davion, General Zardetto and Baron Sandoval decided to continue on.

The Cavaliers used up the ammunition from the first bunker in mid-July and began to pull rounds from a second bunker. These unmarked rounds were not standard artillery shells, however, but chemical and gas rounds. The Cavaliers stopped firing the rounds as soon as they realized what they were. By that time, however, they'd already fired off several hundred rounds.

Quite a few were duds, their warheads inert or having lost most of their potency. Some weren't, however. More than half of the rounds fired in each volley proved harmless, while most of the rest were simply normal artillery shells. A handful in each salvo still retained much of their original potency, though, and killed hundreds in just the first few minutes. MechWarriors and

armor crews, normally operating with hatches and external vents open, buttoned up as soon as they saw the gas plumes, but many did not react quickly enough. Some died immediately to nerve agents, while others suffered debilitating side-effects. In the first few minutes of the artillery bombardment, the two Crucis Lancers RCTs lost more than a dozen senior officers (colonels and higher), while many more were affected enough by the gas attacks that they could not perform their duties.

Baron Tancred Sandoval was one of the officers so stricken. His unit was hit with a combination of chemical and biological shells, and while most of his 'Mechs and tanks were able to button up quickly, the baron had some difficulties doing so and fell victim to the attacks. He was only exposed briefly, however, and was never in any mortal danger, though the bio-toxins he was exposed to laid him up in the hospital for weeks, wracking his body with attacks against various organs until the doctors could isolate the toxin and eliminate it. The baron was one of the lucky ones, though; most exposed to that toxin died within hours or days in complete organ failure, while those that survived lost one or more organs to the toxin. As soon as Baron Tancred Sandoval recovered, however, he received word from Robinson that he should return home immediately.

Though the Cavaliers were just as horrified as the Crucis Lancers' by the artillery rounds they had fired, that did not stop them from taking advantage of the situation and driving back the two Lancers RCTs—who were all more than happy to pull back while they assessed the situation.

Wave Five ended with a cautious stand-off between the two sides. Though numerically superior, the Crucis Lancers were wary at charging in again without knowing what other surprised the Cavaliers might throw at them. For their part, the Cavaliers used that time to fully inventory the equipment and munitions they had at their disposal, determined to not let the same mistake happen again.

Strategic Movements

Whether or not they admitted it to themselves or their associates, the primary commanders on both sides were becoming acutely aware that the War was slowly coming to an end. While neither Jackson Davion nor Ardan Sortek had any "spare" units to suddenly throw into the mix, they did have units at their disposal that were becoming available from other battles.

Marshal of the Armies Davion knew that he was in the worse position, with Allied regiments having gobbled up most of the regional command centers and major production facilities in the Federated Suns. All hope was not yet lost, however, so long as he could hold a few key worlds. Tikonov was one, while Talon another. New Avalon, of course, was the key to the whole plan. Following their loss on Salem, Davion brought the Nineteenth Arcturan Guards to New Avalon to build up the world's defenses. Likewise, he also brought the Sixth Donegal Guards in, giving him a nearly-unbeatable defensive force. Though not under Davion's orders, Hansen's Roughriders made the trek to Nunivak following their own defeat on Panpour.

Hoping to catch the Loyalist assault force before it left the world, Field Marshal Sortek moved the Second Ceti Hussars to Taygeta, but by the time they got there, the assault on New Syrtis had already begun. The Second remained on-world for some time though, securing the Loyalist bases and, more importantly, consolidating Allied control over the Capellan March's Edgeward Combat Theater.

After repelling the Combine assault on Kentares IV, Marshal James McFarland continued to move his Tenth Lyran Guards into the Lyran Alliance to rendezvous with Victor Steiner-Davion.

Laurel's Legion finally took up station on Oza'wa after technical problems prevented the mercenaries from leaving Addicks earlier in the year. Even though DCMS troops landed on Addick, Duke Sandoval determined that the mercenary unit would still better serve the Federated Suns by moving on to Oza'wa and protect that important world from any potential Combine aggression.

Field Marshal Suzanne Zellner, taking more direct charge of her Capellan March Coreward Combat Theater since the invasion of New Syrtis, made several movements of her own to counter some of the redeployments she had been hearing about within the Capellan Confederation, primarily moving units "up" the march and into close proximity to the Chaos March. She moved the Third NAIS Cadre from Lee to Algol, freeing up the Twelfth Vegan Rangers to add their weight to the fight on Addicks. Finally, the Second Regiment of Cunningham's Commandos was transferred to Zurich, putting them in position to directly counter any potential Confederation strike into the Chaos March region, as was the Fifth Syrtis Fusiliers in their assignment to Woodstock.

LYRAN ALLIANCE

Victor's retreat to the Alliance from the Federated Suns gave the battles in the fifth wave a completely new character. In seclusion on Muphrid (though that wasn't apparent until later in the war) he was no longer an immediate presence, leading by example, but rather a figurehead inspiring the troops from afar. To some extent, this undermined the Allied position—the troops were less inspired to fight—and Nondi Steiner staged a number of probing attacks against Allied worlds. One of her key objectives was finding Victor—Thorin seemed the most likely place though the attack on the planet did not find the Prince—and she flooded the region with LIC operatives in an attempt to divine his location.

With Coventry and Alarion in Allied hands, the Loyalists relied heavily on the massive industrial output of Hesperus. Unfortunately, Free Skye coveted the world—its control was vital if they wished to survive as an independent nation—and John Dundee committed a substantial force to capturing it. Still faced with Victor's troops (and the tail end of the Falcon Incursion) Nondi could spare few troops to bolster the key world's defense, and for several months the situation was precarious. The defenders were eventually able to bloody Free Skye's nose, but though this relived the pressure temporarily, it did not resolve the situation. Furthermore, the presence of two



Free Skye warships in-system prevented the shipment of 'Mechs and parts from the Defiance complex. The loyalists held Hesperus, but were effectively denied its use.

Wave five also saw the opening of a new front in the Civil War: the battle for control of Cavanaugh II, a conflict instigated by Nondi's son, Margrave Richard Steiner, as part of his plans to bolster his power base. Overconfident and overbearing, Margrave Steiner threw the border with the Free Worlds League into disarray, turning his headquarters world into a meat grinder that denuded the border defenses and denied Tharkad the use of several key units. Richard's plan for a short-sharp campaign was soon in tatters.

CAVANAUGH II

When the Tenth Lyran Regulars on Cavanaugh II pledged their loyalty to Victor they placed theater commander Margrave Richard Steiner—a former member of ComStar and youngest son of General Nondi Steiner—in a difficult position. After his disastrous command of Skye in the 3057 rebellion Richard could not afford to abandon the strategic world, nor could he allow the Tenth's "mutiny" to go unpunished. Unfortunately, he had little in the way of resources to exploit, most of "his" units being already embroiled against Victor's forces or else holding themselves aloof from the conflict.

He thus had little choice but to cooperate with the Regulars; in a meeting with Colonel Darrel Ingles, General Steiner stated his disdain for his cousins' squabble and pledged to serve the Alliance rather than any particular claimant. In private, however, Steiner contacted his mother, requesting the release of additional troops to his command. Nondi Steiner, while opposing Victor's cause in any way she could, knew her son's foibles and denied his request; the Cavanaugh Theater had more than enough resources and, in any case, allowing a Pro-Victor unit to hold the world forced them to remain there or risk inviting a Marik invasion. Richard fumed at the decision but knew how stubborn his mother could be and instead focused his anger on plans to unseat the Tenth.

In the summer of 3065, Steiner's plotting came good when the Seventh Lyran Regulars—formerly under his authority on Loric—and the Bolan Jaegers pledged themselves to his cause. Using the excuse of exercises intended to improve cross-unit cooperation in the event of another attack on the provincial capital, the two units prepare for their true mission, the "liberation" of Cavanaugh II.

Exploiting his position as a "neutral" theater commander, General Steiner (Margrave was his title as theatre commander, while his actual rank in the LAAF was general) concealed their movements, blocking the transmission of the relevant deep-space sensor logs to Colonel Ingles. Only when members of Ingles' small aerospace detachment spotted the drive plumes of inbound DropShips did the colonel realize his predicament and move against General Steiner.

His attempts to seize control of the command bunker on the outskirts of Caerleon failed miserably thanks to the intervention of a 'Mech company loyal to the Margrave and, rather than be caught between the heavily armed installation and the incoming troops, the Regulars withdrew into the combination of minefields and emplacements intended to stall an invasion from the FWL.

There was little the Bolan Jaegers or the Seventh Lyran Regulars could do to counter the Tenth's actions; the local unit's knowledge of the terrain, traps, supply caches and minefields allowed them to dodge or deflect even the most determined Loyalist assaults. Their only weakness was in air power, which the Bolan Jaegers used mercilessly, Kommandant Milan Gverro finally getting his wish for an independent aerospace command. The Tenth learned to avoid this as well, seeming to fade into cover almost as soon as the fighters left Caerleon. Margrave Steiner began to suspect the presence of spies in his midst and his long-standing antipathy toward the group lead him to suspect ComStar. Having harassed the on-world elements of the 182nd Division for half a decade, General Steiner decided enough was enough and ordered Precursor Erin Harwell to withdraw her troops from Cavanaugh II as a consequence of "acts unbecoming a neutral party."

Harwell protested her troops' innocence (there was a spy, but on the Margrave's own staff) and when she refused to comply with his withdrawal order, stating she could only be ordered

to do so by Gavin Dow or the Lyran General of the Armies, Steiner ordered his troops to shell the Com Guard compound. While stopping short of declaring their support for Victor, the two Level III Com Guard units on Cavanaugh II broke through the encircling loyalists, linking up with Colonel Ingles' Tenth Regulars on 9 January.

Richard Steiner had just made his task much harder.

DALKEITH

It took almost a month to organize the ferry mission to transport Loyalist troops to Dalkeith's rugged Rockmeir continent. Serving as pathfinders, the Thirteenth Donegal Guard—already battered by the brutal mountain crossing—sustained grave damage and after Lieutenant-General John Stokoi was killed together with his command staff when their DropShip was downed over Rockmeir, the remaining members of the RCT were folded into the equally mauled Fifth Alliance Guard. The disbanding of the Thirteenth was a major morale blow to the Loyalists but they pressed on regardless, finally making the crossing in early August of 3065.

The Allied troops had not been idle while the Loyalists prepared their crossing, establishing a series of defensive positions in the shattered lands surrounding the destroyed capital of Newhaven, including the establishment of dozens of supply caches and defensive revetments, providing shelter for the defenders from which they could rain fire onto the Loyalists approaching across the barren terrain. Initial pushes by the Third Royal Guards demonstrated the effectiveness of the defenses and the RCT pulled back until the Fifth Alliance Guard was also ready to attack. The two units sought to encircle the Allied units in Newhaven but found themselves under constant sniping attack from artillery and mobile units. Realizing they were too weak to enact an effective siege—which would otherwise have been their preferred tactic in the bomb-blasted landscape—they withdrew back into their own field defenses and plotted their next action.

James Ito favored a direct assault, exploiting the Loyalists' heavier 'Mechs and tanks, but Kathy Parks, CO of the Royal Guards, advocated a more cautious approach. The resulting operation, launched in mid December, incorporated both points of view, a feint by the Third Royal to distract the defenders, and an assault by the Alliance Guard. Initially the operation went well, the Royal Guard surprising a reinforced company of the Fourth Deneb and driving it before them across the wasteland. It was only when one of the flanking Guard 'Mechs lost a leg to an explosion did Parks realize her troops had been led into a trap, the fleeing Deneb unit little more than bait. Artillery and missile delivered FASCAM rounds closed the trap, placing thousands of miniature mines both in front and behind the Royal Guard. While they could work their way out of the minefield, doing so would require time, something the Allied troops didn't want them to have.

Having deployed the FASCAM munitions, the Allied artillery switched to conventional rounds and began to fire for effect

against pre-plotted coordinates inside the artillery box. The Third lost over a quarter of its strength before it escaped the trap, its casualties due to an equal mix between mines and artillery. James Ito learned of the plight as his units were about to deploy from their last staging post, and realizing his RCT would be facing two opponents with no hope of support, aborted the attack.

GIAUSAR

Based on Loric, the 167th Com Guard Division under Precentor Slurpea Kuzi maintained strict neutrality throughout the first two and a half years of the Civil War, going as far as to stage joint exercises with the Seventh Lyran Regulars. By mid 3065, however, the Division's personnel were increasingly disenchanted with that position, particularly in light of the LAAF's action against neutral commands. When the Seventh declared for Katherine and departed for Bolan (to shore up its defenses in the wake of Operation Scatter) the Green Mountain Boys decided enough was enough. On June 10, the 167th declared their support for Victor Steiner-Davion and boosted from Loric, at the suggestion of Victor's staff, making for for Giasar three days later to rescue the hard-pressed Fourth Crucis Lancers.

The 167th made planetfall on July 14, but due to the rapidly shifting battlefield and a communications foul-up, found themselves landing under fire from the Seventh Donegal; General Voss-Steiner pressed the Com Guard Division hard, devastating their command structure and mauling their troops. Precentor Kuzi died buying his troops the chance to escape the trap, and by the time the 167th linked up with the Lancers barely half their strength remained. Rather than fight as two separate commands, both badly damaged and one lead by inexperienced officers, Giggins merged the Lancers and the 167th into a single fighting force which continued to harass the Loyalists. In mid-August, a mix of fatigue and damage prompted Giggins to break contact with the enemy and stand the bulk of his troops down for a few days.

Unfortunately, an over flight by a Seventh Donegal Boomerang spotter identified the Allied camp and the location of the HQ company. General Voss-Steiner ordered a lightning thrust against the allied position. The battle that ensued, on the slopes of Monte Diablo, decided the fate of Giasar.

The Loyalist forces achieved tactical surprise and pounced on the Lancer's HQ Company before they could withdraw. General Giggins' massive *Sagittaire* drew the lion's share of the Loyalist fire and, unable to withstand the pounding, was quickly downed. However, the Loyalists' focus on Giggins gave the Allied forces time to recover and their vicious counterattack shredded the Loyalist strike team. A last ditch attempt by Loyalist CO Hauptmann Susan Reeves to capture or kill the General, now evading on foot after ejecting, came to naught when Demi-Precentor Demetria Loris placed her 'Mech in the *Fafnir*'s path, decapitating the new machine with a well-placed PPC blast. This bought Sergeant Major Richard Jablonski time to rescue his CO and escort him from the battlefield. Though

losses were high on both sides, the Allied forces claimed Monte Diablo as a victory, the Loyalists failing in their principal objective to neutralize Giggins.

Spurred on by their victory on Monte Diablo, the combined Fourth Crucis and 167th Division task force counter-attacked the Loyalists, winning a string of victories through their audacity. The Lancers' greatest success came on 9 September when a scout company stumbled upon the lightly guarded HQ Company of the Second Donegal, deep behind enemy lines. Staging a hasty assault, the scouts engaged the Guard HQ, destroying a number of ammo and coolant trucks, as well as the Guards' mobile HQ van. Delmar Voss was badly injured in the encounter and medivaced to New Munich, where he sat out the rest of the Civil War. The Lancer's victory was, however, tempered by the accidental destruction of a Donegal MASH unit when a downed fighter crashed into the complex.

What followed was among the bitterest fighting of the campaign as both Loyalist and Allied troops sought revenge for the other's actions. Fortunately for the Lancers, the loss of Voss—a tactical genius when he was sober—and command disputes between the Second's senior officers severely hampered the Loyalist ability to strike effectively. On 3 November the RCT withdrew to New Munich, leaving the Seventh to prosecute the campaign. With both sides' fury spent and fatigue setting in, the combatants settled into the familiar pattern of raid and counter raid, sniping at each other but making no major moves to end the conflict.

On 11 December 3065, General Caesar Steiner—former CO of the Second Donegal and the LAAF's liaison with the SLDF—arrived on Giasur and called on the combatants to cease fire. To his surprise, they did and in the calm that ensued the 62-year-old doyen of the Lyran military met with both surviving Loyalist commanders. Acknowledging the bravery of both units, General Steiner announced his intention to resume command of the surviving Second Donegal and to move against the Free Skye rebellion while the Seventh limped back to Launam. After twenty-two months of fighting, the Lancers—now permanently including the survivors of the 167th who had been disowned by Precentor Martial-Pro-Tem, Gavin Dow—remained in control of Giasur, a world scarred for life by the fratricidal conflict.

THE FREE SKYE REVOLT

The fifth wave of the Civil War saw the first major moves by the Free Skye forces that had occupied numerous worlds in the preceding months. With Skye in their hands (albeit unofficially for several more months) and numerous key agricultural worlds declaring for the rebellion, the key to victory lay in dominating the military and industrial centers. That meant Free Skye had to capture two worlds to be sure of survival as a viable nation: the military command world of Freedom, and the factory world of Hesperus. The former posed little challenge—or so they thought—while the latter had been attacked fourteen times during the Succession Wars and never conquered. Still, even in prison Duke Robert had several aces up his sleeves ...

Freedom

The Fifth Lyran Regulars were still rebuilding from their disastrous campaign against the Fourth Davion Guards in early 3064 when Free Skye units assaulted the planet, seeking to secure the Theater capital and capture Margrave James Ellis. The Skye units tasked with the mission were the Alexandria FTM and the Accrington FTM, green units that would not ordinarily have been given such a mission, though Skye commander John Dundee deemed them suitable given the Regulars' condition. General Dundee overruled several protests within the nascent Free Skye High Command, particularly those linked to the false rumors that Victor Steiner-Davion was on Freedom, declaring that time would tell.

The Fifth chose not to contest the landings in early July, allowing the militia units to gain a foothold on the continent of Republic. Then, staging a diversionary raid on the Alexandria unit, the Lyran Regulars proceeded to demonstrate to the Accrington FTM exactly how capable they were despite being understrength. Two battalions of 'Mechs threw themselves against the Militia position, bursting through the ineffectual perimeter defenses and overrunning the militia's artillery battalion and supply depot, and shattering three regiments of infantry and one of armor in the process. A counter-attack by the militia's own 'Mechs forced the Fifth to withdraw, but the damage was already done. The Accrington FTM had lost almost half its fighting strength and the unit's morale was in tatters. That the assault cost the Fifth almost two companies was scant consolation to the rebels as the Lyran Regulars still controlled the Theater command center and its vast caches of supplies.

Unwilling to attempt a direct assault on the Fifth, who together with the planetary militia established a defensive cordon around Jefferson City, the Free Skye units slowly spread their influence across the planet, becoming the de-facto governors of Independence and much of Republic. Controlling the flow of goods—particularly foodstuffs—to the capital was the most effective way of winning control, forcing the Fifth to come out and fight or else be slowly starved together with the millions of civilians in the city. On 9 October, the first of Duke Robert's "rabbits" appeared from the hat when Maria Esteban, who had defected from the Eleventh Arcturan Guard in February, arrived at Freedom with her battle-hardened retinue and took control of the Free Skye operation. Margrave Ellis and the Fifth Lyran realized their time was rapidly running out.

Hesperus II

Control over Hesperus II would decide both the fate of Free Skye and Loyalist control over the Alliance and so both factions committed considerable resources to securing the battle-scarred industrial world. The planetary garrison was comprised of the Fifteenth and Thirty-sixth Lyran Guards, the former the elite but under-strength veterans of the Fourteenth Battle of Hesperus in 3057 and the latter a stronger but less experienced unit who for many months had refused to be drawn in support for Victor or Katherine.

The Air Surfer's decision to support Katherine after the outbreak of the Civil War eased tensions on Hesperus. However, neither unit had organic aerospace assets and when the Skye Rebellion seemed imminent the Archon ordered the mercenary Gray Death Legion—also veterans of Fourteenth Battle of Hesperus—to deploy to the factory world in support of the line units. The third group on-planet was the Defiance Self Protection force, a corporate military unit equipped with the best Defiance of Hesperus had to offer and operating outside the LAAF hierarchy, answering only to the Defiance CEO. The DSPF cared little for the mercenaries after the 3057 battle and tensions between the two groups were high despite the presence of Daniel Brewer—Duke of Hesperus and CEO of DefHes—as a captain in the Legion. The antipathy in the unit culminated in a friendly fire incident on 22 June, when a Legion patrol strayed too close to the Defiance fortifications. The *Avalon*-class warship *Simon Davion* completed the planet's defenses. To the uninitiated, it seemed an insurmountable force. Those familiar with Hesperus' history knew better.

Historians cite 15 June as the start of the Fifteenth battle of Hesperus, the date that elements of the Twenty-second Skye Rangers staged a stealth insertion into the Hesperus system and began their approach to the key world. Going to ground on hostile Hesperus III, the Twenty-second waited for the arrival of the main Skye force before a planned lightning assault on Hesperus II's principal spaceport at Maria's Elegy. The chance discovery of the Rangers by militia fighters on 23 June almost ruined their plans, though they were able to shoot down the patrol before it could alert the defenders. Nonetheless, with the Grey Death Legion conducting SAR missions to find the missing fighters, Colonel Francisco de Argall decided to implement an alternative battle plan.

As the Fourth Skye Rangers arrived on 28 June, supported by the *Fox*-class WarShips *Indefatigable* and *Illustrious*, the Twenty-second exploded from Hesperus III, brushing aside the Grey Death fighter screen and landing in their secondary LZ, the agricultural Melrose Valley, where they set about razing farmsteads and crops to prompt a response by the defenders. A mercenary battalion boosted to intercept the invaders but was eventually forced to withdraw. In space, the *Simon Davion* moved to engage the inbound Fourth Skye, engaging the two *Fox*-class corvettes. Their efforts shattered the *Illustrious*, but a surprise assault by the *Indefatigable* exposed the Loyalist WarShip to a boarding action and the cruiser fell to the Free Skye forces in less than an hour. The newly acquired vessel was quickly turned against the defenders, destroying a pair of Loyalist JumpShips that were preparing to flee before escorting the Fourth Skye flotilla in-system; a move that showed how critically important both sides considered this battle.

Landing at the Caran River Basin and driving on the Doering Electronics' plant, the new arrivals prompted a response from both the Fifteenth Lyran Guard and the GDL, though the Loyalists realized their position was untenable and withdrew.

Attempts to call in the semi-independent Thirty-sixth from the Maldon mining complex on the far side of the planet came to naught, placing defense of the Defiance complex squarely on the shoulders of the Fifteenth and the mercenaries. To the surprise of the defenders, the bulk of both Skye units disengaged from their respective operation areas and boosted for orbit.

Their target soon became apparent when Skye fighters began to attack DSPF positions before the Rangers dropped into close combat. The corporate militia managed to hold off the assault but was hard pressed and the Gray Death began a maneuver to reinforce the factory complex utilizing the maglev system that linked Maria's Elegy and the mountain, sustaining serious damage when their train was ambushed and derailed.

Realizing the desperation of the Loyalist position, Lieutenant-General Gina Ciampa of the Fifteenth issued a request to the LAAF High Command for additional forces, sending out her request via ComStar. In a desperate attempt to prevent this, the Skye Commander, the maverick William Harrison von Frisch called in the *Simon Davion* to make a surgical strike against the HPG compound. To his horror, the Free Skye captain of the WarShip exceeded his mandate, not only flattening the ComStar facility but also unleashing his vessel's firepower against the spaceport at Maria's Elegy. The attack devastated the Fifteenth Lyran Guard, which used the spaceport as its base of operations, killing more than two thousand infantry and armor crews, as well as seven hundred civilian workers. Von Frisch was horrified but resolved to erase the stain on Skye's honor by capturing the world.

For the next week, the Loyalist and Free Skye forces jockeyed for position, the GDL staging a series of raids against rebel positions in an attempt to lure their opponents out of position. The mercenaries achieved a degree of success but the death of Lieutenant-Colonel Davis McCall on 8 July damaged the Legion's will to fight and prompted them to withdraw. Four days later the situation worsened with the arrival of reinforcements for the rebels. The Thirty-second Lyran Guards—lured to the Free Skye banner by Duke Robert—landed at Maria's Elegy while the Seventeenth Skye Rangers deployed to Maldon to pin the Thirty-sixth Lyran Guard in place.

On July 18, the rebels launched their offensive against the Defiance complex: the Thirty-second Guard RCT, the Fourth Skye RCT and Twenty-second Skye Regiment against the mauled Fifteenth Lyran Guard RCT and the remains of the Grey Death. The fighting was bloody and at close quarters, costing all the combatants dearly. The Fifteenth Lyran crushed the Twenty-Second Skye but the GDL was forced to hold the line against the other two Free Skye units. The Legion checked the assault—even managing to capture Alice Day, the commander of the Thirty-second—but paid a fearful price for their success. Colonel Lori Kalmar-Carlisle was slain by Skye infantry after ejecting from her *Victor*. Reduced to barely a company of 'Mechs, the Gray Death Legion were effectively dead, the survivors, including Duke Brewer, incorporated into the DSPF.

ALL THE PRINCE'S MEN

I wish someone would make a god-damned decision sometime! I really don't understand how people can follow Victor. Well, that's not entirely true. He is the firstborn son of Hanse Davion. If he'd been a chiva monkey, three-quarters of the Federated Suns would follow him into battle without hesitation.

I can understand that it was tough growing up in the Royal Palace. But he's not a general. He's barely a battalion commander, and it shows in the way he fights. He has no concept of logistics, no idea how to actually maneuver a regiment, or heaven forbid, anything larger in battle. All he does is jump in his 'Mech and lead his men out to destroy something. Hell, if he was one of my battalion commanders, I'd probably be happy as a clam. Just point him at something and tell him to kill. He's good at that. But if he didn't have that *Daishi*, he would have been dead years ago.

Oh, I know I'm being hard on him, but that's because he just pisses me off so much sometimes. Everything he does has to be a damn committee decision. Everyone has to weigh in with their own opinion. I swear, he's more concerned with everyone's feelings than he is about making the right decision. Normally.

Right now, he's not even leading by committee. Everyone close to him is tiptoeing around like he'll break if they don't shield him. He's the goddamn commander! You know, I don't give a damn who he lost. We've all lost someone close to us, but it's been seven months for God's sake! You accept it and then you move on, because if you don't then you're going to get more of your men killed. I don't even want to think about how many men we've lost because the operation fell off-track.

All we need is someone, anyone, to start making some decisions here. Morgan Kell has done what he could, but even he seems reluctant to make anything resembling a tough call. That's a damn shame, too.

I just don't know how much longer we can wait. Pretty soon, the Katists will come knocking. I just hope we're ready when they do come.

— Lieutenant General Absalom Dirksen, Twenty-third Arcturan Guards, personal journals, 30 July 3065

Skye

The Skye Jaegers masquerade of pro-Katherine sentiment was stripped away on 22 July when the Loyalist Eleventh Lyran Regulars, nicknamed The Hammers and based on nearby Alphecca, arrived at Skye with orders from General Nondi Steiner to determine the Jaegers' allegiance and, if necessary, take steps to regain control of the Skye Legislature. General Dundee allowed the Eleventh to land on Skye unopposed, then—as the Regulars were disembarking—proceeded to jam their communications and struck at their flanks in concert with Skye's planetary militia.

The Free Skye force drove the Loyalist regiment out of New Glasgow and into the MacIntosh Valley, harrying them to the edge of the Bannockburn Bogs. Colonel Donner quickly called in his surviving DropShips—two had been captured by Free Skye operatives in the spaceport attack—which made sub-orbital flights to extract the two surviving battalions of Hammers. The Loyalists withdrew to Alphecca where they reported back to General Steine. Donner had been canny enough, however, to leave a number of his "irregular operations troops" behind on Skye, where they linked up with the local Lohengrin platoons and wrought havoc on the provisional Free Skye government for the next eighteen months.

OTHER ACTIONS

The number of secondary battles in the Lyran Alliance soared during Wave Five as wavering units finally committed to one or other side in the conflict (such as the clashes between the Forty-Second Avalon Hussars and the Penobscott CTM on Timbiqui) or came under attack (as on Inarcs and Vendrell). Several other minor operations were spun off of major thrusts, notably the bloody but futile battle on Thorin as the Eleventh Arcturan task force sought to bring Prince Victor low.

Inarcs

In early September, the LIC discovered the true identity of the garrison on Inarcs, including its composition, and dispatched the Neerabup MTM to deal with the false-flagged Seventh Crucis Lancer battalion that held the world. Unaware that their cover had been blown, the Lancers continued to masquerade as the Thirty-ninth Avalon Hussars, claiming to be 'Mech battalion supported by multiple armor and infantry regiments. Knowing the true strength—there was only a battalion of armor supporting two reinforced companies of 'Mechs—the militia was undeterred and pounded on the Allied unit. The Lancers managed to resist the onslaught for almost six weeks but on 27 October called for and received terms for surrender. Unfortunately for the Loyalists, the six-week delay had given the Lancers time to cripple the Blackstone Industries plants, which weren't returned to full operation until mid 3066.

Lipton

Many of the Fourth Alliance Guard left behind on Lipton were supporters of the Free Skye movement and when rebels began their military campaign for independence, many of those on Lipton advocated joining the cause. Debates between the Fourth Alliance troopers became heated, and on 2 August, fighting erupted between the pro- and anti-Skye factions. At first the conflict was limited to small arms fire, but as the month progressed, increasingly heavy weapons were deployed. When 'Mechs of the two factions began fighting on 16 August, Precentor Alder Reed intervened to stop the fighting, interposing his 143rd Division between the combatants. With General Bert-Gregg away on Thorin, ComStar's neutrality was respected and the two sides returned to their barracks. Officially, no members of the Fourth sided with Free Skye but in the late summer of 3065 a substantial number of the Lipton garrison went AWOL or applied for personal leave, only to reappear several months later in a Free Skye unit.

Thorin

Victor's withdrawal from Tikonov threw the Allied offensive into disarray. It also sent Loyalist forces into a frenzy as they sought to pin down the former Prince's location. A wide range of worlds were cited as possible destinations—Alcor, Muphrid, Alarion and Arc-Royal—but the most likely candidate was Thorin, Victor's base immediately before he attacked into the Federated Suns, where had been sighted the Prince's Men and elements of the Outlands Legion. Though some analysts disagreed, Katherine authorized a major assault on the world, spearheaded by the Eleventh Lyran Guard taskforce that had proved so effective on York and Tikonov and that remained one of the Loyalist's most potent units, despite the defection of Maria Esteban and many of her associates to Free Skye.

Comprised of the Eleventh Arcturan Guard, the Alarion Jaegers, the Fourth Lyran Regulars, the Fourth Alliance Guard and the Carlisle and Alarion APMs, the taskforce was one of the largest assembled in the war. It quickly established a foothold on the world following the landings on 7 August but was unable to dislodge Victor's troops from Ecol city, which remained the hub of the planetary defense.

For the next two weeks, the task force waged a brutal war against the Prince's Men and the Outland Legion, harrying elements of the Allied units across the continent until the 244th Division made a desperate stand in the Kalakos Pass. Bloodying the nose of the Arcturan Guard, albeit at the cost of the division's commander, Raymond Ireton, the rearguard action bought time for the two Allied units to withdraw and regroup at Ecol City. Although Katherine regarded the Loyalist assault as a qualified success, pinning two of Victor's core units, General Linda McDonald regarded it as a dismal failure; Victor was not on Thorin, nor was there any evidence of where he might be. McDonald feared—and was eventually proven correct—that the brilliant mobile campaign waged by the allied defenders would weaken the Loyalist cause, denying *them* some of their best units while Prince Victor recovered from the body-blows of Tikonov and Omi Kurita's assassination.

Victor's return to Thorin on 24 January 3066, landing on the Sandstain Plateau, marked the end of the fifth wave and the former Prince's return to the operational side of the War. He decided the only way to succeed in the Federated Suns was to leap forward and gamble on receiving supplies from Tikonov, Kathil and Robinson. On January 26, the Allies abandoned Thorin to Linda McDonald's task force. Victor headed into the Federated Suns, leaving behind his Lyran supply chain, while Morgan Kell, who had commanded the defense of Thorin, headed back into the Alliance, his goal to "neutralize" Nondi Steiner and drive her off Tharkad.

Strategic Movements

In the wake of the Jade Falcon Incursion and the budding Free Skye Revolt, Allied and Loyalist commanders found themselves with precious few strategic reserves. Once the final round of assaults and garrison redeployments were made in the Melissia and Pandora Theaters, though, Morgan Kell found him-

self with some additional combat capability. Keeping the rebuilding Dioscuri on Morges alongside Khan Phelan Kell's Wolf Clan, Grand Duke Morgan Kell ordered the two regiments of the Blue Star Irregulars to Arc-Royal. There the units were in place to quickly redeploy almost anywhere in the Donegal or Coventry Provinces, though even at this early stage the odds were that Kell was already preparing an assault force to take Tharkad.

Surprisingly, the only significant move made by Nondi Steiner was the reassignment of the Seventeenth Arcturan Guards to the Federated Suns command, under directions from the Archon. Enroute to Tikonov, where the unit would receive further orders, the Seventeenth only reached the Caph system by the end of the wave.

DRACONIS COMBINE

The war with the Draconis Combine was not going well for Duke James Sandoval. Coordinant Theodore Kurita had managed to counterattack with more strength than the Duke had ever imagined possible, and unlike Kurita's successes during the War of 3039, these battles were being won with an overabundance of force. Of the six key Combine worlds that Sandoval's troops had held prior to the Coordinator's counterattack, five had fallen back into Combine hands while a sixth—Proserpina—was gripped by a desperate battle between the two sides.

Worse still for Duke Sandoval were the successes that the Coordinator's troops were having on worlds within the duke's Draconis March. While the rest of the Federated Suns was struggling to determine who would be ruler, the Draconis March was fighting for its very survival.

PROSERPINA

The battle for the world of Proserpina was not going well for the Draconis Combine forces under *Sho-sho* Shin Yodama. The FedSuns forces on the world—the Eighth Crucis Lancers and the two additional brigades of occupation troops—were significant enough that Yodama could not quickly and easily crush or bypass them. Yodama still had an obligation to the Coordinant and the people of the Draconis Combine and continued on in his efforts.

Major General Jeremiah Marshall fought a relatively straight-forward defensive campaign against Yodama and his First Sword of Light and First Ghost, arranging his regiments in echelons that allowed him to often rotate troops between front-line action and rearguard duty. As the first battle for the world had demonstrated, the FedSuns troops probably could not stand against a massive suicidal attack on the part of the Combine forces, but both Marshall and Yodama knew just how costly those attacks had been for the Combine troops.

Months earlier, Marshall had reassigned the bulk of his engineer units to building fortifications and obstacles to better defend the front on the Conn Plains. Those defensive positions cost the DCMS troops dearly, yet when they tried to make an "end run" around those positions, they found that Marshall had significant forces on either flank, ready to reinforce a belea-

guered defensive zone or to launch massive blunting attacks. Yodama and his task force desperately needed more help.

In late July, Yodama received the first elements of this help. But these "reinforcements" were not traditional combat troops, but instead were special teams belonging to the ISF's Voice of the Dragon. Masters of spin and media manipulation, these ISF teams began to wage a campaign on the hearts and minds of Proserpina's people, easily getting their messages to the planet's media outlets. At first, General Marshall and his intelligence advisors did not even recognize the subtle shift in the media treatment of the war, but over the course of the next several months, they did notice a gradual change in the attitudes of the world's people. Most had been relatively neutral to the FedSuns troops when Yodama's task force had first landed, with a not insignificant percentage of the people outwardly showing animosity to the DCMS troops.

Yodama received additional reinforcements in October, this time in the form of the Forty-Sixth Dieron Regulars and supporting regiments. Rather than add those directly to the front lines, Yodama grounded them 800 kilometers away, on the opposite side of Conqueror's Pride. While potentially dangerous for the Dieron Regulars, that move did force General Marshall to retask several regiments of armor and infantry to deal with the new threat, suddenly putting a strain on his own troops for the first time in the battle.

General Marshall and his Eighth Crucis Lancers still held the upper hand on Proserpina, however. Whether he could continue to hold the world in the face of additional DCMS reinforcements still remained to be seen.

DCMS REPRISAL

While he did not know it at the time, Coordinator Kurita's reprisal across the border into the Draconis March was having much greater success than he had expected. The march's defenders were still scattered across the length of the shared Combine-FedSuns border—at least those that weren't already committed to battles in support of the Civil War. Because of the Civil War's disruption on shipping within the Federated Suns, the duke's generals were having great difficulty in moving all the troops they needed to. Archon Katherine was wholly unwilling to devote any additional troops to the defense of James Sandoval. At the same time, Field Marshal Sortek had a number of units he could call upon to assist, but for the most part they were on the other side of the Federated Suns. By the time they reached the embattled worlds, the fights would be long over.

The stresses and emotional strain of compounding defeats were taking their toll on Duke Sandoval. He had already been overcome with depression and fatigue, but as the DCMS Reprisal continued, the Duke's health slipped even worse. By the middle of Wave Five, his advisors, especially Major General Mai Fortuna, were making almost all of the significant decisions concerning the security and defense of the Draconis March.

Baron Tancred Sandoval returned to Robinson in October at the behest of his family, only to find his father almost completely incapacitated. With the backing of his family and the primary commanders within the Draconis March, Baron Sandoval took command of the march on 7 October and began the long struggle to end the DCMS threat while at the same time bringing the Civil War to a conclusion.

Addicks

While defended by significant forces, the world of Addicks was still a tempting target to the Combine Generals on Al Na'ir whose honor still demanded that they punish the Federated Suns more for their invasion of the Draconis Combine. Having fallen back from Addicks to Al Na'ir, they spent the bulk of 3065 rebuilding and gathering additional forces. Armed with OmniMechs taken during the war with the Ghost Bears and reinforced by the Ryukun-Ni, *Tai-sa* Samuel Noda returned to the world with his Fifteenth Dieron Regulars and the Tenth Ghost.

This time, the fighting was concentrated around St. Randall, the world's capital. The Fighting Urukhai had garrisoned the city since the DCMS retreat in February of 3065, giving them the chance to rebuild and maintain their distance from the Twelfth DLC. When the Combine task force landed on 10 November, they surrounded St. Randall, easily crushing the remaining Urukhai before entering the city to engage in a long and difficult campaign to capture the city. DEST commandos and DCMS special forces troops leapfrogged ahead of the bulk of the Combine advance to take the major governmental buildings in the city, holding out for ten days until Noda could finally punch an armored column through the city's defenders to reach the DEST teams.

Marshal Stephan Cooper responded by deploying the bulk of his Davion Assault Guards and the Twelfth DLC to strike at Noda's assault force. While the Combine had significant strength in and around St. Randall, Cooper had the most powerful RCT in the entire Inner Sphere backing him up. The two Allied units closed in on the Combine task force, doling out tremendous damage, but Noda managed to hold onto the city, if ever so tenuously. Finally, Marshal Cooper called in the Twelfth Vegan Rangers from Algol, though the mercenaries did not land until the 7th of February. As soon as the Rangers' Alpha Regiment arrived, the two sides realized that the next months would likely be the bloodiest of the entire campaign.

Breed

The battle for Breed grew more desperate as the months dragged on. General Neece was still optimistic that she and her Chisholm's Raiders could hold out until Duke Sandoval could send reinforcements, but the Combine assault in late August finally convinced her that she was wrong. *Sho-sho* Laura Nelson launched a multi-prong attack, spearheaded by the Second Genyosha, on the Raiders' positions in the eastern Porter Moraine. While the region's rough terrain and heavy tree cover favored the Chisholm's Raiders defense, Nelson had gathered

a significant infantry force to the world, and used them extensively to clear the hills and valleys of FedSuns troops while her 'Mechs and heavy armor followed up to take care of more significant threats.

Two weeks of operations in the Porter Moraine pushed the Raiders back to Mayfield and Kurn, two towns on large hills overlooking the entire region. General Neece decided to make this area something of a last stand and fortified the hills as best as she could, setting up her remaining artillery batteries with an uncompromised view of the terrain around them.

Sho-sho Nelson didn't make the Raiders wait long for the expected assault. The Combine regiments relied heavily on their own fighters and artillery to soften the Raiders up, but Neece's artillery was enough to keep the DCMS forces at bay for several more weeks. As much as Nelson tried, she could not dislodge the Raiders with ranged strikes alone, though she did very quickly demolish the towns and many of the defensive positions that Neece's troops had set up.

On the 8th of October, *Sho-sho* Nelson ordered her forces to advance and converge upon the Raiders' positions. Though supported by her artillery and fighters, Nelson's troops took heavy casualties before even reaching the foot of the two hills. Over the course of the next four days they fought their way up the hills toward Mayfield and Kurn, much of it hand-to-hand melee brawling. Hundreds of soldiers on both sides fell while dozens of tanks and 'Mechs were demolished beyond repair. On the 13th, though, the Sixteenth Galedon won a foothold in Kurn, paving the way for the Genyosha to make a sweeping movement through that town and well into the Raiders' Mayfield encampment, destroying Neece's artillery units and grabbing hold of much of her supply caches.

Bounding forward after the Genyosha's successful assault, the Sixteenth Galedon, reinforced by two regiments of medium armor, pushed Neece back off of her hill and into the flat farmlands beyond. A week of attacks by the Galedon Regulars was followed by another strong push by the Genyosha, one that saw several battalions of FedSuns troops die or be captured. By the 24th of October, General Neece made the decision to salvage the rest of her command by pulling off of Breed. She launched one last attack to try to blunt the Combine advance, but succeeded only in getting two of her last four 'Mech companies destroyed and a mixed battalion of infantry and armor captured.

The First Chisholm's Raiders left the world on 26 October having lost more than 80 percent of the RCT's combat strength, though a good deal of those losses were in materiel and the unit still had quite a bit of equipment that needed to be repaired. The unit left the system on the 5th of November, bound for New Valencia (a world it would not reach until well into the next wave).

Cassias

Unlike Breed, where the Combine troops were able to finally seize the initiative from the world's defenders because the

Chisholm's Raiders had not been prepared for a planetary assault, the Fifth Sword of Light and the Ryuken-Go were locked in a long and indecisive struggle with the Seventeenth Avalon Hussars. While the Ryuken-Go had managed to deal the Hussars a defeat on An Ting, they were on the Hussars' home soil now.

Hauptmann General Kev Evans continued to fight a defensive campaign that cost the DCMS regiments far more than it did his own RCT. When the Combine forces landed, they had the edge in men and materiel, but by the middle of September, they had lost some 20 percent of their fighting strength, bringing them on par to General Evans' forces. Throughout the rest of September and October, Evans slowly fell back in the face of the Combine advance, halting for a day or two at a time to fight the DCMS troops from a new defensive position before falling back again.

On 12 November, though, Evans halted his retreat in the Callas Province and took up station within a dozen major defensive emplacements. Behind him to the north were the Romen Mountains, and while he could have made the journey through the mountains with his RCT, the Callas Line offered him the best opportunity to dole out serious damage to the Combine forces, and if they overran his positions he could still retreat into the mountains.

As it turns out, he never had to worry about that possibility.

While traditional AFFS military doctrine emphasized mobility over static defenses, modern military thinking does recognize the fact that there are times that a commander must go on the defensive, just so long as that commander maintains the capability to go mobile when the time is right. General Acabee Zardetto made sure that the defenses he and his Third Crucis Lancers had built followed those principles to the letter, giving General Evans a tremendous capability, especially in the Callas Province.

The DCMS assault force hit the first line of defense on the 13th, and immediately took massed fire from hidden bunkers, massive fortified gun positions and an extra-heavy artillery group. *Tai-sa* Davis Shotoku attempted to weather the fire and storm the primary defensive positions with his BattleMechs only to lose a third of his machines in the first five minutes. He pulled back and tried to destroy one position at a time from range, but the Hussars' artillery and fighter cover prevented the Combine troops from staying in any one position for very long.

Shotoku's almost-continual stream of reinforcements had dried up when a squadron of six AFFS naval assault DropShips, carrying two understrength wings of fighters arrived in-system almost two months earlier, leaving the Combine commander at a sudden disadvantage. He tried to flank the fortifications, only to be struck by a hardy combat command that Evans had formed to protect his position against just such an attack.

Shotoku tried for a month to break through the defensive lines, but each time he fell back in the face of an overpowering defense. On Christmas Eve, he ordered a general withdrawal

from the Callas Province, but before he could pull all of his troops off of the line, General Evans launched his own assault. Attacking from the defensive positions were three mixed combat commands of armor and mechanized troops, but their attack was not designed to destroy the Combine troops, but only hold them in place. While Shotoku's troops fought to free themselves from the Seventeenth, Evans loaded two of his three 'Mech battalions in the DropShips, dropping them behind the Combine troops and very quickly following up with two combat commands of additional forces.

Trapped between the two Hussars' assault forces, Shotoku had only two choices: stay and fight, or retreat and hope to find a better position. *Tai-sa* Shotoku chose the latter over the objections of several senior officers, pulling out toward the east.

As the new year began, General Evans found himself holding the advantage on the world of Cassias, though if he were to hold the world, he still had quite a deal of fighting ahead of him.

Kesai IV

The battle for Kesai was not going well for the First Ceti Hussars by the second month of Wave Five. The Twelfth Galedon Regulars and the First Amphigean Light Assault Group received reinforcements in July that gave them an additional two mechanized regiments plus the reinforced 147th Heavy Fighter Wing, one flying more than a dozen of the Combine's new *Tatsu* OmniFighters. As soon as those reinforcements were rotated into combat, Lieutenant General Alexander Malen lost much of his mobility advantage.

He still kept on the move, though, doing his best to keep the Combine invaders off-guard with his Combat Command Bravo's lightning attacks and quick retreats. Malen kept that up for a month before Kesai's scorching summer months arrived in September, forcing both sides to seek shelter during the day to avoid heat stroke in their men and overheating in their vehicles. Even at night the two sides found it difficult to operate for any lengthy periods.

Malen managed to reach the Kopeche Military Reservation by mid-month, giving him and his troops a steady supply of water as well as an easily defensible position. The Combine troops attempted to assault the base and drive the Hussars out on the 22nd of September but only succeeded in losing two companies of 'Mechs and a battalion of armor to severe heat problems. They pulled back to Febel's Folly, a city some 80 kilometers to the north of the base, but their presence put a strain on the city's water supply, uniting the citizens even more so against the Combine troops.

With the help of Malen's soldiers, the people of Febel's Folly launched a terrorist campaign against the Combine troops, who responded with overbearing force. Soon, however, the DCMS forces found their water supply tainted with a poison that, over the course of a week, had disabled almost half of their combat contingent. The Ceti Hussars attacked in the wake of the poisoning, a move that expelled the Combine troops from the city and actually captured over a thousand soldiers.

Tai-sa Jerome Wolf-Hunter pulled his task force back even further following that attack and sat out the summer months on the continent of Hades by relying on his DropShips to make almost daily water and other supplies treks.

WAVE FIVE POSTSCRIPT

While no one realized it at the time, the beginning of Wave Five was truly the beginning of the end to the Civil War. By the end of the Wave, though, it was rapidly becoming obvious to anyone who had access to battle reports or troop movements that the war was running its course. By simply looking at the rate and size of the troop movements, one could tell that the AFFS and the LAAF had just about exhausted themselves. After having battled each other, plus two major external powers, for three years, the Allies and the Loyalists were running low on supplies and manpower. Worse, as units moved around during the course of the war, the majority of the JumpShip fleets tended to cluster within regions where significant action was happening, depriving the rest of the two nations of much-needed transportation capability. There were hundreds of worlds in each half of the former Federated Commonwealth that depended on imports for their very survival—worlds that were no longer getting the shipments that they needed.

To the strategists, the war was about to enter its most desperate phase. The Archon's allies had been losing ground militarily for quite some time, but now they were also losing face. The people of even the Lyrans Alliance were losing their trust in Archon Katherine and calling for her resignation, or worse. Of course, many of those people calling for the Archon's removal did not want to see Victor Steiner-Davion in her place again. Indeed, there were a significant number who didn't want to see any of the surviving Steiner-Davion children in power.

The war may have been winding down, but it was still far from over. The simplest of the battles were behind the combatants. The next year and a half would test both the mettle and the convictions of everyone involved.

WAVE SIX

FEBRUARY 3066—AUGUST 3066

*"Dictators ride to and fro upon tigers which they dare not dismount. And the tigers are getting hungry."**— Sir Winston Churchill, While England Slept, 1936**"This whole thing is a damned mess! Now tell me again just who the hell our enemies are today?"**— Leutnant Sam Raven, Fifteenth Arcturan Guards, 15 March 3066*

OVERVIEW

The sixth official wave of the Civil War brought with it a desperation that had not yet manifested itself widely. The flames of the war were rapidly burning out, as were the combatants. A number of worlds in each realm were still gripped by massive battles, the likes of which had not been seen since General Kerensky's campaign to liberate the Terran Hegemony from Stephan Amaris, but even those were beginning to show signs of winding down.

The war effort might have been burning out, but the Archon's fury was not. Her brother's successes throughout the Lyran Alliance and the Federated Suns only brought out even more of her already-infamous temper. Through her loyal coterie she had ordered the deaths of countless thousands, while condemning millions more to life without even the most basic of human rights. Worse, her efforts to alter the course of the war into her favor had severely impacted the economies of both the Federated Suns and the Lyran Alliance, with some analysts even claiming that the Taurian Concordat had a greater Gross National Product than the Lyran Alliance by the end of 3065. While that was one extreme, economists throughout the Inner Sphere all agreed that neither nation could bear the strain of war for much longer. Worse, it would be decades before either could fully recover from the damage done.

The Archon could not be bothered with such analysis, however. Her actions throughout the course of the Civil War demonstrated very clearly that the only thing she cared about was victory at all costs. Her ego simply could not accept a universe wherein her brother could have the support of any of "her" people.

For his part, Victor Steiner-Davion could not simply give up and end the war. Though it had cost the Lyran Alliance and Federated Suns tremendously already, with the war cost ranging well into the hundreds of trillions, he and his senior advisors felt that to end the war now to save the people any more suffering would only cost them more in the end as Katherine moved to regain control over both realms.

So, while citizens and soldiers continued to die each day, the two sides continued to battle on for the control of the former Federated Commonwealth.

FEDERATED SUNS

Within the Federated Suns, both the Allies and the Loyalists were already declaring victory. While the Allied forces, nominally under the direction of Field Marshal Ardan

Sortek, had won battles against the Loyalists on most of the regional capitals within the Federated Suns, the Loyalists not only still held New Avalon, but they had driven Victor Steiner-Davion and his personal coterie off of Tikonov and back into the Lyran Alliance. Many of the Archon's political advisors saw that and hailed it as a harbinger to the end of the war. To them, the Allied forces had been beaten, and they were only too happy to share that "fact" with the rest of the Inner Sphere. While that claim was specious at best, their information campaign hailing the Archon's victory over her brother nevertheless had a significant impact on the worlds of the Federated Suns, at least those not under the direct control of Allied troops. Many of those who had been rebelling against the Archon and her supporters gave up hope, while politicians and bureaucrats who had been sitting "on the fence" chose to vocally support Katherine in an attempt to not get "left behind."

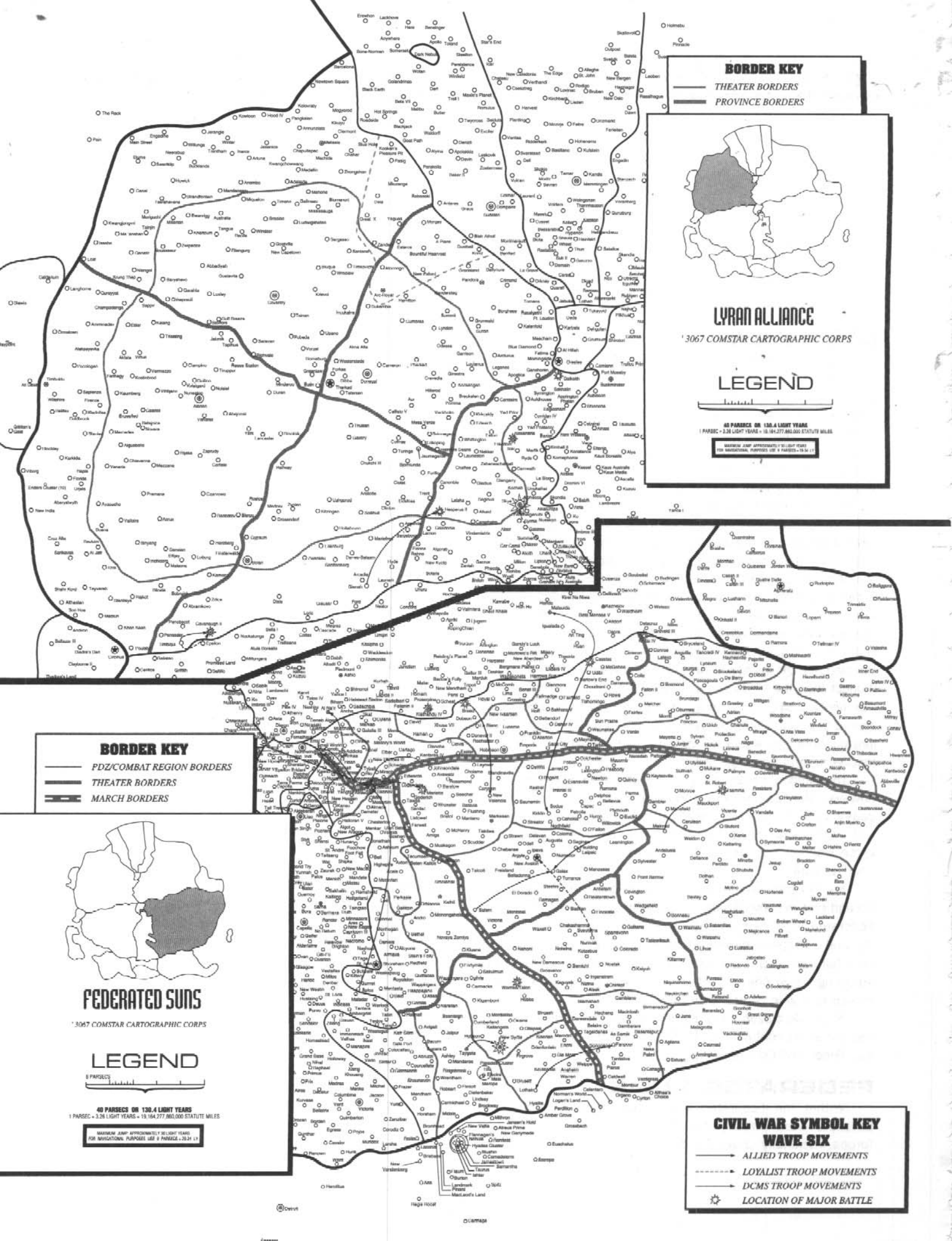
Of course to the Archon's military advisors, especially Marshal of the Armies Jackson Davion, those claims were simply ludicrous. They knew that they had suffered too many significant defeats on major worlds. Some, like the fights for New Syrtis and Tikonov, were still raging away. With victory on any one of these worlds would come a significant power base in the Capellan March, the one region that Katherine still needed to subjugate if she were to truly win the war within the Federated Suns.

Most of the other actions within the Federated Suns were merely perfunctory, though, with unit fighting unit because both happened to be on the world. Indeed, there were still some four dozen worlds that were gripped by the war to one extent or another, most within the Capellan March. In the grand scheme, these worlds truly mattered little to the war effort, but the Archon directed her generals to take those worlds anyway, often over the objections of Jackson Davion.

The Archon was slowly losing her grip on the Federated Suns, but she did still hold on to New Avalon. Until she could be removed from the seat of power within the nation, she would continue to remain a threat to the people of the Federated Suns.

MARLETTE

Marlette's two year-long orbit gives its farmers incredible growing seasons, but when its winter comes, the affected regions shut down for many months at a time. The Allied forces held the advantage on the world, with the Jemma



BORDER KEY

THEATER BORDERS
PROVINCE BORDERS



LYRAN ALLIANCE

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

40 PARSECS OR 130.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,147,770,000 STATUTE MILES
MAXIMUM AMP APPROXIMATELY 10 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 1 PARSEC = 3.26 LY

BORDER KEY

PDZ/COMBAT REGION BORDERS
THEATER BORDERS
MARCH BORDERS



FEDERATED SUNS

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND

40 PARSECS OR 130.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,147,770,000 STATUTE MILES
MAXIMUM AMP APPROXIMATELY 10 LIGHT YEARS
FOR NAVIGATIONAL PURPOSES USE 1 PARSEC = 3.26 LY

CIVIL WAR SYMBOL KEY

WAVE SIX

ALLIED TROOP MOVEMENTS
LOYALIST TROOP MOVEMENTS
DCMS TROOP MOVEMENTS
LOCATION OF MAJOR BATTLE

Military Complex in their hands, though more than a year of fighting on the world had taken its toll on the complex, and especially its supply caches. Still, the Allied troops had better facilities than the Loyalists, which had supplemented the quarters they seized from a handful of outlying outposts and small towns with several quickly-assembled "towns" of pre-fab buildings and DropShips converted from cargo carriers and heavy equipment transports to temporary quarters.

The "spring melt" on Marlette came six months after the first blizzard, inundating rivers and streams which quickly rose above their banks and flooded the already-soaked ground. In the span of three weeks in late May, the two opposing forces went from sitting on a frozen, snow-covered landscape to battling back the rising waters. The Allied troops on the Jedda Complex for the most part had little to worry about, though the unseasonable snowfalls had driven the waterline up so high that the Loyalists had to erect sandbag dikes to keep the floods from wiping out their encampments and overtaking their DropShips.

With the Loyalists suddenly forced to deal with a very different kind of enemy, Generals Roberts and Felsner went on the attack. Using ad-hoc battalions formed from their combined hovercraft, VTOL units and BattleMechs, the generals struck the Fifth Lyran Guards with two regiments, catching the Guards off-guard. With the majority of their armored and even BattleMech units safely hangered within DropShips or secure buildings, they could not react in time to counter the Allied assault that overtook two of their primary encampments. General Roberts followed up with two more regiments of mechanized infantry and heavy armor—though only after five hours of detours to avoid unstable land—successfully capturing the encampments and knocking more than two-thirds of the Lyran Guards out of the action.

The rest of the Lyran Guards, still under the command of Lieutenant General Barry Palin, united with the Marlette CMM to stage a counterattack of their own. By the time they organized the operation, the entire plain to the northeast of the Jedda Complex was under anywhere from two centimeters to six meters of water. The Loyalists prepared for a move before the floodwaters rose anymore while they launched their attack. The Allied troops were ready for them, though.

The battles over the course of the next two days took place primarily between the islands formed by the larger hills, with the Allied troops simply driving the Loyalists ahead of them. Reinforced by an additional battalion of hovercraft salvaged from the Fifth Lyran Guards, the Allies pushed the Loyalists back to their flooded encampments and LZs. While the more mobile units attempted to hold the line, General Palin and General Waxon, commanding the CMM, ordered their DropShips to lift off.

Unfortunately, it wasn't so easy. Several of the DropShips were standing in a meter or more of water, while others had huge dikes built around them. As soon as they started up their engines, they flashed the water to steam, causing damage

both to themselves and to other DropShips. While many of the DropShips had sunk somewhat into the softened ground, three had sunk so far that they could not lift off without damaging themselves. One other, a *Union*, took enough damage from the steam flashes and other debris blown against it by other DropShips lifting off that one of its engines cut out at thirty meters in the air, dropping the vessel back to the ground and flooding the engineering compartments (the vessel is still there on Marlette, one-quarter buried in the ground).

The Loyalists pulled back to the both drier and more defensible territory of the Great Ryan Expanse, but the Allied forces continued to push hard, felling a CMM combat command on the 11th of June and capturing two infantry battalions that had lost their transportation weeks earlier in the floods. Generals Roberts and Felsner pushed hard for the next month, slowly wearing their opponents down and even capturing Lieutenant General Palin on the 20th.

In fact, the Allies were making such incredible progress that by the end of July, the remaining Loyalist forces had been reduced to what amounted to three bare combat commands. But then the Loyalists received some reinforcements.

Following the arrival of Victor Steiner-Davion on Tikonov, the Loyalist defense there very rapidly fell apart, with the Fifteenth DLC and the First Republican withdrawing rather than be destroyed. They arrived on the 7th of August after pushing hard to get away from the Allied task force, jumping through the unpopulated CRRS-22 system, where their JumpShips received recharges from an AFFS recharge and transit station (though not secret, it is uncommon knowledge that centuries ago the Federated Suns set up recharge stations in systems directly connecting regional capitals and other significant systems).

The newly-arrived Loyalist troops rendezvoused with the CMM in Rosencarl and began to coordinate their defense against the two Crucis Lancers RCTs.

NEW AVALON

By the end of Wave Six, the major players were in place for the assault on New Avalon. While the entire battle for New Avalon will be described in the next section, a number of preliminary actions happened during the summer of 3066 on New Avalon.

That the Archon securely held the world was unquestioned. She had too many of her agents in high positions, and far too many enforcers to call upon, for officials who found themselves believing that the Archon needed to be removed to operate openly or freely. On the other hand, the world of New Avalon had always been incredibly loyal to the Davion family and Katherine's actions over the past several years proved to many that she was not deserving of its loyalties.

The Allied sympathizers within the High Command were in the best position to assist the war effort, but were also carefully watched by Katherine's agents. Since the beginning of the war, literally thousands of ranking military and civilian per-

sonnel had been arrested on New Avalon, with eighty-two having been executed for acts of treason. So, over the course of time, they very slowly and carefully made preparations for the eventual invasion. Supplies and ammunition were routed to secret caches. Personnel were transferred out of some sections and into others, grouping them together with other Allied sympathizers. Dormant viruses were placed within key computer systems and saboteurs prepared to destroy important command and control nodes.

With the approach of April, the Archon had recalled several additional units to New Avalon, swelling the numbers of AFFS personnel on-world. As those numbers increased, Allied sympathizers and special forces teams all over New Avalon initiated their final plans. They incited demonstrations and riots against the Archon to draw out and tire the military. They also prepared their last few military units, most militia or free conventional companies and battalions, but also including the three combined-arms battalions that Marshal Bishop Sortek had broken off from his First Davion Guards and hidden deep in the Grand Avalon Mountains, within bunkers that only a few within the Department of the Quartermaster knew about.

Additionally, Allied agents within the High Command, having always monitored communications and passed on relevant information, and even "lost" or "misinterpreted" the occasional communiqué, began to step up their information warfare.

Though no military battles were fought during this time, the campaign for New Avalon had already begun.

NEW SYRTIS

Following the trouncing that Duke Hasek's forces had delivered to the Loyalists, including the death of Hauptmann General Justin Leabo, the Duke continued to push forward to drive the Archon's invaders from his home world. Hauptmann General Victor Amelio launched his own plan at the outset of Wave Six to halt the Duke and crush one of Hasek's units.

Amelio took command of the last surviving elements of the Eleventh Avalon Hussars after he learned of Leabo's death and redeployed the unit to the Bowerton Glacier, where they could operate freely to threaten different regions of the world. The Duke detailed his Kathil CMM to deal with those remnants, but instead of finding just the decimated Eleventh Avalon Hussars, the CMM found also Amelio's Fourth Donegal Guards. The Hussars literally burst out from beneath the ice to hold the CMM in place while Amelio's Fourth Guards moved in from both sides in a pincer movement. Two days of battle broke the CMM, but also crushed the remainder of the Hussars. As CMM survivors trickled into nearby AFFS bases for the next two weeks, Amelio incorporated the rest of the Hussars into his RCT and continued to strike out at Duke Hasek.

Calling heavily on the Ridgebrook CMM now, General Amelio pushed hard, with his eyes set on the planetary capital of Saso—and Duke Hasek's underground command center. The two sides jockeyed for position with each other for quite a

while, but the Ridgebrook CMM made a serious misstep when they made a fighting retreat through the Morgan Hasek-Davion Memorial Park, a lone point in the middle of a vast icy wilderness. The destruction of that monument to the former Duke galvanized the world's defenders against the Loyalist invaders. From that point on, they began to show no mercy.

Following the death of Lieutenant General Seth Miller, General Amelio promoted Lieutenant General Emeline Jones to the command of the Ridgebrook CMM in the first week of April. The two generals continued to battle on, but the long campaign was truly taking its toll on the Loyalist troops. Yet the two Loyalist units made quite a bit of headway in the final week of April and the first two weeks in May.

They soon discovered it was not entirely because of their fighting abilities.

Duke Hasek found himself rapidly running out of ammunition and consumables by the middle of the wave—unfortunately he had been supplying his other units operating within the Capellan March with stores taken directly from his final reserves on New Syrtis, leaving him only with enough to last through nine months of concentrated campaigning. His units had been consuming those stores at an accelerated rate, however, and as the campaign approached its seventh month, Duke Hasek found himself needing a quick victory.

He instructed his senior commanders to steadily fall back toward Saso in the face of the Loyalist advance. In Saso he knew that his troops would not only benefit from short lines of communication, but they would also fight with just a bit more vigor.

The Loyalists reached the outskirts of the capital on 14 May, opening the assault with a heavy artillery barrage into the city to weaken the defenders' positions. The minute they opened fire, Duke Hasek's troops had the upper hand.

Returning fire with their own artillery, the New Syrtis defenders very quickly silenced the Loyalist guns and launched their own attack. The mercenary Vanguard Legion took up station within the city, along with several regiments of conventional infantry, while the New Syrtis CMM and the Eighth Syrtis Fusiliers struck out at the Loyalists' flanks. General Leabo did not divert his own RCT from the primary target of Saso, though, instead leaving General Jones to deal with the flanking assaults. The Davion Light Guards stood watch as a mobile reserve, moving in to counter a Fourth Donegal movement of two combat commands trying to skirt the city limits and attack from a different angle 24 hours after the first assault.

Less than 18 hours later, General Leabo had won a foothold within the city, but quickly found himself up against a mercenary command that had not only taken the campaign on New Syrtis personally, but also had a deep-seated hatred of all things Lyran. Colonel Chad Dean, commander of the Vanguard Legion, lead his troops into battle against Leabo's Fourth Donegal Guards, stopping their advance cold, though only after suffering heavy casualties. As the battle progressed, he and

his MechWarriors lost control and began firing into the cockpits of downed enemy 'Mechs, ensuring that they would not return to fight another day. Only the intervention of MechWarriors from the Sixth Syrtis Fusiliers, who had finally crushed the Ridgebrook CMM and entered the city in chase of the Fourth Donegal, prevented the mercenaries from executing every Loyalist soldier they found.

The desperate battle for New Syrtis ended that day, 16 May 3066, with Hauptmann General Justin Leabo surrendering his command.

Twelve days later, the Second Ceti Hussars grounded on the world. Though the campaign for New Syrtis had ended before they could lend their assistance, the unit had completely secured the world of Taygeta for the Allied cause. They waited there until Field Marshal Sortek reached the world, at which time they followed him to New Syrtis. Once there, the Field Marshal and Duke Hasek met to discuss the final campaign against New Avalon. Duke Hasek refused to join the Field Marshal on his final drive, however, instead committing himself to taking final control over his Capellan March and beginning the long healing process.

Field Marshal Sortek did attach the Davion Light Guards, as well as the remnants of the Vanguard Legion, to his growing task force, however, and began the long journey to New Avalon shortly afterward.

TALON

March brought with it the completion of yet another production run from Kallon Industries, and with it another shipment off-world. While Lieutenant General Hughes had pulled the bulk of her troops out of the mountains, she still had scouts in over-watch positions, and likewise still had intel from overflights and satellite reconnaissance. She knew that the Twenty-Second Avalon Hussars were preparing to make another shipment to New Avalon.

This time, however, she found that the Hussars were preparing more than just a handful of ships for launch. Her intelligence section reported that more than half of the Hussars DropShips were preparing for launch. As soon as she found that out, she prepared what was left of her own RCT, plus the substantial naval attack forces in-system, for a massive battle. A day later, she received word from Field Marshal Sortek's own staff that the Hussars were being recalled to New Avalon. Furthermore, she was to do everything in her power to prevent the Hussars from leaving the system.

There was little she could do in a stand-up fight against the Hussars, and even less within the confines of the mountains—if she could even get her Seventh F-C up to the Kallon plant. On the other hand, she also knew that she couldn't let the Twenty-Second get away. With those facts in mind, General Hughes planned an operation that, while likely resulting in the destruction of her unit, would tie up the Hussars on Talon for months to come.

She loaded her RCT up within their DropShips and lifted off on the 18th of March. While the Allied fighters and assault DropShips covered the skies over the Kulmen Mountains, General Hughes dropped her entire RCT into half a dozen valleys surrounding the Kallon facility, quickly formed up and assaulted the Hussars' positions. Though General Hughes had the plant's defenders surrounded, she was surrounded herself—the Hussars still had significant forces deployed throughout the mountain range. It would take Marshal Iona some time to recall all of the companies and battallions she had spread out into the mountains, but the simple fact was that she still had significant force at the Kallon plant itself.

Worse still for Hughes, the towering mountains and deep, narrow valleys made air support nearly impossible. She and her weakened RCT had to battle their way through several kilometers before even reaching the plant's outer perimeter, which her first units managed to do five hours after landing. From that point on, the Seventh F-C broke into first the outer perimeter and then the inner perimeter, fighting like madmen to cripple and destroy every battle machine in sight.

DECONSTRUCTING THE DIS-INFORMATION CAMPAIGN

The Archon's spin doctors and secret police very competently prevented information about the Civil War from reaching the masses within either half of the former Federated Commonwealth, spinning what did leak out to best serve their own purposes. True, "pirate broadcasters" and other underground journalistic enterprises did manage to bring a modicum of truth to the common citizens, giving them the chance to peek behind Katherine Steiner-Davion's mask, but a majority of their information was suspect, subject to the very level of "spinning" that the Archon's information managers were reaching.

Of course, a great majority of the common citizens in one way or another saw holoflicks or read novelizations about the war, clouding the already shaky "facts" of the war with fictionalized accounts that many began to believe as the truth. At the same time, reporters covering the war only had access to a limited amount of information, and many came to rely heavily on other journalists throughout the Inner Sphere to provide information they didn't have. Of course, those same journalists were in the same boat and had to rely on even other reports or half-understood message fragments. Quite simply, while all the information about the progress of the Civil War was available, no one had it all.

Unfortunately, that generalization also applied to the intelligence analysts working for both the Loyalist and the Allied sides. Double-agents purposely altered information while field commanders constantly misidentified enemy forces and sadly miscalculated their strengths. Messages were lost or garbled. People lied. Frankly, in many respects it was a miracle that any correct information was passed at all.

Then, of course, there were the misinformation campaigns waged by both sides. Specialists working within the military hierarchies released falsified information to both the public and their own military commanders. Not only did they want to keep their enemies from learning what they were up to, but they also wanted to keep their own people fighting, no matter the defeats that their comrades may have experienced.

Surprisingly, with all of these facts working against it, much of the "truth" did find its

Continued on p. 158

way into the hands of the common people. Those who looked for it could find weekly updates of the war's progress, reported with amazing clarity and insight. At least if they looked hard enough.

Take, for example, the most infamous example of the battle for Talon. Almost every outlet that carried news about that particular battle named the participants as the Twentieth and the Twenty-Second Avalon Hussars when in fact it was the Twenty-Second and the Seventh F-C. Most outlets reported that bit of wrong information for two years, with the truth only coming out long after the battles for the world were over. Of course, even Katherine Steiner-Davion's intelligence analysts didn't know exactly who was facing their Twenty-Second Hussars until well into the battle. (Later analysis points to a mole within Field Marshal Sortek's staff who leaked information that the Twentieth Hussars were to be assigned to the Talon assault before Sortek reprioritized the Talon operation and instead sent the Twentieth to Marlette, certainly surprising that world's defending CMM.)

Other fallacious news reports placed the Davion Assault Guards on Kathil for the final stages of that fight when they were really on Addicks, the Eighth Deneb Light Cavalry's miraculous recovery in the face of the Jade Falcon Incursion after being wiped out on Kikuyu during the Flashpoint, and even the death of Victor Steiner-Davion at the hands of General Adam Steiner on Newtown Square.

Most of these questionable reports do contain a shred of truth, however. As with the Talon operation, many of the misidentification of units came because preliminary plans were leaked before the compositions of the task forces were changed. Others, like the news of Victor's death, were merely overzealous reporting that assumed an outcome based on second-hand accounts.

And there were those based off of intercepted communications. Many reporters equipped themselves with military communications gear, either bought off of the black market or salvaged from a disabled 'Mech or tank, and listened in on the battle transmissions. They also intercepted and attempted to decode encrypted communications, often only deciphering just a few words. Around those bits and pieces of information they built up elaborate stories that, more often than not,

Meanwhile, her fighters and DropShips made strafing run after strafing run on the plant—while the mountains were nearly impossible to fly through, Kallon's plant was built into two valleys large enough to fly DropShips into and out of. Kallon's extensive air defense system, a unique set of gun emplacements that had been built from the upper body structures—including the weapons and sensors—of *Riflemen BattleMechs*, accounted for dozens of kills, including several DropShips. Hughes' powerful aerospace force eventually knocked the majority of Kallon's air defense batteries out, though, giving them free reign to strike at the Twenty-Second Hussars ground forces and, hopefully, disable their DropShips.

The first day of battle favored General Hughes' Seventh F-C, but by mid-day of the 19th, whole Hussars' mechanized infantry battalions were beginning to converge on the factory complex, adding their firepower to the mix. Before long, Hughes' fighters could not make any more strafing or bombing runs for fear of hitting their own troops. Once they lost the support of their air corps, the Seventh F-C began to take heavy casualties. The battle finally ended four days later. In the end, the Twenty-Second Hussars had destroyed every combat unit the Seventh F-C had brought into the Kallon complex, though only after losing more than 80 percent of their own combat strength. General Hughes' plan had also succeeded in the fact that they had disabled more than three-quarters of the Hussars' DropShips; while most could be repaired, it would take months of around-the-clock repair work.

Of course, Marshal Iona could very easily recoup her losses by taking equipment directly from the completed production run, which she did to an extent, and then only initially to return her RCT to something resembling a fighting condition. She ordered her techs to gather all of the damaged and destroyed equipment from the battlefields and return those that could be repaired to operation. Even then, the Marshal knew that she simply didn't have the strength she would need to leave the planet. Instead, she ordered her RCT to return to their garrison posts while repairs were made. The Twenty-Second Hussars remained on Talon until the end of the Civil War; indeed, the unit is still on-world and still repairing both the DropShips damaged during that final assault by the Seventh F-C as well as the tanks and 'Mechs left as salvage on the battlefield.

TIKONOV

Little had changed on the world of Tikonov by late May, other than the Free Tikonov Movement's rapid growth and militarization. Supported by Hauptmann General John Joseph Atherton's Republican Guards, these citizen soldiers took up arms to fight off the "Davion Aggressors." While for the most part untrained and prone to suicidal attacks, these assaults did have the benefit of keeping the Allied attackers off-balance, especially when wave after wave of these patriots would storm the Allied positions within Tikograd.

Help was on the way, though. In the final week of May, a large Allied task force entered the Tikonov system—led by Victor Steiner-Davion. He landed with his Tenth Lyran Guards and the 244th Division, immediately assaulting Tikograd. His first forays there were met by spoiling attacks on the part of General Atherton, but the Allied force, with the elite Tenth Lyran leading the way, literally crushed all opposition and delved directly into Tikograd. The Republican Guards and the Free Tikonov soldiers fought hard, inflicting many casualties against the former Prince's conventional forces, but they could not hope to halt the Allies' furious advance.

On 24 May the Tenth Lyran enveloped the Third Republican within the Earthwerks annex, forcing the latter's surrender on the 27th after the Lyran Guards' and the Com Guards' armored infantry entered the factory complex and killed not only Lieutenant General Karl Lopiz but his entire command staff.

The battle for Tikonov was not over yet, though. Victor's troops continued to advance into the city, doing their best to mitigate damage to Tikograd. Nearly a month of heavy fighting through the walled city leveled a fifth of the city and all but

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destroyed the Valexa CMM detachment, but ended with General Atherton's withdrawal not only from Tikograd but from Tikonov itself.

Marshal Michael Lipstein watched the battle for Tikograd unfold with great interest. After his run-ins with the world's defenders and the poor attitudes shown his troops by its populace, Lipstein didn't care if the world fell or was even consumed in nuclear fireballs. The only reason he still remained on the world was because he had been ordered to secure Tikonov for the Archon.

With General Atherton's retreat, however, Marshal Lipstein had no chance to hold out against the five 'Mech units arrayed against him and his Fifteenth DLC. As soon as Atherton informed him of his intentions to pull out, the Marshal ordered his own general retreat from the world. The two Loyalist units boosted off on the 23rd of July, bound for Marlette, though only later would Victor and his staff learn of their destination.

That left Victor and his Allied forces in command of the world. Of note was the sudden pacification of the Free Tikonov Movement, which had gone from waging a massive grassroots campaign against the Allies to nearly total peaceful co-existence. The reasons for that would only become more clear in the months to come.

Following his victory on the world, three more Allied commands entered the Tikonov system—the Twenty-Third Arcturan Guards, the Outland Legion and the renegade St. Ives Blackwind Lancers, plus Victor's old friend, Kai Allard-Liao—where their commanders met with the deposed Prince for one last major strategy discussion. Utilizing a sports complex in the Tikograd suburb of Rockland—Victor's security detail felt that Free Tikonov still posed too much of a threat to the former Prince within Tikograd itself—the assembled military leaders planned the final strokes of the Civil War.

OTHER ACTIONS

The Civil War may have been burning itself out, but battles still raged out of control on dozens of worlds throughout the Federated Suns. Most of these battles involved nothing but militia and other conventional troops, but without the direct oversight of a senior military commander, many of these turned both bloody and savage, with civilians being killed in greater numbers than soldiers. These battles would continue on until well after the end of the Civil War, while the hatreds spawned from these fights would likely last for decades if not centuries.

As the war began to come to a conclusion, the senior commanders on each side were doing their best to gather what forces they could for the final battles. They were also doing everything in their power to prevent the other side from doing the same. Where units met, they clashed with a vigor only surpassed by the final battles of the war.

Achernar

Field Marshal Suzanne Zellner ordered the Fifth Syrtis Fusiliers into action one more time in Wave Six, this time dispatching Major General Robert Koenig to Achernar to prevent the Achernar SMM from moving off of the world and adding their firepower elsewhere. Koenig and his Fusiliers landed on the 18th of March and immediately swung into action against the SMM, which was already preparing for a move to Tikonov.

The SMM was still mobilizing when the Fusiliers landed, and the resulting three weeks of confused battles found a third of the SMM crippled by Koenig's lightning strikes and heavy conventional support. The two major industrial cities of Kipperinger and Maylai fell in mere hours of the Fusiliers' landing, with the capital city of River's End falling two days later and the Cornell Military Complex three days after that.

Leftenant General Bruce Haas tried to fight Koenig's powerful assaults as best as possible, but the sheer fury of the Fusiliers' assaults left his SMM nearly impotent. The SMM still held out for a while longer, but by the 25th of May, Haas knew the world was lost. He ordered the survivors of his SMM—less than a brigade worth—to give up the world. Intending on making the trek to Tikonov, Haas learned by the time his ships were ready to jump out of system that Victor Steiner-Davion had already landed there with a significant force. He also heard that the Seventeenth Arcturan Guards, en route to the Federated Suns from the Alliance, had been pinned down on Small World by a local mercenary unit. Haas made the decision to fight a battle that his SMM could win rather than throw his unit away needlessly, making the trek to Small World.

New Valencia

After the First Chisholm's Raiders retreated from Breed, they received orders from the Archon to proceed to New Valencia. There they would receive supplemental orders routing them either to New Avalon or to Marlette. They were on the world just a few weeks before Duke Tancred Sandoval arrived in-system with a virtual RCT built up around the Second Robinson Rangers. Though

bore little resemblance to the actual facts.

Now that the Civil War is over, the citizens of the Inner Sphere are beginning to learn what really happened during the war. Still, the impact of this dis-information campaign—one in which more incorrect information was spread than pure lies were—will be felt for decades. Billions of people will continue to argue the "facts" of the war never knowing that they were told the wrong information even as the events were unfolding.



the Raiders had fought for Tancred's father during the Combine Invasion, they had declared their allegiance for the Archon following their expulsion from Breed.

The new Duke Sandoval lead his troops in a frontal assault against the Raiders. Hauptmann General Neece expected to face a weakened unit when she learned that it was the Second Rangers that had jumped in to oppose her, but Duke Tancred had very rapidly rebuilt the 'Mech regiment from salvage taken from his whirlwind assault through the Draconis and Crucis Marches and MechWarriors culled from various units. Likewise, he stripped armored and mechanized infantry battalions from numerous other units to build his Second Robinson Rangers RCT.

Naturally, General Neece and her troops were unprepared for the sheer strength of Duke Sandoval's assault. They put up as much of a fight as they could, but the Duke quite simply overpowered them. General Neece gave the retreat order on 24 March, less than two weeks after the Duke's landing. The First Chisholm's Raiders left the world and set a direct course for New Avalon.

Small World

The Seventeenth Arcturan Guards were on their way into the Federated Suns to assist the Archon's war efforts, osten-

sibly assigned to the fight on Tikonov. But when they reached the Chaos March, they received orders to stand by on Small World, where New Avalon would issue them new directions. The unit jumped into several pirate points surrounding Small World itself on the 20th of April and proceeded to land there to await new orders.

Unfortunately for Leutnant-General Davis Lillie, the world was not undefended and its inhabitants did not take kindly to potential invaders. After literally years of serving on Solaris VII, the Seventeenth was well versed in many different combat styles, especially urban combat, but they were not entirely prepared for the nature of combat on Small World.

Smithson's Chinese Bandits were defending the world's major mining regions when the Seventeenth jumped in mere hours away from landing. That put the mercenaries on alert, and the Bandits immediately began to mobilize everything under their command, including militia forces. When the Seventeenth landed, they hit hard, surprising General Lillie, who was expecting simply to get his troops on the ground while they awaited additional orders.

That first battle soon turned into an extended fight for control of the world. The Chinese Bandits constantly kept on the move through the world's arctic terrain while the Arcturan Guards tried to hunt them down. The Guards received reinforcements in the form of the Acheron SMM on 14 June. While the two commanders immediately found that they could not stand each other, they nevertheless cooperated to hunt down and destroy the Chinese Bandits on the 17th.

Four days later Major General Koenig arrived in-system with a reinforced brigade of troops. He squared off against the two Loyalist forces, using ranged fire to wear down the Arcturan Guards and the SMM. He succeeded to an extent, but on the 2nd of July, the two units attacked en masse, pushing Koenig's lines back and nearly overrunning his LZ.

On the 4th, the balance of power on Small World drastically shifted with the arrival of two battalions of mercenary BattleMechs. Lead by Wilson's Hussars, the mercenaries had been contracted by General Koenig and gathered from nearby Chaos March worlds to assist his cause on Small World. Though he could not pay them in cash, he promised quite favorable salvage rights and preferential treatment in future contract negotiations with the AFFS.

The addition of the mercenaries, no matter their skill level, technology rating or ability to cooperate in a military campaign, gave Koenig the advantage he needed. In just two short weeks he turned operations on the world around 180 degrees, putting the Loyalists on the run. By the 23rd, the two Loyalist units were ready to pull out. Koenig was unwilling to let them go so easily, however. Before they could completely load their DropShips, he executed a combat drop right on top of their LZ with the bulk of the 'Mechs he had at his disposal, followed up by a massive armored advance.

The Loyalists broke a day later, with General Lillie surrendering under the watchful eyes of a dozen mercenary

BattleMechs. Koenig remained on Small World with his command to oversee the incarceration of the Loyalists. That his presence there also gave the Federated Suns de facto control over the world was officially a secondary concern.

Tsamma

The final chapter in the battle for Tsamma came in early February. The First Royal Cavaliers had checked through their entire ammunition stockpiles to segregate the chemical and biological warheads, but the commanders of the Crucis Lancers RCTs did not know that. Seeing the Cavaliers and their Hauptmann General Ryan Pryce-Barnard as a great threat, Marshal Rand-Davion and General Zardetto launched an extremely dangerous assault designed to remove the threat the Cavaliers posed once and for all.

The two Allied commanders tasked their remaining armored infantry, plus a battalion of special forces and jump infantry troops, to make an assault on Fort Theodore Jannus by climbing up the cliffs at the edge of the Cor-de-Francisco. Though dangerous, the assault caught the Cavaliers by complete surprise, with the Allied troops crossing twenty kilometers of enemy-held territory without running into so much as a patrol. They secured one of the fort's airbases, paving the way for the Crucis Lancers RCTs to land a battalion of 'Mechs 30 minutes later and a total of a regiment of 'Mechs and two more of mechanized infantry within the fort three hours after the assault began. Allied commandos and armored infantry reached the first of the Cavaliers' ammunition bunkers an hour after they secured the airbase.

General Pryce-Barnard tried to rally his Cavaliers, but their it was soon clear to everyone involved that the battle for the world was all but over. 17 hours after the first Allied troops entered Fort Jannus, General Pryce-Barnard surrendered his First Royal Cavaliers. The two Allied units remained on-world just long enough to secure the POWs, track down the last remaining Loyalist units and repair the bulk of their battle damage. On the 27th of February, the First and the Third Crucis Lancers departed for New Valencia and eventually Galax, their eyes set on New Avalon.

Strategic Movements

The war was ending. That much was certain. For Katherine Steiner-Davion and her closest advisors, the final months of the conflict would not be easy. The bulk of the Federated Suns was lost to them, though they still held on to a handful of key worlds, including New Avalon. Unfortunately, except for what was already en route to the capital world of the Federated Suns, they had no additional units to call upon.

On the other hand, Victor Steiner-Davion and Field Marshal Ardan Sortek had significant forces they could call upon. While that would mean denuding a number of worlds of defenders, they knew they could not hope to take New Avalon without significant assistance. To the Allied forces already on

their way to New Avalon, Field Marshal Sortek added the Second Davion Guards, dispatching them to rendezvous on Galax with the Davion Heavy Guards and the Crucis Lancers RCTs moving in from Tsamma.

The final battle for the Federated Suns would indeed be grand.

LYRAN ALLIANCE

With Victor once more campaigning in the Federated Suns, fighting in the Alliance died off markedly. Instead, the factions sought to resolve the existing conflicts, knowing that a grand reckoning was looming. The tempo of the fighting on both Cavanaugh II and Dalkeith escalated, each battle rushing toward its now-inevitable conclusion. Meanwhile, Free Skye's efforts to secure its "homeland" continued apace. They secured the military HQ on Freedom and survived a Loyalist attack on their capital. Unfortunately, despite the dispatch of reinforcements, Hesperus remained deadlocked and rebel forces began to fragment.

On 20 April, the LIC informed the Lyran Regent that Morgan Kell had left Victor's entourage, but had not headed to the ARDC. They were mystified as to why he should do so, or what his plans were, and attempted to infiltrate his entourage. The Grand Duke had, in fact, told Victor he would "deal" with the Nondi Steiner and journeyed to St. Marinus House on Zaniah, the monastic institution where Kell himself had spent many years. Resident in St. Marinus House, but not a member of the order, was Peter Steiner-Davion, Victor's younger brother. The two warriors spoke, Peter intending to refuse Morgan's call for him to join Victor's crusade. Only Kell didn't ask him to. Instead, the Grand Duke pledged his loyalty to Peter and announced his intention to see the younger safely through to Tharkad. Morgan Kell didn't want to make Peter support his brother. He wanted to make him Archon.

CAVANAUGH II

The conflict between forces loyal to Richard Steiner and those supporting Victor (or at least not siding with Katherine) reached new heights in early 3066 when long-term allies, the Tenth Lyran Regulars and the 182nd Com Guard Division linked up at the town of Tintagel and immediately began plotting to take the war back to the Loyalist forces who had ejected them from Caerleon.

The two Com Guard Level III units, each equivalent to a combined arms battalion, became the allies' principal mobile force, goading the Seventh Regulars into a series of ill-considered attacks against the fortifications and installations commanded by the Tenth. Attempts to draw the Bolan Jaegers into similar traps met with little success, the cautious and thoughtful nature of the Jaeger command allowing them to see through the deception. Raids and counter-raids dominated the winter months, but as May came round the Loyalists began planning for a major onslaught against the Allied positions.

THE SECRET WAR

To most people, the Civil War involved regiments of 'Mechs, armor and infantry clashing on bloody plains, or fighters and WarShips dealing death in the dark reaches of space. They recall the big, showy events that made the media. Few know that a second, much more secretive war, took place alongside the brash displays.

Even before the war began, Katherine was using the Lyrans Intelligence Corps' Propaganda Division to sway public opinion in her favor, and as the conflict heated up, she called upon Lohengrin anti-terrorist teams to seek out and neutralize those who opposed her rule.

Lohengrin was particularly active in Skye, dealing with the Free Skye organization, but also took action against dissident groups elsewhere in the Alliance. It was a Lohengrin team that attempted to capture the Duke of Coventry at the start of the war, driving him into hiding, and who captured the pro-Victor Baron Popov on Radostov. For all their aggressive tactics, Lohengrin still operated within the law. They avoided the use of deadly force and sought to keep a low profile. For this reason, groups within the Alliance tolerated their actions. Its mirror-image sister agency—Loki—part of the LIC's espionage directorate, were less restrained and drew a substantial response from the Loyalists and other groups opposed to the Archon.

Loki is little more than a state-sponsored terrorist group. Officially, their mandate was to harass enemy powers, causing unrest and committing sabotage to give the Alliance an advantage. Historically, Loki had also been used to suppress the Archon's domestic enemies, most notably employed during the reign of Alessandro Steiner, the unpopular predecessor of the original Katrina Steiner.

For whatever reason—perhaps she had never heard of the shadow war that Alessandro's actions triggered—Katherine chose to do likewise, directing Loki teams to 'deal' with her enemies. What followed was a campaign of kidnapping, torture, bombing and murder whose scale is scarcely comprehensible. Loki teams struck at will—one opponent was gunned down in a restaurant on Donegal, another kidnapped from his offices on Duran in broad daylight. Other attacked notable individuals such as John Dundee, or sought out those who could topple the Archon like Reg Starling,

Before he could enact the plan, the balance of power was upset once more when two new units appeared at Cavanaugh II's Nadir jump point and burned hard for the planet, fighters striking back and forth as they made the run in-system. One, the Penobscot CTM, came to Cavanaugh II in response to the Margrave's call. The other unit, the Forty-Second Avalon Hussars, supported Victor. Both units were previously stationed on Timbiqui and had clashed repeatedly during Wave Five and when the CTM boosted off world, the Hussars pursued.

As the feuding units made orbit and began to descend toward the war zone, a fighter strike on the CTM's command DropShip caused it to spiral out of control, eventually making an emergency landing on the desolate volcanic continent known as Mordred. Other elements of the CTM followed suit, landing to protect and rescue their commander, Colonel Gary Metzger. Originally intending to land near Caerleon and seize the world for Prince Victor, the Forty-Second diverted their landings too, hoping to deal with the militia unit before it could link up with the other Loyalists. What followed was called the Battle of Mordred, the two forces confronting each other amid hot springs and fumaroles.

The militia used their uncanny ability to exploit terrain to formidable advantage, concealing their movements from the larger and more experienced Hussars. For two weeks, the two units sparred across the wasteland, neither taking substantive losses, in effect a sideshow to the battle on the mainland.

As the stalemate dragged on toward a month, Margrave Steiner, ever sure of his own strategic abilities despite the Tenth Regulars' continued resistance to Loyalist assaults, began to provide Colonel Metzger with detailed operational instructions. This attempt to micromanage a battle on the opposite side of the planet had disastrous results, and on 19 July 3066, the Margrave ordered the CTM to rebuff a Hussar thrust by establishing a defensive line along a five-mile stretch of the Cowray River. What the Margrave didn't appreciate—or acknowledge even after being informed by Colonel Metzger—was that during Cavanaugh's long summer, the Cowray River was little more than a dry channel. The militia lost a battalion of 'Mechs and almost its entire armor brigade attempting to defend a line on a map. The shattered remains of the militia fled, scattering into battalion-sized units across Mordred. It would take almost a year for the Hussars to mop up the last of the militia but by mid August Lieutenant-General Edwin May was sufficiently confident of the end result to relocate two-thirds of his force to join the Tenth Regulars, meeting with Colonel Ingles and Precentor Harwell to plan their assault on Caerleon.

DALKEITH

After the rough handling of the Third Royals, the Loyalist forces on Dalkeith withdrew back into their own fortifications, well aware that in their present state they had little hope of dislodging the Fourth Deneb Light Cavalry and Fourth Davion Guards from Newhaven. The two sides simply sniped at each other for the next two months, with raids and counter-raids throughout February and March. Neither faction had the strength to crush the other, though time would ultimately play into the Loyalist's hands as they brought more and more of Dalkeith's sabotaged facilities back on line, and the Allied troops steadily denuded their supply stockpiles. Unfortunately for General James Ito, time was not his ally as General Nondi Steiner planned to scale-back the supplies the Loyalist forces received if there was no progress, diverting the resources to locations that would better serve the Archon's cause. Steiner was prepared to support one last effort to secure the world for the Archon. She made it clear, however, that there would be no more chances.

On 11 April, the Loyalist forces made a feint toward Newhaven, committing almost their entire strength to efforts to breach the concentric rings of fortifications, gun emplacements and mines. After four days, Ito's troops had advanced 25 kilometers though two defensive zones, but had paid a horrendous price to do so.

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Their position was increasingly precarious, their flanks open to counterattack, and their resolve was wavering. A thrust by the Fourth Deneb on 17 April was the last straw and the Loyalist force broke and fled in disarray. The DLC pursued, harrying the demoralized troops and seeking to pick off straggling elements. The rout and pursuit continued for sixteen hours before Ito, sure the Light Cavalry were committed, played his ace.

Having finally swung to Katherine's cause at the end of 3065, the Twenty-sixth Lyrans Guards was both skilled and fresh, released to General Ito's command from their base on Port Moresby. The RCT had been waiting in orbit for the signal to strike and, at the General's command, staged a daring assault from orbit. Using a technique known as an avalanche drop, an orbital insertion directly onto an enemy position, the Guard unit pounced directly onto the overextended Light Cavalry. The fighting was bloody and the Twenty-Sixth lost the equivalent of four companies from its 'Mech regiment, along with several battalions of infantry and armor that landed by more conventional means. The Light Cavalry was less fortunate, however. Ito reversed the Loyalists' fake rout and the DLC was crushed between the two forces. Less than a combined arms battalion escaped the assault, the remainder destroyed or forced to surrender. The survivors limped back to Newhaven where the Fourth Davion Guards were now terribly alone.

FREE SKYE REVOLT

The sixth wave of the Civil War saw the revolt in Skye continue and take a series of interesting twists. Though still imprisoned, Duke Robert directed his forces to continue plans to secure the Isle of Skye politically, militarily and economically. This meant employing resources initially allocated to securing other objectives to the battles on Freedom and Hesperus, worlds that the rebellion had to win to be sure of success. However, the Loyalists did not simply sit by and let the Armed Forces of Skye have everything their own way ...

Freedom

The arrival of Maria Esteban and her cohorts on Freedom signaled the end of the Fifth Lyrans Regulars' hopes of victory against the rebels. The General's reputation as the leader of the Eleventh Arcturan Guard—the unit she had left on Tikonov—preceded her, as did her accomplishments in the campaign against Prince Victor. Though her troops added little in the way of numbers to the Free Skye force on Freedom, their experience was invaluable, stiffening the resolve of the militia units. Their attacks against the Fifth Lyrans Regulars became increasingly bold and aggressive, placing the Loyalist unit under considerable pressure. As food and supply shortages began to bite, the planetary militia began to crumble, its members seeking to escape the siege of Jefferson City and return to their homes. Esteban let them, knowing that each defection was a victory for Free Skye that cost neither ammunition nor her own troops.

On 7 February 3066, Margrave Ellis sent a short communiqué to the general, proposing a cease-fire and negotiations. Esteban refused and, realizing the Regulars were on the brink of folding, instead launched a concerted attack on Jefferson City. Her hunch proved correct and despite a valiant attempt to hold back the Alexandria FTM, the Fifth Regulars' positions were quickly overrun. Esteban's special forces teams immediately invested the planetary command center, capturing the Margrave and his staff. On 9 February, the general declared Freedom firmly in Free Skye hands. Leaving the two FTM units in place to rebuild and complete the disarmament of the Loyalists, Esteban took ship for the next hotspot in Skye, Hesperus.

Hesperus

Although the initial Free Skye assault destroyed the Gray Death Legion, Loyalist troops retained control of the Defiance complex, strategic factories that

the latter seemingly returned from the grave after an alleged suicide. Fortunately for the common people of the alliance, another group existed to counter Loki's excesses, the secret fellowship known as Heimdall.

Regarding themselves as a 'loyal opposition,' Heimdall believed that the best interests of the Archon were not always the best interests of the state or its people. They existed to curb excesses, and when Loki began their terror campaign Heimdall moved—as they had done 65 years earlier—to block them.

Katherine's actions had already predisposed many in Heimdall to Victor's cause—indeed, at least one of the Prince's close confidants was a powerful member of the organization—but many remained unconvinced of the need to act against the Archon, despite her usurpation of the Federated Suns' throne. The assassinations and bombings were the last straw, and throughout the Alliance Heimdall cells armed themselves and stalked—and often intercepted—Loki teams as they sought to harass the people of the Alliance. From Poulsbo to New Exford the groups struck at each other, the harassment campaign replaced by a shadow conflict between the two groups. Loki had the advantage of equipment and training, but Heimdall had the advantage in numbers and in the sheer reach of their organization.

By 3065, Loki was on the defensive, its campaigns against domestic targets largely ended. Heimdall did not press the issue—Loki was still part of the Alliance government, even if a rather unsavory part—and settled for keeping a close watch on the terrorist cells. From early 3065, Heimdall had been in active contact with Victor and served as his unofficial spy network in the Alliance, and had likewise undertaken counter-espionage missions against LIC operatives.

However, for all Heimdall's claims of loyalty to the Alliance and avoidance of extreme measures, rumors persist of terrorist-style attacks on Loyalist targets in both the Alliance and the Federated Suns. Indeed, some reports place a Heimdall team on Tharkad tasked with neutralizing General Nondi Steiner should they have been ordered to do so. No evidence has emerged to support these accusations, but together with accusations that Heimdall betrayed its principals by supporting Prince Victor against his sister, these have tarnished the organization's reputation among some of those who know of its existence.

Free Skye had to seize to be able to make good their losses and ensure the survival of their independent state. The Fourth and Seventeenth Skye Rangers formed the main Free Skye forces on planet, but both were badly mauled. The other rebel unit on world was the Thirty-second Lyran Guards, but after the capture of their command staff by the GDL, the Guard was wracked by dissent and locked in its own internal struggles. Free Skye lacked the resources to complete their conquest of Hesperus, but neither did the Loyalists have the troops to drive them off world.

John Dundee assigned the newly defected Fourteenth Lyran Guards to lead a head a new offensive on Hesperus, to be commanded—when she was free of her commitments on Freedom—by Maria Esteban. The Fourteenth met little resistance on their run in-system, landing on 3 March, but perceiving the defenders as disorganized, Lieutenant-General Kat Porter chose to stage an immediate offensive without waiting for Esteban and her troops. Directing her efforts at the Maldon mining complex guarded by Fourteenth's sister unit, the Thirty-sixth Lyran Guards, Porter exploited her command's heavy firepower to pressure Peter Zambos' unit, inflicting grievous casualties and forcing the Loyalists to abandon the plant after ten days of fighting.

Unfortunately, the Fourteenth did not escape the carnage, suffering considerable casualties at the hands of the Air Surfers' heavy armor and a valiant counter-offensive led by Colonel Keane Sortek, nephew Field Marshal Ardan Sortek. The Fourteenth's arrival and success at Maldon goaded the other Free Skye units into action. The Rangers inflicted yet more damage on the Fifteenth Guard and the DSPF but were unable to break through the Defiance complex's fortifications. Worse was to come for Free Skye.

Realizing the situation on Hesperus was hopeless without the element of surprise, Lieutenant-General William Harrison von Frisch decided that the lives of his troops were more important than vainglorious attempts to seize a mountain-fortress that had never succumbed in all the years of the Succession Wars, even when assaulted by much larger and better-equipped forces. On 11 April, as Maria Esteban was burning in-system, he announced his intention to withdraw the Fourth Rangers from the conflict though he did not at that point foreswear Free Skye. By the time Esteban grounded, the most competent Free Skye unit on Hesperus had withdrawn and there was little she could do to improve the situation. Pulling back from the Defiance complex, and calling the Fourteenth in from Maldon, she spent the rest of April and May in a vain attempt to strengthen the Free Skye position.

Skye

As Maria Esteban hit Hesperus, her old subordinate Linda McDonald led the Eleventh Arcturan Guard and the Alarion Jaegers against Skye. Having learned the Skye Jaeger's strengths and dispositions from the Eleventh Lyran Regulars' raid, the task force had little problem grounding on the rebel-

lion's capital world on 13 May and quickly set about reducing the planetary militia and the Skye Jaegers. Though battle hardened by their experiences against the Eleventh Regulars the previous summer and on Ko in 3062, the Free Skye regiment was a poor match for the now-legendary Eleventh Arcturan RCT. The Jaegers abandoned New Glasgow, leaving the city's defense in the hands of well-armed patriotic citizens, instead opting for a mobile defense, at first limited to the MacIntosh Valley and later ranging out across the whole of New Scotland.

General Dundee, leading the defense personally, sent recall orders to the Free Skye forces on Hesperus then set about buying the time the rebel forces needed to survive. The Fourth Rangers' unauthorized withdrawal from Hesperus proved fortuitous; the RCT's arrival in the Skye system on 19 June gave General McDonald's task force cause to pause and reassess their situation. The Loyalist forces withdrew from their pursuit of the Skye Jaegers, concentrating their energies around New Glasgow, which remained a hotbed of guerilla activity against the Loyalist occupation. To McDonald's surprise, General von Frisch signaled his intention to remain neutral in the battle, stating that his troops had already shed too much blood for Free Skye. She prepared to resume the pursuit of the Jaegers, but before she was able to commence the offensive, she received flashed traffic from General Nondi Steiner: pro-Victor forces were assembling in the ARDC, presumably for a strike against the capital. The Arcturan Guard—and any other units McDonald could assemble—was to make their way to Tharkad via a hastily assembled command circuit.

The Fourth Skye also heard the call and, at Duke Robert's "request" from his prison cell on Donegal, sped to Tharkad. They were not, however, moving to support Regent Nondi Steiner. Arriving in orbit they pledged their support to Peter's "pan-Lyran coalition" to unseat his grandaunt. Duke Robert knew he had lost his war for independence but now intended to with the peace.

OTHER ACTIONS

As with the Federated Suns, several dozen worlds throughout the Lyran Alliance were still gripped by war, but the number was steadily declining as the months dragged on. It soon became clear to all that the coming battle for Tharkad would decide the fate of the Lyran Alliance once and for all, and this nation of bankers was more than willing to come to a temporary truce with its own people and wait out the final conclusion.

Only the Melissia Theater saw an outbreak of new battles, though surprisingly to everyone who read the reports on these battles, the aggressors were apparently not of Lyran, FedSuns or even Jade Falcon origin. They piloted BattleMechs of obvious recent construction, including classic Star League designs like the *Highlander* as well as more recent FedCom units, such as the *Stealth* and *Falconer*. The force even had a number of Clan OmniMechs.

These unknown aggressors hit several peripheral Lyran worlds in the Melissia Theater, apparently scouring the worlds for archeological sites. The Qanatir MTM did its best to try to intercept the bandits, but with only two JumpShips to call upon, the militia was hard-pressed to even be in the same system as the bandits at the same time.

In late May, the militia did track the bandits to Khartoum, where their prey was apparently unearthing the ruins of a settlement some 600-years lost. The two battalions of mixed 'Mechs and tanks were not enough to subdue the bandits, though, who attacked with just three companies of 'Mechs. The bandits routed the militia, salvaging a dozen 'Mechs from the battlefield and capturing some two dozen militia members. The only clues to the bandits' identities were the olive drab paint schemes on their 'Mechs and the fact that they had unearthed an ancient cathedral, monastery and library built by a splinter Catholic brotherhood just after man's mass colonization of the stars.

DRACONIS COMBINE

The war with the Draconis Combine, like the entire Civil War, was obviously drawing to a close. Coordinator Kurita had more resources to draw upon than either the Federated Suns or the Lyran Alliance, but he had just ended a costly war against the Ghost Bears, and as much as his people wanted vengeance for Duke James Sandoval's assault into the Combine, they simply could not afford another lengthy war.

Of course, that war with the Federated Suns came to a startling end in mid-March, following the loss of the final FedSuns-held world within the Draconis Combine. Duke Tancred Sandoval bartered a deal with Coordinator Kurita on the 17th of March that ended hostilities within the Federated Suns. The Combine would keep Breed and Kesai—worlds they already rather securely held—while withdrawing from the other Federated Suns worlds they were contesting. Further, both sides would repatriate all POWs taken during the course of the war.

While that agreement did not give the Dragon the honor of taking a regional capital like Duke James Sandoval's troops had done, it did give the Combine a victory that it could afford. And it recognized that the Federated Suns was in the wrong. In addition to the sound military defeats the DCMS troops had handed the vaunted soldiers of the Federated Suns, this agreement proved ultimately satisfactory to the people of the Draconis Combine, at least after the Coordinator publicly announced victory within the Federated Suns.

The postscript to this agreement is that today, more than a year and a half later, both sides continue to claim that there are still POWs being held by the other. Of course, with all of the confusion of the time, only the most basic of records were kept in most cases. At the same time, commanders and soldiers on both sides were gripped by extreme emotions. Scores of tales have surfaced since the end of that war of mass murders and other atrocities committed by both sides.

Some officers allegedly shot hundreds of prisoners at a time, burying them in mass graves, while others shipped them off to remote corners of their worlds to be interned in unofficial prison camps.

Investigators on both sides of the border have been studying these claims for months now, but so far have turned up little actual evidence to support these claims. On the other hand, journalists and some multi-national non-governmental organizations, like the Interstellar Red Cross, have received what they consider credible leads substantiating these claims. Both governments will continue to delve into these claims, but at the same time, answers will undoubtedly not be forthcoming for some time yet.

PROSERPINA

All things considered, the continuing battle for Proserpina was going well for the embattled Eighth Crucis Lancers. They were outnumbered some three-to-one yet were still holding out against the DCMS forces on the world. By the beginning of 3066, General Marshall had pulled back several hundred kilometers from his initial lines. He'd also dispatched several combat commands to deal with a DCMS force near Conqueror's Pride. But on 18 January, he realized for the first time that the world's people had turned against he and his FedCom "liberators." On that day, a traditional holiday on the world celebrating liberation from a Federated Suns assault centuries earlier, the Eighth Crucis Lancers were the target of a mass uprising of Proserpina's citizens.

Suddenly, the Lancers were put on the defensive by the ISF's information campaign. In just two weeks, the Lancers were pushed back a hundred kilometers while their brigade near Conqueror's Pride was all but wiped out—with Generals Clark, Montgomery and Ritchie listed missing in action and presumed killed. Worse still, the Twelfth Dieron Regulars arrived from Ashio, adding their firepower to the growing forces arrayed against the Lancers.

General Marshall and his senior officers knew they were in serious jeopardy, but they had also been lulled into a false sense of superiority. Until recently, they had delivered defeat after defeat to the Combine forces and they believed they could still do the same. Having retreated to the city of Orleans, the Lancers launched a massive air and ground assault to the north, directly toward the First Ghost. Their assault stalled a day into the operation, though, as the Ghost put up an incredibly strong defense while the First Sword of Light and the Twelfth Dieron launched coordinated attacks from the east and the south. The Forty-Sixth Dieron followed up a day later with a combat drop on top of Orleans, liberating the city.

The Lancers' attack from Orleans signified the beginning of the end for the FedSuns forces on Proserpina. *Sho-sho* Shin Yodama finally captured the initiative and ran with it. Yodama pushed the First Sword of Light forward like a taskmaster, forcing the Lancers into engagements favoring his own troops. The third week in February saw the Lancers lose two combat

commands to a probing attack that turned into a full-blown assault with the First Ghost and the Twelfth Dieron, while the final week in February ended with another two Lancer combat commands surrounded and subdued.

General Marshall still had two understrength brigades under his command, but he was rapidly running out of space. His assault on the First Ghost had ultimately cost him half of his command and most of his breathing room. The Lancers were almost completely surrounded and not only were they beginning to run low on ammunition and consumables, but their very spirits were on the verge of breaking. Marshall needed to give his troops at least one last victory if they were to last any longer.

He began this final counterattack on the 4th of March. He again targeted the First Ghost, though this time the thrust was only a diversionary tactic designed to bring additional help into the Ghost's sector and away from the Forty-Sixth Dieron, which was his actual target. Twelve hours into the attack on the Ghost, he released the bulk of his unit to assault the Forty-Sixth. After the first day, Marshall's Lancers broke through the Forty-Sixth and were about to swing about to finish the regiment off when Yodama led the First Sword of Light against the Eighth Crucis Lancers' left flank, quite effectively pinning half of the RCT in place and giving the rest of the DCMS forces the time they needed to regroup and attack.

The morning of the 6th sounded the death knell for the Eighth Crucis Lancers, though the unit took another six days to disintegrate and die. With Marshall having been captured on the 9th in a daring attack on his command post, Lieutenant General Do Sy Truscott was the senior officer commanding on the 12th. The 'Mech regiment's fourth battalion and Truscott's own armored regiment accounted for scores of 'Mech and tank kills in the final battle, the assault on Jove. The Lancers held the high ground and made the Combine troops pay for every meter, but in the end the Lancers were simply too far outnumbered. General Truscott surrendered what was left of the Lancers at 1945 hours on 12 March 3066, putting an end to the final battle within the Draconis Combine.

DCMS REPRISAL

The punitive assault into the Draconis March was not progressing quite the way that Coordinator Kurita and his generals had expected. Their regiments were not making the same incredible progress that Duke James Sandoval's own troops had, and in several cases the battles were turning into veritable bloodbaths—with as many of his own soldiers dying as FedSuns soldiers were. Yet his duty to his people could not

allow him to simply cut his losses and leave the Federated Suns before he lost more good men and women.

The Coordinator's prayers were answered when Duke Tancred Sandoval contacted him and presented very favorable terms for bringing the conflict to a rapid end. Thus the DCMS Reprisal ended in March of 3066, not with the climactic battle that everyone was expecting, but with two simple verigraphed signatures.

Addicks

The arrival of the Twelfth Vegan Rangers gave Marshal Stephan Cooper overwhelming superiority on Addicks. As soon as they grounded, Cooper pushed the mercenary Rangers into St. Randall and made a simultaneous strike outside the city, literally stunning the DCMS troops with its sheer power. The strength of the assault drove the Combine forces out of St. Randall and into the surrounding countryside.

Marshal Cooper followed up with a maneuver that no one could have expected from the Davion Assault Guards: he rushed ahead of the retreating Combine forces and hit them head-on while the Twelfth DLC and the Vegan Rangers continued to push from the rear. The assault literally broke the Combine task force in two.

Marshal Cooper followed up by rushing into the growing gap between the two halves of the Combine task force, meeting up with the DLC and Vegan Rangers soon afterward. From that point on, *Tai-sa* Samuel Noda knew it was only a matter of time before the Assault Guards hunted down and destroyed the two task force elements. He ordered a general retreat on the 2nd of March, lifting off two days later.

Marshal Cooper remained on-world for several more months, giving his troops a much-deserved rest while his technical crews—assisted by those from the Twelfth DLC and the Vegan Rangers—made what repairs they could on the Assault Guards' equipment as well as that captured from the Combine invaders. Stephan Cooper lead his Davion Assault Guards away from Addicks on the 10th of June and eventually on to their final objective: New Avalon.

Cassias

Tai-sa Shotoku and his task force consisting of the Ryuken-Go and the Fifth Sword of Light were fighting a defensive action against the Seventeenth Avalon Hussars, one that they were slowly losing. Hauptmann General Kev Evans had the upper hand on Cassias, and both sides knew it. After a month of constant retreating, the collective honor of the Combine troops could no longer take that disgrace. When

whole lances and even companies began to turn to fight the advancing Hussars in personal duels, Shotoku realized that he had lost control of the battle, and with it any hope of gaining control of Cassias.

He had to save his task force, but to do that he needed to regain control over them. He had to grab their attention and convince them that they had no choice but to leave the world. He did so by leading two companies of volunteers in a head-long attack on the Hussars. Though he only survived five minutes of battle in his *Hatamoto-Chi*, his death did accomplish the monumental task of reuniting the fractured commands into a unified task force that let out its collective pent-up frustrations and anger on General Evans' Hussars. The Combine troops battled hard for three days, fighting to regain their personal pride and honor as much as to punish the Hussars.

After the third day of battle, *Tai-sa* Hohiro Tastuma, commander of the Fifth Sword of Light and now senior DCMS officer on-world, ordered the task force to pull back. The Hussars had not budged a meter after they fell back to a line of defensive positions along the Orlandi River, but they had taken serious casualties. So had the DCMS forces, however. *Tai-sa* Tastuma had given Shotoku his word that he would pull the task force off of Cassias as soon as they had made the FedSuns troops pay for Shotoku's death—a death that in his mind paid for in full the loss of honor in retreating from the world.

Five days after they pulled off Cassias, Coordinator Kurita finalized the ceasefire with Duke Sandoval.

Kesai IV

The heat of Kesai's summer finally died away in late January and, frustrated by their months of near-inactivity, the soldiers of the Twelfth Galedon Regulars and the First Amphigean Light Assault Group launched themselves at the First Ceti Hussars full-force. The AFFS troops were unprepared for the sheer viciousness of the expected attack, however, and fell back out of the Kopeche Military Reservation after three weeks of intensive attacks.

Leftenant General Malen did what he could to salvage the situation on Kesai, but he was outnumbered and outgunned, especially as the DCMS task force held aerospace superiority

over the world. Every time he and his Combat Command launched an assault, they were pushed back even further. Only their mobility saved them from complete annihilation at the hands of the DCMS troops.

The situation on Kesai may have been stacked against them, but the men and women of the First Ceti Hussars continued to fight on right up to the ceasefire. Word of the agreement reached the two sides on the 18th of March, and an uneasy peace fell over Kesai IV while the Ceti Hussars prepared to withdraw from the world. Small-scale fights between the two sides broke out three times in the two weeks that the Hussars took to make field expedient repairs and load up their equipment and people, with only the intervention of General Malen and *Tai-sa* Wolf-Hunter calming the incidents before they blew up into conflicts that would draw the entirety of both opposing forces into battle again.

General Malen and the surviving AFFS troops on the planet of Kesai IV withdrew on the 2nd of April, permanently ceding control of the world to the Draconis Combine.

POSTSCRIPT

The end was near. Almost everyone who had been following the events of the Civil War up to that point realized that inexorable fact.

Generals on both sides prepared for the final battles, gathering what supplies and replacement equipment they could while giving their final "pep talks" to try to coax just a little bit more from their exhausted soldiers. Too, the citizens of the Lyrans Alliance and of the Federated Suns were weary after more than three and a half years of constant fighting. The Archon had finally lost her grip over the people—even many within the Estates General were calling for her removal—just as she was apparently losing her grip on reality. Indeed, her world had come crashing down around her and her last, best hope relied more on luck than on sound strategy.

The coming battles would be the most desperate and bloody of the entire war. The atrocities of the war to date would soon see themselves outdone by commanders looking to curry favor or simply repay a grudge. Millions more citizens would die.

The end was close, but not nearly close enough.

WAVE SEVEN

SEPTEMBER 3066 - AUGUST 3067

*"An emperor is subject to no one but God and Justice."**– Frederick I [Barbarossa], from Julius Wilhelm Zinckref, Apophthegmata, Bk. I, 1626**"We can win. We must win! History foretells it. Liberty demands it... If we are righteous in our pursuits the Lord will watch over us and guide us in the battles to come. You are the hands of God. Now go forth and deliver His justice!"**– Chaplain Colonel August Jonah Wilhelm von Moltke, in an address to the 10th Lyran Guards, 16 November 3066*

OVERVIEW

The end. Trillions of people across more than a thousand light years had been waiting for it to come through almost four years of intense fighting, plus many more years of simmering.

The end. It meant a conclusion to the largest and most destructive war either nation had faced since perhaps the First Succession War, a cessation of the warfare that had robbed the Lyran Alliance and the Federated Suns of two generations of sons and daughters.

The end. A final decision on who would be leader, a despot or a delusional sister or a megalomaniacal brother.

But it was not yet the end. It was the beginning of the end. There was still a long year of fighting before the end would officially come, and many more months of limited engagements before troops on both sides finally laid down their arms.

The end was coming, though, and with it bringing a final solution on both New Avalon and Tharkad.

FEDERATED SUNS

Four years of intensive fighting came down to one final, significant battle—the battle for New Avalon. Almost everything else in the Federated Suns came to a complete standstill when news of the first Allied troops landing on the capital world first hit. Only a handful of other battles continued to rage on. Some, like Mariette, were preparatory battles that lasted much longer than they should have. Others, like those on the Chaos March worlds of Acamar and Genoa, broke out in response to renewed Capellan aggression, no doubt fuelled by the Confederation's coup in "liberating" Tikonov.

But all of those were mere sideshows when compared to the fight for New Avalon. The equivalent of some seventeen RCTs, plus six additional 'Mech regiments, fought each other on that world. More than half a million regular army soldiers, MechWarriors, pilots and spacers came into direct conflict, including the most senior and respected generals in the AFFS. Thousands upon thousands of 'Mechs, tanks and fighters fought for control of New Avalon, and with that, control of the entire Federated Suns.

It was hell.

NEW AVALON

As Wave Six was coming to a close, the Archon and her advisors were nervously watching the incoming reports of Allied troop movements and intelligence analyses on the battles that were coming to a close throughout the former Federated Common-

wealth. They knew that Victor was nearby and that his close allies, like Duke Tancred Sandoval and Field Marshal Ardan Sortek, were closing in on the capital from the Draconis March and Capellan March, respectively. Marshal of the Armies Jackson Davion had gathered a huge defensive force to the world, consisting of the Nineteenth Arcturan Guards, Tenth Deneb Light Cavalry, Fifth Donegal Guards and the Third Robinson Rangers. He had also brought the Remagen CMM from the world from Nunivak while the Archon secured the assistance of ComStar's 299th Division, headquartered on New Avalon. Though he hadn't expected it, a brigade of Seventeenth Avalon Hussars, having rebelled against General Evans, had also made their way to New Avalon to take part in its defense.

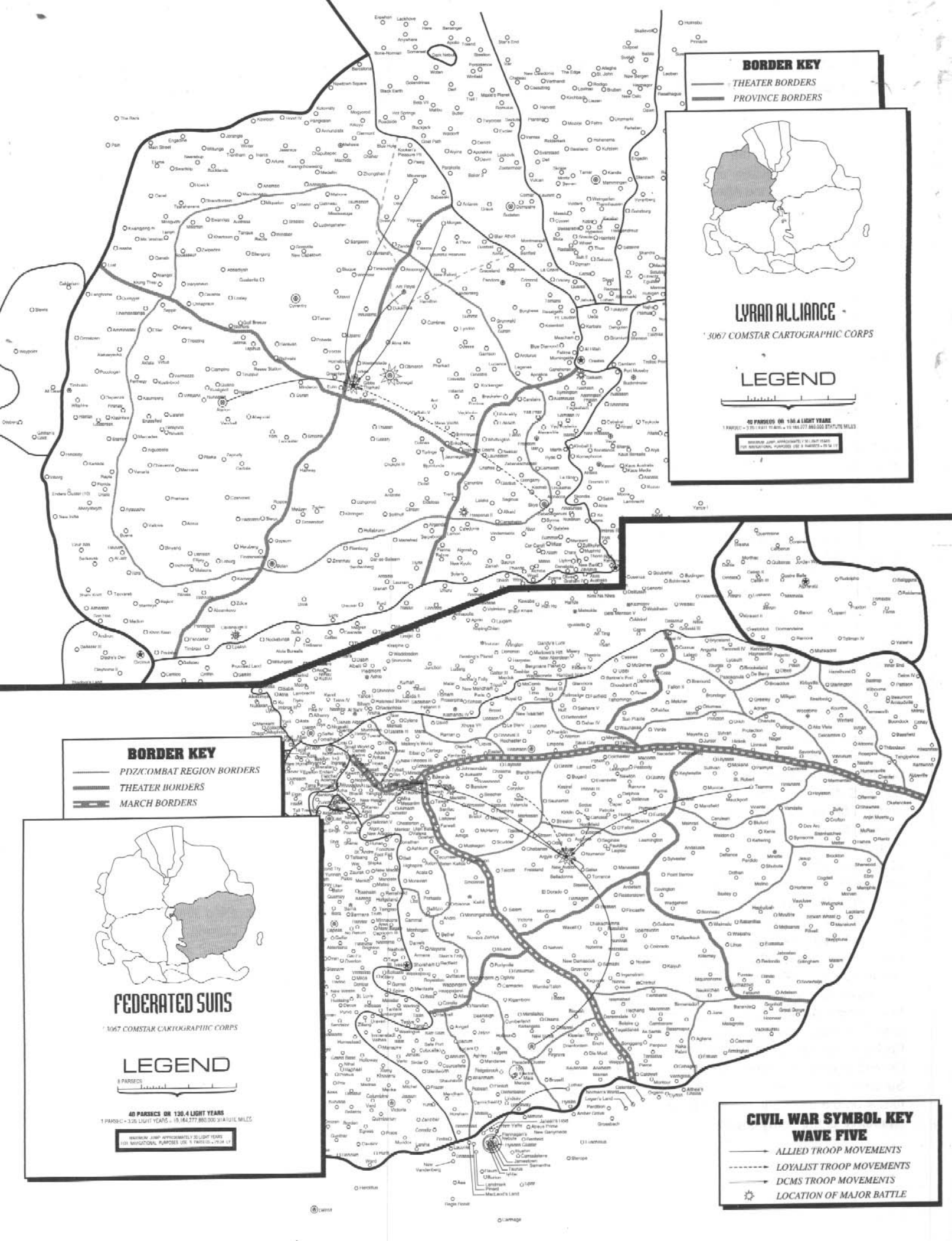
Galax

The Archon had "stranded" the Davion Heavy Guards on Galax long before the first battles of the Civil War were fought. She placed the RCT there, ostensibly to defend that important world, and stripped them of their JumpShip contingent. Of course, by placing the single most powerful RCT in the AFFS on that world, she denied herself the world's production of aerospace fighters and DropShips. While she could not afford to send enough forces needed to take the world back from the Heavy Guards, she kept the Heavy Guards in place for almost the entire Civil War.

With this world so close to New Avalon, Galax became a staging area for Allied troops en route to New Avalon. The Second Davion Guards arrived in the middle of Wave Six while the First and Third Crucis Lancers made landfall on Galax in May of 3066, after a brief layover on Meinrad. Duke Tancred hit Galax shortly afterward with the Second Robinson Rangers. Sandoval left in late June, with the First Lancers and a third of the Heavy Guards in tow, only to have Victor's own massive task force begin arriving in-system in October. By November, the Allies had all but abandoned Galax for New Avalon.

New Avalon

Duke Tancred entered the New Avalon system on 30 June, blasting their way through the Archon's naval blockades with a fleet of assault DropShips, spearheaded by the dozen *Conquistadors* the Heavy Guards had appropriated from Galax. Sandoval's Second Robinson Rangers landed on the continent of Rostock with the assistance of Allied sympathizers, who disabled space and air traffic control sensors and marked LZs on that sparsely populated continent. The Third Robinson Rangers were



BORDER KEY

THEATER BORDERS
PROVINCE BORDERS

LYRAN ALLIANCE

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND



40 PARSECS OR 136.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,191,300,000,000 METERS

RESCALE MAP APPROPRIATELY TO SUIT YOUR
NAVIGATIONAL PURPOSES (USE 9 PARSECS = 29.1 LY)

BORDER KEY

PDZ/COMBAT REGION BORDERS
THEATER BORDERS
MARCH BORDERS

FEDERATED SUNS

3067 COMSTAR CARTOGRAPHIC CORPS

LEGEND



40 PARSECS OR 136.4 LIGHT YEARS
1 PARSEC = 3.26 LIGHT YEARS = 19,191,300,000,000 METERS

RESCALE MAP APPROPRIATELY TO SUIT YOUR
NAVIGATIONAL PURPOSES (USE 9 PARSECS = 29.1 LY)

CIVIL WAR SYMBOL KEY WAVE FIVE

ALLIED TROOP MOVEMENTS
LOYALIST TROOP MOVEMENTS
DCMS TROOP MOVEMENTS
LOCATION OF MAJOR BATTLE

already on the continent and moved to intercept their titular duke and his Allied units, but the 'Mechs and several armored cavalry battalions deployed quickly and stalled the Third Rangers thirty kilometers away from the Allied LZ.

Marshal Rand-Davion hit Brunswick with the First Lancers and the Heavy Guards, facing opposition in the form of two brigades of conventional infantry, plus a full armored brigade. The Loyalists had deployed no 'Mechs to the continent, though, making for a tough, but relatively short, campaign for Brunswick.

Field Marshal Ardan Sortek made landfall a week behind Sandoval with the Second Ceti Hussars and the Davion Light Guards, but his task force had not been quite as lucky as Sandoval's had. Sortek lost a full Hussars Combat Command, as well as several Light Guards DropShips, during the burn-in. He dropped two hundred kilometers away from Sandoval on Rostock and immediately moved against the Third Rangers' left flank—along with the brigade of armor that Jackson Davion had also assigned to Rostock. Davion managed to insert several additional mechanized and armored regiments, plus a Level III from ComStar's 299th Division, into Rostock two days after Sortek landed, preventing the two Allied task forces from making a quick or easy link-up. They did link-up on the 10th of July, however, when Sortek pushed a battalion of the Light Guards into Gaveston's Gorge, which Sandoval's forces had been battling over with the Third Rangers for several days.

The Allied task forces under Sortek and Rand-Davion continued to battle against the Archon's forces, liberating most of Brunswick after just five weeks of fighting, and after pushing the remainder of the three defending brigades onto Rostock, the First Lancers delivered the coup de grace with Sortek's forces acting as the anvil to Rand-Davion's hammer. That still left the Third Rangers and more than two brigades of conventional troops on the continent, however.

Victor arrived in-system on 8 November at the head of a virtual armada, including the *FCS Melissa Davion* and four *Fox*-class corvettes. Facing them were the *Avalon*-class *FCS Lucien Davion* and *FCS Alexander Davion*, plus two more Loyalist *Foxes*. This WarShip battle, the largest one fought in the Inner Sphere since the First Succession War, lasted less than an hour in New Avalon orbit and ended in the destruction of three ships, the surrender of two Loyalist ships (including the *Lucien Davion*), and significant damage to all of the participants, with one retreating (the *Fox*-class *FCS Murmansk* jumped out of the system from a pirate point and has not been seen since). Victor grounded that day on Brunswick with the Twenty-Third Arcturan Guards, Sixth Crucis Lancers, Tenth Lyran Guards, First NAIS Cadre, Outland Legion and a battalion of First St. Ives Lancers.

Jackson Davion transferred the Fifth Donegal and Seventeenth Avalon Hussars to Rostock, along with another mixed armored and mechanized brigade, reinforcing the Third Robinson for the inevitable Allied push, which came in mid-December once the Allies completely secured Brunswick. With Sandoval and Sortek still struggling against the heavy Loyalist forces on the continent, Victor marched in, hitting hard with the equivalent of five heavy brigades.

Sortek and Sandoval fought a mobile battle against the Loyalists, breaking contact with each other several times while Victor moved in and met the Fifth Donegal and Seventeenth Avalon Hussars. Some six weeks of heavy campaigning, made even more difficult by Archon Katherine's call for New Avalon's people to resist the Allies in any way they could, saw the liberation of Brunswick and the virtual destruction of the Fifth Donegal and another two conventional brigades. Unfortunately, the Allies lost the Twenty-Third Arcturan Guards and the Davion Light Guards in the process and allowed the Seventeenth Hussars to withdraw. The Third Rangers likewise pulled out once the Seventeenth made its exit. That left the campaign for Albion and Avalon City.

The combined Allied task force landed on the southeast tip of the continent of Albion on 10 February 3067, with the Davion Assault Guards and the First Crucis Lancers making the initial landings, lead by Marshal Rand-Davion. Though they took heavy casualties, after two days of bitter fighting the entrenched heavy armor and massive gun emplacements along the rugged shorelines near Portland, they won a secure beachhead for the rest of the task force. The two RCTs continued to fight inland as the Nineteenth Arcturan and Seventeenth Avalon Hussars rushed to meet them, along with several scattered conventional and militia combat commands. Before Victor could move any significant reinforcements in, however, the Tenth DLC made its own lightning strike against the Allied flank that broke the line of attack and allowed the Loyalists to surround and destroy more than a brigade in a single day of battle.

That attack broke both the Assault Guards and the First Lancers, though the survivors were reorganized as a brigade under Marshal Cooper and taken off the line while Victor pushed through, a day late. He continued to push into the heart of Albion, winning half of the continent and eliminating the DLC and Seventeenth Hussars in just seven weeks.

Katherine, already losing her grip over the world as workers staged strikes and other work stoppages as their own way of striking at the Archon, lost the services of her best military mind on the 28th of March. Jackson Davion stepped down as Marshal of the Armies, leaving a vacuum that no other individual could hope to fill. The Archon officially appointed Field Marshal Simon Gallagher to the position, though Field Marshal Werner Gast took effective command.

Less than a month later the Allied forces were entering Avalon City itself. ComStar's 244th Division had arrived several weeks earlier and were quickly integrated into the Allied force while the Third and Fifth Crucis Lancers arrived on the 19th of April, too late to take part in the final push. Victor pushed hard at the remaining Loyalists protecting Avalon City—the Nineteenth Arcturan Guards, the Remagen CMM and ComStar's 299th Division. The First NAIS was decimated by a heavy 299th artillery barrage while three Davion Heavy Guards combat commands disintegrated under the weight of concentrated fire from the remains of three Loyalist RCTs.

Katherine's Twenty-Second Avalon Hussars retreated en masse into the city, while the Allies ripped into the flanks of the

299th Division and Nineteenth Arcturan, allowing only a few scattered companies and battalions reach the relative safety of the city. A bare three Loyalist combat commands held the city against three Allied brigades, plus two more RCTs held in reserve. Even the Archon knew she could not hold out against such odds, and issued her surrender on 20 April 3067 through Jackson Davion.

The long and bloody battle for New Avalon was finally over.

OTHER ACTIONS

Other than Marlette, which was considered something of a warm-up for the climactic battle for New Avalon, only a handful of Federated Suns worlds were still gripped by the fighting. The combatants on most worlds had simply worn themselves out. With more information freely flowing than ever before, the citizens of the Federated Suns had finally been able to make informed decisions for themselves. As soon as the truth made its rounds of the Federated Suns, the last few battles quickly ended. The eyes of the nation were turned to the traditional seat of Davion power.

But then something happened. Assisted by the Confederation's House Dai Da Chi, the Free Tikonov Movement resurged on Tikonov and neutralized the defenders that Victor had left behind. Officially the world had declared independence from the Federated Suns and was granted "protectorate" status by the Capellan Confederation. Unofficially, it was obvious to all that many of the technical and support personnel that House Dai Da Chi had brought with them were Capellan political officers whose job it was to bring the world back into the Confederation.

As soon as the Tikonov incident happened, Duke George Hasek learned of additional Confederation troops—mostly mercenaries—moving into the Chaos March. Whether those troops were meant to take back additional worlds within the Chaos March or were ordered to make follow-on attacks into the Federated Suns, Duke Hasek didn't know. But he, like most of his people, was sick of the Federated Suns' official "hands-off" policy toward the Chaos March and the Capellan Confederation's continued incursion into the region. Sun-Tzu Liao had continued to grow his power base for years while first Prince Victor, and then both his sisters, just stood by and watched him gobble up world after world.

Duke Hasek needed to rally his march behind a cause, something to draw them all together as one again. The Chancellor's movements in the Chaos March gave him just the cause he needed, and unlike Duke James Sandoval's assault into the Combine, this would be a wholly justified exercise.

Acamar

The world of Acamar had experienced something of a civil war of its own several years before war broke out within the former Federated Commonwealth, prompting a consortium of companies lead by General Motors of Kathil and Johnston Industries of New Syrtis—companies that relied heavily on the world's natural resources—to build a covert mercenary task force to stabilize the government on the world. The goal of the operation was not to specifically install a pro-FedCom government, though that was one of the side-effects of the operation.

As the Civil War waged on within the Federated Suns, Chancellor Sun-Tzu Liao began to look again at the world of Acamar. While the world's government was friendly to the Federated Suns, Acamar remained an independent power. The Chancellor intended on changing both of those facts in October of 3066.

The mercenary unit Olson's Rangers was dispatched to the world of Acamar with orders to take the world's leaders into custody and to install a pro-Capellan government in their place. By using the mercenaries to accomplish his goals, units that he could claim were acting on their own and not on orders from Sian, the Chancellor hoped to sidestep any official censure by the Star League or other diplomatic incidents. That tactic had proven effective in his previous forays into the Chaos March. This time, however, he faced an opponent who was resolute in his determination to prevent the Chancellor from seizing control of any more worlds within the Chaos March.

WHERE HAVE ALL THE WARSHIPS GONE?

The WarShip fleets of the former Federated Commonwealth were once ranked the most powerful of the Inner Sphere navies. While the Free Worlds League has many more ships, those ships are under-armored, barely capable of surviving through a single salvo of weapons fire. Likewise, the Draconis Combine fields a relatively large fleet, but its many different ship classes were saddled with technical difficulties that made it nearly impossible to keep more than a few operational at any one time.

The Federated Suns alone had a total of thirteen in service with eight more nearing completion when the Civil War erupted. Yet even with the intense fighting going on over Kathil, the McKenna Shipyards continued constructing the few remaining *Avalons*, even after the *Robert Davion* was destroyed in combat. Likewise, the New Syrtis Shipyards also finished off the few remaining *Fox*-class corvettes that were already under construction when the war broke out. In contrast, the Alliance had only five WarShips in service by the end of the Civil War, though one was the massive *Mjolnir*-class *Yggdrasil*.

Even with all of those WarShips in service, those ships played a relatively insignificant role in the Civil War. With the leaders of both sides watching troop movements and casualty reports, almost no one was paying attention to the WarShips. The *Avalon*-class *Melissa Davion* (named for the famous FedSuns leader, not the wife of Hanse Davion) went AWOL in the early months of the war to join Victor's task force, while the *Fox*-class *Intrepid* served as Field Marshal Sortek's command ship. The rest of the ships did little more than serve as mobile defensive platforms, a deterrent to a potential invasion force. Of course, AFFC combat doctrine recognized long ago that a WarShip was susceptible to massed DropShip attacks, making the powerful ships almost powerless to an assault by a full RCT.

So the ships remained all but sidelined until the climactic battles for New Avalon and Hesperus II, doing little more than playing escort.

Duke Hasek ordered the First Cunningham's Commandos to relocate to Acamar when he learned of the Chancellor's attack. Acamar only had a few companies of mercenary 'Mechs to protect it, units that fell within days of Olson's Rangers' landing. Their sacrifice bought Cunningham's Commandos enough time to reach the world before the Confederation agents had time to install a friendly government. Long-time employees of the Federated Suns, the Commandos were full-time OpFor troops normally assigned to the Novaya Zemlya Combat Training Center. Not only were they better equipped than the Confederation mercenaries, they were also far better skilled.

The Commandos dropped right on top of Olson's Rangers, scattering the mostly green troops in just the first few minutes. With their opponents already in disarray, the Commandos had an easy time hunting down and destroying the broken mercenary command. By the operation's fourth day, the Commandos had Colonel Nicholas Olson in custody and had pushed so hard that two of the unit's three battalions, each seriously understrength following the Commandos' attacks, withdrew from the world. The third battalion lasted only another day before Colonel James Longstreet finally cornered them and finished them off.

Acamar officially requested AFFS protection days later on 2 November. By the middle of the following year, Duke Hasek officially added the world to the Capellan March.

Genoa/Arboris

The Chancellor's first move within the Chaos March came on Genoa in October. A mineral-rich world caught between the Confederation's Liao Commonality and the FedSuns' Archernar PDZ, Genoa seemed to be a perfect world to drop Little Richard's Panzer Brigade onto, ostensibly for exercises but in reality to cow the world's leadership. Like Acamar, the world had fallen prey to raiders and rival factions several years earlier, and like Acamar, was liberated by a mercenary force in the employ of the consortium lead by General Motors.

As soon as the Panzer Brigade landed on the world, Duke Hasek dispatched the Twelfth Vegan Rangers' Beta regiment to deal with the Capellan mercenaries. Assisted by the relatively small mercenary and personal guard units that called Genoa home, the Vegan Rangers tore into the Panzer Brigade, driving them across the desolate surface of the world. As befitting their opponent's reputation, the Vegan Rangers showed the Panzer Brigade little mercy.

Two weeks after the Rangers landed, the Panzer Brigade packed up and left the world, though not before the Rangers pushed so close to their LZ that the FedSuns mercenaries disabled two of the Panzer Brigade's DropShips and completely annihilated the unit's conventional armor and infantry forces.

The Capellan mercenary unit headed for Arboris, where they hoped to build enough of a power base to call in Capellan reinforcements, but the Twelfth Vegan followed them to that world, this time fielding an additional battalion of 'Mechs salvaged from the Brigade. The people of Arboris immediately turned against the heavy-handed Panzer Brigade and threw their support behind the Vegan Rangers' campaign to rid the world of the Brigade.

Another week of pitched battles broke the Panzer Brigade's back, reducing the once-proud regiment to less than a battalion of operational 'Mechs—a mere seven lances—and forced the unit to withdraw from the Chaos March completely, with nothing to show for their expedition but the loss of more than two-thirds of their regiment.

To add insult to injury, the Rangers repaired what former Brigade equipment they could and formed two understrength battalions from citizen volunteers from the two worlds, calling them the Vegan Tank Destroyers. The Rangers deployed one of these new battalions to each world and split their own command up between Arboris, Genoa and their original encampment on Algal.

As with Acamar, Duke Hasek absorbed these two worlds into his Capellan March, suddenly making the once-precarious Zurich Salient a well-protected region of space.

Marlette

Victor Steiner-Davion added the Third Crucis Lancers to his Allied forces on the world of Marlette early in Wave Seven, following up with the Blackwind Lancers and the 244th Com Guards Division shortly afterward. The Allied force on Marlette was overwhelming, but still the Loyalists managed to hold out for several months in the face of assault after costly assault. The Archon ordered them to hold the Allied forces in place for as long as possible, preventing those units from adding their own firepower to the battle for New Avalon.

The Loyalist reinforcements had landed in Rosencarl, but gave that city up as soon as the Third Lancers arrived on-world. They made a fighting withdrawal from the Allied RCTs, pulling to the south through Gil-den-Leni and eventually into Hedon's Path and Jaweh. Soon after the Loyalists reached those last two cities, however, the Blackwind Lancers and the 244th Division made landfall to the south of those cities.

The Allied units had the Loyalists trapped between them in the cities of Hedon's Path and Jaweh, though with the Norret Mountain Range just to the east of both cities, the Loyalists had an escape route. They faded into the mountains, forcing the Allies to root them out. The entire battle for Marlette was taking much longer than originally planned, however, and in late January 3067 Precentor Shakov lead the 244th Division off of the world to lend his unit's strength to the battle for New Avalon.

That still left an overwhelming Allied force on the world. Under General Roberts, they continued to strike at the Loyalists in and out of the mountains, forcing the First Republican into surrender on the 5th of February. Just a week later they caught the bulk of the Marlette CMM out in the open of the Cregmoor Plains and wiped them out. The Loyalists continued to struggle on, but it had already become a losing prospect for them. The Fifth Lyran Guards—both surviving battalions of the original RCT—gave up on the 15th of February, while the Fifteenth DLC finally surrendered on the 20th of February, but only after Marshal Michael Lipstein had been taken as a POW.

The Third and Fifth Crucis Lancers immediately made preparations to jump to New Avalon while the Blackwind Lancers and

the Twentieth Avalon Hussars remained on Marlette to secure the world and deal with the thousands of POWs taken during the course of the campaign.

Taurus

The Fighting Urakhai's DiMaestri's Sluggers had departed Panpour in early 3065, having stolen a great deal of supplies, ammunition and replacement equipment. Apparently fed up with working for the Federated Suns, the unit set out into the Periphery to find a new employer.

Their journey took them to Taurus, where the survivors of the 'Mech unit hoped to negotiate a new contract. As soon as the Urukhai JumpShip appeared in the Hyades Cluster on 25 April 3066, though, Concordat fighters and assault ships opened fire and destroyed two DropShips. Concordat officials claimed that the mercenary ships were making a high-speed attack run on Taurus, forcing them to take action.

The Urukhai had made their intentions known to Protector Grover Shraplen, however. They also hadn't brought in all of their ships. As soon as the rest of the Urukhai ships entered the system several months later in August, they actually did make a run on Taurus, disappearing into the merchant traffic. Once on the ground, the Urukhai flew into a mad rage, targeting the capital city—every person, every building and especially the Taurian Guard—for destruction.

Indeed, the Urukhai did a great deal of damage, but it was only a matter of time before the Taurian Guard cornered the mercenaries, destroying them to the man. The Taurian Guard went so far as to gather the survivors and execute them for crimes against the Concordat. The bulk of the Urukhai's support and auxiliary units did manage to jump out of the system before Concordat marines could capture them. Most experts agree that these surviving Urukhai will likely end up on Outreach before long, but for now the unit remains MIA.

Tikonov

Once Victor Steiner-Davion left the world of Tikonov with his task force, political officers and other special operations personnel attached to House Dai Da Chi, a unit left behind by the former Prince to protect the world from further Loyalist attack, made contact with the Free Tikonov Movement. From what DMI investigators uncovered, these personnel lead Free Tikonov into an attack on the two infantry regiments left behind by the Tenth Lyran Guard, easily taking control of Tikograd from the Allied defenders. The Valexa CMM's mixed battalions likewise suffered the same fate, while the battalion of 'Mechs and tanks left behind by the Twenty-Third Arcturan Guards tried to secure the Ceres Metals facilities in New Moscow, but fell to the Capellan Warrior House. The Capellan troops claimed that they were only moving to assist the Allied battalion and that the Arcturan Guards fired on them first. While that claim is almost certainly false, the results are the same nonetheless. Sun-Tzu Liao claimed Tikonov as an independent protectorate at the end of March of 3067, ordering the world's military production to be rerouted to his own CCAF.

Though Duke Hasek likely could have retaken the world by assigning the bulk of his march's coreward defenders to the world, he would have had to denude his borders more than they already were. Worse, he would have to fight a campaign against a people who had become resolutely opposed to rule by the Federated Suns.

Instead, he gathered a heavy naval assault force and assigned it to the Tikonov system. They would not attempt to take control of Tikonov, but they had orders to intercept every ship headed into or out of Tikonov and confiscate any and all military hardware and supplies. Further, they had standing orders to destroy any military opposition to their operations.

Though this blockade has only been in place for a few months, already the crews assigned to that mission have confiscated thousands of tons of CCAF equipment bound for the world and even intercepted several shipments of finished military 'Mechs and vehicles, equipment already purchased by the AFFS yet bound for Sian. While the block-

THE TURTLE AND THE SCORPION

People throughout the Inner Sphere call Victor Steiner-Davion the "Conqueror of the Clans" and the "Hero of Huntress," but many of the strategic decisions he made during the course of the war brought countless historians and analysts to question his true capabilities. As the first-born son of Hanse Davion, he commanded the loyalties of dozens of elite Regimental Combat Teams without question. He later served as ComStar Precentor Martial and Commanding General of the SLDF, appointed to those positions following his sister's assumption of power.

While he had a long string of victories against the Clans just a few years ago, many began to rethink their perceptions of the former prince following his many failures during the Civil War. Like the most famous Davion princes of the past, he personally lead his troops into battle, apparently unwilling to subject them to danger he wouldn't accept himself. But unlike his progenitors, Victor proved almost wholly unable to pick the battles that truly mattered.

Throughout the Civil War, he made a long string of dubious strategic decisions, though none worse than perhaps his acceptance of House Dai Da Chi's "assistance" during the final months of the Civil War. Dispatched by Chancellor Sun-Tzu Liao, House Dai Da Chi pledged its service to the former Prince on Tikonov. Victor refused to use the Warrior House in his drive on New Avalon and instead attempted to play one of the Chancellor's intricate political games by accepting Dai Da Chi's service – by assigning them to garrison duty, a task universally loathed by MechWarriors. Yet by doing that, he played directly into the Chancellor's hands. House Dai Da Chi rid Tikonov of its Federated Suns defenders and claimed the world as a Capellan Protectorate. In one fell swoop, the Chancellor had denied his ancient enemy an extremely important world and furthered his own standing by returning a traditional Capellan capital world to Confederation control.

So, like the ancient fable of the turtle and the scorpion, Victor turned his back on the Chancellor and was stung. He has not drowned yet, but he does not begin to learn from his mistakes, he may yet...

– Carter Treauan, from an editorial in *The Defense Review*, 15 June 3067

ade has become something of a diplomatic hot topic, Duke Hasek refuses to back down and the Confederation is apparently willing to steadily build up a military presence in the system until it can launch its own full-blown assault to liberate the world.

LYRAN ALLIANCE

The allied investiture of Tharkad at the end of August focused the minds of all combatants in the Lyrans Alliance. All the other battles became nothing more than sideshows to the imminent Apocalypse, and by early 3067 were brought to swift and often bloody conclusions. A succession of Allied strikes across the Alliance pinned reinforcements in place, but by the end of March the matter was academic. To his credit, Peter Steiner-Davion had attempted to end the war in the Alliance by peaceable means but when his grand-aunt, Nondi Steiner, rebuffed his efforts he was left with little choice but to follow the example of his grandmother, the original Katrina Steiner, and use armed force to depose the incumbent and raise himself to the Archonship.

His assault, though directed at Lyrans troops, was also intended as a force for national unity. As such, he incorporated troops from throughout the Alliance; The Twentieth Arcturan Guard, the Blue Star Irregulars, the Kell Hound mercenaries, members of Phelan Kell's Wolf Clan and the Fourth Skye Rangers. Also on hand were the Thirty-ninth Avalon Hussars but the man who would be Archon decided not to employ them. This would be a Lyrans matter, resolved by the Alliance's own people.

CAVANAUGH II

By September, the allied forces on Cavanaugh were operating as a cohesive entity, able to direct their efforts against the micromanaged Loyalists, selecting their targets and smashing them one by one. There was little doubt in their minds that they would prevail. The only issue was how long it would take to neutralize the two operational units belonging to the Loyalists, and to mop up the shattered remains of the Penobscot militia.

In late September, an Allied thrust threw the Tenth and Seventh Lyrans Regulars against each other. Artillery and air strikes by the Allies halted an offensive by the Loyalist regiment, inadvertently killing the regiment's commander, Colonel Mike O'Heron. The colonel's daughter, Megan, took command during the chaotic retreat, managing to reorganize the shattered regiment into the semblance of an operational 'Mech battalion. O'Heron called on Margrave Steiner to withdraw the Seventh from Caerleon's defensive plans, or to at least reduce its share of the perimeter. Steiner refused, maintaining the fifty-fifty split he had originally dictated. Unwilling to disobey her superiors, Megan O'Heron pushed her unit to its limits, though the attempt to do as much as a full-strength regiment left the Fighting Seventh mentally and physically exhausted.

The Bolan Jaegers were not in much better shape, and by mid November, Milan Gverro's air wing was little more than a memory, smashed from the sky by the two air wings of the

Avalon Hussars. The Allies were uncontested lords of the sky, striking the now-besieged Loyalists almost at will and staging frequent reconnaissance over-flights of the defenders' positions. Now-Colonel O'Heron advocated coming to terms with the Allied force, but Margrave Steiner's response was swift and brutal. Accusing the commander of the Seventh of cowardice and treason, he had her stripped of her rank and shot on 9 December.

The execution of Megan O'Heron, intended by the Margrave as an object lesson to those who thought to concede defeat, had the opposite effect. Defections, already a problem in the Loyalist force, increased five-fold over the weeks that followed and by Christmas the Allied forces were hard-pressed to deal with the number of deserters, forced to commit a substantial number of their Infantry to POW guard duty. This hindered their ability to attack the capital; attacking into an urban area without substantial Infantry support would incur horrendous armor and 'Mech casualties that Edwin May was unwilling to accept.

Instead, he took a gamble and on New Year's day 3067. He released many of the now-disarmed warriors, paroling them in western city of Badon. The remaining POWs—the hard-core of Loyalists captured on Mordred and in the early days of the siege of Caerleon—were kept under lock-and-key in a purpose-built complex near Tintagel. Releasing the bulk of the POWs freed up sufficient numbers of Allied troops that by the end of January, General May was ready to bring the war on Cavanaugh II to a close.

On 3 February, the assault companies of the Forty-second Avalon Hussars tore a massive breach the lines of the Bolan Jaegers, their heavy and assault-class 'Mechs quickly overwhelming the defenders. Into the breach poured the RCT's carefully hoarded battle armor, a battalion-sized formation, containing both 'Mechs and tanks alike, that swarmed across the earthworks inflicting grievous damage and prompting many of the defenders to throw down their arms. In less than thirty minutes, the Jaegers were reduced to huddling masses, with only a handful of 'Mechs lead by Kommandant Herbert Lang troubling the Allied force. These pockets of resistance were quickly isolated and reduced.

The Hussars didn't wait for the reduction of the Jaeger position before continuing their offensive, armor and infantry moving into the southern districts of Caerleon. They expected bitter street-to-street fighting, but what they found was a dejected and weary population who just wanted the fight to be over. There were scattered clashes with patrols from the Seventh Regulars but these were half-hearted and the Regulars quickly abandoned the city. Indeed, in the early hours of 5 February the Seventh mutinied against Margrave Steiner's orders to "fight to the last man," requesting surrender terms from the Hussars. Though anticlimactic after the months of fighting, the battle for Cavanaugh II was over.

Members of the Hussars and the Tenth Regulars fought their way into the Cavanaugh command bunker two days later, over-

coming the Margrave's bodyguard and a succession of automated defenses to reach the heart of the complex. To their chagrin, they found that Richard Steiner had fled, escaping to a waiting DropShip and boosting to the jump point before he could be intercepted. General May suspected that he was fleeing to Tharkad, though he never arrived there. Richard Steiner's current whereabouts are unknown.

DALKEITH

The fall of the Fourth Deneb Light Cavalry doomed the Davion Guard on Dalkeith, who could not hope to prevail without a stroke of immense luck or the arrival of Allied reinforcements. With attention and resources focused on the battle for Tharkad, there was little hope of help rescuing them, no chance of the cavalry arriving "just in the nick of time". The Fourth knew their fate, but like many members of the Brigade of Guards before them, did not give up. They would not break or surrender, but would sell themselves dearly, extracting the highest price possible from the Loyalist force.

General James Ito was only too happy to bring the battle for Dalkeith to a close; the elimination of the Fourth Guard would complete the task he had been ordered to carry out at the Civil War's commencement. His plan was unsubtle, but given his numerical advantage it didn't need to be. The Loyalists would stage a three-pronged assault on Newhaven, the simultaneous probes pushing the Allied defense to breaking point and hopefully beyond.

Marshal Orsina observed the Loyalist troops moving into position and divined their intention, but there was little she could do in the confines of Newhaven. Only two options remained: stand and fight and be annihilated, or break out and stage a guerilla war against the Loyalists. She chose the latter, but knew her timing would have to be perfect if there was to be any chance of extricating the Fourth Guards.

The Loyalist assault commenced shortly before dawn on 27 September 3066, a sustained artillery barrage pounding the already ruined city to soften up the defenders and pin them in place while the attackers moved into position. The Fifth Alliance Guard approached the city from the South West, the 26th Lyran Guard from the north, and the Third Royal from the east. Marshal Orsina had little love for James Ito and the Fifth Alliance Guard but she respected their abilities and knew that though battered, the unit remained formidable. The same could not be said for the Third Royal who, despite a fearsome reputation, had underperformed in the campaign and who, the Marshal's intelligence staff told her, had yet to recover from the grave losses sustained in the fifth wave.

Kathy Parks knew that her command was the weakest link in the Loyalist taskforce and expected the assault on Newhaven to be bloody. What she didn't expect was to see the Fourth Davion bursting out of their defensive positions and assaulting her troops as they readied themselves to assault the city. The Royal Guard unit, already under immense strain, collapsed under the surprise

assault. By seven AM, little remained that could be recognized as the Third Royals, though the Fourth Davion Guard's victory was Pyrrhic; nevertheless, the assault cleared their path from Newhaven. It cost the Fourth both of the surviving armor battalions, while scarcely a battalion of infantry remained in the field. The entirety of the Fourth came to less than a combat command.

Furthermore, though their path appeared open, clearing it had taken time. Before the Davion Guard could complete their escape, the Fifth Alliance and Twenty-sixth Lyran Guard fell on them from the rear. By the end of September, the Fourth Davion Guard had effectively ceased to exist. Some elements did escape and staged a series of hit-and-run attacks against the Loyalists in October and November. By New Year, there was no doubt as to the Loyalist control of Dalkeith though its value in the Civil War had long since evaporated.

THARKAD

While Prince Victor chose New Avalon as his principal target, Tharkad and its regent, Nondi Steiner, would have to be neutralized to bring a true end to the Civil War. Archduke Morgan Kell handled the planning and execution of this operation, undertaking a gambit that sought to resolve the situation peacefully while preparing to fight if needed.

The assault on Tharkad began on 18 August 3066, though it was, initially, a peaceful invasion. Accompanied by a detachment of the Twentieth Arcturan Guards, Peter took up residence at Resaurius Keep where he received his great aunt, the Lyran Regent. Nondi bluntly refused to endorse his claim to the Archonship, leaving only one avenue of advance. On 24 August, forces of the Kell Hounds, Wolf Clan in Exile, Blue Star Irregulars and Twentieth Arcturan Guard arrived in-system and, together with a WarShip escort, moved to assault the planet.

The first battle took place in deep space as the Lyran WarShips sought to interdict the in-bound fleet. The invaders' WarShips, lead by the Phelan Kell's McKenna-class *Werewolf*, beat off the Lyran vessels, but not without cost; the Blue Star Irregulars' *Fredasa*-class *Kerensky's Blues* sustained grievous damage, and several troop carrying DropShips of the Arcturan Guard fell to the LCS *Yggdrasil* before the *Mjolnir*-class vessel was crippled by Wolf WarShips. The Wolves subsequently dispatched a prize crew to the *Yggdrasil*, adrift after its mauling, which was subsequently refitted and joined the Touman as the *Winter Wolf*.

On-planet, two Royal Guard regiments waited for the invaders, supported by ComStar's Sixty-Sixth Division under Dag Kesselring, which had sworn to defend the Lyran capital against "outside forces." Nonetheless, the landings on August 26 were relatively unopposed, with aerospace squadrons harrying the bridgeheads but no ground assault on the newly arrived forces. The invaders—the First Kell Hounds, both Blue Star Irregulars regiments, the Twentieth Arcturan Guards and the Wolf Clan's Fourth Wolf Guards, each representing disparate elements of the Lyran nation—were able to fortify their positions and deflect the few probing attacks made by the defenders.

On paper, Peter's pan-Lyrn coalition had an edge in military might but their landing zones, far from the well-defended Tharkad City, did not allow them to exploit this advantage. Indeed, before the first major battle of the campaign, Nondi Steiner was able to reinforce her position with the Eleventh Arcturan Guard and the Alarion Jaegers, newly arrived from their aborted invasion of Skye.

The first major clash took place on October 4 at Lake Malaren, when elements of the Kell Hounds threw back a probe by the Twentieth Arcturan. More significant was the clash that took place on October 13, when the Wolf Guards Cluster was hard pressed by the Second Royal Guards RCT in the Methow Valley. In the open, the Clan force could easily have fallen prey to the more numerous Royal Guard but Khan Kell lead his troops into the Stahlwurzel Forest, engaging the Lyrn defenders in bloody close-quarters combat. For the next week, the Wolves imitated their namesakes and savaged the Guards RCT, and on 21 October, the Lyrn unit disengaged, pulling back to Tharkad City to repair and rearm.

Meanwhile, the Kell Hounds regiment waged a protracted campaign against the Alarion Jaegers, who despite the inspired leadership of Colonel Julie Hoffman were no match for the experienced mercenaries. Hoffman wisely chose to fight a mobile campaign, launching a quick assault but then fading away, avoiding major losses. Unfortunately, the Jaegers' luck ran out on 12 January when Kell Hound DropShips cut off their retreat. Colonel Hoffman fell to the mercenary assault, and without her leadership, the unit quickly fell apart. The Jaegers lost 92 percent of their armor and almost seventy percent of their infantry. Only two lances of 'Mechs survived the encounter, and though posing little real threat, continued to harass Peter's forces until the end of the campaign.

Things went less well for the Twenty-first Rim Worlds Regiment of the Blue Star Irregulars, whose command battalion was overrun by the Eleventh Arcturan Guard, throwing the mercenary regiment into chaos and allowing the Arcturan RCT to maul the survivors. Though a battalion of the Blue Stars survived, the unit was rendered combat-ineffective. Fortunately, relief arrived in the form of the Fourth Skye Rangers who, after the abortive Skye secession, joined Peter's coalition as representatives of that troubled province. The Thirty-ninth Avalon Hussars under the command of Major General Bella Bragg also pledged their support to Peter, but because of their Davion heritage were held off world so as to prevent political complications.

Nondi Steiner's forces also received reinforcements in the form of the Twenty-Fourth Lyrn Guards RCT from Donegal. The Slashers, as the Twenty-Fourth were known, became the Nondi Steiner's principal mobile force as the Eleventh Arcturan Guard withdrew toward Tharkad City, joining the entrenched defenders. Meanwhile, the invaders gathered their strength at the Nagelring, barely 100 kilometers away from the capital. There Peter's forces waited, daring his grandaunt to dislodge him from the Alliance's

premier martial academy. The two forces skirmished for over a month, the braided streams of the Wash that separated Tharkad City and the Nagelring churned up by the passage of 'Mechs and armor. However, the raiding and sniping gave neither side a substantial advantage and both commanders knew a head-on clash was inevitable.

It came on March 23, when Nondi Steiner personally lead the bulk of her forces against her nephew's alliance. The First Royal Guards formed the center of the offensive line, flanked by the Twenty-Fourth Lyrn Guard and the Eleventh Arcturan. ComStar's Sixty-Sixth Division formed General Steiner's reserves but soon took a more active role in the battle as Peter's Fourth Skye Rangers lured the Eleventh Arcturan out of position and into a fruitless pursuit across the Wash. Peter Steiner-Davion assumed personal command over his forces and, for the first time in the campaign, took the field in his *Fafnir*. The Kell Hounds soon found themselves held in a vice between the First Royal Guards and the Twenty-Fourth Lyrn, while the Twentieth Arcturan Guard were hard pressed by the Sixty-Sixth ComGuard and detachments from the Royal Guard. Both forces ground away at each other, but Peter hit on a strategy to free up his units and to turn the battle in his favor.

He ordered the Kell Hounds to focus their efforts on the Twenty-Fourth Lyrn Guard, hammering their flank and prompting the Guard to backpedal. This prompted the Royal Guard to turn their full force on the Kell Hounds, though Nondi Steiner's attempts to break the mercenaries were stopped short by the Wolf Guard. With the Royal Guard focusing on the Kell Hounds, Peter's Arcturan Guard were free to batter the ComGuard division with both aggression and superior numbers. Surprisingly, the ComGuard unit held—but only briefly as Allied aerospace forces focused their attention on the ComGuard.

The ComStar unit shattered, its disparate units quickly overrun, and Peter immediately swung his forces into the flank of the First Royal Guard. The sudden assault sundered the unit, one half fighting its way free and the other being quickly reduced by the Allied forces. Nondi Steiner had ordered General Riskind of the Twenty-Fourth Lyrn Guard to charge the Allied position "and damn the losses"—a surprising and desperate order given that her granddaughter, Sabine, was a member of the Slashers. Riskind realized the futility of such a gesture and, after a brief attempt to extricate his command, requested terms for surrender.

With the Loyalist forces denuded by the battle at the Wash, Peter drove on Tharkad City, the first battles taking place there on March 27. The Wolf Guard received what was expected to be the hardest battle of the assault, the seizure of Mount Wotan and the Asgard command post, but the complex's defenses were surprisingly light and the Clansmen had little problem achieving their objectives. Peter's own drive on the government complex of the Triad went less well, with his aunt ordering the defending First Royal Guards to hold at all costs. The Twentieth Arcturan suffered horrendous losses,

amounting to almost a third of its combat strength, before their opponents collapsed. Indeed, the losses might have been much worse had the Blue Star Irregulars not moved to support the Arcturans. Nondi, who had led the First Royal personally, cut her way through the encircling allies and fled to Tharkad City itself, hoping to make her last stand there with the Second Royal Guards and the Eleventh Arcturan Hussars. To her chagrin, the Eleventh refused her orders and surrendered to its sister regiment. The Second Royal could not hope to prevail against the entire Allied force but many refused to surrender. The result was several days of bitter street fighting that culminated on 2 April with the death of Nondi Steiner in personal combat against her nephew. Sporadic fighting continued for several more days, but on 5 April the last resistance ended. Tharkad was in Allied hands and the war in the Alliance was at an end.

FREE SKYE REVOLT

The release of Duke Robert on 2 October 3066 was the high point of the Free Skye rebellion, though it also made the Duke beholden to Morgan Kell and, via the Archduke, Peter Steiner-Davion. With the military campaign on Hesperus deadlocked, Skye had little hope of winning its independence and with the civil war winding down—and an increasing likelihood of a large-scale counteroffensive—Duke Robert ameliorated his position, changing his call for “independence” to one for “greater autonomy.” Free Skye had once again failed in its objective to form an independent state but the movement was both stronger and more influential than it had ever been in its history. With the end of the Civil War, there would be a new political balance in the Alliance, one in which the Archon would have to weigh the power of Tharkad against that of the regional capitals. Duke Kelswa knew that by biding their time, Free Skye could yet prevail.

Hesperus

Maria Esteban inherited a situation on Hesperus that was, in her own words, probably un-winnable. She would not, however, abandon the world without making a valiant effort to complete her mission. Her concentrated forces had a numeric advantage over the Fifteenth Lyran Guard, but the Loyalist unit had the benefit of the Defiance complex and its technicians, their 'Mechs and tanks fully armed and in tip-top condition. The only problem for Gina Ciampa's troops was the shortage of fresh food—Free Skye still controlled the Melrose Valley, the planetary “breadbasket”—though the Defiance complex was well stocked with preserved food, the stockpiles established early in the Succession Wars to handle the eventuality of a protracted siege. The defenders could hold out for years, placing the onus of winning the battle squarely on the shoulders of Esteban's troops.

Ordering her only battle armor platoon to infiltrate the Defiance complex on 14 October, the Free Skye general readied her troops for a daring, last ditch attempt to seize the factory complex. Though spotted twice during their operation, the Free Skye armored infantry was able to neutralize their discoverers before the alarm was sounded. Their surprise assault on the mountain's command complex was swift and deadly, eliminating the guards and capturing the DSPF commander, Major James Goree.

Without their command center to coordinate their efforts, and with many weapons platforms disabled remotely by the saboteurs, the Defiance Self-Protection Force was ill-equipped to coordinate with the LAAF troops and unprepared to meet the Free Skye assault. Esteban's main force drove directly for the factory complex's main gates, following much the same plan as in 3065, only this time with no Grey Death to block their path. At an extremely high cost, the Skye troops were able to breach the factory's defenses once more and surged into the complex, seeking to overrun the defenders. Unfortunately, for Esteban's troops, DSPF troopers—includ-

THOSE WHO WOULD BE ARCHON

Peter Steiner-Davion's as-yet un-ratified assumption of the Archonship, while ending the war in the Alliance, has not been universally accepted. Unlike his grandmother's coup d'état against Archon Allesandro, he is not deposing a widely unpopular leader. Though Prince Victor has renounced his claim to the throne and proposed his younger brother for the role, not everyone accepts that a Steiner-Davion should take up the Archonship, with some calling for the installation of a “pure-blood” Steiner rather than one whose blood is mingled with that of the Federated Suns.

The children of general Nondi Steiner—the cousins of Prince Victor and Peter—are the most mentioned names, their parents being wholly Lyran and their heritage invested in the Alliance. Sixty-six year-old General Ivan Steiner is the leading candidate, commander of the Lyran Guard and spouse of Jacqueline Brewer of Defiance industries. Lisa Steiner, the 67-year old head of the LAAF Quartermaster Corps, is another frontrunner though neither Ivan nor Lisa showed much interest in politics prior to the Civil War. Their ambitious younger sibling, Richard, was the only one who did, but his disastrous leadership in Skye and his flight from Cavanaugh has destroyed his power base. Indeed, his present location is unknown. It remains to be seen whether Nondi's grandchildren (Sabine and Lucien for Lisa, Luther Steiner-Brewer for Ivan and Marcus for Richard), all of whom are in their twenties and thirties, with their own children in most cases, have any interest in challenging their cousin's rule.

Another oft-mentioned candidate is Caesar Steiner, the son of the famed Iris Steiner, who served as liaison officer between the SLDF and LAAF until the Civil War, then took a direct hand in the campaigns on Giasaur and Hesperus. A career soldier, Caesar is politically astute, having matured greatly since his time in command of the Second Donegal Guards. Caesar appears loyal to Peter (his son, Reinhardt, was a close ally of Prince Victor in the civil war and his other son, Karl, is a lecturer at the Nagelring) and his mix of military and political acumen has earned him Nondi Steiner's old role of General of the Armies.

Less favorable to the Archon pro-tem and his court is Roman Steiner, his daughter Sarah, and her daughter Amanda. The death of

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a second daughter, Tabitha, with the First Davion Guard on New Avalon has colored this branch of the Steiner clan's relationship with their Steiner-Davion cousins. Though Katherine was responsible for the atrocity, Roman blames Victor, Yvonne and Katherine equally for the situation on New Avalon and his granddaughter's 'murder'. The near-death of his five-year old great-grandchildren (Claire and Klaus) during the battle for Tharkad has spread this enmity to Peter Steiner-Davion who Roman accuses of being reckless and inconsiderate of the capital's citizens when he launched his bid for power. Roman is too far removed to be considered for the Archonship but has nonetheless placed himself at the center of Steiner opposition to Peter's accession.

Though more closely related to the ruling family than many of the other candidates, the ties of Robert Kelswa-Steiner, Duke-in-Exile of Tamar and Duke-Consort of Skye, to the Free Skye movement has effectively destroyed his chances of claiming the Archonship. He has, however, exploited the Alliance's political instability to rebuild his own position after his imprisonment during the Civil War, and to consolidate Free Skye's position after their abortive rebellion. Robert is without doubt Peter's greatest opponent in the post-war era, rivaled only by Roman's family.

The last but by no means least of the candidates is Adam Steiner. Though only distantly related to the Steiner-Davions (Adam and Sarah Steiner have common great-grandparents), Adam has shot to fame with his performance in the Clan Invasion and more recently his leadership and planning of the operation to stem the Jade Falcon incursion of 3064-65. Though far from being a friend of Prince Victor, Adam has sworn himself to supporting Peter—for now at least, as the new Margrave of Melissia Theatre, Adam is in frequent contact with Caesar Steiner and is already being tipped as a potential successor for the General of the Armies.

tions on Hesperus, his dreams of independence were at an end and the young Duke began plotting to exploit the new political landscape that was forming in the Alliance.

ing some of the surviving Grey Death battle armor troops—counterattacked the Skye armored infantry and regained control of the command complex.

James Goree was slain in the exchange but his exec, Captain Alena Derlan took charge and rallied the corporate troops. With the factory's defenses turned against them once more, and facing counterattacks both within the complex from the DSPF and without by the Fifteenth Lyran Guard, the Free Skye task force was forced to withdraw or risk being sundered into two distinct groups and crushed in detail.

The surprise redeployment of the Thirty-sixth Lyran Guard, who had been at Maldon for much of the campaign, turned a difficult situation for Free Skye into a grave one. The insertion of the Guards' 'Mech regiment by a HALO drop caught the rebel forces unawares and in a brutal six-day battle, the Thirty-sixth avenged its disgrace for losing control of the Maldon mining complex by pushing the Skye Rangers out of the Melrose Valley. Already gravely weakened by the campaign, the Seventeenth shattered under the pressure, its scattered units easy targets for the Air Surfer's armor and infantry forces that had arrived in the valley by more conventional means. A futile counterattack by the impetuous Fourteenth Lyran Guard failed to dislodge Peter Zambos' RCT and wasted precious Free Skye resources. Facing a relatively fresh, strong unit, Esteban considered the unthinkable, a retreat from Hesperus. However, circumstances conspired against her once more and she never had the chance to enact the order.

Though badly bloodied on Glauser, the arrival of the Second Donegal Guard under the leadership of General Caesar Steiner killed Free Skye's hopes, and very nearly killed generals Esteban and Parks. The RCT's sudden and unexpected appearance on 19 January—the Free Skye WarShips had withdrawn to Skye almost a year earlier and no orbital assets remained to interdict or warn of the unit's approach—threw the rebels into disarray. The Donegal unit's lightning assault crushed the command center of the Fourteenth Lyran Guard and their follow up strikes destroyed what little remained of the Thirty-second Lyran Guard. Outnumbered three to one and with her DropShips captured by the newly arrived troops, Maria Esteban had run out of options. On 23 January, she surrendered to General Caesar Steiner. Free Skye's hopes of seizing Hesperus, and with it winging their independence, were at an end.

OTHER ACTIONS

As the Allied troops prosecuted the war on Tharkad, fighting died out throughout most of the Alliance. The notable exceptions—other than the meat-grinders of Cavanaugh II, Dalkeith and Hesperus—were worlds targeted by troops under the command of Morgan Kell whose task was to pin Loyalist units in place and prevent their redeployment to support the capital. The best example of this was the assault on Donegal by the Twenty-fifth Arcturan Guard, who successfully contained the Donegal Jaegers. Similar strikes took place against Bolan and Cumbres. On Donegal, however, the Arcturan Guard seized control of the Garvinny Prison and liberated many political detainees. Among them was Duke Robert Kelswa-Steiner, whom Marshal Rudolph Geiger was very leery of releasing, though after consulting with Peter Steiner-Davion, the general allowed the figurehead of the Free Skye movement to go free on 2 December 3066. Duke Robert withdrew to Skye where he had a touching reunion with his young wife before assuming direct control over operations in the province. However, with the failure of opera-

POSTSCRIPT

"The War is over—the rebels are our countrymen again."

— General Ulysses Simpson Grant, 9 April 1865, upon stopping his men from cheering after Lee's surrender at Appamattox

"This war shall be indelibly etched into the memories and existences of the people of the Lyran Alliance and the Federated Suns. We shall mourn and we will never forget those who fell, but let us not remember this war for the horrors that it visited upon us. Instead, let us rejoice in the freedoms that it has taught us all to hold dear."

— Archon Peter Steiner-Davion, 30 April 3067, in a broadcast to the people of the Lyran Alliance

The war is over.

That is not exactly true. The battles for New Avalon and Tharkad put an official end to the war with the removal of Katherine Steiner-Davion and her advisors from power in both the Federated Suns and the Lyran Alliance, but even today there are reports of fighting still continuing on worlds across those two nations. Worse, the attitudes and feelings that fueled the fires of the Civil War in the first place are far from being put behind us.

But the war itself is over.

Some have said that the actions of Katherine Steiner-Davion were nothing but an excuse for the Civil War, that God or Time or Fate had decided long ago that this war would happen. Others simply point to the fact that the political and military alliance of two such powerful nations could only end in war.

No matter. The Federated-Commonwealth Alliance is no more. With its dissolution came a catharsis, a time of healing; one that we are merely in the first days of. We can only hope that in the coming months and years we can all put behind the bitterness and hatred that controlled us during the war and work together to build a future for the coming generations.

The war is over. This is the story of the aftermath.

REVELATIONS

The war has been officially over for some six months now final reports are still trickling in from all over the nations of the former Federated Commonwealth. Indeed, it will likely be years, if not decades, before the final costs of the war are fully calculated. We know that at the very least tens of millions have perished in fighting that took place, while the cost in damages has already reached well into the tens of trillions, and that is not even counting the destruction of six WarShips and the disappearance of two more. Worse, the cost in lost productivity, lost manufacturing capacity and lost interstellar trade has already crippled the economies of both nations. Rebuilding that alone will take decades.

We also know that the Civil war touched hundreds of worlds. Even conservative estimates indicate that fighting of some sort broke out on eighty percent of the worlds within the former Federated Commonwealth. While this work covered only the battles fought on the few that were strategically important military or economic targets, many more hundreds of worlds suffered just as deeply. Unfortunately, it is these worlds that count most to the citizens of the Lyran Alliance

and the Federated Suns, and also the worlds where some of the worst fighting in the entire war occurred—because it was there that Archon Katherine's agents committed the worst crimes against "her" people.

Of course, the militaries of the Federated Suns and Lyran Alliance were gutted by the war. More than three-quarters of the regular armies of both nations were involved in the war in some way, with all but a few surviving the war having sustained any more than minor casualties. Two whole generations of soldiers sacrificed themselves in this war. Those that survived are forever scarred by the horrors they saw.

Most significant, at least to the accountants and procurement officers, was the loss of so many WarShips during the war. Six ships, each costing more than the gross domestic product of most worlds within the Inner Sphere, were destroyed in the various battles, including three of the Federated Suns' flagship *Avalons* destroyed, while another four are listed missing in action, presumed AWOL.

But the armies of the former Federated Commonwealth have lost far more than their manpower, more than mere BattleMechs and tanks and fighters and ships. The war cost both the AFFS and the LAAF their senior leadership. By the end of the war, more than two-thirds of the officers assigned to the two militaries' high commands had resigned or been arrested, while almost a third of the general officers in both militaries had either died in battle or had been arrested for their part in the commission of warcrimes.

Even the highest levels of leadership were not immune to these losses; both General of the Armies Nondi Steiner and Field Marshal Ardan Sortek were killed in the final battles for Tharkad and New Avalon, respectively. General Sharon Bryan, one of the longest-serving officers in the LAAF and Margrave of the Melissia Theater, likewise died in battle, though in her case defending the Lyran Alliance against Clan Jade Falcon's invasion. Field Marshal Duke James Sandoval died on Robinson on 4 March 3066, shortly after his son relieved him of command of the Draconis March. Field Marshal Simon Gallagher committed suicide as the Allies were pushing into Avalon City rather than stand up for his role in the war.

Other senior officers fled rather than face up to their roles in the war. General Richard Steiner did just that after his troops lost Cavanaugh II and has not been seen since. Dozens of others tried to flee as well, though with space on transport ships going for a premium, few have managed to

flee any further than the worlds they had been stationed on when the war ended.

And then there are the losses that both nations suffered at the hands of their neighbors. The Alliance lost ten worlds to Khan Marthe Pryde and her Clan Jade Falcon (though under the leadership of General Adam Steiner, the LAAF did manage to take five Falcon worlds back into the Lyran fold). In this respect, the Federated Suns came out better, having lost only two worlds to the Draconis Combine and a single world to the Capellan Confederation. At the same time, Field Marshal Duke George Hasek brought four Chaos March worlds back into the Federated Suns, though none of those four worlds could ever make up for the loss of Tikonov to the Confederation.

The Civil War was a disaster like none other in the history of either realm. The nuclear firestorms of the first two Succession Wars may have killed more citizens and soldiers, but even those wars could not stand in comparison to this in the sheer damage done to the two nations.

GENESIS

The people of the Federated Suns and the Lyran Alliance never can or will forget the pain of the Civil War. The time for mourning is now over, though. April of 3067 brought with it peace in the former Federated Commonwealth, with the battle for Tharkad ending on 2 April, with Peter Steiner-Davion's victory on the world over General of the Armies Nondi Steiner, and the struggle for New Avalon finally concluding on 20 April, with Archon Katherine's surrender to Victor Steiner-Davion.

Instead, it is time for new beginnings. The war permanently tore the Federated Commonwealth asunder. Even Archon Katherine recognized that fact when she came to power on New Avalon, choosing to keep her realms as independent entities rather than try to force an alliance upon them again.

Indeed, it is time for truly new beginnings. Victor Steiner-Davion did not prosecute this war to win the thrones of his birthright back for himself. Once he took custody of his sister Katherine and banished her to servitude within the Clan Wolf Occupation Zone as punishment for her crimes, he renounced all claim to the thrones on either New Avalon or Tharkad—in complete contravention to what many believed he would do. His brother Peter took up the mantle of leadership as Archon of the Lyran Alliance, while Duchess Yvonne Steiner-Davion again assumed the throne on New Avalon (though technically only as Regent).

Archon Peter had few candidates available to him to choose as his Commander Pro-Tem of the LAAF. Grand Duke Kell was not only ineligible due to his status as a mercenary, but he also felt that he could not take on the weight of rebuilding the Lyran Alliance Armed Forces. Instead, Archon Peter assigned Kell as Margrave of the newly-redesignated Arc-Royal Theater, promoting his cousin General Caesar Steiner to the command of the LAAF.

On New Avalon, Yvonne Steiner-Davion made a number of wide-sweeping changes of her own. Recognizing the death of

the Federated Commonwealth, she officially changed the name of her nation back to the Federated Suns. Though she had quite a few senior generals who had fought long and hard for the freedom of the Suns, nearly everyone agreed that only Jackson Davion had the skills and presence needed to rebuild the Armed Forces of the Federated Suns. Though he had served as Archon Katherine's Marshal of the Armies, he had never compromised his principles and he still held the respect of almost every commander within the AFFS.

With the assistance of these senior officers, as well as that of others like Duke Hasek, the two siblings have begun to direct the reconstruction and reconciliation efforts. Excepting for those indicted for war crimes and other serious offenses, the two leaders have declared a general amnesty for anyone who fought in the Civil War and ordered the release of all POWs. Further, in an effort to rebuild national pride and instill a modicum of esprit de corps back within the AFFS and the LAAF, they have agreed to reassign major military units back to their original nations. As a part of this, once each nation's JumpShip fleets are returned to normal service, they will be providing transport for any Lyran or Suns officer or soldier to return to their homeworld.

Of course, the leaders of these two nations are focusing all of their energies on the reconstruction efforts—both within their cities and their militaries. The Lyran Alliance and the Federated Suns still have powerful and aggressive neighbors. So while much of the resources of the two nations are being directed toward rebuilding the cities, a significant portion is also being put into rebuilding their militaries.

For the short term, dozens of RCTs and other major units have been inactivated, with the survivors assigned to other units to bring them up to operational strength. The two nations' military industries are working overtime to build replacement equipment while supply caches throughout the two realms have already been raided for what materiel they still contained. While this is going on, the two Steiner-Davions have already announced that some key units, like the Lyran First and Second Royal Guards and the Davion Heavy Guards and First Guards, will be reconstituted within the year, giving the citizens and soldiers of both realms something to rally behind.

Of course, it will be decades before the two militaries are back up to full strength. Not only will production take quite some time, but the military academies are just now opening back up to full classes. It will be at least two years before the next generation of military cadets begin to enter the services.

It will take quite some time before the Federated Suns and the Lyran Alliance are able to reclaim their former glory. But the mere act of reconstruction will bring their citizens together like nothing else could. Already the resignation and defeat of war is being replaced with hope and pride.

The war is over. Life continues on, for it must. We simply have no other choice.

CIVIL WAR DEPLOYMENT TABLES

The following table list the movements that each unit involved in the Federated Commonwealth Civil War made, where they fought and what its status was at the end of the battle. Some units have multiple world names per wave; if these names are placed on a different line or are separated by a slash ("/"), that indicates the unit traveled to all of those worlds within that wave. Some units deployed sub-commands to various worlds which are indicated as follows: (x Btn) is that many battalions, (x Rgt) is that many regiments, (x CC) is that many combat commands and (x Bde) is that many brigades.

Battle damage is indicated in [brackets]. [L] is light damage and indicates losses up to ten percent of the unit's combat strength. [M] is moderate losses, up to twenty-five percent combat strength; [H] is heavy casualties, up to fifty percent combat strength; [S] is serious casualties, up to sixty percent combat strength; [D] means the unit has effectively lost its ability to function as a combat unit, having sustained damage taking it down to less than forty percent combat strength. Units that were destroyed in battle were commonly absorbed into the ranks of another unit or combined with the remnants of others to form a new sub-command (combat command to brigade strength or better).

Other indicators on this table are <W> which means the unit eliminated opposition on the world, <S> which means the unit surrendered to its opposition, <R> which means the unit retreated from the world and <M> indicates the unit made a strategic move to that world.

World names listed in normal font are those within the Federated Suns; worlds in *italic* are within the Lyran Alliance; those in **bold** are within the Draconis Combine.

CIVIL WAR AND DCMS INCURSION TABLE

Unit Name	Affiliation	Starting World	Flashpoint 12/62 - 2/63	Wave One 3/63 - 8/63	Wave Two 9/63 - 2/64	Wave Three 3/64 - 10/64	Wave Four 11/64 - 5/65	Wave Five 6/65 - 1/66	Wave Six 2/66 - 8/66	Wave Seven 9/66 - 8/67
Armed Forces of the Federated Suns										
Unaffiliated Units										
1st Aragon Borderers	Vic	New Aragon	New Aragon [H]	New Aragon [D]						
1st Argyle Lancers	Vic	Crimond		Crimond [D]						
1st Capellan Dragons	Neu	Verlo	Kathil [H]	Kathil [H]	Kathil [S]	Kathil [D]				
1st Fed. Strike Armored Cav.	Vic	Zillang		Verloas <W> Sirdar [L] <W>	Atlas <M> Novaya Zemlya <M>		Kathil [L]	Kathil [M] <W>		
1st Kittery Borderers	Neu	Kittery			Alcyone <M>					
1st Kestrel Grenadiers	Vic	Zurich	Nanking [M]	Nanking [M] <W>						
Avalon Hussars										
11th Avalon Hussars RCT	Kat	Brockway	Brockway [L]	Brockway [M] <R>	Ridgebrook			New Syrtis [M]	New Syrtis [S] <S>	New Avalon
17th Avalon Hussars RCT	Neu	An Ting [L] <W>		Matsulda [M]	Matsulda [L] <W>	Matsulda [M] <R> An Ting [M]	An Ting [M] <R> Cassias [L]	Cassias [L]	Cassias [H] <W>	(1 Bde) [D] Marette [L]
20th Avalon Hussars RCT	Vic	Alcyone	Alcyone [L]	Alcyone [L] <W>	Sirdar <M> / Tingeta <M>	Talon <M>	Talon [L]	Marette [M]	Marette [M]	New Avalon [D]
22nd Avalon Hussars RCT	Kat	Bromhead	Bromhead [L]		Newtown Sq. [M] <W>	Coventry [L]		Talon [L]	Talon [S]	Tharkad <S>
39th Avalon Hussars RCT	Vic	Newtown Square	Newtown Sq. [L] <W>		Hood <S> / Winter <M> New Capetown <M>	Alcyon <M>				
41st Avalon Hussars	Vic	Benet III [D]								
42nd Avalon Hussars RCT	Neu	Poulsbo						Timbiqui [M]	Cavanaugh II [L]	Cavanaugh II [M] <W>
Ceti Hussars										
1st Ceti Hussars RCT	Vic	Pajarito			Tancredi <W> Bryceland [L]	Bryceland [L] <W> Kesal IV (1 Bde) <M>	Kesal IV [L]	Kesal IV [M]	Kesal IV [S] <R> Bryceland <M>	New Avalon [H] <W>
2nd Ceti Hussars RCT	Neu	Frazier					Sirdar <M>	Taygeta <M>		
3rd Ceti Hussars RCT	Neu	Manapira								
Chisholm's Raiders										
1st Chisholm's Raiders RCT	Kat	Breed	Marduk [L] <W>			Marduk [H] <R> Breed <M> Kathil [M]	Breed [M]	Breed [M] <R>	New Valencia [M] <R>	New Avalon [D]
2nd Chisholm's Raiders RCT	Kat	Verlo			Atlas <S>		Kathil [M]	Kathil [D]		
Crucis Lancers										
1st Crucis Lancers RCT	Vic	Bastrop		Kilbourne [L] <W>	Woodbine [L] <W>	Tsamma [M]	Tsamma [L]	Tsamma [M]	Tsamma [L] <W> Meinrad <M> / Galax <M>	New Avalon [D]
2nd Crucis Lancers RCT	Vic	Timbiqui		Cavanaugh II <M>	Bolan [M] <R> Halfway <M>					
3rd Crucis Lancers RCT	Vic	Cassias					Tsamma [L]	Tsamma [M]	Tsamma [L] <W> Meinrad <M> / Galax <M>	Marette [L] <W> New Avalon <W>
4th Crucis Lancers RCT	Neu	Glausar				Glausar [L]	Glausar [M]	Glausar [S] <W>		
5th Crucis Lancers RCT	Vic	Demeter	Demeter [L] <W> Algol	Algol [M]	Algol [M] <W>		Murietta [L]	Marette [M]	Marette [L]	Marette [L] <W> New Avalon <W>
6th Crucis Lancers RCT	Neu	Larghorne			Virtue [M] <W>	Alcyon <M> York [M] <R> / Halfway <S> Coventry (1 Bde) <M>	Tikonov [M]	Tikonov [M]	Tikonov [L] <W>	New Avalon [H] <W>
7th Crucis Lancers	Neu	Winter		Inarcs <S>	Inarcs [L] <W>		Coventry (1 Bde) [L] <W>	Inarcs (1 Bde) [H] <S>		
8th Crucis Lancers RCT	Neu	Mara	Proserpina [L] <W>			Proserpina [L]	Proserpina [L]	Proserpina [M]	Proserpina [D]	
Devion Brigade of Guards										
Devion Assault Guards RCT	Vic	Tigress		Addicks [L] <W>	Tikonov [L]	Tikonov [M]	Tikonov [L] <R> / Addicks [L]	Addicks [L]	Addicks [M] <W>	New Avalon [D]
Devion Heavy Guards RCT	Vic	Galax								New Avalon [D]
Devion Light Guards RCT	Neu	Mendham		Sirdar [L] <W>	New Syrtis <M>			New Syrtis [M]	New Syrtis [M] <W>	New Avalon [D]
1st Devion Guards RCT	Vic	New Avalon		New Avalon [S]	Sirdar [M] <W>	Hadnall <M>	Novaya Zemlya <M>		Galax <M>	New Avalon [H] <W>
2nd Devion Guards RCT	Vic	Bromhead	Bromhead [L] <R> Mendham <M>				Salem [L] <W>			
3rd Devion Guards RCT	Vic	Kesal IV			Bryceland [L]	Bryceland [M] <W>	Cassias [M]	Cassias [M]	Cassias [S] <W>	Dalkeith [D]
4th Devion Guards RCT	Neu	Ft. Loudon	Ft. Loudon [L] <R>	Rasaigethi [L] <W>	Yed Posterior [L] <W>	Dalkeith [M]	Dalkeith [M]	Dalkeith [M]	Dalkeith [M]	
5th Devion Guards RCT	Vic	Alcyone	Alcyone [L]	Alcyone [M] <W> / Kathil [M]	Kathil [M]	Kathil [S]	Dalkeith [D]			
Deneb Light Cavalry										
4th Deneb Light Cav. RCT	Neu	Dalkeith			Dalkeith [L]	Dalkeith [M]	Dalkeith [M]	Dalkeith [S]	Dalkeith [D]	
8th Deneb Light Cav. RCT	Neu	Kikuyu	Kikuyu [S] <R>	Blue Hole <M>						
10th Deneb Light Cav. RCT	Kat	New Avalon		New Avalon [M]	New Avalon [M] <W>					New Avalon [D]

CIVIL WAR AND DCMS INCURSION TABLE

Unit Name	Affiliation	Starting World	Flashpoint	Wave One	Wave Two	Wave Three	Wave Four	Wave Five	Wave Six	Wave Seven
12th Deneb Light Cav.	Neu	Tybat	12/62 - 2/63 Al Na'ir [L]	3/63 - 8/63 Al Na'ir [M] <W>	9/63 - 2/64	3/64 - 10/64 Al Na'ir [L]	11/64 - 5/65 Al Na'ir [S] <R> Addicks [S] <W> Tikonov [S]	6/65 - 1/66 Addicks [D]	2/66 - 8/66	9/66 - 8/67
15th Deneb Light Cav. RCT	Kul	Demetor	Demeter [M] <R> / Algol <M>	Algol [M]	Algol [S] <R> / Tikonov [S]	Tikonov [S]		Tikonov [S]	Tikonov [S] <R> / Marietta [S]	Marietta [D]
Federated Commonwealth Corps										
1st FedCom RCT	Neu	Nanking	Nanking [M]	Nanking [H] <W>						
3rd FedCom RCT	Kat	New Aragon	New Aragon [H]	New Aragon [D]						
5th FedCom RCT	Kat	Chesterton			Axon [M]	Axon [H] <R>	Marietta [D]			
6th FedCom RCT	Kat	Addicks		Addicks [D]						
7th FedCom RCT	Vic	Splice		Alyone <M>	Talon <M>	Talon [L]	Talon [L]	Talon [L]	Talon [D]	
8th FedCom RCT	Kat	Kathil	Kathil [H]	Kathil [H]	Kathil [S]	Kathil [D]				
New Ivansen Chasseurs										
1st New Ivansen Chasseurs	Vic	New Ivansen								
2nd New Ivansen Chasseurs	Vic	New Ivansen								
Robinson Rangers										
1st Robinson Rangers	Neu	Robinson	Proserpina [M] <W>	Rigi Kentarus <M>	Ashio [M]	Ashio [M] <R>	Mallory's World <M>		New Valencia [L] <W>	New Avalon [S] <W>
2nd Robinson Rangers	Neu	Phocda			Erral <M>	Quentin [H] <R>	Mallory's World <M>			
3rd Robinson Rangers	Kul	New Avalon		New Avalon [H]	New Avalon [S] <W>					New Avalon [D]
Syrtia Fusiliers										
6th Syrtia Fusiliers RCT	Neu	Lee			Axon [L]	Axon [H] <W>		Woodstock <M> / Achernar [L] <W>	Small World [L] <W>	
8th Syrtia Fusiliers RCT	Neu	Novaya Zemlya		Kathil [L]	Kathil [M]	Kathil [M]	Ku'nil [H]	Kathil [H] <W>	New Syrtis [H]	New Syrtis [H] <W>
8th Syrtia Fusiliers RCT	Neu	Lothair		New Syrtis <M>						
Capellan March Militia										
Alyone CMM	Kat	Alyone	Alyone [M]	Alyone [D]						
Kathil CMM	Neu	Kathil	Kathil [H]	Kathil [D]						
New Syrtis CMM	Neu							New Syrtis [M]	New Syrtis [H] <W>	
Ridgebrook CMM	Kat	Ridgebrook						New Syrtis [H]	New Syrtis [D]	
Sindar CMM	Kat	Sindar		Sindar [D]						
Valeka CMM	Vic	Valeka			Demeter (1 Bld) <M>	Panpour [M]	Panpour [D]	Tikonov (10da) [M]	Tikonov (10da) [D]	
Warren CMM	Kat	Warren								
Achernar SMM	Kat	Achernar							Achernar [H] <R> / Small World [S]	
Nanking SMM	Kul	Nanking	Nanking [H]	Nanking [D]						
Crucia March Militia										
Anjin Muerto CMM	Kul	Anjin Muerto								
Islamabad CMM	Kat	Islamabad								
Kestrel CMM	Neu	Kestrel								
Malagrotta CMM	Kat	Malagrotta								
Marietta CMM	Kat	Marietta						Marietta [M]	Marietta [H]	Marietta [S] <S>
New Avalon CMM	Kat	New Avalon		New Avalon [M]	New Avalon [D]					
Romagon CMM	Kat	Nuhivak							New Avalon <M>	New Avalon [D]
Tsamma CMM	Kat	Tsamma				Tsamma [M]	Tsamma [D]			
Draconis March Militia										
Addicks DMM	Neu	Addicks		Addicks [D]						
Bremond DMM	Kat	Bremond		Mayetta [L] <W>	Bremond <M>	Tsamma [M]	Tsamma [D]			
Bryceland DMM	Kat	Bryceland			Bryceland [M]	Bryceland [H] <S>	Kesal IV (1 Bld) [D]			
Clovis DMM / Kentares DMM	Neu	Kentares IV	Kentares IV [S] <W>	Renamed Kentares DMM	Kentares [S] <W>		Kentares IV [H] <W>			
Dahar DMM	Kat	Dahar IV								
Kilbourne DMM	Kat	Kilbourne		Kilbourne [H] <S>						
Mayetta DMM	Vic	Mayetta		Mayetta [H] <R>	Woodbine [H] <W>	Tsamma [M]	Tsamma [H]	Tsamma [H]	Tsamma [S] <W>	New Avalon [D]
Milligan DMM	Kat	Milligan		Mayetta [H] <W>	Milligan <M>	Tsamma [M]	Tsamma [H]	Tsamma [D]	Tsamma [H] <S>	
1st Royal Cavaliers	Kat				Formed During Wave Two on Mayetta		Tsamma [M]	Tsamma [H]	Tsamma [H] <S>	
Raman DMM	Kat	Raman			Breed (1 Bld) <M>					
Robinson DMM	Neu	Le Blanc								
Academy and Training Units										
1st Albion Training Cadre	Vic	Broken Wheel			Broken Wheel [M] <W>					
2nd Albion Training Cadre	Vic	Enchi			Panpour <M>	Panpour [M]	Panpour [M] <W>			
1st NAIS Cadre	Vic	Schwarz			Addicks [M] <W>	Tikonov [M]	Tikonov [M]	Tikonov [H]	Tikonov [H]	New Avalon [D]
2nd NAIS Cadre	Vic	Kathil	Kathil [D]							
3rd NAIS Cadre	Vic	Lee			Alyone [L] <W>	Lee <M>				
1st Bell Training Battalion	Neu	Axon				Axon [M]	Axon [H] <W>			
1st Brockton Training Battalion	Kat	Brockton				Broken Wheel [H] <S>				
1st Corcoran Training Battalion	Kat	Tanzred IV				Tanzred IV [H] <S>				
Hilvelt Academy Training Bn	Kat	Hilvelt				Broken Wheel [H] <S>				
Roche War College Training Bn	Neu	Goshich								
Kilbourne Academy Training Bn	Kat	Kilbourne								
1st Kinary Training Battalion	Neu	Kinary								
Point Darrow Academy Tr Bn	Kat	Point Darrow								
Robinson Bulle Academy Tr Bn	Neu	Robinson	Proserpina [M] <W>			Ashio [H]	Ashio [D]			
Sakharu Academy Training Bn	Kat	Sakharu V								
Tikonov Martial Academy Tr Bn	Kat	Tikonov				Tikonov [M]	Tikonov [H]	Tikonov [S] <S>		
Lyras Alliance Armed Forces										
Alliance Guards										
3rd Alliance Guards RCT	Kat	Blue Hole								
4th Alliance Guards RCT	Neu	Lipton								
5th Alliance Guards RCT	Kat	Pl. Loudon	Pl. Loudon [L] <W>	Pl. Loudon [L]	Pl. Loudon [L]	Blue Diamond <M>	Dalketh [M]	Thorin [M] <W>	Dalketh [M]	Dalketh [H]
Alliance Jaegers										
1st Aluron Jaegers	Kat	Aluron								
1st Bolan Jaegers	Kat	Bolan								
1st Coventry Jaegers	Kat	Coventry	Coventry [M] <W>							
1st Donegal Jaegers	Kat	Donegal								
1st Skye Jaegers	Kat	Skye								
Arcturan Guards										
11th Arcturan Guards RCT	Kat	Timbuku								
15th Arcturan Guards	Kat	Thorin	Thorin [H] <R>							
17th Arcturan Guards RCT	Kat	Solaris VII	Solaris VII [M]							
19th Arcturan Guards	Kat	Salem								
20th Arcturan Guards RCT	Vic	Mogor								
23rd Arcturan Guards RCT	Vic	A Place								
25th Arcturan Guards RCT	Vic	Muhanga								
Donegal Guards										
2nd Donegal Guards RCT	Kat	Glenish								
3rd Donegal Guards RCT	Kat	Parakee								
4th Donegal Guards RCT	Kat	Vethus								
5th Donegal Guards RCT	Kat	Benet III	Kentares IV (1 CC) [L] <W>	Kentares IV (1 CC) [L]						
			Benet III [M] <W>							

CIVIL WAR AND DCMS INCURSION TABLE

Unit Name	Affiliation	Starting World	Flashpoint 12/62 – 2/63	Wave One 3/63 – 8/63	Wave Two 9/63 – 2/64	Wave Three 3/64 – 10/64	Wave Four 11/64 – 5/65	Wave Five 6/65 – 1/66	Wave Six 2/66 – 8/66	Wave Seven 9/66 – 8/67
6th Donegal Guards RCT	Kat	Kikuyu	Kikuyu [M]-W>							
7th Donegal Guards	Kat	Launum			Launum [L]		Giusaar [M]	Giusaar [H]-R>	Launum <M>	
8th Donegal Guards RCT	Kat	Monhegan		Kuthil [M]	Kuthil [H]	Kuthil [S]	Kuthil [D]			
11th Donegal Guards	Kat	Graceland	Graceland [L]-W>							
13th Donegal Guards	Kat	Meerchem			Dalketh [M]	Dalketh [H]	Dalketh [S]	Dalketh [D]		
14th Donegal Guards RCT	Kat	Burcolona		Newtown Sq. [M]-S>						
17th Donegal Guards RCT	Neu	Rasalgethi	Rasalgethi [L]	Rasalgethi [M]-W>						
Lyrans Guards										
3rd Lyrans Guards RCT	Kat	Graceland	Graceland [L]	Pandora <M>				Marlette [M]	Marlette [H]	Marlette [D]
5th Lyrans Guards RCT	Kat	Markab		Addicks [H]-R>	Johnsodale <M>					
6th Lyrans Guards RCT	Kat	Rasalgethi	Rasalgethi [H]	Rasalgethi [S]-S>						
10th Lyrans Guards RCT	Vic	Robinson					Kentares IV [L]-W>	Tikonov <M>	Tikonov [L]-W>	New Axion [H]-W>
14th Lyrans Guards RCT	Neu	Ford			Glenah <M>			Hesperus II [H]	Hesperus II [M]	Hesperus II [S]-S>
15th Lyrans Guards RCT	Kat	Hesperus II								Hesperus II [S]-W>
24th Lyrans Guards RCT	Kat	Donegal							Dalketh [M]	Thorkid [S]-S>
26th Lyrans Guards RCT	Neu	Port Moseby							Dalketh [H]	Dalketh [H]-W>
32nd Lyrans Guards RCT	Neu	New Kyoto	Solaris VII (1 GD)[M]	New Kyoto <M>					Hesperus II [H]	Hesperus II [S]-S>
36th Lyrans Guards RCT	Neu	Hesperus II						Hesperus II [L]	Hesperus II [M]	Hesperus II [H]-W>
Lyrans Regulars										
3rd Lyrans Regulars	Kat	Pitkin		Woodbine <M>	Woodbine [D]					
4th Lyrans Regulars	Neu	Rise Diamond						Thorn [M]-W>		
5th Lyrans Regulars	Kat	Freedom			Yad Posterior [H]-R>	Freedom <M>		Freedom [H]	Freedom [D]	
7th Lyrans Regulars	Neu	Loric			Bolan <M>			Cavanaugh II [L]	Cavanaugh II [H]	Cavanaugh II [S]-S>
8th Lyrans Regulars	Neu	New India								
9th Lyrans Regulars	Kat	Main Street			Inarcs [H]-R>	Main Street <M>				
10th Lyrans Regulars	Neu	Cavanaugh II						Cavanaugh II [L]	Cavanaugh II [M]	Cavanaugh II [H]-W>
11th Lyrans Regulars	Neu	Alphecca						Skye [H]-R>	Launum <M>	
15th Lyrans Regulars	Neu	Hood IV								
Royal Guards										
1st Royal Guards RCT	Kat	Tharkad								Tharkad [D]
2nd Royal Guards RCT	Kat	Tharkad								Tharkad [D]
3rd Royal Guards RCT	Kat	Port Moseby				Dalketh [M]	Dalketh [H]	Dalketh [H]	Dalketh [S]	Dalketh [D]
Skye Rangers										
4th Skye Rangers RCT	Neu	Morgus		Summit <M>	Mass Widen <M>	Skye <M>		Hesperus II [M]	Hesperus II [H]-R>	Skye <M>/Tharkad
17th Skye Rangers	Vic	Lost		Kelarg <M>	Abigorral <M>	Thuban <M>	Cahomble <M>	Hesperus II [M]	Hesperus II [H]	Hesperus II [D]
22nd Skye Rangers	Neu	Engadine		Miquelon <M>	Krieud <M>	Cameron <M>	Charlice <M>	Hesperus II [D]		
Skye Guards	Neu			Formed during Wave Five for General Maria Esteban						
Tamar Cavaliers										
Tamar Cavaliers	Neu	Tomana						Freedom [M]	Freedom [M]-W>	
Tikonov Republican Guard										
1st Republican	Kat	Kanzu		Algol [M]	Algol [M]-R>/Tikonov [M]	Tikonov [H]	Tikonov [H]	Tikonov [H]	Tikonov [S]-R>/Marlette [S]	Marlette [D]
2nd Republican	Kat	Algol	Algol [M]	Algol [D]						
3rd Republican	Kat	Yangtze		Algol [M]	Algol [M]-R>/Tikonov [M]	Tikonov [M]	Tikonov [H]	Tikonov [H]	Tikonov [S]-S>	
Regional Militia										
Alarion APM	Kat	Alarion				York [H]-W>	Tikonov [H]	Thorn [S]-W>		
Carlisle APM	Kat	Carlisle				York [M]-W>	Tikonov [M]	Thorn [H]-W>		
Furillo BPM	Kat	Furillo				Furillo [H]				
Coventry CPM	Neu	Coventry	Coventry [D]							
Dares-Salaam CTM	Kat	Dares-Salaam				Dares-Salaam [H]-W>				
Dble CTM	Kat	Dixie				Bolan [D]				
Penobscot GIM	Kat	Penobscot						Timbiqui [M]-R>	Cavanaugh II [D]	
Accorington FTM	Kat	Accorington								
Alexandria FTM	Kat	Alexandria						Freedom [H]	Freedom [S]-W>	
Dumbolia FTM	Kat	Caph						Freedom [M]	Freedom [H]-W>	
Gacrus FTM	Kat	Gacrus								
Lyons FTM	Kat	Lyons								
Thorn FTM (Archer's Avengers)	Neu		Thorn [L]-W>	Odessa [M]-W>	Halfway <M>	Graceland <M>				
Chahar MTM	Kat	Chahar								
Neenabup MTM	Kat	Neenabup						Inarcs [M]-W>		
Qanar MTM	Kat	Qanar								
Kalembold FTM	Kat	Kalembold								
Konir FTM	Vic	Runic								
Nekkar SPM	Neu	Nekkar								
Aleksayvka TTM	Kat	Aleksayvka								
Florida TTM	Kat	Florida								
Teyvaneb TTM	Kat	Teyvaneb								
Training Units										
Quena War College Training Bn	Neu	Quena								
Pandora College Training Bn	Neu	Pandora								
Royal New Capetown Training Bn	Neu	New Capetown								
AFS & LAAF Mercenary Forces										
12th Vegan Rangers, Alpha Rgt	Vic	New Aragon	New Aragon [M]	New Aragon [M]-W>	Algol [H]-W>			Addicks <M>	Addicks [H]-W>	
12th Vegan Rangers, Beta Rgt	Vic	Zurich		Algol [M]	Algol [H]-W>					Arboris [L]-W>/Genoa [M]-W>
12th Vegan Rangers, Gamma Rgt	Vic	Algol	Algol [M]	Algol [D]						
Arondians	Vic	SL Ives Compact		Trinott <M>						
Bulbor's Marauder Bn	Vic	Kanir								
Blue Star Int, 1894th Lt Horse	Vic	Morgus						Arc Royal <M>		Tharkad [H]-W>
Blue Star Int, 21st Rim Worlds	Vic	Morgus						Arc Royal <M>		Tharkad [D]
Brioi's Legion	Kat	Tomana								
Brioi's Legion	Kat	Tomana								
1st Cunningham's Commandos	Neu	Novaya Zemlya						Zurich <M>		Acomar [L]-W>
2nd Cunningham's Commandos	Neu	SL Ives Compact		Novaya Zemlya <M>						
The Deeo Hunters	Kat	Newtown Sq.	Newtown Sq. [D]							
The Disson	Vic	Dauntful Harvest				Kikuyu <M>		Morgus <M>		
The Federated Freemen	Neu	SL Ives Compact		Monhegan <M>						
Fighting Urulhai, 8th Striker	Vic	Don't Kill Us	Al Na'ir [M]	Al Na'ir [M]-R>	Addicks <M>		Addicks [H]	Addicks [D]		
Fighting Urulhai, DeMocra's	Neu	Moontykh			Pampour <M>		Pampour [M]	Pampour [M]-W>R>		Taurax [D]
Fighting Urulhai, Fv Bar Hounds	Kat	Rallyman								
The Greco Walkers	Kat	Krakana Plankton Pit								
Gay Death Legion	Kat	Giangarry						Hesperus II [D]		
Group W	Kat	St. Ives Compact		Lyons <M>		Galatea [L]-W>				

CIVIL WAR AND DCMS INCURSION TABLE

Unit Name	Affiliation	Starting World	Flaahpoint	Wave One	Wave Two	Wave Three	Wave Four	Wave Five	Wave Six	Wave Seven
		12/62 - 2/63		3/63 - 8/63	9/63 - 2/64	3/64 - 10/64	11/64 - 5/65	6/65 - 1/66	2/66 - 8/66	9/66 - 8/67
Hansen's Roughriders	Neu	Bromhead	Bromhead [L]-W>							
Harpock's Warriors	Vic	Enril								
Illidan Lancers, 80th Strike	Vic	St. Ives Compact		Hadnell <M>						
Illidan Lancers, 4th Rangers	Vic	Glenworth		Enril [M]-W>	Ziborg <M>					
Illidan Lancers, 9th Rangers	Vic	Immenstadt		Voltris [M]-W>/Sirdin [M]-W>						
Illidan Lancers, 21st Rangers	Vic	Mendham		Sirdin [M]-W>						
1st Kell Hounds	Vic	Arc Royal								Tharak [H]-W>
2nd Kell Hounds	Vic	Arc Royal								
The Knights of St. Cameraz	Neu	Ft. Loudon	Ft. Loudon [L]-W>							
Karsakov's Cossacks	Neu	St. Ives Compact		Bell <M>						
Kristen's Krushers	Kil	Coventry	Coventry [H]-R>	Galiery [H]-R>/Arcadia [D]				Ozawa <M>		
Laurel's Legion	Vic	Tigress			Addicks <M>					
Lexington Cbt Grp, 32nd Recon	Vic	Lindsay	Brookway [L]	Brookwat [M]-W>	Enchl <M>		Panpour [M]-W>			
Lexington Cbt Grp, Frederic's	Vic	Brookwat	Brookway [L]	Brookway [H]-W>	Enchl <M>		Panpour [M]-W>			
Lexington Cbt Grp, Marie's	Vic	Middle	Brookway [L]	Brookway [M]-W>	Enchl <M>		Panpour [M]-W>			
11th Richard's Panzer Brigade	CCAF									Ganoa [H]-R>/Arbors [D]
Moodle Fire	Kut	Lyndon		Odessa (2 Rtn)/Cumbria (1 Dtn)						
Oyon's Rangers	CCAF									Acamar [D]
Screaming Eagles	Neu	Kilbourne				Imoreid IV <M>				
Smithson's Chitricus Bandits	Nona	Small World							Small World [D]	
Snord's Irregulars	Neu	Odessa		Odessa [H]-W>						
Storn's Metal Thunder	Kat	Kikuyu	Kikuyu [M]-W>							
vanguard Legion	Neu	New Syrtis						New Syrtis [M]	New Syrtis [H]-W>	New Avalon [S]-W>
Wilson's Hussars	Nona								Small World [M]-W>	
Wolverton's Highlanders	Neu	Outreach		Odessa [H]-S>						
ComStar ComGuards										
48th Division	Neu	Ft. Loudon			Ft. Loudon [M]-W>	Krinsford <M>				Tharak [D]
88th Division	Neu	Tharak								
167th Division	Neu	Loric						Odessa [D]		
162nd Division	Neu	Cavanaugh II						Cavanaugh II [M]	Cavanaugh II [M]	Cavanaugh II [H]-W>
244th Division	Vic	Mogymord	Winter <M>	Newtown Sq. [M]-W>	Coventry [M]-W>	York [M]-R>	Tikonov [H]-R>	Thorin [H]-R>	Tikonov [H]-W>	New Avalon [U]
						Halfway <M>/Eidsfoss <M>				
						Cotat <M>/Furillo [M]-W>				
299th Division	Neu	New Avalon								New Avalon [D]
388th Division	Neu	Greenland	Greenland [L]-R>	Kandersteg <M>						
Foreign Nationals										
Blackwind Lancers	St. Ives	St. Ives Comp.		Spica <M>					Tikonov <M>	Marlette [S]-W>
Borodin's Vindicators	St. Ives	St. Ives Comp.		Spica <M>						
1st St. Ives Lancers	CCAF	Cap. Conf.						Thorin (1 Rtn)-M>	Tikonov (1 Dtn)-M>	New Avalon
Dtn[H]-W>										
Jie Feng Legion	St. Ives	St. Ives Comp.		Kittery <M>						
Outland Legion	Vic	Inner Sphere		New Capetown <M>	Coventry [M]-W>	York [M]-R>	Tikonov [M]-R>	Thorin [H]-R>	Tikonov <M>	New Avalon [S]-W>
					Halfway <M>/Durcas-Silvaun [M]-R>					Tharak [M]-W>
4th Wolf Guards	Clan Wolf	Arc Royal								
1st Wolf Legion	Clan Wolf	Arc Royal								
1st Wolf Strike Grenadiers	Clan Wolf	Arc Royal								
Draconis Combine Mustered Soldiery										
1st Amphibious LAG	DCMS						Kesai IV [M]	Kesai IV [M]	Kesai IV [H]-W>	
An Ting Militia	DCMS	An Ting	An Ting [D]							
3rd Benjamin Regulars	DCMS						Kentares IV [D]			
9th Benjamin Regulars	DCMS	Proserpina	Proserpina [D]							
22nd Benjamin Regulars	DCMS	Marduk	Marduk [D]							
12th Dieron Regulars	DCMS					Ashlo [H]-W>			Proserpina [H]-W>	Addicks [S]-R>
16th Dieron Regulars	DCMS					Al Na'ir [M]	Al Na'ir [H]-W>	Addicks [H]		
							Addicks [H]-R>			
24th Dieron Regulars	DCMS	Al Na'ir	Al Na'ir [H]	Al Na'ir [D]					Proserpina [H]	Proserpina [S]-W>
48th Dieron Regulars	DCMS	Ashlo			Ashlo [M]	Ashlo [H]-W>		Proserpina [H]		
2nd Galadon Regulars	DCMS	Matsulda		Matsulda [M]	Matsulda [D]					
12th Galadon Regulars	DCMS					Matsulda [M]-W>	An Ting [M]-W>	Kesai IV [M]	Kesai IV [H]-W>	
16th Galadon Regulars	DCMS									
2nd Gempshu	DCMS					Marduk [M]-W>	Kesai IV [M]	Broad [S]-W>		
1st Ghoul	DCMS					Marduk [L]-W>	Broad [M]	Broad [M]-W>		
7th Ghoul	DCMS						Proserpina [M]	Proserpina [H]	Proserpina [R]-W>	
10th Ghoul	DCMS	Matsulda		Matsulda (1 Dtn)[D]		Matsulda (3 Rtn)[M]-W>	Al Na'ir [M]	Addicks [M]	Addicks [H]-R>	
							Al Na'ir [M]-W>			
							Addicks [M]-R>			
							Al Na'ir [L]-W>			
12th Ghoul	DCMS					Quantin [L]		Addicks [M]	Addicks [H]-R>	
Kyukon-ru	DCMS					Matsulda [M]-W>	An Ting [M]-W>	Camalar [M]	Camalar [S]-R>	
Kyukongu	DCMS						Cassias [M]			
1st Sword of Light	DCMS						Proserpina [M]	Proserpina [M]	Proserpina [H]-W>	
6th Sword of Light	DCMS						Cassias [M]			

JADE FALCON INCURSION TABLE

JADE FALCON INCURSION TABLE

Unit Name	Starting World	Wave One 20 May 64	Wave Two 10 Jun 64	Wave Three 20 Jul 64	Wave Four 10 Aug 64	Wave Five 30 Aug 64	Wave Six 30 Sept 64	Wave Seven 30 Oct 64	Wave Eight 20 Nov 64	Wave Nine 10 Dec 64	Wave Ten 30 Mar 65	Final 30 June 65
Inner Sphere Forces												
1st Arcturian Lancers	Crimond (H)		Crimond (S)	Crimond (D)								Borghese
2nd Alliance Guards RCT	Blue Hole	Blue Hole (H)-R	Melissia <M>	Melissia (D)	Melissia (M)	Chapultepec (M)-R	Black Earth (M) <W>/Malibu (M)-W	Hot Springs (M)	Hot Springs (M)-R	Blackjack (M)-W		Kandersky
15th Arcturian Guards	Bucklands					Chapultepec (M)-R	Roadside (M)	Twycross (M)-W		Blair Atholl <M>		
20th Arcturian Guards RCT	Morges		Graceland (M)-W	Adelaide <M>								
Barber's Marauder B's	Koniz	Koniz (H)	Koniz (D)				Black Earth <M>					
Blue Star Tr. 1894th Lt Horse	Morges							Rasalgethi (M)	Rasalgethi (H)	Rasalgethi (S)-R	Tomans <M>	
Blue Star Tr. 21st (Rm Worlds)	Morges											
1st Brion's Legion	Tomans							Zhongshan (H)-R	Medellin (H)-R	Mississauga <M>		
Chahar MTM	Chahar			Chahar (M)-R	Zhongshan <M>							
2nd Crucia Lancers RCT	Halfway		Adelaide			Chapultepec (M)-R	Beta VII (M)-W				Beta VII (M)-R	Muchida (M)-W
8th Donegal Light Cavalry RCT	Blue Hole	Blue Hole (H)	Blue Hole (S)	Blue Hole (D)	Blue Hole (D)							
The Dark III	Kikuyu	Kikuyu (M)	Kikuyu (S)-R	Faerie <M>		Morges <M>		Crimond (M)-W				
59th Division	Blackhawk											
149th Division	Rabaska											
388th Division	Kandersky		Graceland	Dustball (M)-W						Blair Atholl (M) <Draw>		
6th Donegal Guards RCT	Kikuyu	Kikuyu (H)-R	Blue Hole (H) (1 Bde) Melissia <M>	Blue Hole (H)	Blue Hole (S)-W (1 Bde) Melissia (D)							
11th Donegal Guards	Graceland					Chapultepec (M)-R	Black Earth (H)-W/Malibu III (H)-W	Hot Springs (H)	Hot Springs (H)-R	Blackjack (H)-W	Muchida (H)-W	Medellin (H)-W
14th Donegal Guards RCT	Newtown Sq.	Newtown Sq. (M)-R	Melissia <M>		Melissia (M)-R					Blair Atholl <M>		Melissia <M>
Fighting Grakka, K's Hounds	Ballymore	Ballymore (M)	Ballymore (H)	Ballymore (S)	Ballymore (D)	Chapultepec (M)-R	Beta VII (M)-W	Deta VII (1 CC) Buller <M> (1 CC)			Beta VII (H)-R	Grakka <M>
Guxruk PIM	Guxruk										Beta VII (H)-R	Kulter (M)-R
10th Krava Walkers	Kokonek	Kokonek (H)-R	Fuzig <M>	Rabaska <M>								
Kolonoid PTM	Kolonoid		Rasalgethi (2 CC)-M									
Koniz PTM	Koniz	Koniz (M)	Koniz (H)	Koniz (H)	Koniz (S)-R	Graceland <M>						
3rd Lyran Guards RCT	Pandora			Graceland <M>								
9th Lyran Regulars	Main Street		Melissia <M>		Melissia (M)-R	Chapultepec (M)-R	Black Earth (M) <W>/Malibu (M)-W	Hot Springs (M)	Hot Springs (M)-R	Blackjack (M)-W	Blair Atholl <M>	Chapultepec <M>
13th Lyran Regulars	Mood IV										Adelaide (M)-W	Zhongshan (M)-W
Neerabup MTM	Neerabup				Melissia (1 Bde) (M)-R	Chapultepec (D)						
Pandora College Training Bn	Pandora					Pandora (D)						
Rasalgethi Local Militia	Rasalgethi							Rasalgethi (D)	Rasalgethi (L)			
Shord's Irregulars	Tukayid								Rasalgethi (M)	Rasalgethi (M)-R	Tukayid <M>	
Sturm's Metal Thunder	Blue Hole	Blue Hole (H)	Blue Hole (D)									
Thorn FTM (Archer's Aveng)	Halfway	Atocanga <M>	Graceland (M)-W	Adelaide <M>		Chapultepec (M)-W	Roadside (M)-W	Twycross (H)-W		Blackjack (H)-W	Blair Atholl <M>	Melissia <M>
							Buller (M)-W					
Clan Wolf In-Exile Forces												
1st Wolf Legion	Arc Royal				Blue Hole (L)-W				Melissia (M)-W	Blair Atholl <M>		Arc Royal
1st Wolf Strike Grenadiers	Predg						Black Earth (M)-W		Melissia (M)-W	Blair Atholl <M>		Arc Royal
4th Wolf Guards	Arc Royal			Dustball (L)-W								
Clan Jade Falcon Forces												
Clan Jade Falcon Command												
Turkina Kealik	Goat Path	Kookonek (L)-W	Blue Hole (L)	Chahar (L)-W	Melissia (M)-W	Muchida (M)-W		Zhongshan (M)-W		Blair Atholl (M)		
1st Falcon Swoop Cluster	Goat Path	Blue Hole (L)-W	Blue Hole (H)	Chahar (L)-W	Melissia (M)-W	Muchida (M)-W		Zhongshan (M)-W	Adelaide (M)-W	Adelaide (1 Tr)	Adelaide (D)	Medellin (D)
						Melissia <M>				Medellin (2 Tr) <M>		Zhongshan (H)-R
2nd Falcon Swoop Cluster	Goat Path	Kookonek (L)-W										
Delta Galaxy												
1st Falcon Striker Cluster	Roadside	Kikuyu (M)	Kikuyu (M)-W	Clemont <M>	Melissia (M)-W	Muchida (M)-W			Medellin (M)-W	Blair Atholl <M>	Sudan (H)-W	Colmar (H)-W
7th Falcon Cluster	Roadside	Kikuyu (L)	Blue Hole (M)	Blue Hole (M)	Blue Hole (H)-R	Kikuyu <M>						
8th Falcon Cluster	Roadside	Kikuyu (M)	Kikuyu (M)-W	Clemont <M>	Melissia (M)-W	Muchida (M)-W			Medellin (M)-W	Blair Atholl <M>	Sudan (H)-W	Colmar (H)-W
Gyr Falcon Solitaire Cluster	Roadside	Kikuyu (M)	Kikuyu (M)-W		Kikuyu (2 Tr)/Chahar (2 Tr) <M>		Chahar <M>					
Omega Galaxy												
Sigma Galaxy Cmd Trinary	Black Earth	Blue Hole (L)							Melissia (M)-R	Kikuyu <M>		
Turkina Eyle Cluster	Black Earth	Blue Hole (L)	Barcelona (L)-W	Chahar (L)-W	Melissia (L)-W	Chapultepec (M)-W			Melissia (M)-R	Chapultepec <W>	Chapultepec (L)-R	Chahar <M>
Fryde Eyle Cluster	Black Earth	Newtown (L)-W	Barcelona (L)-W	Chahar (L)-W	Melissia (M)-W	Chapultepec (H)-W			Melissia (H)-R	Medellin <M>	Medellin (S)-R	Colmar (S)-W
7th PGC	Black Earth	Newtown (M)-W	Barcelona (M)-W	Chahar (M)-W	Melissia (H)-W	Chapultepec (H)-W	Chapultepec (2 Tr)			Muchida <M>	Muchida (D)	
							Muchida (2 Tr) <M>					
Omega Solitaire Cluster	Black Earth	Newtown (M)-W										
Rho Galaxy												
124th Striker Cluster	Blair Atholl	Koniz (L)	Koniz (M)	Koniz (M)	Koniz (M)-W	Pandora (H)-W		Rasalgethi (H)	Rasalgethi (H)	Rasalgethi (H)-W	Riata (H)-W	Cusset (S)-W
											Scavallia (S)-W	
7th Falcon Regulars	Blair Atholl	Koniz (L)	Dustball (L)	Dustball (H)-R	Koniz (L)-W			Rasalgethi (H)	Rasalgethi (H)	Rasalgethi (H)-W	Riata (M)-W	
19th Falcon Regulars	Blair Atholl	Koniz (L)						Rasalgethi (L)	Rasalgethi (M)	Rasalgethi (M)-W	Rakkarbia (M)-W	
										Rasalgethi (M)-W	Diota (H)-W	
Jade Falcon Eyle Cluster	Blair Atholl	Koniz (L)	Dustball (M)	Dustball (M)-R	Koniz (M)-W	Pandora (M)-W		Rasalgethi (M)	Rasalgethi (M)	Rasalgethi (M)-W	Davarrubio (H)-W	

JADE FALCON INCURSION TABLE

Unit Name	Starting World	Wave One 20 May 64	Wave Two 10 Jun 64	Wave Three 20 Jul 64	Wave Four 10 Aug 64	Wave Five 30 Aug 64	Wave Six 30 Sept 64	Wave Seven 30 Oct 64	Wave Eight 20 Nov 64	Wave Nine 10 Dec 64	Wave Ten 30 Mar 65	Final 30 June 66
Lambda Galaxy												
22nd PGC	La Grave	Ballynure (L)	Graceland (L) <R>	La Grave <M>						La Grave (M) <W>		
74th Battle Cluster	La Grave	Ballynure (L)	Graceland (L) <R>	Crimond (M) <W>				Crimond (M) <R>	La Grave <M>	La Grave (M) <W>		
24th PGC	La Grave	Ballynure (M)	Ballynure (M)	Ballynure (M)	Ballynure (H) <W>		Koniz <M>					
Lambda Solahma Cluster	La Grave	Ballynure (M)	Crimond (H)	Crimond (S) <W>			Ballynure <M>					
2nd Falcon Swoop Cluster	La Grave	Ballynure (L)	Ballynure (M)	Ballynure (M)	Ballynure (M) <W>				Rasagothi (H)	Rasal (H) <W>		
Gamma Galaxy												
Jade Falcon Guards	Denzili/Twycross							Twycross (D)				
1st Falcon Hussars	Romulus/Seldute							Twycross (2 Tr) (D)			Seldute (2 Tr) (S) <R>	
3rd Falcon Talon Clst	Black Earth/Golandrinus						Black Earth (H) <R>	Golandrinus <M>				
9th Falcon Talon Cluster	Butler/Derf						Butler (H) <R>	Twycross (S) <R>	Derf <M>		Butler (H) <W>	
Jade Solahma Cluster	Roadside/Beta VII						Roadside (H) <R>	Golandrinus <M>			Beta VII (S) <W>	
							Beta VII (M) <R>					
Kappa (Provisional) Galaxy												
4th Falcon Striker Cluster	Waldorf/Alyna										Blackjack (2 Tr) (D)	
8th PGC	Blackjack/Goat Path										Blackjack (2 Tr) (D)	
10th PGC	Raker 3/Graus								Graus (3 Tr) (D)			
Iota Galaxy												
2nd Falcon Jaegers	Sudeten											
501st Talon Cluster	Purkville											
305th Assault Cluster	Loskovich											
73rd Striker Cluster	Zoertermeer											
51st Garrison Cluster	Colmar											
44th Falcon Fyke Cluster	Antares											
Epsilon Galaxy												
1st Falcon Jaegers	Steelton/Winfeld											
5th Battle Cluster	Hot Springs											
18th Falcon Regulars	Bone Norman/Somerset											
10th Talon Cluster	Toland/Densinger											
8th Falcon Regulars	Mulbau III/Woten											
6th PGC	Botany Bay/Lord Chance											
Mu Galaxy												
1st Falcon Vulture	Orkney/La Grave											
5th Falcon Regulars	Quarell/Jaduka											
5th PGC	Montmarault/Benfield											
9th PGC	Blair Atholl											
Clan Wolf Forces												
1st Wolf Assault Cluster	Tamur											
6th Wolf Cavalry	Vantas/Harvest											
Beta Galaxy Command Tr	Tamur											
13th Battle Cluster	Carso											
10th Wolf Regulars	Icar											
20th Wolf Regulars	Biola/Rastaban											
21st Wolf Regulars	Montz											
1st Wolf Garrison Cluster	Weingarten											

ATLAS

HOW TO USE THIS ATLAS

The following pages describe a number of the worlds where critical battles occurred during the Civil War. Included in each entry a brief statistical overview of the world in question: the name of the world (usually also the name of the star system; differences to this convention are noted in parentheses), the planet's noble ruler, the star type (indicating the color and size of the primary star) and the number of hours it takes to recharge, the position of the world in question within the system, the number of days it takes to get from the jump point to the planet's orbit, the number of satellites (moons) orbiting the world, the gravity of the world (in reference to Terran-standard 1.0), whether the atmosphere is pure or contains toxins, the percentage of surface water coverage, equatorial temperature, the highest form of life native to the planet, whether the system has JumpShip recharge stations at the Zenith or Nadir jump points, the class of HPG station, the overall population of the world and finally an index of the Socio-Industrial level of the world. This index is broken into several sub-sections, each describing a different aspect of the world's economy.

The first statistic represents level of industrial development, or in other words, how "high-tech" the world is. The second statistic shows the level of industrialization across the world. The third describes the level of how much this world depends upon the import of raw materials from sources other than the same star system. The fourth reflects the quantity of industrial output. The fifth indicates how automated the food industry (farming/ranching/fishing) is. The sixth indicates the level of food production on the planet.

FEDERATED SUNS WORLDS

The following worlds are located in the Federated Suns.

ADDICKS

Noble Ruler: Duchess Stephen Johnston
Star Type (Recharge Time): K4III (183 hours)
Position in System: 4th
Time to Jump Point: 4.12 days
Number of Satellites: 4 (Damocles, Grant, Ella, and Chimera)
Surface Gravity: 1.0
Atmosphere Pressure: High (Breathable)
Surface Water Coverage: 62 percent
Equatorial Temperature: 34° C (Tropical)
Highest Native Life: Amphibians
Recharging Station: Nadir
HPG Class Type: B
Population Size: 1,786,269,000
Socio-Industrial Levels: B-B-C-B-C

Large, with four small moons and an atmosphere most visitors liken to "breathing soup," Addicks is nonetheless a pleasant and temperate world. Founded by English, French, and Greek colonists in the early days of interstellar expansion, the planet's ample mineral resources, fertile lands, and large, freshwater

lakes, made it an ideal place to set up a staging area for further colonization efforts. In the days of the Star League, Addicks became home to Tauken Weapons Systems, a company specializing in armored vehicles, personal weapons and even atmospheric fighter craft. After the collapse of the League, Johnston Industries, a Federated Suns venture, bought the TWS plant, only to see most of the factories decimated by the wars that followed. In the 3030s, Johnston Industries abandoned the plant in favor of new facilities on New Syrtis, and the resourceful locals who claimed the empty husks of the former Johnston plants renovated them into an automotive and heavy equipment manufacturing company called Addicks Transport & Handling.

A tropical world, Addicks has four continents: Landersia, Sparro, Frankalia and Auskel. Landersia, the largest continent, is home to over half the world's population. The capital city of Saint Randall was built from the ruins of the original capital, Castroville. The capital city is the heart of Addicks' commerce and industrial might. The city houses the secondary command center of the Addicks PDZ.

ALGOL

Noble Ruler: Duchess Marian Hargrove-Sung
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4th
Time to Jump Point: 7.47 days
Number of Satellites: 2 (Hargrove, Sung)
Surface Gravity: 1.1
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 50 percent
Equatorial Temperature: 30° C (Warm-Temperate)
Highest Native Life: Fish
Recharging Station: Zenith
HPG Class Type: B
Population Size: 3,354,000,000
Socio-Industrial Levels: C-B-C-A

An original world of the old Tikonov Union, Algol became an important agricultural center during the height of Star League. Algol produced enough food to trade and supply all the worlds within one jump. A large world Algol has two major continents and a few islands. The largest continent, Shalom, hosts 3 major cities as well as the planetary capital of Algol City. It is here that the planet's food exports are brought in for shipment off world through its large spaceport. Algol City was founded on the coast due to the abundant amount of fish found in the surrounding waters. Exploration of its remaining continent of Durant revealed the soil was highly enriched and could produce a wide range of agricultural products. The planet immediately began to grow and flourish due to this new-found discovery.

During the Fourth Succession War, Count Wayne Hargrove-Sung had negotiated the peaceful surrender of the world following the defeat of Ariana Fusiliers. In doing so, the Count saved the planet from suffering more damage than it already had. Algol had

SOCIO-INDUSTRIAL LEVEL REFERENCE TABLE

TECHNOLOGICAL DEVELOPMENT

Rating	Description
A	High-tech world with advanced research centers and universities; best medical care available; cutting-edge microelectronics industry
B	Advanced world with access to many new technologies; world hosts universities; good medical care available, though without benefit of bionics and other cutting-edge technologies; basic microelectronics industry
C	World of moderate advancement; average educational systems and medical care; microelectronics can not be manufactured
D	Some advancement; poor educational system; medical care at level of 21st-22nd Century; microelectronics industry non-existent; some areas with higher rating possible, but privately run/held
F	Minimal advancement; inhabitants live without dependence on technology; no advanced education; medical care at level of mid 20th Century at best

INDUSTRIALIZATION LEVEL

Rating	Description
A	Heavily industrialized world capable of manufacturing any and all complex output
B	Moderately industrialized; may produce a limited number/quantity of specific complex products
C	Basic heavy industry at level of 22nd Century; fusion engines possible but no complex product (including BattleMechs)
D	Some industrialization at level of mid-20th Century; fusion reactors must be imported
F	No industrialization

RAW MATERIAL DEPENDENCE

Rating	Description
A	World/system produces all the raw materials needed and commonly exports large quantities of surplus
B	World/system produces all the raw materials needed and occasionally exports a small surplus
C	World/system produces some of the raw materials needed and imports the rest
D	World/system must import much of its raw materials
F	World/system heavily dependent on imports for almost all of its raw materials

INDUSTRIAL OUTPUT

Rating	Description
A	World has a wide industrial base that produces many different types of products and exports most of its output
B	World has a moderate industrial base that produces a few different categories of products, exporting some of the output
C	The world has a small industrial base that may produce a limited number of products for export
D	The world has an extremely limited industrial base and imports much of its needs
F	The world must import most of its heavy industrial and high-tech needs

AGRICULTURE RESOURCE DEPENDENCE

Rating	Description
A	World has a rich environment producing a great excess of food in relation to population needs, with the planet's agricultural regions augmented by agricultural technologies; exports some portion of its resources
B	World has abundant environment producing enough to sustain the population using agriculture technologies; limited exports
C	World has an environment producing most food, but relies on some imports for food not capable of being grown
D	World is agriculturally poor and must import much of its food to supplement what it is grown
F	World is an agriculturally poor world; cannot sustain its population and must import nearly all of its food

suffered little since the fall of Star League and the people did not want to see that changed.

BREED

Noble Ruler: Margrave Alvin Krissenson
Star Type (Recharge Time): K7VII (198 hours)
Position in System: 5th
Time to Jump Point: 3.70 days
Number of Satellites: 3 (Despot, Stoneface and Zampage)
Surface Gravity: 1.3
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 70 percent
Equatorial Temperature: 40° C (Arid)
Highest Native Life: Reptiles
Recharging Station: Zenith
HPG Class Type: B
Population Size: 245,650,000
Socio-Industrial Levels: B B-A-B-C

Originally captured by the DCMS in the First Succession War, Breed had been conquered and re-conquered three times before the Federated Suns regained permanent control in 2992. Breed was a hotly contested world for its vast wealth in mineral and ore deposits. The system's two asteroid belts are also rich ore sources for the Federated Suns.

Breed is a medium sized world with a slightly higher gravity than most colonized worlds in the Inner Sphere. The majority of the planet is covered by very dense water, a phenomenon that took scientists more than a decade to solve before they could use the vast oceans to supply fresh water. Breed's three continents, Talicar, Hindi and Trice, are island continents that have no natural land bridges to connect them. The planetary capital, Tonston is located on Talicar and is the home for each of the three major mining concerns based on the planet.

BROMHEAD

Noble Ruler: Duke Elrod Baracus Green
Star Type (Recharge Time): F9II (180 hours)
Position in System: 6th
Time to Jump Point: 11.19 days
Number of Satellites: 1 (Brom's Reflection)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 40 percent
Equatorial Temperature: 40° C (Arid-Desert)
Highest Native Life: Avian
Recharging Station: Zenith
HPG Class Type: B
Population Size: 285,750,000
Socio-Industrial Levels: B-C-C-C-B

A nondescript world with very little to offer except a strategic position, Bromhead was captured early in the Succession Wars. Its strategic value and importance was never lost on the AFFS High Command—because of its position along the Capellan border they have kept the world garrisoned with a significant offensive and defensive force.

This arid world has two continents, one located in the northern and one in the southern hemisphere, covering more than half the planet. Zanzabar, the northernmost continent, has the more temperate of climates and is home to the majority of the world's population. Brom's Home, located on Zanzibar, is the capital of the planet, serving as the center for all commerce on the planet.

The southern Salazaar is a vast wasteland of desert divided by a large mountain range. The Salaam-Zurkan range is so high that few have ever attempted to climb it, with many peaks higher than the famed Mt. Everest on Terra. Salazaar has become a major desert and mountain environmental combat-training ground for the AFFS.

CAPH

Noble Ruler: Duke Calvin Gustafuson
Star Type (Recharge Time): G5V (186 hours)
Position in System: 3rd
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Caph's Stone)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 20 percent
Equatorial Temperature: 30° C (Warm-Temperate)
Highest Native Life: Reptiles
Recharging Station: None
HPG Class Type: B
Population Size: 1,150,500,000
Socio-Industrial Levels: A-B-C-C-D

As the secrets of the memory core found on Helm were unlocked, warfare technology was not the only benefactor from its hidden secrets. Caph was a prime example of a world benefiting from the newfound discoveries. One of the first worlds colonized, Caph became a major center for advanced engineering research. WOD Interstellar, Pfizzler Chemicals and DB Bowins Pharmaceuticals established factories on the planet centuries ago. The famed Caph Institute of Technology was built outside New Brunnel (the old capital of Caph) in 2309. It was here that the BattleMech Theory was developed. Unfortunately, the Institute was destroyed during the bloody Amaris years. Another tragic loss suffered by Caph, due to the indiscriminate use of atomic weapons by Amaris' 141st Dragoons, was the extinction of the famed "Dinosaurs of Caph."

Of the three continents, only Steam can now support the local population. Brunnel and Caph Prime have been rendered uninhabitable by radiation. Despite this, Caph has since flourished and begun producing again the pharmaceuticals that made Caph famous. In addition, a scientific expedition in 3025 revealed that, deep in the jungles of Steam, some examples of the planet's original native life had survived. A nature reserve named Cretaceous Zone was opened in June of 3064, bringing a small boon to Aswan, the new capital of Caph, even during the midst of the Civil War.

CASSIAS

Noble Ruler: Count Amir Altume Kadaji
Star Type (Recharge Time): M5Ia (156 hours)
Position in System: 1st
Time to Jump Point: 2.45 days
Number of Satellites: 4 (Ramah, Bambang, Budiono, Kinjuri)
Surface Gravity: 1.1
Atmosphere Pressure: Standard (Tainted-Nitrogen rich)
Surface Water Coverage: 30 percent
Equatorial Temperature: 45° C (Tropical)
Highest Native Life: Amphibians
Recharging Station: None
HPG Class Type: B
Population Size: 578,225,000
Socio-Industrial Levels: C-C-B-B-B

A world named after a flower found in Southeast Asia on Terra, this tropical world was a flower in the black sea of space. Originally colonized by an Islamic Sect from the former Terran nation of Indonesia, Cassias was a near-perfect substitute for Terra to the weary colonist. Overcoming the nitrogen rich atmosphere was a major challenge, but the world's first colonists built domed cities and atmosphere processors to accomplish this taint.

Cassias' three large continents, Java, Kalimantan and Borneo, are only partially developed due to the terrain. The jungles are thick and each continent has large mountain ranges that make it difficult to expand. It is these jungle-covered mountains that have become the planet's source of income. Java produces rubber and precious gemstones while Kalimantan and Borneo produce metal ores, petroleum and natural gas products. These products are sent to the refineries outside the capital of Cassias, New Jakarta City for shipment through Jakarta Starport.

The people of Cassias are proud and honorable, yet they are as fierce in combat as they are in their business dealings. The Draconis March has always considered Cassias a tinderbox—a bit of knowledge gained through experience—and has treated its people accordingly.

DAHAR IV

Noble Ruler: Duchess Aileen Sandoval-Dobson
Star Type (Recharge Time): M8V (159 hours)
Position in System: 4th
Time to Jump Point: 2.09 days
Number of Satellites: 2 (Drakhor, Drakkon)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 20 percent
Equatorial Temperature: 55° C (Extreme Desert)
Highest Native Life: Mammals
Recharging Station: None
HPG Class Type: B
Population Size: 753,958,000
Socio-Industrial Levels: B-B-B-A-D

A harsh and extremely dangerous environment, this desert world is as famous for its hardened warriors as it is for the ore

they mine. Dahar IV has been one of the Draconis March's most important mining worlds due to its vast ore, silicon and bauxite mines. Due to the rigors of mining on Dahar IV, Brook Incorporated mining company designed and produced new sophisticated dredging, refining and drilling machines that rival BattleMechs in complexity and power. Brooks patented, licensed and sold their digging machines throughout the Inner Sphere. This brought in billions of C-Bills, enhancing the quality of life for all Daharians.

Dahar's two continents, Dusty and Bauxum, cover most of the planet. Of the two, Dusty is the most habitable. Most of the major cities are located on Dusty, including the capital city of Drakaar. Bauxum is referred to as 'Hell's Kitchen'. The average mean temperature on Bauxum is 75° C on the worst days of the year. Because of the harsh environment, the Dahar DMM training facilities are located on Bauxum in order to better prepare their forces for fighting on Dahar.

DEMETER

Noble Ruler: Duke Giovanni Estrella de Sangre
Star Type (Recharge Time): M2V (206 hours)
Position in System: 3rd
Time to Jump Point: 2.45 days
Number of Satellites: 2 (Desamone, Penndel)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 50 percent
Equatorial Temperature: 35° C (Warm-Temperate)
Highest Native Life: Plant
Recharging Station: Nadir
HPG Class Type: A
Population Size: 4,258,359,000
Socio-Industrial Levels: B-B-B-A-B

Once known for possessing world-class nature preserve, Demeter is now a major staging world for the AFFS. Where naturally occurring crystalline formations—some reportedly over a kilometer in diameter—grew on the continent of Shallahandra, the ground is now covered with ferrocrete and heavy construction. Since the fall of Star League, Demeter has been used to stage many assaults against the Capellan Confederation. The fruits of that continued aggression proved deadly to Demeter's inhabitants, however, when on a warm spring day in May 2760, a series of atomic blasts destroyed the BattleMech and AeroSpace production plants of Lycomb-Davion IntraTech. The blast also decimated nearly a thousand square kilometers of Ulreich, the smallest of Demeter's three continents.

For three centuries, it was believed that this area of Ulreich was uninhabitable. A recent inspection of the site revealed radiation levels were at acceptable levels and, backed by the Duke of Demeter, Vicore Industries broke ground on a new industrial complex near the old site, three hundred years later. Nine years to the day, the first lines were activated and began producing a series of electronics and mechanical equipment. The planetary capital of New Demeter City, on Demeter's largest continent of Bolan, houses the company's home offices, however.

KATHIL

Noble Ruler: Duke Pelyr VanLees
Star Type (Recharge Time): F4V (175 hours)
Position in System: 3rd
Time to Jump Point: 16.10 days
Number of Satellites: 1 (Loren's Folly)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 30 percent
Equatorial Temperature: 30° C (Warm-Temperate)
Highest Native Life: Insect
Recharging Station: Zenith
HPG Class Type: B
Population Size: 2,158,650,000
Socio-Industrial Levels: A-A-B-A-C

Once considered small and unremarkable, Kathil became a vitally important world to the Federated Suns centuries ago. The formation of the Star League and the subsequent Reunification War put a heavy strain on the Star League Navy. Having to travel vast distances for repairs—often all the way to Terra—could keep ships out of the fight for years. Recognizing Kathil's strategic location long the Capellan/Suns border, the SLDF selected the world as home for one of its largest shipyards outside of the then-Terran Hegemony, christening the James McKenna Shipyards in 2602. The SLDF spared no expense in designing and building the yards, and even constructed a series of microwave transmission towers across the planet to literally beam energy, collected from the world's ample geothermal supply, to the shipyards.

Located on the Muran continent is District City, capital of Kathil and home to the Hall of Nobles. Just outside the capital is General Motors' large BattleMech production plant, while a second, newer plant is located on the island continent of Thespia near a new ore deposit. The Kay Bume Munitions plant is in Stihl just outside District City. Kay Bume supplies munitions to a large portion of the Capellan March military. In addition to its military and Starship industries, Kathil has a large timber industry and an advanced agricultural industry.

KESAI IV (AKA KASAI)

Noble Ruler: Duke Lamar Trives
Star Type (Recharge Time): A5II (166 hours)
Position in System: 4th
Time to Jump Point: 33.12 days
Number of Satellites: None
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 50° C (Desert)
Surface Water Coverage: 30 percent
Highest Native Life: None
Recharging Station: None
HPG Class Type: B
Population: 175,350
Socio-Industrial Levels: B-C-D-D-D

Kasai is a desert world with few resources. The natives scrounge a living as best they can, irrigating small patches of

desert near the Sea of Tears. The Star League had thought enough of the world that they bought it from House Davion, constructing a massive depot near the planet's lone sea. After the collapse of the Star League, the Davion forces took control of the planet from Kurita, removing the remaining supplies almost immediately.

In recent years, however, additional supply caches have been discovered. The most recent occurrence was several years ago when hunters discovered a cache to the north of the depot. Inside were construction materials and remains belonging to Davion troopers who went missing in the early 2800s. Strangely, the remains of some SLDF soldiers were also discovered, identified only by a defaced unit patch of a Terran Royal division.

The natives are nomads with few established settlements. Divided into tribes, they live apart from the bases and have little to do with the Davion troops except the occasional supply raid. Kasai's largest mountain range, the Walls of Sorrow, is west of the Sea of Tears and runs north and south across most of the planet.

NEW ARAGON

Noble Ruler: Duchess Caroline Gwinn-Robertson
Star Type (Recharge Time): K2V (193 hours)
Position in System: 3rd
Time to Jump Point: 4.85 days
Number of Satellites: 1 (Dijon)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 60 percent
Equatorial Temperature: 45° C (Tropical)
Highest Native Life: Amphibian
Recharging Station: Zenith
HPG Class Type: A
Population Size: 2,587,360,000
Socio-Industrial Levels: B-B-A-B-A

New Aragon was colonized as part of a land scam during the twenty third century. The planet was cast as a world with "fertile ground and abundant water" to lure buyers, when in fact most of New Aragon's two continents of Glastonbury and Dreymon were predominantly swamps. To make matters worse, the land was infested with insect-like creatures carrying more diseases than could be counted.

In spite of this, the colonists drained the swamplands, leaving what proved to be dynamically fertile land that was able to sustain a large farming population. Additionally, the native amphibian life became a delicacy that were soon exported as gourmet items. In addition, New Aragon has become a leading center for medical research. The capital of Argos, located on the continent of Glastonbury, is home to the New Aragon Institute of Epidemiology—a leading Inner Sphere medical research facility.

Of course, New Aragon has also seen its share of military action. When Davion forces, lead by Marshal Peter Davion captured New Aragon in 2930, the people rebelled against their new masters. It was not until 3013, with Hanse Davion as Military Governor, that the AFFS restores order; Prince Hanse

earning his nickname "The Fox" on the world of New Aragon. New Aragon's people have been staunch supporters of House Davion ever since.

NEW AVALON

Noble Ruler: Regent Yvonne Steiner-Davion
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4th
Time to Jump Point: 7.47 days
Number of Satellites: 3 (Avatar, Galahad, Valiant)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 60 percent
Equatorial Temperature: 30° C (Mild-Temperate)
Highest Native Life: Mammals
Recharging Station: Zenith and Nadir
HPG Class Type: A
Population Size: 7,212,000,000
Socio-Industrial Levels: A A C A A

New Avalon is the capital of the Federated Suns and the seat of House Davion's power. Colonized in the early 23rd century, the world eventually turned from an agricultural planet to a major player in intergalactic commerce. Four major landmasses—the continents of Albion, Brunswick, Rostock and New Scotland—as well as the major New Hebrides island chain at the equator dominate the world. Avalon City, located on Albion, is the capital city of both the world and the Federated Suns. Furthermore, Avalon City is the home of the New Avalon Catholic Church.

The city is not only home to the Davion Palace and the Royal Court, but also the NAIS and its College of Martial Sciences. Outside the city, buried deep within the Grand Avalon Mountains, extending west from Avalon City, is the Fox's Den, headquarters of the AFFS. Also located on-planet is the Albion Military Academy as well as Achernar BattleMechs (both on Albion), Corean Enterprises and Lycom-Davion IntraTech (both on Brunswick), each major defense contractors. New Avalon remains an important seat of political power, an industrial giant and a major exporter of food to the rest of the Crucis March.

NEW SYRTIS

Noble Ruler: Duke George Hasek
Star Type (Recharge Time): K5IV (197 hours)
Position in System: 4th
Time to Jump Point: 4.12 days
Number of Satellites: 1 (Varney's Star)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 50 percent
Equatorial Temperature: 35° C (Mild-Temperate)
Highest Native Life: Plant
Recharging Station: Zenith
HPG Class Type: A
Population Size: 258,654,000
Socio-Industrial Levels: A-A-B-A-C

A world stuck in a perpetual ice age, New Syrtis is all but completely covered in huge sheets of ice. New Syrtis was discovered during the days of the Terran Alliance but was not colonized until late in the 2260s. Its first inhabitants were prospectors looking to get rich. When the gold rush faded, major mining companies moved in and began to seriously work the deeper mines and harvest the great veins of ore the planet had to offer.

New Syrtis is a unique world, if only for the tropical zone at its equator. The large island continent of Copplin is a paradise compared to the northern continent of Mawreddog. Its been said that all New Syrtians make it point to travel to Copplin once a year, just to thaw out. The capital city of Saso is on the northern continent, along with Saso University. Near the university and hidden underground beneath two kilometers of limestone, ice and snow is the Regional Military Headquarters of the Capellan March, a facility known as 'The Cave'.

New Syrtis produces iron ore, precious metals, petroleum and BattleMechs. The New Syrtis Shipyard is also co-located in-system, building a number of different civilian and military spacecraft.

ROBINSON

Noble Ruler: Duke Tancred Sandoval
Star Type (Recharge Time): G5IV (186 hours)
Position in System: 3rd
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Bethel)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 70 percent
Equatorial Temperature: 35° C (Warm-Temperate)
Highest Native Life: Mammal
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 5,675,350,000
Socio-Industrial Levels: A A B B C

A large temperate world, Robinson went from an agricultural world to the industrialized capital and crown jewel of the Draconis March, as well as the center of Judaism in the Federated Suns. Robinson's once abundant fertile soil attracted colonists early in the Exodus. The real treasure, however, lay hidden beneath Robinson in its vast deposits of petroleum, precious metals and rare minerals. Three hundred years of war, however, have severely limited its ability to export raw materials or grow its own food. The constant warfare of the Succession Wars destroyed seventy percent of Robinson industrial capacity.

After century and a half, Robinson has recovered. It produces finished metal products for DropShips and JumpShips, as well as BattleMechs, built at Robinson Standard BattleWerks located outside of Beuller, on the continent of Canaan. Robinson's prestigious academy, the Robinson Battle Academy, is also located in the capital.

Robinson's continents, Canaan, Solomon and Megiddo, support large mining operations and some agricultural needs. Canaan supports two thirds of the population while Solomon and Megiddo have the remaining third combined.

TALON

Noble Ruler: Duke Roderick FaCrimeia II
Star Type (Recharge Time): G0V (181 hours)
Position in System: 3rd
Time to Jump Point: 10.43 days
Number of Satellites: None
Surface Gravity: 0.8
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 30 percent
Equatorial Temperature: 45° C (Arid)
Highest Native Life: Insects
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 935,400
Socio-Industrial Levels: A-A-B-A-F

The planet Talon is a major world, but one not listed on most star maps. As the smaller sister and satellite of Wernke, many simply dismissed Talon as another two-bit rocky world. Talon is far more, however, than anyone would imagine: Kallon Weapons Industries' home is here. Despite Talon's lack of natural food sources, Kallon felt the planet's excellent rare metal deposits justified them building on the mountainous world. Wernke in fact supplies the food and water needs of Talon.

Kallon has been producing Star League era quality 'Mechs since it went online during Star League's glory days. No one knows how or why Kallon's plants were still producing units of that quality, even during the three centuries of succession wars. So far, Talon's security has not been breached, protected by layers of corporate, AFFS and DMI security.

Wernke is an important agricultural world in the New Syrtis PDZ. Both Talon and Wernke have vested interests in one another. Kallon Industries supplies Wernke's agricultural industry with all the Agro, Forestry and Construction 'Mechs while Wernke supplies all of Talon's water and food needs.

Three of Wernke's four continents, Jal, Crimeia and Vesper, produce all the agricultural products of the planet. The small island continent of Tonkya is a mountainous island cloaked in secrecy. Very few people outside of Kallon Industries and the government know what is going there. DropShips are seen landing at night and leaving during the day. The mountains hide all activities and the airspace is restricted. Any unauthorized flights are destroyed without warning.

TANCREDI IV

Noble Ruler: Duke Alexander Brazeau
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4th
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Pietra di Fortuna)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Warm-Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Reptiles
Recharging Station: None

HPG Class Type: A

Population: 695,750,000

Socio-Industrial Levels: B-B-A-C-D

Because of sloppy reporting, Tancredi IV was not colonized until late in the 2570s, decades after being surveyed by the Terran Alliance. Once it was rediscovered in musty data files and marked for exploration, a detailed survey determined that Jaipur, Tancredi's single continent, could support a large population with its arable soil and abundant water. When huge metal deposits were located, Tancredi became a major manufacturing force within twenty years of its colonization.

Tancredi has the dubious honor of being the first world whose noble was executed by Prince Davion's elite Royal Guards. The sentence was carried out in the central square of the capital, Dolsonville, when Count Donvier Rossini was beheaded for ordering the Justice Building destroyed and executing people who criticized him.

During the First Succession War, DCMS forces decimated Tancredi's industry; subsequent wars have likewise seriously hurt the planet's agricultural industry. Tancredi suffers from near famine conditions at times to this day.

TIKONOV

Noble Ruler: Lord Paul Ryan-Bowman
Star Type (Recharge Time): G8V (189 hours)
Position in System: 3rd
Time to Jump Point: 6.19 days
Number of Satellites: 3 (Andropov, Andruyev, and Ashkilov)
Surface Gravity: 1.1
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 60 percent
Equatorial Temperature: 29° C (Arid)
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population Size: 6,378,650,000
Socio-Industrial Levels: A-A-A-A-B

Founded in the 2100s, Tikonov is one of the oldest colonized worlds in the Inner Sphere. Originally colonized by Eurasian and Western Asian immigrants, Tikonov is a large arid world that has four major landmasses: Ufa in the northeast, Krasnodar in the southeast, Pskov in the southwest, and Kazan in the northwest, where the capital of Tikograd is located. From the day Tikonov was settled, it became a leader in regional politics. The capital of the Grand Tikonov Union, Tikonov eventually became a member of the fledgling Capellan Confederation, the Star League and then a part of the Federated Suns. Though technically an independent world, Tikonov is currently garrisoned by CCAF troops and is classified a Capellan holding.

Tikonov has been a bastion of technological achievement and industrial might for several hundred years. The planet supports three major defense contractors: Earthwerks, Ceres Metals and Harcourt Productions. Tikograd is located in the northeast of the Ural Mountains, the capital and home of Earthwerks's largest plant. Ceres Metals is located on Asano



Bay, just outside the city of New Moscow on the northwest coast of Ufa. Tukwila Valley is a major agricultural center for Tikonov, and is located on the continent of Ufa due south of New Moscow. Harcourt Productions is located in the city of Tukwila. The Herosoma Mountains runs diagonally across the continent providing all the ore needs for production.

TSAMMA

Noble Ruler: Duke James Felix
Star Type (Recharge Time): K2VII (195 hours)
Position in System: 4th
Time to Jump Point: 4.31 days
Number of Satellites: 1 (Testor's Eye)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 75 percent
Equatorial Temperature: 65° C (Tropical)
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class Type: B
Population Size: 263,254,000
Socio-Industrial Levels: B-B-C-A

The capital of the Tsamma Combat Region, most thought that Tsamma would be just another agricultural world. That was before a more thorough exploration of Tsamma revealed that the oceans' salt content was extremely low, making de-salinization relatively inexpensive. With the world's continents making up only a third of the total landmass, its oceans are the largest source of potable water for fifty light years surrounding Tsamma. The average rainfall is nearly seventy centimeters a year due to the high humidity and moist, tropical atmosphere. Because of the unstable atmosphere, Tsamma produces some of the most violent hurricane storms ever seen.

The planet was originally named Tsunami, because of the waves generated by the storms. The spelling of the name was changed to reflect the dialect of the people. The continents of Shade, Bleacher and Arcadia produce an abundant amount of agricultural produce, including tropical fruit. Phe-Phen, the planetary capital, is the center of operations for Tsamma-Chiquita AgroTech and Crystal Sky Water Interstellar. On the Southern coast of Arcadia is the resort of Ponce de Leon, where entertainment stars from around the Inner Sphere come for leisurely fun in the sun.

WOODBINE

Noble Ruler: Duke Ferdinand Rein
Star Type (Recharge Time): G9V (190 hours)
Position in System: 4
Time to Jump Point: 5.82 days
Number of Satellites: 3 (Gaston, Bastogne, Saar)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Surface Water Coverage: 50 percent
Equatorial Temperature: 40° C (Warm-Temperate)
Highest Native Life: Mammals

Recharging Station: Zenith, Nadir

HPG Class Type: A

Population Size: 1,485,250,000

Socio-Industrial Levels: A-B-C-B-A

When Woodbine was first settled in the late twenty-third century, colonists never dreamed their planet would become the agricultural center it has become. So important is Woodbine that all the farm worlds in Kilbourne and Milligan PDZs ship their produce to Woodbine for distribution throughout the Draconis March. Additionally, Woodbine produces its own not-insignificant agricultural output, which supplies Robinson with a major portion of its agricultural needs.

Woodbine's continents, Reindl, Mansdor and Zebulon, have devised a crop rotation plan that allows the farms on one continent to remain idle during the massive growing season while replenishing the nutrients leached out by the crops grown during the previous season. The remaining farmlands are still more than able to meet production demands, and in that way there is enough left after harvest time that they can store up for the winter. Though Gastogne is Woodbine's planetary capital, it is not the industrial center. Rhinehold, founded by the ruling family, is the heart of Woodbine's industrial might. What is not as well known is that Sutel has built a weapons production plant for their energy weapons research just outside of Rhinehold.

LYRAN ALLIANCE WORLDS

The following worlds are located in the Lyran Alliance.

ALARION

Noble Ruler: Duke Anatoly Serfass
Star Type (Recharge Time): G0V (181 hours)
Position in System: 3rd
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Tiber)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Warm-Temperate)
Surface Water Coverage: 80 percent
Highest Native Life: Fish
Recharging Station: Zenith
HPG Class Type: B
Population: 3,465,000,000
Socio-Industrial Levels: A-A-A-B

Settled thirty years after the formation of the Lyran Commonwealth, Alarion became an ecological tragedy that nearly spelled the end for colonization on that world. The first settlers were attracted to Alarion's abundant native life and seemingly limitless aquatic life. Assuming the world was ideally suited for cultivation and exploitation, the settlers did not bring extra food supplies, expecting that Alarion's native wild life would support them. Tragically, they were wrong.

The native life forms did not survive contact with the settlers, as the diseases brought with them decimated much of the planet's native life before any cure could be found. Then, as if the planet sought retribution, diseases native to the planet were

unleashed. When it was over, nearly half the settlers lay dead and most of Alarion's native life was extinct. The Commonwealth issued strict settlement procedures for Alarion afterwards.

Today Alarion is a center of industry and a province capital. Very few areas of Alarion's two continents of New Brunswick and New Jordan are unsettled. The Alliance's only naval shipyard, Port Sydney, operates near Alarion while Bowie Industries is located on New Jordan. Alarion has many tropical islands that have become tourist retreats. Craiova, the capital, is located on New Brunswick.

CAVANAUGH II

Noble Ruler: Duke Alan Lamar Moon
Star Type (Recharge Time): M9II (210 hours)
Position in System: 4th
Time to Jump Point: 1.96 days
Number of Satellites: 4 (Gododin, Nennius, Cambriae, Tennyson)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Warm-Tropical)
Surface Water Coverage: 80 percent
Highest Native Life: Amphibians
Recharging Station: Zenith
HPG Class Type: B
Population: 932,827,000
Socio-Industrial Levels: B-B-C-B-C

Discovered in the 2290's, Cavanaugh was not settled until 2325 when the planet was first sold to a wealthy member of the former English royal court. Duke Alvin Windsor-Moon organized a team made up of English, Welsh and Scots to colonize Cavanaugh. Included in this group of settlers were the entire Arthurian Actors guild.

The settlers were not accustomed to the planet's climate and atmospheric conditions, however. Cavanaugh's star was older and hotter than Terra's, and the planet's average temperature was 15° C higher than their former homeland. Happily, the planet was rich in timber and the soil fertile; Cavanaugh would support those that had come to settle it.

In honor of their heritage, colonists named the planet's island continents and moons after English historical figures and places, according to their Cambridge historians. Of Cavanaugh's five continents, only one was uninhabitable. Named after Mordred, because of the massive volcanic activity and unstable land no one could live there and survive. Bedivere, Tristram, Gareth and Gawain, all similar in size to the Terran continent of Australia, support Cavanaugh's population. The capital of Caerleon is built on an island in reproduction of its namesake.

COVENTRY

Noble Ruler: Duke Thomas Fredrick Bradford
Star Type (Recharge time): F4V (210 hours)
Position in System: 3rd
Time to Jump Point: 16.10 days
Number of Satellites: 1 (Wellston)
Surface Gravity: 1.0

Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Mild-Temperate)
Surface Water Coverage: 80 percent
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population: 3,785,290,000
Socio-Industrial Levels: A-A-A-A-A

Colonized during the great exodus, Coventry was the perfect world for those leaving the "Cradle of Humanity." A world with large seas, Coventry's favorable climate and mild seasons enabled the early colonist to turn Coventry into a major agricultural center for Lyran worlds near the Periphery. The planet produced everything from agricultural and animal products to aquatic delicacies. Veracruz, the largest of Coventry's four continents, is the major industrial and agricultural center of the planet with Coventry Metal Works located just outside of Port St. William, the planetary capital. Veracruz and Dunnigan are separated by the Cross-Divide Mountains that border the western coast of the continent Dunnigan. Outside of Port Lawrence is the Coventry Military Academy and headquarters to Coventry Province command.

Coventry became home to many major corporations, from Ceres Metals to McKenzy Molecular Smelters, located on the continent of Dunnigan. Just south of Dunnigan are the two remaining island continents of Vestal and Amman; both are primary vacation spots for travellers hailing all across the Human Sphere. Coventry Metal Works is the second largest BattleMech producer in the Lyran Alliance, making only Tharkad more strategically important.

CRIMOND

Noble Ruler: Duke Morten Edward Solberg
Star Type (Recharge Time): F8II (179 hours)
Position in System: 4th
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Osseous)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Mild-Temperate)
Surface Water Coverage: 50 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class Type: A
Population: 1,185,650,000
Socio-Industrial Levels: A-B-A-A-D

Crimond was discovered by accident when the JumpShip *Gak's Revenge* misjumped into the system centuries ago. Immediately dispatching a DropShip, the captain ordered the system explored. The expedition found the planet to be rich with precious metals, stones, rare metals and vast petroleum deposits. The soil, on the other hand, was nitrogen poor, laced with minerals that would support few crops. The ship's owner, Johansson Solberg, submitted a claim for the planet, with colonization Crimond beginning shortly thereafter.

Crimond has three continents, of which two have been settled and their resources exploited. On Metallerz, the largest continent, all the metal ore mines and petroleum fields are operational, including the gold mines at Vertorrou. Chromatisch is the home of one of the largest diamond mines in the Alliance. The planet's capital, Sol City, was founded on the southern coast.

The standard of living on Crimond rivals some of the province capitals, including Tharkad, although its population is highly dependant on imports for food. The island continent of Condor is home to the former Star League base Fort Beaufort, which is still used today. Fort Beaufort was the home to the SLDF's Fifty-Fourth Mechanized Infantry Division, a unit that disappeared after the Amaris War. Condor is a mountainous desert island that has never been settled by civilians. The AFFS has classified the island off-limits.

DALKEITH

Noble Ruler: Duke Richard Wonson II

Star Type (Recharge Time): K5V (196 hours)

Position in System: 5th

Time to Jump Point: 4.12 days

Number of Satellites: 4 (Dal-Ra, Dal-Rue, Dal-Tal, Dal-Mar)

Surface Gravity: 1.0

Atmosphere Pressure: Standard (Tainted)

Equatorial Temperature: 30° C (Mild-Temperate)

Surface Water Coverage: 70 percent

Highest Native Life: Birds

Recharging Station: None

HPG Class Type: B

Population: 300,968,000

Socio-Industrial Levels: B-B-C-B-D

A beautiful world during the height of the Star League, Dalkeith had been nearly turned into a nuclear wasteland by the time the Ares Conventions were signed. Of Dalkeith's three continents, only Dunnbar is remotely habitable. Dunnbar is a large landmass that only barely supports the current population. In 2775, Dalkeith boasted a population over two billion; three centuries later it barely reaches three hundred million. The atmosphere is tainted with high levels of carbon dioxide and micro dust, requiring the use of filtered breathing devices.

During the First Succession war, House Kurita attacked Dalkeith's main continent of Rockmeir with over a dozen 100-megaton nuclear weapons, blanketing the continent and destroying the Star League Castle Brian, the planet's capital of Newhaven and nearly the entire population. The continent of Devarick was poisoned by more nuclear weapons and chemical attacks against the defending Lyran forces. Dalkeith would have been abandoned entirely had it not been for the planet's rich resources in radioactive metals and iron-ores that lay beneath Dunnbar's Alveria mountain range.

With its close proximity to the Combine border, Dalkeith has been used to stage raids against both the Draconis Combine and later the Clans. Though life looks extremely hard to an outsider, the natives have adapted to their surroundings. Native

Dalkeithians have a natural resistance to the effects of some types of radiation.

DONEGAL

Noble Ruler: Duchess Nejama Beersheba-Marsden

Star Type (Recharge Time): FOV (171 hours)

Position in System: 4th

Time to Jump Point: 21.94 days

Number of Satellites: 1 (Seth's Jewel)

Surface Gravity: 1.0

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 40° C (Warm-Temperate)

Surface Water Coverage: 80 percent

Highest Native Life: Reptile

Recharging Station: Zenith, Nadir

HPG Class Type: A

Population: 5,765,350,000

Socio-Industrial Levels: AAAA-B

Colonized at the beginning of the 2300's, Donegal was a planet with a temperate climate and subtle seasons. Filled with uniquely exotic vegetation and wildlife, those assets were exploited and became one of Donegal's most valuable exports. Donegal possesses rich deposits of industrial diamonds, rare minerals and metals. Donegal's three continents, Lockenar, Dunellen and Hinterlands (where the capital is located) are equally developed, supporting the world's population but also still offering wilderness retreats untouched by human development.

Seth Marsden is the one person who is responsible for Donegal's prominence. Marsden's company discovered Tharkad in 2310, and Donegal soon became known as the "Trader's World." Many import/export companies started up as the results of Donegal's influence. Two working space settlements called the "Tin Cans" were built in orbit around LaGrange Points. Donegal's capital, Marsdensville, is the host of the most active Stock Exchange in the Alliance. The Alliance Supreme Court is located in Donegal's capital as well. Donegal is one of the few worlds that has never suffered directly from the Succession Wars. Lockheed/CBM Corporation, located on Dunellen, is one of the Alliance's few key suppliers of aerospace fighters.

FORT LOUDON

Noble Ruler: Duke Claudius Taylor-Kelswa

Star Type (Recharge Time): G6III (187 hours)

Position in System: 3rd

Time to Jump Point: 7.01 days

Number of Satellites: 1 (Précis)

Surface Gravity: 1.0

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Jungle)

Surface Water Coverage: 80 percent

Highest Native Life: Mammals

Recharging Station: Nadir

HPG Class Type: B

Population: 1,350,780,000

Socio-Industrial Levels: B-B-A-B-B

Originally designated as LC/T-2395 when discovered by Lyran Exploration scouts, the colonization of the planet did not start until late into 2460, primarily due to a lack of funding. After the "Long March" campaign, the planet was renamed in honor of Captain Calvin Loudon for his heroic actions on Nox in 2465, wherein he gave his life to save his entire command. Fort Loudon was in the process of development by the colonists when they discovered rare metals in the jungle mountains on the continent of Brunei.

Fort Loudon's three continents are situated mostly in the equatorial regions of this very large planet. Tunisonda has the most arable land and is the largest of the three continents. The planet's capital, Palos, was settled on the continent of Anderssen, where gold and platinum veins were discovered in the foothills of the Dover Mountains. Fort Loudon has been prized in the past for its location on the Combine border and still is today as a staging world against the Clans. Fort Loudon was home to the Star League's 123rd Infantry Division, stationed at the still operational Castle Brian, Fortress Loudon.

FREEDOM

Noble Ruler: Duke Nicole Simons-Steiner
Star Type (Recharge Time): M5V (206 hours)
Position in System: 6th
Time to Jump Point: 2.45 days
Number of Satellites: 1 (Vigil's Light)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Mild-Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class Type: B
Population: 1,235,000,000
Socio-Industrial Levels: A-B-B-B-A

As the capital world of the Freedom Theater in the Skye Province, the planet Freedom was aptly named. Discovered during the collapse of Terran Alliance in 2314, Freedom has demanded a price from would-be conquerors and liberators alike. During the Lyran Commonwealth's "Operation Freedom," the Third Royal Guards landed on Freedom to liberate it from the Combine. Led by Archon Eric Steiner, the Royal Guards faced the elite Sixth Sword of Light. Battling across two continents, the Guards forced two of their battalions into Horseshoe Valley on the continent of Republic. With sheer cliffs and nowhere to run, the Sixth was destroyed in the lush green valley. Only when the Sixth ceased to exist did the Royal Guards leave. The cost of that action, however, would be the Archon's life.

Freedom's two continents of Republic and Independence produce agricultural products to supply most of the worlds in the Freedom Theater. Freedom produces water purification systems and supply parts for Water Pure Industries on the planet Corridan IV. Jefferson City, the planetary capital, is located east of Horseshoe Valley. First Lord Theodore Kurita has actually visited

Freedom and dedicated a memorial to those who fell, vowing that no Kurita force would ever attack the world again.

GALATEA

Noble Ruler: Duke David Nowakowski
Star Type (Recharge Time): F8II (179 hours)
Position in System: 6th
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Galatea Minor)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 55° C (Desert)
Surface Water Coverage: 35 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class Type: A
Population: 556,976,000
Socio-Industrial Levels: C-C-C-C-C

Colonized in 2250 at the height of the Terran Alliance, Galatea became a haven for those seeking to escape the technological explosion that was changing mankind's future. Settlers swore off high technology, broke away from the Alliance and planned to live in peaceful harmony on desert world of Galatea. Galatea's lone continent, Lubbucks, covers most of the planet. Due to heat generated by Galatea's star, plant viability is limited and the ground is nitrogen poor.

In 2333, Terran Hegemony forces invaded Galatea and within a year the planet was once again part of the Terran community. The Star League turned Galatea into a major military training ground, sharing it with the Commonwealth only grudgingly after years of political maneuvering and back-room deals. Galatea benefited greatly from the Terran Hegemony and the Star League. In and among the many other Star League projects, SLDF engineers built a major Starport called Galaport northwest of the planet's capital, Galatean City.

After the collapse of the Star League and Kerensky's Exodus, Galatea needed to replace the lost revenues that the SLDF provided. Working with ComStar, Galatea eventually became a Mecca for out-of-work and dispossessed mercenaries. It has been known as the "Mercenary's Star" for centuries, and while Outreach, with its Hiring Hall and Mercenary Review and Bonding Commission, has since become the destination for mercenaries and hirers alike, Galatea still boasts a large mercenary population, and is especially noted as the best spot to hire the desperate and the unprincipled.

GIAUSAR

Noble Ruler: Duke William Freiburg
Star Type (Recharge Time): M0III (201 hours)
Position in System: 3rd
Time to Jump Point: 3.14 days
Number of Satellites: 2 (Hoffnung, Neues Leben)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Warm-Temperate)

Surface Water Coverage: 70 percent

Highest Native Life: Mammals

Recharging Station: None

HPG Class Type: B

Population: 735,145,000

Socio-Industrial Levels: B-B-A-B-B

Located in the Draco Constellation, Glausar was neglected by research astronomers and stargazers alike for quite some time. The star system was not even considered for colonization until Terran Alliance scouts discovered, quite by accident, that the third planet could support flourishing life. Though limited to the two continents of Adelaide and Deception, Glausar's climate and gravity were almost perfect.

Glausar is a large world whose continents are a study in contrasts. Adelaide is a large continent, covering half of the planet through both hemispheres. It is lush and green, the landscape dotted with flat fertile plains, thick forests and old rolling hills. Deception, on the other hand, is not what it seems. From orbit it appears green, but that is attributed to sunlight reflecting off the green tinted soil. It is actually a desert continent, located in the southern hemisphere.

Colonized by ethnic Germans from southern regions of Germany, they named their capital New Munich, founding it on Adelaide. Because of its location on the Lyrans Alliance/Free World League's border, Glausar is an important world for trade between both realms. Glausar produces petroleum and natural gas from Deception's rich resources. From Adelaide, coal, timber and iron-ore are produced. Glausar holds Oktoberfest every year in honor of their past. Glausarians are fiercely loyal to their heritage, history and the Commonwealth.

HESPERUS II

Noble Ruler: Duke Daniel Brewer

Star Type (Recharge time): F2IV (172 hours)

Position in System: 2nd

Time to Jump Point: 18.75 days

Number of Satellites: 1 (Hesperus II Alpha)

Surface Gravity: 1.0

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 85° C (Jungle)

Surface Water Coverage: 40 percent

Highest Native Life: Reptile

Recharging Station: Zenith, Nadir

HPG Class Type: a

Population: 55,000

Socio-Industrial Levels: A-A-A-B

Hesperus II has been compared to a dried-up apple in appearance when viewed from orbit. Approaching the planet, one immediately notices that Hesperus II is a world of mountains—vast, immense, towering mountains. The world's continental plates are in constant slow-motion, drifting and grinding up against each other to raise a labyrinth of valleys and peaks that crisscross Hesperus II's four continents, numerous island chains and archipelagos. Only two of its four continents are habitable.

South Whitman, located in the northern latitudes of the planet, is where most of the planet's population lives. Temperatures are intolerable for unprotected humans near the Hesperian equator, where native life have adapted to 80° C and above temperatures, as well as atmospheric pressures of three bars plus.

Maria's Elegy, the planetary capital, is located in the Melrose Valley on South Whitman. The valley is the most fertile place on the planet and produces more than enough food to support the world's small population. Though not its only industry, Hesperus II's best-known product is the BattleMech. Defiance Industries, of Hesperus II supplies quite a significant portion of the Lyrans Alliance's BattleMech corps. This makes the planet potentially the most important world in the Alliance next to Tharkad, the Lyrans capital.

INARCS

Noble Ruler: Duchess Tamari LaRue

Star Type (Recharge Time): K9III (200 hours)

Position in System: 5th

Time to Jump Point: 3.31 days

Number of Satellites: 1 (Agiruur)

Surface Gravity: .9

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Warm-Temperate)

Surface Water Coverage: 60 percent

Highest Native Life: Amphibians

Recharging Station: Nadir

HPG Class Type: B

Population: 655,300,000

Socio-Industrial Levels: A-A-B-A-B

Discovered in the late twenty-fourth century, Inarcs was designated a very desirable world for colonization. Due to a computer filing mistake, it was classified as marginal by the Star League. When the League began looking for a world to be used as a prison, Inarcs met the requirements they needed. Soon nearly 100,000 criminals, malcontents and political prisoners were exiled to Inarcs for their crimes.

Twenty years later, the Star League returned to find a vibrant and flourishing community. Stunned beyond belief, officials soon realized that their information had been mistaken. Even with only one very large landmass, the continent of Insel Desteufels (Devil's Island), named after the infamous prison island on Terra, the people had thrived. The continent was a virtual paradise, and they named their capital Utopia.

Inarcs had many island chains that would be exploited for their mineral resources. Huge iron-ore and precious metals were discovered in the Vespia Mountain ranges. Star League pardoned the colonists and allowed industries to come to the planet. Blackstone Industries was first to set up mining operations, shipped refined metal to its other BattleMech plants, though dozens of others rushed to follow suit decades later. Today, Inarcs is an important cog in the Alliance military machine, providing BattleMechs as much as other war-fighting materiel to the LAAF.

KIKUYU

Noble Ruler: None (Clan-controlled)
Star Type (Recharge Time): G7V (188 hours)
Position in System: 3rd
Time to Jump Point: 21.94 days
Number of Satellites: None
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 60° C (Desert)
Surface Water Coverage: 50 percent
Highest Native Life: Mammals
Recharging Station: None
HPG Class Type: B
Population: 185,150,000
Socio-Industrial Levels: B-B-A-B-C

Discovered shortly after the collapse of the Terran Alliance, Kikuyu was slowly colonized by refugees from New Zealand, Tasmania and the Australian continent. A desert world, the planet only has one continent named Queensland, with two large archipelagoes named New Tasmania and Auckland. Queensland had similar qualities to the Terran continent of Australia, satisfying most of the colonists.

The center of the continent is a vast desert wasteland named the "Great Victorian Desert." Beneath the reddish-tan soil lies the reason Kikuyu was colonized—radioactive ores and rare metals. The southern coast of Queensland is the fertile basin of Jelto Ran Delta, where the planetary capital of New Sydney was established.

The Archipelago islands were set up as nation states, thanks to the nationalism of the New Zealander refugees and those from Tasmania. Auckland Archipelago was named in honor of a city located on the North Cape. Wellington is the capital, located on the northern coast. New Tasmania, with its capital of New Hobart, is the smallest of the landmasses. It has also proven to be the toughest to settle, in part due to the appearance of Kikuyu's own version of a Tasmanian Devil. This sixty-kilogram carnivore proved to be even nastier than its Terran counterpart.

MELISSIA

Noble Ruler: Margrave Adam Steiner
Star Type (Recharge Time): G9V (190 hours)
Position in System: 5th
Time to Jump Point: 5.82 days
Number of Satellites: 1 (Saratoga)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Warm-Temperate)
Surface Water Coverage: 60 percent
Highest Native Life: Reptile
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population: 1,125,392,000
Socio-Industrial Levels: A-A-B-B-C

Discovered by Lyran Scouts deployed from Coventry, Melissia was an impressive find that one day became the capital

of a theater. Though the planet had only one continent, it was this landmass that so impressed scouts and colonists alike. Named Jahreszeitwunder (Seasons of Wonder), one could almost experience the seasons in a single day. Jahreszeitwunder covers the planet from pole to pole and is half as wide. The continent is divided in half by the Broad Run River that runs from the Valiant Mountains in the west to the Broad Run Delta in the east. The Loveless Valley is to the north and runs into the rolling hills that have been converted to vast farmlands.

Nestled in the Loveless Foothills north of the valley is the capital, Europa. The northern expanses of the continent are covered in ice. Beneath this ice is Melissia's main export, titanium. The southern part of the continent is mostly jungle. The people of the planet and the Theater are all fanatical supporters of Adam Steiner for what he did to save them and their planets. There is a growing movement to see him as Archon, as a true Steiner and member of the royal line.

MUPHRID

Noble Ruler: Duke Raymond Fritz
Star Type (Recharge Time): G9IV (190 hours)
Position in System: 4th
Time to Jump Point: 5.82 days
Number of Satellites: None
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 50° C (Warm-Temperate)
Surface Water Coverage: 80 percent
Highest Native Life: Fish
Recharging Station: None
HPG Class Type: B
Population: 737,210,000
Socio-Industrial Levels: B-B-B-A

The twin sister system of Thorin, Muphrid enjoyed the benefits brought by the association. It was settled a few months after Thorin and was designated as an agricultural world. With its three continents situated in close proximity of one another, each continent could support itself as well as the others. Shamrock, the northwestern most continent supports the bulk of the planet's population. New Dublin, Muphrid's capital is located on the northwestern coast of the Shamrock. The planet's Starport, Calenaton, is south of the capital. Surrounded by rolling hills and thick forests, timber and precious metal is a large portion of Muphrid's exports. Most of Shamrock's southern continent is covered in jungle while to the east are nearly impassable mountains perpetually trapped in the grip of winter.

Ridgeway, the second continent, lies to the east of Shamrock. Half of Ridgeway is made up of granite mines and pits while the remaining portions are large agricultural centers producing most of the planet's food supply. The continent of MacArthur lies due south of its northern cousins, mostly in the equatorial zone. MacArthur is covered in jungle, and has claimed the lives of many exploration teams who have disappeared while looking for a hidden Star League storage cache that is rumored to be hidden on the continent.

RASALGETHI**Noble Ruler:** None (Clan-controlled)**Star Type (Recharge time):** Primary: M9Ia, Secondary: G5II (198 hours)**Position in System:** 6th**Time to Jump Point:** 4.85 days**Number of Satellites:** None**Surface Gravity:** 1.0**Atmosphere Pressure:** Standard (Breathable)**Equatorial Temperature:** 45° C (Warm-Temperate)**Surface Water Coverage:** 80 percent**Highest Native Life:** Mammals**Recharging Station:** Nadir**HPG Class Type:** A**Population:** 878,985,000**Socio-Industrial Levels:** A A A A-B

Largely covered with water, Rasalgethi's landmasses are limited to two large continents on opposite sides of the world, separated by two large oceans. Rasal, the western continent, is the most fertile of the two. Rønne, the planetary capital, was so named by its Norwegian settlers and is located there. Rasal is covered with huge hardwood forests, taller than most BattleMechs, growing ten centimeters a year and reaching heights of nearly 100 meters tall. The other continent, Karlstad, is located in the east and covered in mountains and glaciers. Located mostly in the northern hemisphere, Karlstad stretches into the polar region. Karlstad's mountains are laced with numerous veins of rare metals and precious stones that have become one of the main exports of the planet. Along with timber and minerals mined from the southern islands, Rasalgethi was a strategic world for the Lyran Alliance.

SOLARIS VII**Noble Ruler:** None**Star Type (Recharge Time):** K1V (192 hours)**Position in System:** 7th**Time to Jump Point:** 5.18 days**Number of Satellites:** 1 (Solaris 7 Able)**Surface Gravity:** 1.1**Atmosphere Pressure:** Standard (Breathable)**Equatorial Temperature:** 25° C (Cool-Temperate)**Surface Water Coverage:** 80 percent**Highest Native Life:** Mammal**Recharging Station:** Zenith, Nadir**HPG Class Type:** A**Population:** 498,243,000**Socio-Industrial Levels:** A-A-A-B

Originally a Free Worlds League planet, Solaris VII was colonized for the industrial potential it possessed. It was a water-rich world where colonists could hope to thrive naturally. Survey reports revealed that Solaris VII would provide an extensive source of raw materials. In addition, given its location close to the Lyran state, it seemed a prime location for the growth of large industries. Solaris VII once boasted some of the largest

BattleMech production plants, including Blue Shot Weapons. Today, the world's industries have been largely overlooked because Solaris VII is the best-known as the 'Game World,' a place where MechWarriors and other independent military personnel can come to settle grudges or simply get the chance to do battle again.

Solaris VII has two large landmasses, the continents of Grayland and Equatus. Grayland is in the northern hemisphere, a beautiful continent with one very ugly scar caused by a Marik Nuclear attack in 2903. Solaris City is located in central Grayland in the center of forested plains, and boasts the largest population on the planet by far. Equatus is considered the lesser advanced of the two continents. Rustic with a rough-and-tumble charm, Equatus is Solaris VII's center of timber production.

SKYE**Noble Ruler:** Duke Robert Kelswa-Steiner**Star Type (Recharge Time):** Primary G8V; Secondary MOV (191 hours)**Position in System:** 4th**Time to Jump Point:** 4.48 days**Number of Satellites:** 1 (Luna)**Surface Gravity:** 1.0**Atmosphere Pressure:** Standard (Breathable)**Equatorial Temperature:** 30° C (Warm - Temperate)**Surface Water Coverage:** 70 percent**Highest Native Life:** Mammals**Recharging Station:** Zenith, Nadir**HPG Class Type:** A**Population:** 4,350,795,000**Socio-Industrial Levels:** A-A-A-B-B

The planet of Skye has been the emotional heart of the people of the Isle of Skye since the day it was colonized. With its contrasting landscapes and cool climate, the early English, Irish and Scottish settlers quickly came to feel at home. The descendants of the early colonists indeed have developed a deep emotional attachment to this world of green mountains, sitting beneath twin suns. With one very large continent, Skye had more than enough land to support the new settlers and their dreams. The capital, New Glasgow, is the heart and soul of Skye and located in the central area of the continent of New Scotland. The city was built in the MacIntosh Valley and surrounded by the Bannockburn Bogs, a location chosen for its defensive value as well as its beauty.

Skye is a very industrialized world. Though a portion of the planet has been set aside for wilderness preserves, there was still enough land to use for resources. Many corporations have come to exploit the planet's vast resources. Two such companies are the Shipil Company, who builds aerospace fighters for the Alliance military, and Cyclops Incorporated, producer of a number of conventional tanks.

THARKAD**Noble Ruler:** Archon Peter Steiner-Davion**Star Type (Recharge Time):** G6V (187 hours)**Position in System:** 5th

Time to Jump Point: 7.01 days
Number of Satellites: 1 (Marsden)
Surface Gravity: 1.1
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 20° C (Arctic)
Surface Water Coverage: 80 percent
Highest Native Life: Mammal
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population: 7,000,000,000
Socio-Industrial Levels: AAAA-C

Discovered in 2310 by one of shipping magnate Seth Marsden's exploration ships, Tharkad owes much of its environment to its founder. Marsden fell in love with the largely arctic world's cold, peaceful solitude. After gaining control of the planet, he began a massive importation of cold weather plants and animals from terra and other worlds, transforming Tharkad's bleak landscape into a beautiful replica of Terra's northern tundra. Massive deposits of gemstones and radioactive elements made Tharkad a rich world. In 2407, Archon Alistair Marsden made Tharkad the new Lyran capital to protect the government from Combine attacks. Tharkad's winters are famous throughout the Inner Sphere.

Four of the five major continents, as well as two of its three major island chains, are northern woodlands and steppes. The remaining landmasses are the tropical Tatyana Islands near the planet's equator and the small polar continent of Sutherland. Tharkad City is located on the northern continent of Bremen. TharHes Industries and Lockheed-CBM Corporation are located south of Tharkad City. The continents of Heidelberg, Grolsch and Franz supports the remaining population and Tharkad's industries.

THORIN

Noble Ruler: Duke Alfredo Sakuma
Star Type (Recharge Time): G7V (188 hours)
Position in System: 5th
Time to Jump Point: 6.52 days
Number of Satellites: 1 (Thorin's Twin)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Warm-Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Birds
Recharging Station: Zenith
HPG Class Type: A
Population: 2,159,975,000
Socio-Industrial Levels: A-A-B-B-B

Close to Terra, Thorin was one of the first worlds settled (along with its sister system, Muphrid). From the outset, Thorin was seen as a jewel of a world. It had great resources of metals, minerals, abundant timber and aquatic life, ensuring it an impressive destiny in the Terran Corridor. Thorin's two continents of Olympus and Freda are roughly the size of the North and South

American continents on Terra. Olympus, the northern continent, is the industrial center. Freda, in the southern hemisphere, is focused on agriculture and timber industries. The capital of Ecol City is located on Olympus.

Thorin was the shining jewel of education for the Star League. Just outside of Ecol City was the largest library ever built, with more than 100 granite buildings clustered around a beautiful domed central library. People boasted that Thorin's library contained a copy of every book ever published.

West of the Ecol City was one of Star League's elite universities. Unfortunately, the Second Amaris Dragoons destroyed the library during the Amaris coup during its occupation of Thorin, as well as the prestigious University of Thorin. Only Fortress Laiacona remains as a reminder of this world's once proud Star League heritage.

DRACONIS COMBINE WORLDS

The following worlds are located in the Draconis Combine.

AL NA'IR

Noble Ruler: Duke Quentin Parnell Tormark
Star Type (Recharge Time): A9II (170 hours)
Position in System: 5th
Time to Jump Point: 23.75 days
Number of Satellites: 1 (Taliswan)
Surface Gravity: 0.6
Atmosphere Pressure: Low (Tainted)
Equatorial Temperature: 35° C (Cool-Temperate)
Surface Water Coverage: 30 percent
Highest Native Life: None
Recharging Station: Zenith
HPG Class Type: A
Population: 653,465,000
Socio-Industrial Levels: A-A-A-A-D

Al Na'ir was a system that had nothing to offer when first surveyed. The planets were too inhospitable for colonization, tainted with extremely high levels of sulfur. Re-examination of the system's asteroids between the 4th and 5th orbit of the system's star changed all that. Enriched with vast deposits of rare metals, the system was colonized and exploited. Luthien Armor Works and Alshain Weapons collaborated in a venture to take advantage of the newly discovered resources of Al Na'ir. Yori MechWorks was formed and a new 'Mech plant was built on the largest asteroid for which the company was named. Once the components were produced, they were shipped to Al Na'ir for final assembly. This was accomplished at Yori Site 2 to take advantage of the planet's low gravity, just outside of the capital city of Homai-Zaki.

Al Na'ir's two continents are separated by Micah's Sea, the planet's lone ocean. Cedar Rock, the larger of the two landmasses, is the home of the planetary capital and the majority of the population. Scarborough has half the landmass of Cedar Rock and is home to Scarborough Manufacturers. The majority of the DCMS hover AFVs is produced by Scarborough.

ASHIO

Noble Ruler: Duke Nikolai Jansma
Star Type (Recharge time): G6IV (187 hours)
Position in System: 3rd
Time to Jump Point: 7.01 days
Number of Satellites: 3 (Kauner, Rossi, Hyde)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Cool – Temperate)
Surface Water Coverage: 80 percent
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class Type: A
Population: 1,328,000,000
Socio-Industrial Levels: B-B-C-B-B

Discovered in during the 24th century, this prefecture world had two known quantities. One, Ashio had the largest volcano ever recorded at over ten kilometers tall, Mt Vesuvius Major, as it was named, had been dormant for centuries. Geologists estimate that should Vesuvius Major erupt, Ashio would be sent into an ice age that would last for a millennium.

Secondly, Ashio is the largest exporter of beef within the Alliance. When first settled, the colonists had encountered cattle-like herbivores the size of Terran elephants. In time they were able to domesticate the aptly-named mammoths and use them both as beasts of burdens and a food source. Eventually the geneticists of the now-destroyed University of Ashio were able to develop a more robust beef-producing animal.

Two of Ashio's three continents, Rhodesia and Zaire, support the planet's beef industry, with the fertile soil of the continents including the planet's agriculture co-ops. Vesuvius Prime supports the planet's major mining industry. The island continent is mined for its metal ores and minerals resulting from the ancient lava flows. Ashio's capital, Iscariot, is the main distribution center, with its three Starports for exporting the beef and ores for the world.

MARDUK

Noble Ruler: Duke Alton Rastkel
Star Type (Recharge Time): G8II (185 hours)
Position in System: 4th
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Kafuffle)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Warm-Temperate)
Surface Water Coverage: 60 percent
Highest Native Life: Reptile
Recharging Station: None
HPG Class Type: B
Population: 2,475,000,000
Socio-Industrial Levels: A-A-A-A-B

An incredibly important world on the Davion-Kurita border, Marduk is a center of attention for both houses. Marduk was a valued prize as the home to a BattleMech factory. Originally col-

onized for its agricultural resources, Marduk's many regions of warm temperatures, rich soil and gentle climates made the world ideal for farming. Many of Marduk's plant and animal forms became valuable exports, while farming and ranching became the chosen occupations for most of the early settlers.

Just before the formation of the Star League, a large deposit of rare metal was discovered in the Tillerbee jungles in the center of the continent of Tiller. Norse BattleMech Works was formed and built a large factory to exploit the ore deposits. This complex of factories was built with such skill that it barely damaged the surrounding jungle. During the Fourth Succession War, Marduk fell to House Kurita in a counter assault aimed at Davion and the remaining Wolf's Dragoons. Once conquered, Victory Industries was given license to operate the massive facility. New Pontiac, the planetary capital, is the only urban center close to the factory. Marduk's remaining continents of Aileen and Latvia produce most of the planet's agricultural products and animal exports.

MATSUIDA

Noble Ruler: Duke Perrine Irragang
Star Type (Recharge Time): G5V (186 hours)
Position in System: 3rd
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Merlon)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Warm-Temperate)
Surface Water Coverage: 50 percent
Highest Native Life: Reptile
Recharging Station: Zenith
HPG Class Type: B
Population: 1,198,250,000
Socio-Industrial Levels: B-B-C-C-A

Matsuida is the type of world that, when reviewed on paper or survey files, looks like a rich and wondrous world. In reality, despite having a good star, good position and size, Matsuida is a hideous world to live on. Matsuida has only two large continents, with inhospitable and rough terrain dominating nearly half of the landmasses of Pao Tu and Pak Chua. What arable land there is can be found surrounding the coastal areas. The seas of Matsuida are unique within the known universe, made up of gelatinous pea-soup colored water. It is these bodies of water that has earned the planet its nickname of "Nausea."

Though the planet lacks the resources that the other prefecture capitals have, Matsuida has a thriving industry. Because of generations of patient and nausea-proof fisherman, Matsuida's fishing industry has grown from local operation to an Interstellar industry supplying Matsuida Carp to every house in the Inner Sphere. Matsuida's capital, Mystique Bay, is one of the largest fishing centers in the Draconis Combine. Like any fishing town, Mystique Bay has its own story. It is rumored that a gargantuan sea serpent named Gawdzzeria has been seen off the coast during the height of the castings, though no proof has been obtained as of this date.

PROSERPINA

Noble Ruler: Duke Perrine Irragang
Star Type (Recharge Time): K2V (193 hours)
Position in System: 4th
Time to Jump Point: 4.85 days
Number of Satellites: 1 (Taikata)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 25° C (Warm-Temperate)
Surface Water Coverage: 67 percent
Highest Native Life: Reptile
Recharging Station: Zenith, Nadir
HPG Class Type: A
Population: 2,173,050,000
Socio-Industrial Levels: A-B-B-A-B

During the Succession Wars, Houses Davion and Kurita fought bitterly for control of Proserpina. Each time, the inhabitants have suffered greatly. Proserpina has become an object of ferocious combat seven times since the Star League fell. As a result, two of Proserpina's five continents are little more than death traps of enormous proportions, completely desolated in the battles that have raged over their faces. Amerigo, the northern most continent, is unapproachable without environmental suits. Long lasting contact poisons in the soil and water have contributed to this environmental disaster.

During the last battle, Kurita forces launched huge nerve gas attacks against Davion troops on the continent of Greater Harpago, which resulted in the deaths of over sixty percent of the planet's population due to the prevailing trade winds. Rich mineral and petrochemical veins, mined, refined, and sold from this world, have fueled a variety of minor industries covering the three habitable continents of Bragadin, Darwan, and Lesser Harpago.

Despite these horrendous circumstances, Proserpina has been able to rebound and is one of the most industrial and populous worlds in the prefecture. A variety of industries have been developed, including Bulldog Enterprises and Guided Technologies, both located just outside of Conqueror's Pride, the planetary capital on the eastern shore of Bragadin. Proserpina's other claim to fame is the native blood limpet, a hard-shelled quasi-reptilian that resides in the planet's swamps, where it waits for any warm-blooded prey. Capable of astounding speed, this small, six-legged beast decimated the early colonists of Proserpina and poses a threat to unwary travelers in the planet's swamps to this day.

JADE FALCON CONTROLLED WORLDS

The following worlds are located in the Jade Falcon Occupation Zone.

HOT SPRINGS

Noble Ruler: None (Clan-controlled)
Star Type (Recharge Time): G6V (187 hours)
Position in System: 4th
Time to Jump Point: 7.01days

Number of Satellites: 1 (Buckstone)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Warm-Temperate)
Surface Water Coverage: 60 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class Type: B
Population: 1,553,325,000
Socio-Industrial Levels: B-B-A-B-C

First colonized for its vast mineral deposits and metal ore veins, Hot Springs became famous for its rich mineral water. The planet developed a tourist industry centered on the mineral enriched water and therapeutic hot springs. Tourists from across the Inner Sphere would journey to Hot Springs just to take "the baths," as they were called.

Hot Springs, however, was far from a resort world. The planet's two continents are the results of massive volcanic activity. Silver Springs, the larger of the two continents, is mostly covered in black crusty rock-ash, broken by the occasional outcropping of trees, a smattering of dense jungle or small lakes of brackish water. The Lucas Mountains Range found in the western part of Silver Springs is part of the volcano mountain chain that formed the planet's two continents.

Manta Springs is the less hostile of the two lava-strewn landmasses. The majority of the planet's population settled Manta Springs. The planetary capital, Boulder, was built from the rocky terrain. Here in the capital is the Institute for Advance Studies in Physical Therapy. It is here that many people come to learn special training in therapeutic methods of physical therapy and limb replacement rehabilitation training.

ROADSIDE

Noble Ruler: None (Clan-controlled)
Star Type (Recharge Time): M1VII (192 hours)
Position in System: 3rd
Time to Jump Point: 2.96 days
Number of Satellites: 1 (Truk)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Warm-Temperate)
Surface Water Coverage: 40 percent
Highest Native Life: Mammals
Recharging Station: None
HPG Class Type: B
Population: 983,325,000
Socio-Industrial Levels: B-B-C-C-A

Colonized late in the 24th century, Roadside was selected to supply the needs of a growing population in the Lyrn Commonwealth because of its abundant fertile soil. Before the planet could be fully made home, however, the colonists had to overcome a microbe infestation in the water supply. Unbeknownst to the first colonists, the waters were infested with microorganisms that gave colonists a variety of short-term intestinal problems, dubbed "Roadkill." Once a person was over

the sickness, however, he or she would never come down with it again. Microbiologists discovered that these microbes actually become part of the digestive system, helping the body become accustomed to some of the planet's indigenous plants and mammals. With more study, these same scientists were able to discover that the microbes had some beneficial effects on certain cancers of the stomach and digestive track.

Roadside has only one large continent, named Columbine. Two thirds of Columbine has been turned into agricultural centers and ranches. Claremont, the planetary capital, is located centrally in the continent. The remaining third was designated as a health retreat and game preserve.

SUDETEN

Noble Ruler: None (Clan-controlled)
Star Type (Recharge Time): K5VII (196 hours)
Position in System: 4th
Time to Jump Point: 4.12 days
Number of Satellites: 2 (Saar, Sule)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Cool-Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class Type: A
Population: 2,350,100,000
Socio-Industrial Levels: B-B-A-B-C

When Sudeten was first surveyed, its extreme changes in atmospheric weather patterns were major concerns. Upon further investigation, however, those concerns were considered acceptable risks due to the wealth of untapped resources Sudeten held. Some of the new colonists likened the planet's climate to that of the Highlands of old Scotland in the British Isles on Terra. Sudeten was found to have massive ore deposits and petroleum resources, which made this planet an important world for the Tamar Pact.

Sudeten has three continents, two of which are settled. Dargoth and Holcomb are large continents where most of Sudeten's resources are found. On Dargoth, the rebuilt Star League BattleMech factory, Olivetti Weaponry, close to the planetary capital of Patterson, is now operational. On Holcomb, Trellshire Heavy Industries is located just outside of the Compton Iron Ore Mines. Dargoth and Holcomb produce most of the planet's food supplies.

In the southern polar region is the continent of Cheragain. This inhospitable continent offers nothing but a cold harsh environment that no one wants. Most of the continent is covered in thick ice flows. Here, Lake Sudeten is situated between the Cheragain Ice flows and the Kadaicha Mountain Range.

TWYXCROSS

Noble Ruler: None (Clan-controlled)
Star Type (Recharge Time): FOIV (171 hours)
Position in System: 3rd
Time to Jump Point: 5.82 days
Number of Satellites: 1 (Twycross III)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 65° C (Desert)
Surface Water Coverage: 40 percent
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class Type: B
Population: 1,237,735,000
Socio-Industrial Levels: B-B-C-C-D

Once the capital of the Trellshire Province, Twycross has become one of the most infamous worlds in the Inner Sphere. From the heroic stand of the Twycross militia to the destruction of the Falcon Guards by forces led by Prince Victor Steiner-Davion and those later lead to the world by General Christifori, Twycross has earned its place in history as a planet of dubious qualities. The planet has earned the nickname Todeswelt (Death World).

The planet is a study in contrasts. Orbiting a large hot sun, Twycross has a desert climate that is volatile as it is hot. The perpetual windstorm called "Diablo" scours the ground on the Plains of Curtains to the Carswell Barrens. Great Typhoons, tornadoes and all manner of minor disturbances are so common that the reports of major cataclysms do little more than cause Twycross natives to shrug in indifference and carry on. In order to survive, the majority of the population is housed underground. The few surface dwellers make their homes in low squatting buildings. The capital, Camora, is built both above and below grounds. The city is incorporated with its large spaceport.

With the Trellshire Heavy Industries BattleMech factory seriously damaged early in Operation Revival, Clan Jade Falcon's leaders considered the world nearly worthless, prompting Khan Marthe Pryde to cede control to Lyran forces following the destruction of the Falcon Guards during Operation Audacity. Only later when Clan Diamond Shark laid claim to the world, not only returning the Trellshire factories to service but also producing a compound not unlike Harjel from naturally-found organic compounds, did the Falcon Khans realize the depth of their mistake.

RUNNING THE CIVIL WAR

DEVELOPER'S NOTES: RUNNING YOUR OWN GAMES

Okay, so you wanna run your own games set during the Civil War? After all, you wouldn't be reading this section if you weren't at least interested in running or playing in a Civil War-based game.

Well, the first thing you need to know is that we're not going to tell you how to run your games. That's up to you to decide. All we can do is give you some tools that will make your life easier.

That said, you might find that we haven't given you all of the information that you want, at least in this book. Unfortunately, the facts of life prevent us from giving you everything you might want or that we might want to put into this book. We only have a limited number of words that we can cram into a given book; as it is, this is one of the largest sourcebooks ever published for BattleTech. We recognized from the instant that we commissioned this book that it was going to be one of the most sought-after BattleTech products. After all, we've been building up to this Civil War for years.

So, we went to you, the fans. Using the forums on the Classic BattleTech website (www.classicbattletech.com), we asked you what you wanted to see in this book. And you answered. Most of you wanted to see more detail on the civil war's campaigns and less rules. At print time, there were some 2,700 registered users on that particular board, so we figure we got a pretty good cross-section of the BattleTech fans out there. (And if you missed out on this one, we will continue to ask your opinions on upcoming products, so you'll still get your chance to have your say!)

Why am I telling you this? Well, in the past we've never really given you the chance to peek inside the development process, and it's time to change that.

Now, back to the topic at hand. This section will give you many of the tools you will need to make scenarios and adventures based during the Civil War, but not all of them. Some of them, like the descriptions of all of the units that fought in the Civil War, are given in the Field Manuals. Others, you'll find in different BattleTech products. But the biggest tool you'll need is something that we can't provide, but can only feed: your imagination.

Continued on p. 207

This section is designed for players and gamemasters interested in creating scenarios and campaigns set during the time of the Federated Commonwealth Civil War. While it is beyond the scope of this book to give detailed information about the precise makeup of every military unit within the former Armies of the Federated Commonwealth (AFFC)—both of Lyran and Federated Suns heritage—what this section will provide is a framework that individuals can use in conjunction with already-published BattleTech game products to design Civil War-related scenarios.

Because much of the information needed has already been published, players and gamemasters should already own the *BattleTech Field Manual: Federated Suns* and *BattleTech Field Manual: Lyran Alliance* to run their own games set during this time period. Additional information covering the units from outside the AFFS or LAAF involved in the war, the Jade Falcon Incursion and the DCMS Reprisal can be found in the *BattleTech Field Manual: Crusader Clans*, *BattleTech Field Manual: Warden Clans*, *BattleTech Field Manual: Draconis Combine* and *BattleTech Field Manual: ComStar*.

The information presented in this section can be used to create scenarios for *BattleTech*, *AeroTech*, *BattleForce* or *MechWarrior* games. At the very least, players should possess the core rulebooks for each of these games (*BattleTech Master Rules, Revised*, *AeroTech 2*, *BattleForce 2*, and *MechWarrior 3rd Edition*, respectively—all published by FASA Corporation), in addition to any other add-on products they may wish to make use of. Complete record sheets for all of the BattleMechs, vehicles, battle armor and ProtoMechs that can be used in recreating Civil War scenarios can be found in *BattleTech Record Sheets: 3055 & 3058, 3025 & 3026, 3050, 3060 and Upgrades* (all published by FASA Corporation) and *Classic BattleTech Record Sheets: 3067* (published by FanPro, LLC); complete record sheets for all of the aerospace fighters, DropShips, JumpShips and WarShips can be found in *AeroTech 2: Record Sheets* (published by FanPro, LLC). Illustrations and game statistics for most of these units appear in the various *BattleTech Technical Readouts* (published by FASA Corporation) and *Classic BattleTech Technical Readout: 3067* (published by FanPro, LLC).

For those interested in running *MechWarrior 3rd Edition* games, the upcoming *MechWarrior Companion* (to be published by FanPro, LLC) will include new factions, life paths and skills applicable to Civil War-era campaigns, while *LosTech: The MechWarrior Equipment Guide* and *MechWarrior's Guide to Solaris VII* (published by FASA Corporation) both provide in-depth information and game rules that players and gamemasters may find relevant to their games.

Finally, players and gamemasters alike may use the *HeavyMetal Pro*, *HeavyMetal Vee*, *HeavyMetal Lite*, *HeavyMetal Plus* software packages (available from RCW Enterprises) to print their own BattleTech and BattleForce record sheets. The upcoming *HeavyMetal Aero* package will allow players to print their own AeroTech record sheets.

BATTLETECH INTEGRATION

Almost every battle of the Civil War involves ground combat, ranging from conventional infantry and vehicles to battle armor and 'Mechs. For the most part, conventional *BattleTech* rules (as per the *BattleTech Master Rules, Revised*) suffice. There are some occasions, however, where minor additions and changes will benefit a recreation of this bitterest of wars.

FORCE COMPOSITION

The principal combatants of the Civil War are the units of the AFFC and the LAAF, and thus most engagements will use 'Mechs and from the House Davion and House Steiner tables. Over time, however, the range of designs becomes broader—the Civil War prompted the development of several new designs and configurations—and salvage together with capture blurred the line between opposing forces.

The *Field Manual: Federated Suns* and *Field Manual: Lyran Alliance* details the principal divide between forces—their historical affiliation—as well as any exceptions to the standard pattern. For battles taking place in the early years of the war (3062-3064) the unit assignment tables found in the relevant Field Manuals are most appropriate, while later in the conflict (3065-3067) new units ('Mechs, tanks, fighters, etc.) entered service. To reflect this, players (particularly in A-class units) may wish to substitute new designs belonging to their faction (as found in the *Classic BattleTech Technical Readout: 3067*) for those of the same weight found on the current tables.

As the war progresses, so do the opportunities for salvage and capture. To reflect this, a unit that has seen action against forces of another affiliation—Steiner against Davion, Davion against Kurita and so on—may roll once per company on that affiliation's tables (such salvage cannot simply be chosen), using the target's quality rating (for example, if the "F"-rated Seventh Lyran Regulars take salvage from the "B"-rated 182nd ComStar Division, the player controlling the Seventh may roll on the "B" column of the ComStar table). Of course, many battles pit units of the same affiliation against each other and in such circumstances there is no modification to the force selection process.

Yes, you'll have to provide the brainpower. More than that, you'll probably have to do some improvising to make things work for your own campaign. After all, if we were to try to cover every possibility, we'd have a book twice the size of the one you're reading right now just for the rules alone.

On the bright side, the framework we've given you here should give you more than a decent start on designing your own scenarios.

So what are you waiting for? Get to work!

BATTLEFIELDS

Almost any battlefield is possible in the Civil War—engagements took place in torrid jungles, on icy plains, in cities, and even on airless moons—and the information presented elsewhere in this book details the prevailing conditions of the major battles. However, the book is far from an exhaustive treatise on the battles of the FedCom Civil War, so if players want to stage a low-G city fight, or even to use the advanced terrain rules found in *Maximum Tech, Revised* there is no problem provided all sides agree. Alternatively, the battlefield can be created randomly using the tables and procedures found on pages 106-108 of *BMR, Revised*.

SUPPLY

A unit's ability to draw supplies and to gain replacement personnel and equipment is impacted upon by a number of factors. Traditionally, the unit's standing with its higher headquarters has the most impact, but as the war continues on, the supply chain normally used by the combatants will be ripped to tatters. Location within the nation, political leanings and even tales of success can help or hinder procurement. A successful unit in friendly territory with powerful political allies will have little problem getting the supplies it needs. On the other hand, a rear echelon unit or one cut off from a supply source will find life considerably harder. Of course, there is always the chance for a supply shipment to be intercepted by an opposing unit (or even another friendly unit whose commander decides that they need it more than anyone else).

To determine a unit's supply situation, find each of the situations that apply to it on the Supply Tables below and add the scores together. Then compare the result with the relevant entry in the Supply Availability table. The Supply Cost modifier lists the price of all supplies as a percentage of the normal cost, while the Interception Chance indicates the likelihood that the shipment will be intercepted by outside forces (friendly or hostile). To determine if an interception takes place, roll 2d6 and compare the result to the appropriate row of the Supply Availability table; if the roll equals or exceeds the interception chance, the shipment (along with any monies paid for it) is lost, be it to enemy action, pirates or the demands of other units.

SUPPLY TABLES

Situation Score

Unit Rating	
Unit is (A) rated	+5
Unit is (B) rated	+4
Unit is (C) rated	+3
Unit is (D) rated	+2
Unit is (F) rated	+0

Loyalty

Unit is Fanatical	
(to supplying faction)	+2
Unit is Questionable	
(to supplying faction)	-1

Deployment

Unit is front line	+2
Unit is involved in	
combat operations	+1
Unit is rear echelon	-1
Unit is isolated by enemy forces	-3

Supply Availability

Total Score	Supply Cost Modifier	Interception chance
<0	200%	6
1-2	150%	7
3-4	125%	8
5-6	100%	9
7-8	90%	10
9+	80%	11

PRE-EXISTING DAMAGE AND REPAIR DIFFICULTIES

A mix of dwindling supplies, fatigue and the need to field as many units as possible means that units often go into battle in less than pristine condition, a situation that worsens as the conflict progresses and war weariness sets in. Incompletely repaired units are a sign of desperation – or a lack of spare parts—but sometimes there's just no choice...

In a *BattleTech* campaign where the repair rules (p. 87-92, *BMR, Revised*) are being used, a Technician may attempt to "Make Do" with what he has on-hand, even though the supplies he has may not be exactly what he needs, at an increased risk of a partial or unsuccessful repair. To do so, the technician applies a +2 modifier to his Repair Roll in addition to any that already apply for the component or type of repair. If the roll succeeds, the component is repaired normally. If the roll fails, but by a value equal to or less than the item's Partial Repair value +2, that item is partially repaired (e.g. When "Making Do," the effective Partial Repair value of a Jump Jet is +3, and that of a 3+ critical-hit engine+5). "Making Do" cannot be used when a part is being replaced or when a component cannot be partially repaired (a tech may thus attempt to "Make Do" if the item being repaired is a piece of equipment that can normally be repaired, but the gamemaster determines that the correct supplies are simply unavailable).

When not using repair rules in a campaign, players may still choose to use damaged vehicles and 'Mechs in scenarios, reducing their effective BV in proportion to the damage inflicted. This saving is, however, only a rough approximation to the actual BV lost to damage. When using damaged units, each player applies a number of damage dice (D6) to the unit (based on the nature of the scenario, players may agree to a set number of dice or a random number or the gamemaster may simply assign a number to each battlefield unit). A unit cannot suffer more damage dice than it has tons of armor (round up). Each die reduces the effective BV of the unit by 2 percent. Players should roll the number of indicated damage dice and total the results; this is the total amount of damage to be applied. Break this damage into 5-point groups (as with LRM damage) and apply it using the Front/Rear To-Hit column on the Location Table for the unit type, rolling critical hits as needed. Re-roll any damage that would destroy the unit (see p. 39 of *BMR, Revised*).

AEROTECH INTEGRATION

The Battles of the FedCom Civil War are not limited to the surface of planets. Indeed, not since the early years of the Succession Wars has naval combat played such an important role in a war, with fighters taking part in most battles and DropShip flotillas and even WarShips playing a significant role in many engagements. As with the above *BattleTech* rules, the core rules for the game—*AeroTech 2* in this case—can be used without modification, though the following additions can add further flavor to games.

GAME TYPES

Most *AeroTech 2* battles taking place during the Civil War involve fighters and DropShips, the former as escorts for larger craft or to provide ground support in *BattleTech* games, and the lat-

ter as transports or combatants in large-scale battles. WarShips only appear in the most important engagements, and then usually no more than one per side—the titanic naval battles of Tharkad and New Avalon are exceptions rather than the rule (the battles involving WarShips are clearly identified in the text, together with the names and classes of the combatants). Information on the other WarShip forces of the participants can be found in the respective Field Manual. The following are principal types of aerospace engagement in the Civil War:

Close Support: The most common mission type involves bombing or strafing enemy forces, or to disrupting their lines of communication. Such atmospheric missions can be played out using fighters alone, in which case each side should use equal BVs of *AeroTech* units, or linked to a *BattleTech* game, wherein a single BV pool pays for both ground and air forces. Victory depends upon scenario-specific conditions such as successfully inflicting a specific number of damage points on a target, or on the victory conditions of the ground battle.

Escort Mission: Principally a space scenario, escort assignments generally involve fighters and one or more larger craft, usually transport DropShips. Both sides have equal BVs (at least 10,000) though the defender—the escorting player—must purchase at least one large craft (DropShip or WarShip) that must survive the battle for that player to win.

Blockade Runner: This scenario is similar to the Escort mission, save that the defender (escorting force) has only half the BV of the attacker. Whenever the Blockade Runner reaches a map edge, remove the furthest mapsheet and place it in front of the vessel. For example, if the blockade-runner is at the right map edge, remove all forces on the left mapsheet (assume they have been left behind) that have already moved this turn, and place that mapsheet on the right of the existing map. Vessels 'left behind' do not count as destroyed, but may not re-enter the battle. Vessels on the removed map that have yet to move this turn may opt, at their player's discretion, to take their movement *before* the map is moved. This is an exception to the normal turn sequence. Vessels that do not exercise this option are assumed to be left behind.

Air/Space Superiority: Air or space superiority missions can involve any type of aerospace craft, with victory determined by the last side to have operational units on the map. The BV for such engagements, usually an equal amount for each side, can be anywhere from 5,000 to 500,000 (the latter reflecting the titanic battles for the capital worlds).

AEROTECH 2 FORCE COMPOSITION

Though intended for the generation of ground forces in *BattleTech* games, it is possible to use the Force Composition rules on p.108-110 of *BMR* to generate Aerospace forces for use in *AeroTech 2* or combined games. After determining the size and nature (Clan or IS) of the forces involved, the following tables can be used to generate the weight class or each aero-lance/point, either rolling per lance/point or rolling on the squadron or Star tables. After determining the weight class of each lance/point, use the lance/point composition table to determine the weight class of individual fighter craft, which can be determined randomly using the tables on pages 63-64 of *AeroTech 2*.

RANDOM AERO-LANCE/POINT WEIGHT

2D6	Weight Class
2-4	Light
5-9	Medium
10-12	Heavy

RANDOM SQUADRON COMPOSITION

1D6	Lance weight classes
1	3 Light
2	2 Light, 1 Medium
3	1 Light, 2 Medium
4	1 Light, 1 Medium, 1 Heavy
5	2 Medium, 1 Heavy
6	1 Medium, 2 Heavy

RANDOM STAR COMPOSITION

1D6	Point weight classes
1	5 Light
2	3 Light, 2 Medium
3	2 Light, 2 Medium, 1 Heavy
4	2 Light, 2 Medium, 2 Heavy
5	1 Light, 2 Medium, 2 Heavy
6	2 Medium, 3 Heavy

LIGHT LANCE/POINT COMPOSITION

1D6	'Mech weight Classes
1-2	2 Light
3-5	1 Light, 1 Medium
6	1 Light, 1 Heavy

MEDIUM LANCE/POINT COMPOSITION

1D6	'Mech weight Classes
1	1 Light, 1 Medium
2-4	2 Medium
5-6	1 Medium, 1 Heavy

HEAVY LANCE/POINT COMPOSITION

1D6	'Mech weight Classes
1-2	1 Light, 1 Heavy
3-4	1 Medium, 1 Heavy
5-6	2 Heavy

The tables in *AeroTech 2* contain details of the fighters and DropShips used by the combatants in Civil War and can be used as-is for the early years of the civil war (3062-3064). Later in the conflict (3065-3067) new fighter and DropShip designs became available, so players may wish to include such units in their forces as appropriate for their year and faction in lieu of other designs of the same weight. Likewise, salvage opportunities may blur the lines between the sides, and where units of a different affiliation

have fought—Davion against Kurita, Steiner against the Clans—players may roll once per aero-company on that affiliation's tables using the target unit's quality rating.

MECHWARRIOR INTEGRATION

The *MechWarrior, Third Edition (MW3)* RPG offers a host of options for games set in the Civil War. It can be used in tandem with *BattleTech*, *AeroTech* and *BattleForce* to provide more detailed characters for those games, it can be used in a combined MechWarrior-wargame campaign, or it can be used for a purely MechWarrior campaign. Rules for integrated games may be found in the core rulebook and the *MechWarrior's Guide to Solaris VII*. The *MechWarrior's Guide to the Clans* may also be appropriate for campaigns based in the ARDC and those areas targeted by Clan Jade Falcon. The *Field Manual: Lyrn Alliance* and *Field Manual: Federated Suns* also contain information relevant to Civil War-based MechWarrior games, particularly those involving military characters. The following character and campaign concepts are geared toward stand-alone MechWarrior games but may also form part of an integrated campaign.

CHARACTERS

The Civil War provides opportunities for almost every character concept and faction, with an almost infinite number of permutations. The following are the key groups, albeit a far from exhaustive listing.

Soldiers: Playing military forces attached to one of the numerous factions in the Civil War is the most obvious character concept—the game is *BattleTech* after all—but encompasses a wide variety of character types. A soldier may be a fanatic, espousing the cause of Katherine Steiner-Davion, Victor, or even one of the independent lords involved in the conflict. Alternatively, they may simply be “doing their job,” perhaps struggling to reconcile duty against other loyalties.

Politicians: The battlefield is not the only theater of conflict in the FedCom Civil War. Politics, be it national, regional or planetary, play a major role. Taking the role of political figures at various levels may provide characters with a deeper insight into the whys and wherefores of the conflict, together with an appreciation of the temptations and rewards of such roles. Such campaigns are not necessarily divorced from military campaigns; von Clausewitz did after all write that “Warfare is the continuance of politics by other means.”

Everyman: Politicians orchestrate wars, and soldiers fight them, but it is the civilians who suffer. Players may opt to take on the role of such individuals—for example, farmers, merchants or office workers—who are forced to adapt to life in the civil war. Perhaps they struggle to stay aloof from the fighting, or perhaps they take sides, joining a citizen militia or even the regular army. Do they remain true to their friends and colleagues, or do they turn on those belonging to the “wrong side”, ostracizing them—or worse.

CAMPAIGN CONCEPTS

Obviously, military campaigns predominate in the Civil War but there are a wide variety of sub-types and variations. The following are the key types, though are far from the only options:

Military Unit: Campaigns centered on military units offer the greatest scope for integration with *BattleTech*, *AeroTech* and *BattleForce*. The scope for roleplaying will vary considerably depending on the nature of the game: *MechWarrior* may be used to add additional depth to the pilots and crews used in various battles, or it can be used to roleplay the down-time between engagements. Player characters may be little more than grunts in the unit, or they may be involved at various levels of command. Both offer numerous opportunities, the former allowing characters to focus on combat, and the latter placing them more centrally in matters of planning and administration. The chain of command—official and unofficial—is often central to such campaigns, orders from on-high perhaps conflicting with the concerns of the unit or the soldiers. How they deal with such conflicts will say much about the characters.

Irregular Operations: Not all battles in the Civil War took place on the open battlefield. Special-forces units were a mainstay of several campaigns, undertaking sabotage, head-hunter and intelligence gathering missions. The latter forms its own campaign type and is detailed below, but the others offer a host of opportunities for both combat and non-combat roleplaying. Characters involved in "irregular ops" are most likely to be special-forces units, but many others—notably civilians with a military or para-military background—exploited their skills to wage a guerrilla conflict against opposing forces variously labeled invaders or occupiers. Players may also be on the flip-side of such conflicts, taking the role of line-troops or police tasked with eliminating saboteurs and assassins in their midst. Such campaigns offer a great opportunity for non-FedCom characters to get involved in the war—many of the surrounding states and power groups sent agents into the Federated Commonwealth during the conflict, seeking to support one group or another, or to further their own ends. Liao agents might be involved in the Tikonov reaches, supporting Zhazheng de Guang cells, while Word of Blake operatives on the Periphery rim might seek to recruit others to their cause.

Intelligence gathering: Knowing what your enemy is doing—or plans to do—is a central tenet of modern warfare and players can become involved in such operations in a variety of ways. They may be a special-forces team, inserted onto a planet in advance of an invasion to gather up to date information on defenses and troop numbers. Another possibility is the role of professional spies, perhaps deep-agents in the military, political or economic infrastructure of one faction who is secretly channeling information to another group. Such characters are faced with numerous challenges, principally getting the information their master(s) desire and escaping detection. The counter-espionage role also affords a host of opportunities, uncovering hostile agents and either unmasking them or using them to channel disinformation to the enemy. Once again, espionage missions offer many opportunities for non-FedCom characters.

BATTLEFORCE INTEGRATION

BattleForce 2 is ideally suited to the Civil War, allowing players to recreate whole battles or even planetary campaigns in a practical manner. The *BF2* rulebook contains many of the rules required for such games, and an experienced player can use the rules as-is to create *BattleForce* scenarios, but those presented here provide expansions, clarifications and examples to ease the process.

UNIT GENERATION

Creating units for use in *BattleForce* is, despite the range of options, a straightforward process. It easily divides into stages that a gamemaster can draw upon to ease unit creation. The following steps mimic those found on pages 55-62 of *BF2*, albeit with additional detail for those looking to recreate the Civil War.

There are four stages to this process:

- 1) Determine size and structure of force
- 2) Determine number of elements
- 3) Assign Command elements
- 4) Assign combat and support elements

Players should also decide whether to use the random method for determining unit composition, or whether to use points. The latter allows precise balancing of forces, while the former reflects the vagaries of war—combat rarely involves exactly equal sides.

Size and structure

The first step is determining the size and structure of the forces on each side. Company- or battalion-sized forces are best for *BattleForce* games, involving 12-40 elements. Larger forces offer more diversity but are also harder to manage and battles involving them will take longer to play.

The following table provides a guide to force sizes, including the number of elements in the force, the size of any dedicated command elements, and approximate point values for the entire unit. The point value is an approximate guide and may be anywhere from 50% to 150% of the indicated value.

Generating Specific forces

Once the overall size and structure of a force is known, the player can determine the specific elements. This can be via random method, or using points. When using the random method, roll 2D6 for each battalion, Cluster or Level III unit to determine the nature of the constituent lances, Stars and Level II units, comparing the results to the Unit Composition Table; few units are comprised solely of one type of unit. Alternatively, the player may roll 2D6 independently for each sub-unit (lance or Star) or Element, comparing the result to the Unit Type Table, though element-specific rolling will be time-consuming for large forces. A roll is not required for the command units added to large forces; such units are automatically 'Mech forces unless the controlling player decides otherwise, in which case he may choose the unit type.

UNIT SIZE TABLE

Size	Elements	Command	Points	Notes
Inner Sphere				
'Mech Lance	4	No	50	—
Vehicle Lance	4	No	35	—
Infantry Platoon	4	No	1	—
BattleArmor platoon	4	No	8	—
AeroLance	2	No	12	—
Company	12	No	—	3 Lances/platoons
Battalion	36+	Lance (4)	—	3 companies
Regiment	120+	Company (12)	—	3 battalions
ComStar/Word of Blake				
'Mech Level I	1	No	13	—
AeroSpace Level I	1	No	7	—
Vehicle Level I	1	No	9	—
Battle Armor Level I	1	No	2	—
Infantry Level I	1	No	0.25	—
Level II	6	No	—	Demi-Company
Level III	36	Level 2 (6)	—	Battalion
Level IV	216	Level 2 (6)	—	Double Regiment
Clan				
'Mech Point	1	No	15	—
AeroSpace Point	2	No	20	—
Vehicle Point	2	No	20	—
Battle Armor Point	1	No	2	—
Infantry Point	1	No	1	—
Star 5-10	No	—	5 points	—
Binary	10-20	No	—	2 Stars
Trinary	15-30	Star (5)	—	3 Stars
Cluster	45+	Star (5)	—	3 Trinaries

For example, James has an Inner-Sphere battalion and rolls a 7. It comprises 5 'Mech lances, 1 vehicle lance, 2 infantry platoons and 1 AeroSpace lance. Louise has a Clan Trinary and decides to roll once for each star. She gets a 3 (Battle Armor), an 8 ('Mech) and an 11 (another 'Mech).

After identifying the sub-unit or element types, determine their weight types using the Lance or Star Type Table on p. 56 of *BF2* (Aerospace units treat an Assault result as Heavy). Make an additional 1D6 roll on the Lance/Star Composition table to determine the specific composition of sub-units (Lances and stars). ComStar level II sub-units add two elements, one of the lightest indicated type and one of the heaviest.

BattleForce 2, the relevant Field Manuals, and *AeroTech 2* contain tables for identifying the specific type of element when using the random method; roll 2D6 and compare the result to the appropriate entry for that faction (or weight class in the case of vehicles and fighters if using the *BF2* tables alone; *AT2* and the Field Manuals contain faction-specific listings for vehicles and

aerospace craft). When using the Field Manuals, determine 'Mechs by referring to the column of the Random 'Mech Assignment table that corresponds with the unit's quality or type. In battles set in 3065 or later, players may—once per lance/Star/Level II—voluntarily replace one of the indicated elements with a new design from the *Classic BattleTech Technical Readout: 3067* or *Classic BattleTech Record Sheets: 3067* that is available to their faction. As with *BattleTech* earlier in this section, players may also salvage designs belonging to other factions. To reflect this, a unit that has seen action against forces of another affiliation—Steiner against Marik, Davion against Liao, and so forth—may roll once per company on that affiliation's tables (such salvage cannot simply be chosen), using the target's (the unit that the player's unit fought against) quality rating.

By default, the experience level for each element is regular (modifier of 0). Alternatively, players may roll on the Random Experience Level Table found on p. 61 of *BF2* for all of the elements under his command. This table may indicate an increase for the element's skills. It may also indicate reduced effectiveness. Once the element's experience level is known, roll 1D6 and cross reference the result with the column of the Random Skill Modifiers Table (p. 62 of *BF2*) that corresponds with the experience level. Where players are generating forces for a unit listed in a Field Manual, ignore the initial 2D6 roll and go directly to the Random Skill Modifiers Table, using the listed experience for that unit.

Players using the point system may simply purchase the relevant number of units (12 for a company, 36 for a battalion, and so forth), choosing the unit types they desire, or they may use the random method to determine the basic structure of the unit (for example, the element types in each lance or star) but use the point method from p. 62 of *BF2* to purchase specific elements and experience levels.

Command and Support Elements

While combat units are the meat of a military unit, they do not exist in isolation. Command, supply, medical, transport and fire-support units are a vital part of large-scale operations. These are usually attached at the battalion or regiment level (Level III and IV for ComStar, or Trinary and Cluster level in the Clans). There are no hard and fast rules regarding such elements—indeed the "command element" may be little more than an extra company or lance of 'Mechs, though such units will likely be at a disadvantage, particularly in Planetary Assault games—though the players may roll

UNIT COMPOSITION TABLE

2D6 Roll	Inner Sphere	ComStar	Clan
2-4	2 M, 3V, 3I, 1 Air	1 M, 1 Air, 2 V, 2 I	3 M, 1 Air, 2 BA
5	3M, 3V, 2I, 1 Air	2 M, 1 Air, 2 V, 1 I	3 M, 1 Air, 1 BA, 1 V
6	4M, 2V, 3I	3 M, 1 Air, 1 V, 1 I	3 M, 1 BA, 2 V
7	5M, 1V, 2I, 1 Air	4M, 1 V, 1 Air	4 M, 1 Inf, 1 Air
8-9	6M, 2 Air, 1 BA	4M, 1 I, 1 Air	4M, 1 BA, 1 Air
10-12	8 M, 1 Air	5M, 1 V	5M, 1 BA

Number of lances/platoons/stars/level II of appropriate types

M=Mech

V = Vehicle

I = Infantry

Air=AeroSpace

BA=BattleArmor

Unit Type Table

2d6 Roll	Type	Inner Sphere	ComStar	Clan
	Battlearmor	2	2	2-4
	Infantry	3-5	3-5	5
	Vehicle	6-7	6-8	6
	Aerospace	8	9	7
	Mech	9-12	10-12	8-12

2D6 for each element and lookup the result on the Support Element Table.

COMMAND CHITS

The battlefields of the Civil War were unpredictable places and the following new commands are intended to reflect this. New Command lists are provided for Pro-Katherine, Pro-Victor, Free-Skye and Neutral FedCom units, used irrespective of their Davion or Steiner allegiance. Other powers involved in the war—such as House Kurita or the Jade Falcons—use their standard command lists.

Command Disruption (Negative)

Sabotage of the communications net, enemy jamming and all-round confusion can play a major roll in hampering a unit's combat effectiveness. When this chit is drawn, the player places it in front of him and may draw or play no other chits that turn. At the start of each game turn, the player affected by Command Disruption rolls 1d6. On a result of 6, the chit is discarded for the rest of the game, otherwise its effects remain in force.

Defector

Using this chit, an element belonging to the enemy changes allegiance and joins the player's force. This chit must be played on an element within 10-hexes of a friendly unit and cannot be played on enemy command elements. Defector is discarded after use.

Jury-Rig (negative)

Jury-rigged repairs were common-place in the civil war and had a nasty tendency to fail at the worst possible moment. When this chit is drawn, the player must select one of his elements. That element suffers a point of damage which may cause critical damage or destroy the element (determine using the normal rules).

REINFORCEMENTS AND SUPPLIES

Appendix IV of *BF2* provides rules for recovering losses, salvage and repair in *BattleForce* games, as well as basic rules for supplies. The following are more detailed rules concerning supplies and their use in the game, reflecting the vagaries of logistics and the demands of keeping a unit in fighting trim throughout a protracted campaign. These rules supercede the Limited Supply rules found on page 108 of *BF2*.

Each side starts the campaign with a number of Supply Points equal to twice their number of elements if

they are part of an Inner Sphere faction, or their number of elements if they belong to the Clans. *For example, if James fields a Lyran battalion, comprising 36 elements, he starts the game with 72 Supply Points. If Louise has a Clan Cluster (45 elements) she has only 45 Supply Points.*

There are numerous uses for Supply Points:

Repairs: Each time a player makes a Repair Roll, he spends 1 Supply Point, irrespective of the success of the roll. He can use additional supplies to improve his chances of success; each additional Supply Point spent adds +1 to the Repair Roll. The player must decide on the number of Supply Points committed to repairing a particular element before making the Repair Roll.

Buying Reinforcements: A player may spend Supply Points in an attempt to gain new units or personnel. Each Supply Point spent corresponds to 10 points of units, and may be used to purchase multiple units. A player may only purchase units available to his faction or infantry and points unused in turn are lost. For example, to purchase a *Locust LCT-3S* (5 points) and a *Flea FLE-17* (4 points) would require a single Supply Point as the total cost is less than 10, while purchasing a *Turkina C* would require at least 3 Supply Points as it has a point cost of 25. Players may, if they desire, use the Supply Availability rules listed in the *BattleTech* section above, increasing (or decreasing) the cost of units and determining the chance of interception. If playing *BattleForce* in conjunction with Planetary Assault, non-infantry reinforcements must be transported from the Jump Point to the hex containing the unit. Infantry reinforcements (excluding Battle Armor) do not need to be transported.

SUPPORT ELEMENT TABLE

2D6 roll	Element
2	MASH Truck (MASH)
3	BattleMech (random)
4	Coolant Truck 135-K
5	J-27 Ordnance Transport (Transport)
6	Karnov Ur (Transport)
7	Flatbed Truck (Transport)
8	Padilla (Arty)
9	Thumper (Arty)
10	Sniper (Arty)
11	Long Tom (Arty)
12	Mobile HQ (HQ)

Consumables: Food, ammunition and medical needs slowly eat away at supplies. At the start of a battle, each player should spend 1 point for every 10 elements (round fractions up) in their force, reflecting such needs. If they are unable or unwilling to pay this supply cost, every element in that force suffers a +1 penalty to their Skill Modifier for the duration of the battle. This penalty increases by +1 for each battle in which there is insufficient supply, so if a unit fights a second battle without the Consumables requirement being met they are at +2, +3 in a third battle, and so forth. All such penalties are removed once a unit's consumables needs are met.

Regaining Supply Points

As they can spend them, so a unit can attempt to regain supplies during a campaign. There are three principal methods of doing so: Salvage, shipments and foraging.

Salvage: If a side retains control of the battlefield at the end of a scenario, they may salvage friendly and enemy material for use later in the campaign per the rules on p. 107 of *BF2*. Material salvaged in this manner may be used to repair a unit of the appropriate type ('Mech to repair 'Mechs, etc) or it may be used to meet Consumables needs. It may not be used to buy reinforcements.

Shipments: Units generally rely on shipments from their nation's supply organization (usually a quartermaster corps) to meet their operating needs. Each turn, a unit receives 1D6 supply points for every 10 elements (round down) in the force, though they also "invest" existing supplies to buy additional material. Each Supply Point "invested" in this manner produces 1D6-2 supply points in two turns time, with negative values treated as 0. If the Supply Availability rules are being used, multiply the cost of Investment by the indicated percentage and roll Interception for each die of supply.

Foraging: Units may attempt to live off the land, but this rarely provides sufficient material to support a modern armed force. A unit may attempt to gain supplies via foraging, rolling 1D6 and subtracting 1 for each forage attempt in the campaign. The first attempt thus generates 1D6-1 points, the second 1D6-2 and so forth.

Cities: If playing BattleForce in conjunction with Planetary Assault, each city controlled by the player generates 1D6 Supply Points per turn.

NEW COMMAND LISTS

Pro-Katherine Command List

- 1 Alpha Strike!
- 2 Careful Aim
- 3 Charge
- 4 Command Disruption
- 5 Defector
- 6 Doubletime March
- 7 Evasive Action
- 8 Hello, HQ?
- 9 Jury Rig
- 10 Stand and Shoot

Pro-Victor Command List

- 1 Alpha Strike!
- 2 Careful Aim
- 3 Careful Aim
- 4 Charge
- 5 Command Disruption
- 6 Defector
- 7 Hello, HQ?
- 8 Jury Rig
- 9 Luck of the Fox
- 10 Luck of the Fox

Free Skye Command List

- 1 Ambush
- 2 Careful Aim
- 3 Command Disruption
- 4 Defector
- 5 Defector
- 6 Doubletime March
- 7 Fall Back!
- 8 Hello, HQ?
- 9 Jury Rig
- 10 Stand and Shoot

Neutral Command List

- 1 Alpha Strike!
- 2 Careful Aim
- 3 Charge
- 4 Command Disruption
- 5 Death from Above
- 6 Evasive Action
- 7 Jury Rig
- 8 Jury Rig
- 9 Luck of the Fox
- 10 Stand and Shoot

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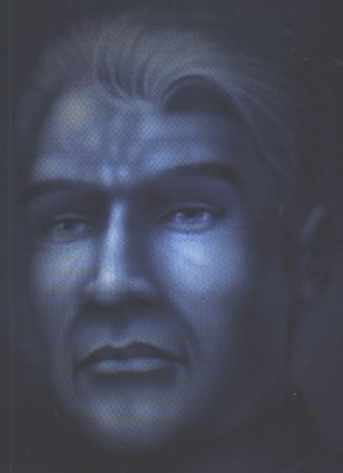
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