THE GALTOR CAMPAIGN

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ANOTHER SCAN FROM
The Dragon Princess
TABLE OF CONTENTS

INTRODUCTION  5
   How To Use The Scenarios  5
HISTORY  6
   Author's Introduction  6
   Early History  7
   Outbreak of War  7
   The Fight for Liberation  8
INTERIM  8
   The Draconis March Border  9
   Operation Muffet  10
   General Yoriyoshi  10
   The Dragon Moves  11
   Things Go Wrong  12
PHASE ONE  12
   A Call to Arms  12
   Strategic Situation  14
   The First Attacks  14
   Other Battles  17
   Isolation  18
   The Battle for New Derry  20
   The Fall of New Wuhan City  22
   Control Under Pressure  22
PHASE TWO  24
   Opening Moves  27
   Death of a Regiment  27
   The Amphigean Advance  29
   Davion Counterattacks  29
PHASE THREE  31
   Fall of New Derry  33
   Prince Davion Resurgent  34
   Traitor  34
   Disaster  35
   Aftermath  36
BATTLEFORCE VALUES  37
   BattleForce Notations  37
   Federated Suns Units  38
   Draconis Combine Units  50
CHARGE OF THE HUSSARS  64
THE GUARDS' FINEST HOUR  66
LIFE AND DEATH IN THE BIG CITY  68
DECISION AT MARDUK  70
VEGANS TO THE RESCUE  72
THE FINAL PUSH  74
   Scenario I  74
   Scenario II  76
   Scenario III  78
INTRODUCTION

For a long time, the Galtor Campaign vanished from official records. As an embarrassing example of freewheeling adventurism, the story of the sharp, short campaign between the Draconis Combine and the Federated Suns lay buried beneath official censures, denials, and suppression.

Eventually, news did leak out, but the history of the campaign was often garbled and self-contradictory. Many interesting stories and so-called “first-hand accounts” circulated throughout the Federated Suns. This book attempts to sift through the rumors and self-aggrandizement to create a complete and accurate portrayal of this struggle. Many never-before-published documents, unearthed by a dedicated team of researchers and historians, dispel much of the myth and folklore that has shrouded the Galtor Campaign.

HOW TO USE THE SCENARIOS

Included in this book are BattleForce game scenarios representing several battles that occurred during the campaign. The final three scenarios represent the assault that decided the fate of the planet. These three battles are part of a single attack and follow each other by a matter of hours. Those who wish to play the final assault should follow the rules for keeping track of units and damage.

Each scenario includes a diagram to show the placement of two BattleForce mapsheets, as well as any rules about initial deployment of forces. This section also indicates which side has the initiative. The player with the initiative sets up his troops on the mapsheet second but is the first to move. The scenarios usually give the initiative to the Attacker. Game Set-Up also determines whether players may reserve some of their units for drops from outer space or DropShip movement. Players must abide by all restrictions on the placement of their counters.

Some scenarios give special rules or modifications to the normal BattleForce rules. Unless both sides decide to continue using these special rules, the modifications apply only to the scenario in question.

The yardstick for determining the victor of a battle is the number and kind of enemy units killed. If enemy dead outnumber friendly losses, the friendly forces win. On the other hand, victory is sometimes determined by what objectives were gained in the fray. Troops in a holding action may die to gain time for off-board comrades, for example, and a convoy of trucks ambushed by a raiding party would probably consider mere survival to be a battle victory. Because of these and similar cases, the BattleForce scenarios are weighted to reflect the different objectives of the attacker and defender.

Whenever a unit is destroyed, its Purchase Points are added to the opponent’s Victory Point total. A destroyed Elite Heavy ‘Mech Lance, for example, is worth 28 Victory Points (18 for the ‘Mech type, plus 10 points for its Elite Experience Level). If the ‘Mech unit also had a +2 Firepower chit, it would add another three Victory Points to the total.

In addition, each captured Salvage counter is worth 10 Victory Points. Individual scenarios also give Victory Points for specific actions or events, including occupying certain hexes, moving counters off the board, and others.

At the end of the game, both sides add up their Victory Points. The player with the highest total subtracts his opponent’s score from his total and consults the Victory Point Table.

<table>
<thead>
<tr>
<th>Victory Point Differential</th>
<th>Outcome</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 to +19</td>
<td>Draw</td>
</tr>
<tr>
<td>+20 to +49</td>
<td>Minor Victory</td>
</tr>
<tr>
<td>+50 to +99</td>
<td>Major Victory</td>
</tr>
<tr>
<td>+100 to +150</td>
<td>Decisive Victory</td>
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</table>
AUTHOR’S INTRODUCTION

My story is the story of Galtar. I was born into a world dominated by the military forces of the Draconis Combine. While I was growing up, my father founded the resistance movement, and as a young man, I became a leader in the revolt. During the recent climactic battles, I served as a statesman; now, I am the Federated Suns’ governor of Galtar.

As a survivor, I can tell a survivor’s tale. I am also a historian, and I look to the precepts of the great Terran historical societies of the 22nd century: “Speak the truth, but remember compassion.” Therefore, as head of the Inner Sphere Coalition of Historians, I strove to make the following report an accurate portrayal of the men and events that shaped the Galtar Campaign. As a man who has lost friends and family, I remember that the true costs of war are the lives crushed by greed and national pride.

—Skyles O’Hanlon

<table>
<thead>
<tr>
<th>Country</th>
<th>Population</th>
<th>Population Density</th>
<th>New Derry</th>
<th>New Wuhu City</th>
<th>Changlee</th>
</tr>
</thead>
<tbody>
<tr>
<td>Galtar</td>
<td>36,423,000</td>
<td>2.7 per square kilometer</td>
<td>2,000,000</td>
<td>1,500,000</td>
<td>600,300</td>
</tr>
</tbody>
</table>

Age Distribution:
- 0-14: 26.9%
- 15-55: 57.7%
- 60+: 15.4%

Ethnic Groups:
- Han Chinese: 45%
- Anglo-Irish: 45%
- Mongol, Korean, Manchu, others: 9%

Religions: Confucianism, Buddhism, Star Nihilistic, Roman Catholic

Geography

The habitable area consists of 13,382,380 square kilometers divided into three continents. The first continent, Eire, has a spine of vast mountains and a broad fertile plain cut by numerous rivers. The other two continents consist mostly of desert or mountains, except for coastal flood plains and tropical jungles along the equator.

Topography

The Wagnal Plain is an immensely large area, well-watered and eminently suitable for cultivation. Only 32 percent of the plains are currently being cultivated, down from 53 percent during Star League days. Four great river systems—the Changjiang, the Dublin, the Rutha, and the Xijiang—provide water for vast farmlands.

Government

- Capital: New Derry
- Government Type: Feudal Monarchy
- Governor appointed by Prince Hanse Davion
- Head of State: Governor Skyles O’Hanlon
- Local Divisions: 22 provinces, 2 autonomous regions
- Defense: 8.5% of GNP

Economy

- Industries: Textiles, food processing, fertilizers, and genetic crop research
- Chief Crops: Wheat, rice, barley, oats, katsan corn, soybeans, sugar corn, hay, sugar, wine, fruit, vegetables
- Minerals: Coal, lead, zinc, iron, sulphur, silver, copper, gold
- Crude Energy Reserves: 0.20 Q units (remaining resources plundered by retreating Kurita forces)

Meat Production

- Beef: 5.52 million metric tons
- Pork: 5.52 million metric tons
- Lamb: 350,000 metric tons

Agricultural Land: 33%

Transport

- Monorail and Magnetic Rail Traffic: 20,000,000,000 net ton-km
- Motor Vehicles:
  - 6,000,000 passenger cars
  - 2,000,000 commercial vehicles
- Civil Aviation:
  - 400,000,000,000 passenger-km
  - 20,000,000,000 freight ton-km

Communications

- Video System (all transmissions): 10,000,000
- Daily Newspapers: 400 per 1,000 population

Health

- Life Expectancy at Birth:
  - Male: 65.2 years
  - Female: 73.1 years
- Births (per 1,000 population): 10.8
- Deaths (per 1,000 population): 9.9
- Physicians: 23,000
- Infant Mortality (per 1,000 live births): 13.3
- Literacy: 69%
EARLY HISTORY

As far back as the planet's founding, the two national groups comprising the first colonists have fought each other. The Pan-Oriental Co-prosperity Inner Sphere Council was one of many organizations that sponsored the Eastern way of life among prospective colonists. Its computers gave the Galtor system a Triple-A rating and listed it as a "prime prospect." At the same time, the Free Irish National Federation classified Galtor as a system ripe for colonization and financed the initial exploration.

Within ten years, the two groups landed colonists and began separate colonies. Six months later, hostilities had escalated into full-scale war. Although both sides possessed only a few tanks and an artillery piece or two, the destruction was terrible. Then plague, always a fear on new worlds, broke out among the entire population. In a historic document, called the Webster Compact, the leaders of the Pan Orientals and the Free Irish agreed to an armistice in order to fight the sickness together. For the first time, both sides stopped considering themselves Irish or Oriental and considered themselves Galtorians.

In the centuries that followed the Webster Compact, the world became peaceful and prosperous. Agriculture became its leading export as the rich plains of the central continent were cultivated. Water was harvested from the arctic wastes, and the native plants and animals proved extremely malleable to genetic engineering. Soon, Galtor became a breadbasket for surrounding worlds.

The Age of War had little effect on the Galtorians, who traded their agriculture with anyone who paid in hard currency. Not until the rise of Star League late in the 26th century was Galtor under any outside political control.

At first, the Galtorians welcomed the Star League. The Articles of Unification gave agricultural planets a special status, which Galtor's leaders shrewdly manipulated to their advantage.

As the number of populated worlds increased, Galtor's position in space became important. The Star League built a military base on the planet, and within ten years, the military became the largest customer for Galtor's harvest. By 2725, Galtor's produce fed a billion soldiers on a thousand worlds.

OUTBREAK OF WAR

Some say that the Hand of God brought on the years of war and grief following the collapse of the Star League. Some say it was economic necessity, political destiny, or maniacal skullduggery. Personally, I believe that greed, plain and simple, caused the petty bickering between the League's members. Stefan's usurpation, and the dissolution of the League.

Regardless, the Star League collapsed, and Galtor III felt the heat like a blast from a DropShip. Trade dried up, refugees flooded the planet, and in 2784, Star League troops abandoned Galtor to join Kerensky's exodus. And yet, for almost 20 years, the war was something that happened out there in the vastness of space.

Then, on the eve of the new century, the first Draconis Combine DropShips landed on the Wagnall Plain and claimed Galtor III for House Kurita. Very few of our ancestors resisted. Within hours, the flag of House Kurita flew above our planet.

Life under the Draconis Combine was grim and sullen, replacing free enterprise with a crushing quota system. Many occupying soldiers and administrators came from disadvantaged worlds and harbored no sympathy for rich agricultural planets. The Galtorians lost rights and property, and many slain in the fields while automated farm machinery lay rusting nearby. If one hesitated, one was thrown in jail. If one complained, one disappeared.

Citizens slid into a kind of malaise as the suicide rate soared, and illness due to stress and depression doubled, then tripled. Farm production slipped, then finally collapsed as machines wore out and could not be replaced. For the first time in our history, famine struck the cities. A planet that once fed a thousand stars struggled to feed itself. In time, the whole structure of our world fell apart.

In 2905, the Federated Suns bombed the Kurita base on Galtor. Although Davion forces did not invade, many Galtorians saw the attack as a signal for action. The farmers organized a resistance movement called the Blacks. Soon, defected labor unionists, calling themselves the Whites, joined the struggle. The joint leadership christened the movement "The Black and Whites."

The resistance quickly contacted New Avalon and requested support. Although the Federated Suns promised help, support was slow to come. At that time, Kurita kept a strong presence on all border worlds.

Decades passed. Forces from the Draconis Combine and the Federated Suns battled around and on Kentares IV, Mallory's World, and Harrow's Sun. Our resistance supplied valuable information to the Davion forces, but our hope of freedom faded like morning mist.
In 3024, Hanse Davion ordered a survey of all worlds captured in the last few years. Many contained rich finds of destroyed BattleMechs and vehicles. In addition, some planets had hidden caches of priceless, irreplaceable parts and equipment dating back to Star League days. To everyone's surprise, the sophisticated computers on New Avalon indicated an unusually rich deposit on Galtor III.

According to eyewitnesses, Davion read the preliminary survey reports skeptically. Computer reports were often wrong—what could possibly be left on a planet occupied by Kurita forces for over 100 years? His cynicism proved correct when the first survey mission found the remains of a Star League base stripped of all usable parts.

However, the preliminary survey reports would create the perfect bait. No Kurita could possibly resist a pristine Star League base filled with 'Mechs and equipment. Such a find would guarantee the successful commander a laurel wreath and a triumphal procession on Luthien. Delighted by the thought, Davion fed the records to known Kurita spies within his administration.

THE DRACONIS MARCH BORDER

In 3025, the Draconis March was stable and quiet. After the recapture of Galtor III, the Draconis March Militia took over the defense of the sector, spreading six of its ten regiments across the long border with Draconis Combine. The rest remained as a reserve to counter any Kurita thrust. Only a single battalion and the regimental headquarters from the Dahar IV Draconis March Militia regiment (Dahar DMM) defended Galtor III. The rest of the regiment occupied the planet Marduk and a space station refueling stop. A few lances encamped on asteroids inside Kurita space.

Battalions of the Raman Draconis March Militia (Raman DMM), a much weaker, green force, defended an even larger stretch of frontier. Supporting these regiments was the Bremond DMM, famous as the only regular Davion regiment with a permanently assigned JumpShip.

The proud people of Galtor fielded their own army: the Galtor Irregulars. Remnants of the Black and Whites resistance movement, the irregulars had only small amounts of outdated equipment and no training. Supplementing these weak infantry and armor units was a loose collection of mercenary BattleMechs called the Lone Wolves.

Merely a group of individual lances, the Lone Wolves employ renegades from mercenary or house regiments, criminals, and green kids trying to build a reputation. They have a knack for smelling blood, appearing immediately before a fight and offering their services to the natives. If the natives refuse to hire them, they find work with the attackers. Although lacking cohesion and direction, they fight with stubborn pride and wild, manic abandon.

To the Kurita Military District Commander on Benjamin, General Yoriyoshi, the Davion forces on his border were only a nuisance. Reising's Planet contained Yoriyoshi's 17th Benjamin Regulars regiment and some specialized assault Aero-Mechs fighters. The 3rd Benjamin Regulars regiment occupied the fortified moons of the Tripoli system. A third regiment, the 6th Benjamin Regulars, were just one jump away at Irurzun. With three Draconis Combine regiments facing two Federated Suns regiments, General Yoriyoshi worried about nothing.
THE DRAGON MOVES

Once he digested the importance of the Davion survey report, Yoriiyoshi immediately put his men on alert and cancelled all leaves and furloughs. The Port Authority cleared supply lanes of commercial traffic, while technicians gave all military repairs rush priority. With his troops at the height of readiness, Yoriiyoshi then sat back and waited.

Commander Yoriiyoshi trusted no one except the Coordinator. The day he received the survey report, he sent it to Takashi Kurita, not realizing that the Coordinator already had a copy. Also possessing a copy of the report was Subhash Indrarah, Director of the ISF, who passed it onto General Greg Samsonov, Galedon Military District Commander and a hated rival of General Yoriiyoshi.

To understand better the intrigue of the court at Luthien, I have included an interview with a highly placed individual in the Kurita household. Finding his credibility compromised after the Gajor campaign, he was smuggled to safety somewhere in the Federated Suns. The following excerpts give us an extraordinary glimpse into the inner workings of the Kurita leadership. Only questions and answers that rated 99.9% reliable on the truth scanner have been included.

QUESTION: You were close to Takashi Kurita, were you not?
ANSWER: On yes, I was constantly around him, even in his private chambers. I was restricted only from the Black Room and some storage rooms.

Q: The Black Room?
A: An area within the palace encased in a magma-pulse magnetic field. Absolutely secure against all types of eavesdropping devices. The walls were painted flat black to foil indirect microwave pulses, hence the name.

Q: What was the Coordinator's response to the survey report?
A: Skeptical. He is a very suspicious man, trusting no one and suspecting everyone. He kept walking around and reading the cable. I think he suspected that it was too good to be true.

Q: And yet he decided to attack. What made him take the bait?
A: Well, you have to understand the way the Imperial Court works. Takashi maintains his balance by keeping everyone else off theirs. The minute anyone seems too sure, too secure, that's when Takashi pulls out the rug. He is a master at playing off his commanders against one another.

When he decided to attack, he decided to split the command between the Benjamin and Galedon Districts, instead of using the three regiments of available Benjamin Regulars. Benjamin would supply two regiments. Galedon would supply one, and Takashi added some of his personal guard.

Q: So, even though he suspected a trap, Kurita saw Gajor as a way to keep his commanders in line?
A: Something like that. You see, it wasn't only the commanders. Subhash Indrarah of the ISF was also involved. I think Takashi is a little afraid of Indrarah; he always spoke very carefully around him.

The real problem was the magnitude of the find. If the supply depot was really that big, he couldn't let any single commander capture the planet. Not only would such a general become incredibly powerful, he would also win much respect and popularity from the ruling class. A dangerous rival would be born. That is why he decided to split the command between the two warlords.

Q: But Gajor III is clearly on the border of the Benjamin Military District. Wasn't General Yoriiyoshi upset at this obvious encroachment on his area?
A: He was apoplectic. He almost resigned on the spot, especially because the Coordinator named General Greg Samsonov as joint commander.

Q: Samsonov was the commander of the Galedon Military District?
A: Correct. Yoriiyoshi and he hated each other from their cadet days at the Sun Zhang Academy.

Q: Didn't Takashi realize that their animosity would endanger the attack?
A: Of course, but he had to chance it. He believed that his commanders feared him more than they hated each other. Anyway, he assigned personal spies to keep an eye out for any dirty dealings.

Q: Fortunately, they didn't do that good a job.
A: Yes, well... I suppose so.

Q: Can you outline the final battle plan drafted by Takashi Kurita?
A: I'm not sure of all the details. Many finer points were worked out secretly in the Black Room. About two weeks after the survey report, Luthien issued orders to the troops in field. About 48 hours later, two regiments of Benjamin Regulars were ready to move, but it took another three weeks for the Galedon regiment to reach the staging area. Even then, the regiments waited at the final jump points for another two weeks before the final orders were released.

Q: What took so long?
A: I don't know. Just the normal bureaucratic foul-ups, I imagine.

Q: So it took about seven weeks for Kurita to attack?
A: Just about. There was no hurry. Intelligence reports indicated that no material had left the planet, and Kurita was still concerned he was walking into a trap. He was content to wait and see if Davion would get cold feet and show his hand.

Q: He almost did.
A: Yes, I heard that. Funny, if he had, I might be interviewing you instead of the other way around.
THINGS GO WRONG

Almost every military analyst believes that Hanse Davion’s greatest strategic strength is his realization that a battle plan never works. Davion sees a plan as only a common base for changes. War in the 31st century is too fluid to stick to a specific set of orders. At best, a plan lets everyone know from where they are coming and to where they are going.

The Prince's perspective on war explains his reaction to the news that two of the three battalions of the 33rd Avalon Hussars still languished in their barracks on Kestrel just one week before the anticipated Kurita attack. Apparently, a lack of DropShip parts prevented them from moving the entire regiment.

Tragedy also weakened the Federated Suns’ forces. A faulty sealant tube on the Union DropShip Jasper caused a violent explosion upon liftoff on Marduk. Two companies of French’s Battalion of the Dahar DMM were destroyed, and the repair and landing facilities were severely damaged. Investigators suspected Kurita guerrillas of causing the blast.

All this Prince Davion took calmly, arranging special transport for the Hussars and sending special medical aid to Marduk.

Then the real trouble started.

The survey team on Galtor III found a real untouched Star League depot about three thousand kilometers from the false site. The news stunned Prince Davion. Things like this happened in trashy novels—not in real life. The Star League depot was fact, and Davion had practically invited Kurita to take it away from him.

At this critical juncture, Hanse Davion slipped into a malaise that characterized his demeanor during the early days of the Galtor Campaign. No one could get him to make a decision or exercise his authority. He became obsessed with the campaign on the Liao border, and left the local commanders to fend for themselves. Many speculate that the demands of two major campaigns simply overtaxed the Prince. Another theory is that he actually suffered a medical disability that affected his judgment.

Whatever the reason, Davion abruptly let go of the wheel, and the Galtor Campaign drifted into dangerous waters.

PHASE ONE

—From A MechWarrior's Life, by Margrave Sheridan Douglass, New Avalon Press, 3026

To provide the details surrounding the battles on Galtor, we have obtained the services of a historian who actually served with the Davion forces during the desperate early days of the campaign. Author, lecturer, and MechWarrior, he is respected by scholars and soldiers alike. I am referring to Commander Sheridan Douglass, Margrave of Verde and Inspector General of the Independent Forces. He is also the commander of the elite Alpha regiment of the 12th Vegan Rangers, a mercenary unit affiliated with the Federated Suns. The Margrave graciously allowed us to excerpt the following description of the battles on Galtor from volume three of his book, A MechWarrior’s Life.

S. O’H.

A CALL TO ARMS

The job of a field commander is to impose order on chaos, as chaos is the natural environment of the battlefield. The officer who is the most successful at bending the environment to his will must inevitably prevail, regardless of the strength of the opposition.

The only possible explanation for our victory lies with the training of our field commanders. We teach each officer that concentrations of MEchs or firepower do not win battles. Control wins battles and allows a commander to withhold his attack until the precise moment. Control gives him the ability to pick out the weak spot in an enemy line. The only time we were in danger of losing Galtor was when we lost control.

In the beginning, the situation on Galtor III looked as bleak as a fueling station on a ice asteroid. Our original plan called for two strong regiments to lie in wait for any Kurita raiding party, trap the raiders on the ground, and destroy them in a series of short, swift thrusts. Give the Combine a bloody nose and send them on their way. No one prepared for the months of campaigning that followed.

Because of mishaps and miscommunication, only my regiment, the Alpha Regiment of the 12th Vegan Rangers, was at full strength when the Kurita regiments appeared. Bits and pieces of other units were available, but they were strung out over the entire planet.
### House Davion

<table>
<thead>
<tr>
<th>Unit</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>12th Vegan Rangers</td>
<td>Union DropShip Velazquez (in orbit)</td>
</tr>
<tr>
<td>(CO: Margrave Sheridan Douglass)</td>
<td>Overlord DropShip Santiago</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>Wagnall Plain (around real Star League storehouse)</td>
</tr>
<tr>
<td>Bragg's Battalion</td>
<td>New Derry</td>
</tr>
<tr>
<td>Johnston's Battalion</td>
<td>Wagnall Plain (ten kilometers from fake Star League storehouse)</td>
</tr>
<tr>
<td>McCulloch's Battalion</td>
<td>Wagnall Plain (ten kilometers from fake Star League storehouse)</td>
</tr>
<tr>
<td>33rd Avalon Hussars</td>
<td>Union DropShip Century City</td>
</tr>
<tr>
<td>(CO: Lieutenant General Wilson Mandella)</td>
<td>Union DropShip Atlan</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>Memorial DropShip Wayaminit (Three days from reaching orbit)</td>
</tr>
<tr>
<td>Benham's Battalion</td>
<td>Airfield at 33rd Avalon base</td>
</tr>
<tr>
<td>Meade's Battalion</td>
<td>Fake Star League depot</td>
</tr>
<tr>
<td>Union DropShip Parthenon</td>
<td>New Derry</td>
</tr>
<tr>
<td>(Two weeks from Galtor III)</td>
<td>Wagnall Plain (ten kilometers from Star League storehouse)</td>
</tr>
<tr>
<td>Lyon's Battalion</td>
<td>Refueling station on Galtor III's moon</td>
</tr>
<tr>
<td>Davion Guard Auxiliary</td>
<td>Wuhan Pass</td>
</tr>
<tr>
<td>Dahar Draconis March Militia</td>
<td>New Wuhan City</td>
</tr>
<tr>
<td>(CO: General Sir William Dobson)</td>
<td>Planet Marduk</td>
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<tr>
<td>Regimental BattleGroup</td>
<td>Destroyed in DropShip explosion</td>
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<tr>
<td>Pope's Battalion</td>
<td>Wagnall Plain (in 33rd Avalon Hussar's camp)</td>
</tr>
<tr>
<td>1 Company</td>
<td>Changhee Pass</td>
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<tr>
<td>2 Companies</td>
<td>New Derry</td>
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<tr>
<td>Sumner's Battalion</td>
<td>Wagnall Plain (in 33rd Avalon Hussar's camp)</td>
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<tr>
<td>1 Company</td>
<td>Outside New Derry</td>
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<tr>
<td>2 Companies</td>
<td></td>
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<td>French's Battalion</td>
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<tr>
<td>1 Company</td>
<td></td>
</tr>
<tr>
<td>2 Companies</td>
<td></td>
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<td>Galtor Irregulars</td>
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<tr>
<td>Owen Roe O'Neill's Legion</td>
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<td>Marquis of Ormonde's Battalion</td>
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<td>General Liao Yao-Hsiang's Brigade</td>
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<tr>
<td>Galtor Flying Squadron</td>
<td></td>
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<tr>
<td>Lone Wolves</td>
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### House Kurita

<table>
<thead>
<tr>
<th>Unit</th>
<th>Location</th>
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<tbody>
<tr>
<td>17th Benjamin Regulars</td>
<td>Fake Star League depot</td>
</tr>
<tr>
<td>(CO: General Syoyo Yoriyoshi)</td>
<td>Fake Star League depot</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>Fake Star League depot</td>
</tr>
<tr>
<td>Elazar's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Gonen's Battalion</td>
<td>Fake Star League depot</td>
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<tr>
<td>Sharri's Battalion</td>
<td>In orbit</td>
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<tr>
<td>Imperial Artillery</td>
<td>Fake Star League depot</td>
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<tr>
<td>Special Air Squadron</td>
<td>Upper atmosphere defense</td>
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<tr>
<td>(CO: Colonel Sirius Golan)</td>
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<td>(CO: Brigadier General Jakodo Naguchido)</td>
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<td>Regimental BattleGroup</td>
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<td>Isma'il's Battalion</td>
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<td>Gamasy's Battalion</td>
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<td>21st Galedon Regulars</td>
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<td>(CO: Brigadier General Jarvek Daimasay, Earl of Marlowe)</td>
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<td>Warren's Battalion</td>
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<td>Wrede's Battalion</td>
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<td>Moroushi's Independent</td>
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The Kurita army had double its required number of DropShips. Except for fighter support, these ships were empty to carry the valuables from the Star League inventory.

**STRATEGIC SITUATION**

Strategically, the Kurita attack was a masterpiece of misdirection. When a host of Combine DropShips entered Galtor III's atmosphere, an assault battalion attacked the Marduk system, effectively cutting Galtor III off from immediate reinforcements. Meanwhile, along the Kurita-Davion border, Kurita forces buzzed with activity, causing nervous border commanders to jam New Avalon's military communication stations with calls for reinforcements. A Kurita spy sabotaged the jump station near Robinson, draining the jumpcharge and causing delays of up to 172 hours. Amid the chaos, our calls for assistance were ignored. The Combine quickly penetrated our weak air defense and began dropping all over the planet.

The main Kurita threat manifested at the fake depot—they bought the plan like it was a gold mine from Aunt Sarah. Two regiments landed within three kilometers of the trap and quickly spread out toward the base. Obviously, they did not expect much opposition. Many battalion commanders landed their DropShips without sending a scout party first. Overhead, Kurita Slayer and Shilone fighters routed the few Sparrowhawks opposing them, then began strafing runs on the fake Star League base.

Nothing went right that day. Communications were more fouled up than a hen house after the fox left. Kurita was in greater strength than we could imagine. Worst of all, our orbital position left us three hundred miles from the main battle. Nevertheless, I was confident. Kurita had walked right into the trap without suspecting a thing. If we could cause enough damage, we might get them to retreat.

The fake depot was a small, fortified position surrounded by twelve bands of landmines designed to slow, immobilize, and disrupt any attacking force. Covering the minefields and sighting for the artillery in the 33rd Hussars base camp were two dozen wheeled scout cars, heavily shielded with electronic counter measures (ECM) against detection.

I entrusted the defense of the fake Star League depot to a company from Prince Davion's heavy infantry regiments: the 782nd Davion Guards Auxiliary. They were good men and willing to fight to the death for their Prince. Attached to each squad was a Sniper artillery piece. No BattleMechs were within the perimeter.

Supporting the position, three batteries of Long Tom artillery hid in hardened, pre-fabricated silos at the 33rd Hussars' Regimental BattleGroup's base camp. Most of the 33rd Avalon air lances defended these guns from attack.

**THE FIRST ATTACKS**

Elazar's Battalion of Yoriyoshi's 17th Benjamin Regulars regiment led the attack. The lead company was equipped with Advanced Electronic Probes (AEP), specifically designed to spot mines. The AEPs effectively cut a path through the first band of minefields in less than 15 minutes. To counter the move, the Davion Guard spotters called artillery and air strikes against these 'Mechs.

While Elazar's Panthers neutralized the spotters, the 3rd Benjamin Regulars attacked the depot from the other side of the perimeter. The 3rd had no AEP and was bogged down with many damaged units. The smoke from these burning 'Mechs attracted the attention of the 22nd Air Assault Squadron's K10 Stukas, which wreaked holy havoc among the giant war machines struggling in the minefields. Meanwhile, Brigadier General Naguchido, commander of the 3rd, had dropped into an orchard, where he some-
how overheated his ‘Mech and could not be reached for six hours.

The air war also intensified over the 33rd Avalon Hussar’s base camp. As General Mandella became increasingly nervous, he made the first of a number of mistakes. I hate knocking a man who gave his all, but it is a lesson in the loss of control.

Worried that the air strikes compromised his secrecy, he hesitated for almost an hour before trying to contact me. Of course, I could not break radio silence while most of my regiment floated in vulnerable DropShips. At this point, all I could do was watch and sweat it out.

Finally, Mandella moved his troops out. The attack force consisted of the 33rd Avalon Hussar’s RBG, Benham’s Battalion, Chi’s Company of Light ‘Mechs from the Dahar Draconis March Militia, and a collection of native defense forces that were basically useless. On paper, the force seemed sufficient for victory; in reality, General Yorioshi had the upper hand.

Although Yorioshi did not land with the first assault wave, he quickly sized up the situation. One battalion was strung out and pinned down in the minefields; another struggled to regroup. The regimental BattleGroup had dropped with Yorioshi, and the third battalion floated in the orbital reserve.

Brigadier General Naguchido’s absence prevented Yorioshi from consolidating his forces, but he proved his brilliance as a field commander with his next action. Correctly suspecting a trap, he analyzed the trajectory of the incoming Federated Sun artillery shells and gathered all the troops he could to defend against an attack from that direction. He issued orders to Elazar’s Battalion to break off its attack and join the RBG. Until then, the RBG and the scattered troops of Goren’s Battalion would hold out.

As far as we know, he never considered using his orbital reserve battalion to help with the defense. He had already earmarked that battalion for attack.

Mandella launched his attack about an hour after Yorioshi landed. At first, he brushed aside the light ‘Mechs sent out in a picket line. Once again, however, he misstepped by ordering the long-range artillery to support his attack. This instantly freed Elazar’s Battalion, which had been pinned down by the batteries.

Yorioshi chose a position astride the main road to make his stand. On his left were a series of small hills covered in forest. His right was cut with streams and the Salt Lick River, which allowed his ‘Mechs to overburn at will. In the center, he placed his strongest lances, including his own Dragon Heavy BattleMech.

Benham’s assault and heavy companies struck this Kurita position, hoping to smash through and flank the strong hilltop positions. While artillery thudded around it, Yorioshi’s lance stood its ground, knee-deep in the cooling water of the Salt Lick River and blasting every enemy ‘Mech in sight.

As the losses mounted, the situation grew desperate for both sides. The Kurita right flank wavered, then fled to the safety of a small line of hills. After capturing a bridge across the Salt Lick, the tracked units of Owen O’Neill’s Legion surged forward.

If General Mandella had had the troops to exploit the breakthrough, the battle might have turned out differently. Elazar’s Battalion arrived in strength, however, and immediately attacked the exposed positions of O’Neill’s Legion. Within ten searing minutes, most of O’Neill’s units were reduced to burning wrecks.

Yorioshi immediately ordered Elazar’s Battalion to turn and smash the Davion center. The exhausted Davion ‘Mechs in Benham’s Battalion gave ground slowly. Then, Mandella made his third mistake that day. To cover his retreat,
Mandella threw in his last reserve too soon. Freiamt's Company of light Mechs moved forward as Benham's Battalion withdrew.

Now, Yoriyoshi played his final ace. From out of the skies, Sharon's Battalion dropped directly behind the retreating battalions. The Galtor Flying Squadron instantly broke and fled the field. Caught in the crossfire like a brace of pigeons, Freiamt's Company was destroyed to the last man. Realizing his mistake, General Mandella ordered the RBG to retreat and turned to face his pursuers alone. Although his Crusader was no match for the heavy Mechs of Elazar's Battalion, he stood his ground for 15 precious minutes, while the remains of Benham's Battalion and the 33rd Hussar's RBG escaped. His body was never recovered.

OTHER BATTLES

As General Mandella gave his life to save his regiment, a company of Sharon's Battalion struck the 33rd Hussar's base, blasting the artillery pieces and capturing large amounts of equipment and supplies. Air lances operating from the base flew the 7,000 miles to New Derry.

Other battles raged over the continent. In the battle for the fake depot, the 3rd Benjamin Regulars (now reunited with their commander) broke through the minefields and started attacking the DropShips. The Davion Guard Auxiliary fought on courage alone, attacking 'Mechs with just handweapons and incendiaries. The last dozen or so men went underground into a maze of tunnels built to trap the Kurita 'Mechs. Instead of following them, Brigadier General Naguchido collapsed the tunnels, killing the Guards.

The Draconis Combine's 21st Galedon Regulars landed near New Derry (except for two companies detailed to take Wuhan Pass on the other side of the continent). Expecting minimal resistance, Kurita DropShip Techs did not fire probes or adequately scan the landing site. Certainly, the poor MechWarriors did not expect to land smack in the middle of a mercenary encampment—especially an encampment of the malevolent Lone Wolves.

The Lone Wolves cut many of the first assault 'Mechs to pieces. One Lone Wolf MechWarrior, Arthur "Big Booty" Stetson, particularly delighted in the carnage. Big Booty operated a Hatchetman 'Mech with its head painted white and black like a leering skull. He roamed the battlefield smashing the cockpits of damaged Kurita 'Mechs with his two-ton axe while screaming about scalps. Other Lone Wolves acted no less bloodthirsty.

Surprised and confused by the suddenly hot landing zone, the 21st quickly fell back. Warren's Battalion limped away from the firefight with 60 percent casualties, surviving only because the Wolves began fighting each other for salvage rights.

However, Kurita MechWarriors achieved complete surprise in the Wuhan Pass. The defenders, caught outside their machines, died to the last man. The two companies of Wrede's Battalion captured seven of the twelve 'Mechs intact and fully armed.

The death of General Mandella forced me to take command of the forces of Galtor III. I did not want the job—the situation plainly distressed me. Reports filtered in that even more Draconis Combine 'Mechs were landing near the fake base. Computer estimates figured that we faced four regiments on the ground already with another wave of DropShips at the system's Jump Point, a mere three days away.

Concentration of forces is vital against so powerful a foe. I determined that we had enough 'Mechs to defend only one point. I chose the real Star League storehouse.

As night fell on the continent, I landed
with Alpha Regiment's RBG and ordered McCullough's Battalion to leave New Derry for the Middle Way Pass near the real Star League storehouse. The Dahar DMM Regimental Battle Group and the motorized elements of General Liao Yao-hsiang's Brigade prepared to follow the next day.

To gain the initiative as quickly as possible, the rest of Sumner's Battalion in New Wuhan City and two companies of Johnston's Battalion of the 12th Vegan Rangers would move to retake Wuhan Pass.

Meanwhile, the Marquis of Ormonde's Battalion moved to the Star League storehouse. I divided our air lances to defend our DropShips and the airports in New Wuhan City and New Derry.

The Draconis Combine reacted to the new situation slowly. Intercepted communiques and interviews with captured MechWarriors give us only an incomplete picture. Apparently, General Yoriyoshi's staff identified the DropShip Velazquez and correctly deduced that the 12th Vegan Rangers lurked somewhere on planet. They also decided that the Rangers were responsible for the nasty reception that the 21st Galedon Regulars received that morning.

Yoriyoshi could not believe that the camp was fake. He assumed that we stripped the base, destroyed the evidence, and cached the contents somewhere on the planet. Throughout the rest of the campaign, he maintained that he had captured the correct base even when confronted with evidence to the contrary.

The old boys in Luthien broke out the champagne after the first battle reports arrived. The field commanders portrayed the attack as an unqualified success—no one mentioned a fake Star League depot. Yoriyoshi merely requested more troops "to ensure that the Federated Sun presence is totally eradicated from Draconis Combine soil."

The request was granted instantly. The 5th Galedon Regulars, commanded by Yoriyoshi's rival, Galedon District Warlord General Samsonov, would land in three days followed closely by the 8th Galedon Regulars. A force of five regiments would ensure the destruction of the 12th Vegan Rangers.

**ISOLATION**

Our counterattack on Wuhan Pass roared down on the Kurita position like a tornado. We struck hard, pressed home, but still failed to dislodge them. The confined space favored the Kurita defenders, who fell back from one excellent fire position to another, escaping any flanking maneuver. Nevertheless, our mission was accomplished. By blocking one end of the pass, we kept Kurita from using it as a jumpoff point for an attack on New Wuhan City.

My command concentrated around the Star League storehouse and the mountain passes. McCullough's Battalion reached the Middle Way Pass just in time to join with the battered remnants of the 33rd Avalon Hussars.

Constantly harassed by Combine air squadrons, the Hussars had crossed 6,000 miles of featureless plain. Operating from the orbiting DropShips, our own air lances defended them. Supply shortages, especially of bombs and SRM loads, hampered effective Davion air cover, and continued to plague us throughout the campaign.

The Kurita reinforcements dropped astride the main road to New Derry, cutting off the last supply route into the city. Trapped inside were the Dahar DMM RBG, General Liao Yao-hsiang's Brigade, the Lone Wolves mercenary force, and a large number of civilians.

At first, the city exploded into chaos. Kurita Sholagar fighters attacked military and civilian targets with impunity. Rumors spread that the Draconis Combine would use a lethal nerve gas to kill civilians; gas masks were sold for thousands of C-Bills. Panicked citizens jammed the transport and communication systems. Through the confusion, the Lone Wolves roamed the streets in their BattleMechs, looting at will.

Order was restored when Sir William Dobson, commander of the Dahar DMM, challenged the looters like an old-time Western marshall. His bright orange Warhammer disabled two renegade 'Mechs with particle cannon shots.

Kurita had problems of his own. The Combine advance stopped when the two district commanders met on the windswept Wagnall Plain. Choked with indignation, Samsonov demanded that his
men be put to better use than besieging a city "full of cutthroats and old women." Yoriyoshi matched the Galedon Warlord's indignity and wanted to know why three Galedon Regulars regiments landed on the planet while only two Benjamin Regulars were present.

Eventually, both sides agreed on a plan. The 21st Galedon Regulars regiment would rotate off-planet, and the 11th Benjamin Regulars would drop during the next assault. In the meantime, the 3rd and 17th Benjamin Regulars would clear the Wuhan Pass in preparation for an assault on New Wuhan City. The Galedon Regular forces would crush the resistance in New Derry, then cross the Wagnall Plain and assault the fortifications around Middle Way Pass. The Benjamin Regulars would wait until the Galedon forces smashed through the pass before attacking New Wuhan City. The city would then fall to a joint attack.

Amazingly, neither man mentioned the Star League storehouse. Both sides seemed more concerned with prestige than with winning the battle. Yoriyoshi and Samsonov's lack of enthusiasm for finding the storehouse supports the theory that the Kurita commanders never expected the depot to be real. The Galtor Campaign interested them only as a way to advance their own careers.

While the Warlords dickered about their precious reputations, Lyon's Battalion, a strong veteran force of heavy and medium BattleMechs, reinforced the 33rd Avalon Hussars. Colonel Lyon took over command of the 33rd Hussars. Besides some small blockade runners, these troops were the last Federated Sun reinforcements to arrive on Galtor III for almost three months.

The major reason for the lack of support centered on the curious behavior of Prince Hanse Davion. After developing, creating, arranging, and implementing the Galtor plan, he seemed to lose interest. Of course, major events on the border with House Liao diverted his attention, but never before, or since, had Prince Davion been so indecisive.

Prince Davion's seeming lack of interest paralyzed his district commanders, who watched the battles on Galtor III and Marduk with growing alarm. District Commander Andrew Cunningham at Robinson placed the Robinson Draconis March Militia on full alert, then contacted Davion for instructions. When no instructions came, Cunningham decided to move anyway.

Cunningham diverted Meade's Battalion of the 33rd Avalon Hussars, still in transit, to lead the assault on Marduk. Supporting the attack were elements from the Raman Draconis March Militia. As soon as Colonel Meade secured Marduk, the Bremond and Raman DMMs would reinforce Galtor III, followed by the Clovis DMM and Robinson DMM. The plan dangerously weakened the center of the Draconis March border, and without Hanse Davion's approval, no mercenary or House regiment could be used to strengthen the sector.

The plan was sound, but Cunningham dragged his feet. He allowed the Raman DMM three extra weeks to refuel its air lances. In addition, the Robinson DMM experienced delays in refueling and equipment.
THE BATTLE FOR NEW DERRY

The Draconis Combine did not wait for our reinforcements. Prodded by Takashi Kunta, their regiments lumbered into action. Their first objective was New Derry.

The Galtonians had built New Derry on a marshy area near the mouths of three large rivers: the Dublin, Rutha, and Xi jiang. The city spread along the river banks and coastline, and its airport, constructed on landfill, extended into the harbor.

Because of the marshes, rivers, and forests that surround New Derry, an attacker has only two clear approaches to the city. One lay along the Rutha River Valley from the north. The second avenue of attack was a narrow stretch of farm ground between Wilde Forest and Mendoza Hollows (a vast marsh that extends east for hundreds of miles).

I did not envy Sir Dobson’s task of defending the capital. The defense depended on a rag-tag collection of under-equipped, poorly disciplined troops sprinkled with a few veterans from his own unit. They faced two line regiments led by competent commanders. Nevertheless, Sir Dobson knew how to control the battle and bring it to his advantage.

Dobson did not try to bar the Galedon Regiments' advance into New Derry, believing that his forces would be much more effective fighting in the confined spaces of the city. He divided the Lone Wolves into hunter-killer groups of one or two lances and positioned them in factories in the north side of town. Like lions, they waited to strike at the flank and rear of Kurita penetrations. A group of the Lone Wolves' best city-defense 'Mechs and five 12th Vegan Rangers volunteers manning UrbanMechs concentrated in Dublinton Square, a large central transport hub, as a reserve.

To the south, the forces of General Liao Yao-hsiang dug in around the river bridges. General Liao and Sir Dobson spent two days personally positioning every gun and soldier. Throughout the city, Dobson created fall-back positions. Central command set up in Elliot Park, along with the Leopard Class DropShip “Marion Davies” and a single battery of antiquated, but still serviceable, heavy artillery.

The police and firemen were armed with flamer, inferno SRMs, and conventional satchel charges. Other civilians left the city; many fled into Wilde Forest and Mendoza Hollow.

As expected, the 5th Galedon Regulars attacked first from the north. Supported by three dozen fighters, the 'Mechs plowed into the city in five separate columns. The Lone Wolves instantly stopped three columns with concentrated fire on their flanks; the last two columns broke through. The first column entered a working-class neighborhood held by the police and a firefighting unit. When the first Kurita 'Mech, a Jenner, stepped on an oil slick mixed with soap flakes, the firefighters blasted a concentrated stream of water into the Mech's head at point-blank range. The 'Mech fell over like a rotted cactus. The next Jenner, coming up too close behind, tripped over the first and landed on an electrical substation. There was a blinding flash and an explosion as the police closed in and finished both 'Mechs off. The conflagration spread up and down the street, forcing the rest of the Draconis Combine column to retreat.

The second column followed the river into the heart of the city. It reached the Elliot Park headquarters undetected and proceeded to rip out the heart of the defense. One minute of concentrated missile and laser fire created hours of panic and confusion. Coolant trucks exploded, killing scores of techs and administrators. Missile hits from a dozen 'Mechs reduced Dobson's mobile headquarters to a twisted, burning hulk. Kurita lasers incinerated the trees, and smoke soon filled the park. Then, the ammunition dump exploded with a stunning crash. A white-hot flash of flame scorched the park, killing every unprotected soul.

Sir Dobson counter-attacked using the few 'Mechs in his Regimental Battle Group. Meanwhile, the Lone Wolves' reserve, advancing toward the sound of combat, struck the Kurita position in the rear. The UrbanMechs proved themselves invaluable in the fight, and the Combine 'Mechs, confused by the smoke and carnage, cautiously withdrew north.

In the wake, the Kurita 'Mechs had damaged the DropShip and destroyed the artillery battery, almost all repair facilities, and most of the communications. For quite a while, I thought the abrupt silence meant that the Combine had won, but three hours later, Sir Dobson broadcast a defiant message over a civilian aviation frequency: "We are still alive," he reported, "and we are still killing Kurita!"

The 8th Galedon Regulars attacked at dawn the next day, leaping over the first line of defenses and striking deep into the city. The infantry and motorized troops of General Liao's brigade crumpled before the Panther, Jenner, and Valkyrie 'Mechs of the light battalions. The Combine veterans cleared Yao-hsiang's brigade from the river line and rolled it back into the central city.

Desperate for any sort of block, Sir Dobson ordered every other Lone Wolf lance to assemble in Elliot Park. His own Regimental Battle Group, battered from the previous day's fighting, attacked the deepest Kurita thrust. For three hours, Sir Dobson and his Warhammer fought wherever the fighting was thickest, rallying his men and the remaining troops of General Liao's brigade.

Lone Wolf Tech Harold Anderson described Dobson's condition when he returned to Elliot Park:

"Throughout the day, Sir Dobson would turn up at the park and leave with any Lone Wolf 'Mechs that bothered to obey his orders. And, as sure as I'm standing here, each time he came back, his Warhammer displayed a new dent or streak of laser burn. Eventually, his Holly SRM took a hit, and the wreckage dangled behind him like a dead bird. It was a pitiful sight."

"The last time Sir Dobson returned, the right arm of his Warhammer had disappeared, and the leg actuators sparked every time he moved. He would have gone out again if his Martell laser hadn't overheated and fused his central servolinks. Even when the 8th Galedon made its final assault, he stayed with his machine, firing his PPC and looking like a proper sitting duck. He's a brave man, I don't mind telling you."

Kurita losses increased after the Lone Wolves entered the fray. The Combine lances became separated in the maze of city streets and found it dangerous to stop anywhere for too long. A stopped 'Mech attracted the roving bands of police and infantry, who risked their lives to get off a single SRM shot.

Fearing even larger losses at night, the battalion commanders withdrew to the river line at dusk.
THE FALL OF NEW WUHAN CITY

Not for one moment did General Yoriyoshi plan to wait for General Samsonov's 'Mechs to breach Middle Way Pass. Almost simultaneously with the attack on New Derry, every available Draconis Combine DropShip assembled on the Wagnall Plain to embark the 17th Benjamin Regulars. Naguchido's 3rd Benjamin Regulars concentrated on the eastern side of Wuhan Pass to pin down our troops there and wait for the signal to attack.

Yoriyoshi and Naguchido conceived a bold plan to take the Wuhan Pass and New Wuhan City with one stroke. The 17th and 11th Benjamin Regulars planned to drop in the level fields on the western side of the mountain pass. Meanwhile, the 3rd would charge our positions in Wuhan Pass. The two Benjamins regiments west of the mountains could trap our troops in Wuhan Pass and take New Wuhan City.

It was a dangerous plan for the Benjamin Regulars. Our air lances had not conceded the upper atmosphere to the Dohar Combine, and would challenge such a large collection of DropShips. The Combine's daring was commendable, even though it proved a costly virtue.

Meanwhile, our presence in Wuhan Pass continued to grow. Sumner's Battalion of the Dehar DMM and Johnston's Battalion of the 12th Vegan Rangers dug themselves into strong positions among the hills and hollows of the pass. The remaining fighters of the 3rd Avalon Hussars and Dahar DMM supported them from an air base in New Wuhan City.

The battered remnants of the 33rd Avalon Hussars protected New Wuhan City. Normally, a regiment so depleted would be rotated offplanet, but we needed every 'Mech and MechWarrior. The 33rd had to stay. Benham's Battalion was at 60 percent strength, Lyon's Battalion was at 95 percent strength, and the Regimental BattleGroup was at 35 percent strength. The third battalion, commanded by Lieutenant Colonel Meade, orbited the planet Marduk preparing to spearhead the assault on the Kurita defenders there and open our line of supply.

I needed a reserve force, and so one battalion of the 12th Vegan Rangers went into orbit. All the 12th's air lances left to defend the orbiting DropShips, giving Kurita air superiority on the ground. That was my mistake. I missed those fighters sorely in the coming confrontation.

Finally, stretched across the narrow Middle Way Pass, a few native units dug in. This area was the least of my worries. Even a small force could pin a regiment down long enough for the Vegan Rangers to reinforce.

An hour after the 8th Galedon Regulars' assault battalions withdrew from New Derry, our scanners picked up the first Kurita DropShips entering the atmosphere above New Wuhan City. Our fighters scrambled to meet them, and a vicious dogfight erupted. Once, we broke through their screen of fighters and attacked the DropShips. The Union Class DropShip "Einstein" exploded, killing a company from the 11th Benjamin's Hogarth's Battalion. Other DropShips carried out their missions faithfully, blasting our fighters left and right.

Though outnumbered two to one, Colonel Lyon decided to attack the moment the 11th Benjamin hit the dirt. At first, his attack succeeded, and scattered Kurita 'Mechs had little chance to group. Gradually, however, resistance stiffened. Sensing the shift, Lyon retreated back to the city. His attack had thrown the 11th Benjamin off-balance and gained time for his 'Mechs to remove supplies from New Wuhan City. Not stopping at New Wuhan City, Lyon kept retreating toward the Star League storehouse.

As Lyon retreated, the Combine attacked Wuhan Pass. The Draconians advanced in a classic three-wave attack, putting relentless pressure on the defenders. Painstakingly, they would identify one of our fire positions, flank it, isolate it, then force it to retreat or be destroyed. Combine air power stopped any counter-attack we could muster.

By late afternoon, the air in the pass shimmered brightly with each new explosion. Lieutenant Colonel Johnston's command ran short of all types of ammunition, his men were exhausted, and his 'Mechs overheated. Without relief, they had to abandon their position.

Once again, Yoriyoshi waited for the correct moment to play his trump card. The 17th Benjamin dropped one battalion along the supply road to Wuhan Pass and two battalions between the 33rd Avalon Hussars and the Star League storehouse.

CONTROL UNDER PRESSURE

In response, my staff devised a daring rescue. Three DropShips would land directly south of Wuhan Pass in a small area of level terrain to pick up the remainder of Johnston's and Sumner's Battalions. Meanwhile, two battalions of the 12th Vegan Rangers would strike from the north at the 17th Benjamin battalions blocking the 33rd Avalon Hussars while the Hussars struck from the south. The 17th Benjamin battalions would be destroyed in a classic battle of envelopment.

Any mission that depends on DropShips landing exactly within a confined area leans a bit hard on luck. Our DropShip pilots had never before attempted such delicate maneuverings at dusk. Nevertheless, they landed without mishap.

Then, just as our two battalions began to move out, the 3rd Benjamin routed our forces in Wuhan Pass. Screaming like devils, the Draconians raced after our man. A running battle developed between the two forces, which the faster Kurita 'Mechs began to win. Our 'Mechs would have been overrun had not the added power of our DropShips' weaponry opened fire on the enemy 'Mechs at the last moment.
Standing like a beacon amid the noise, smoke, and confusion, Colonel Johnston blasted away with the Pontiac 100 Autocannon on his Victor BattleMech, which was the last Davion Mech to leave the field. The tiger-striped ‘Mech took so many hits that the entire leg and jump jet system fell apart when the DropShip jerked into the atmosphere.

Blazing away at the ‘Mechs below, the DropShips lifted off with 65 percent of the Davion force intact. Colonel Johnston was the only surviving officer. Davion ‘Mechs lay strewn from Wuhan Pass to the DropShip landing site.

South of New Wuhan City, Colonel Lyon’s command stumbled deeper and deeper into trouble. For six hours, the brutal pace had strained his men and machines to the breaking point. The pitch-black night did not help matters. Units strayed or became lost; under strict radio silence, Lyon could not contact a quarter of his ‘Mechs.

The Alpha Regiment of the 12th Vegan Rangers loved the darkness. Assault lances came within a thousand meters of Combine pickets before being challenged. Their answer, of course, shattered the unsuspecting ‘Mechs and lit the blackness in a surreal display of red, green, and yellow seon and laser. The darkness fragmented the battle into dozens of individual firefights flowing back and forth over the same hills. Flames engulfed a nearby forest, inhibiting target acquisition by infrared scanners.

The 33rd Hussars could hear the guns, and slowly Colonel Lyon moved his command toward them. Two hours after the attack, the first ‘Mechs of the 33rd Avalon Hussars met the attacking Rangers.

In the darkness, the 17th Benjamin escaped. Air lances, operating from the captured base at New Wuhan City, covered their withdrawal gallantly.
PHASE TWO

—From A MechWarrior's Life, by Margrave Sheridan Douglass, New Avalon Press, 3026

The failure of General Yoriyoshi to crush the Davion forces cost him his job. He remained in charge of the Benjamin Regulars on the planet, but General Samsonov became overall commander on Galtor III. For a moment, Takashi thought of directing the campaign himself, but his counselors pointed out that there was no guarantee the Draconis Combine would win this battle.

Three months after the initial landings, Kurita had pushed the Davion forces into a perimeter extending from Changlee in the south to the Star League storehouse in the north. Middle Way Pass fell to the Samsonov's 5th Galedon Regulars after three hours of slow, methodical fighting typical of Kurita tactics. I had nothing left to support the defenders.

General Dobson still held in New Derry. We reinforced his position with the remaining 'Mechs of Sumner's Battalion, but the siege became just a sideshow. He was too weak to break out, and the Draconis Combine was too wary of city fighting to break in. Constant skirmishing, however, kept the MASH stations busy.

Five Kurita regiments now faced the two and one-half regiments left to us. However, these odds did not reassure General Samsonov. He requested fresh regiments to replace his losses and reminded Takashi Kurita of his pledge to support the attack with imperial troops. In the interim, we gained precious time to make our own plans.

Andrew Cunningham, the cautious Draconis March commander, finally attacked and reconquered Marduk. After three months of isolation, the way opened for Davion reinforcements. The leaders on Luthien saw this development as the end of their hopes for an easy victory on Galtor III. The Kurita leaders on Galtor III saw this development as the beginning of a long, bloody campaign.

Three weeks after the battles around New Wuhan City, two new regiments landed in our corner of Galtor III. The Raman DMM took over the line held by the skeleton 33rd Avalon Hussars. The Bremond DMM replaced positions occupied by my own 12th Vegan Rangers, which once again became part of the orbital reserve. Even the remaining native contingents obtained needed supplies and new equipment.

I was apprehensive about the Raman Draconis March Militia. Major General Baden-Powell commanded a slack outfit with few heavy 'Mechs but many commanders politically appointed by hacks in New Avalon. Events would show good reason for my concern, but at the time, any fresh regiment looked better than the dented and stained remnants of the Avalon Hussars.

My demeanor improved when I saw the Bremond DMM. The regiment arrived at the Star League storehouse in top condition with every 'Mech newly painted and fully operational. For striking power, each Bremond battalion contained a heavy or assault 'Mech company and one extra air lance. Most of all, Lieutenant General Mary Tallman exuded an infectious self-confidence. Normally plagued by insomnia and chest pains, I slept like a baby the night after I met the red-haired Tallman. Kurita, however, soon disturbed my slumber.

Kurita fighters were waiting for the six Leopard Class DropShips that tried to break through the blockade at New Derry with reinforcements and supplies. One DropShip erupted into flames in mid-flight, and another plummeted through a building and exploded. The four others turned back.

Inside New Derry, Davion quartemasters could issue only three or four rounds per autocannon or missile rack.

Techs stripped all immobilized 'Mechs of laser weapons and fitted them onto skimmers or civilian hovercraft. During the night, bands of Lone Wolf mercenaries haunted the old battlefields, salvaging the wrecked 'Mechs for parts, coolant, and ammunition. Bitter firefight broke out between these scavengers and Kurita patrols.

Even as our forces grew, so did the forces of the Draconis Combine. The 11th Benjamin regiment rotated out, and the green troops of the 6th Benjamin Regulars rotated in. The 3rd Benjamin left to defend the planet Tripoli (many suspect that the regiment was removed to weaken General Yoriyoshi's command). To replace the 3rd Benjamin, Takashi Kurita authorized the use of two regiments from the Amphigean Light Assault Group—veteran units with a long history of fighting the Federated Suns. Their orders placed them directly under General Samsonov's direction.

As a crowning touch, Takashi Kurita allowed General Samsonov to command a battalion from the 7th Sword of Light. With such a powerful force, the Draconis Combine felt confident it could sweep aside our opposition and take the real Star League storehouse. In fact, General Samsonov ordered a custom-made, gem-encrusted wreath of honor to commemorate his impending victory.
PHASE TWO UNITS
HOUSE DAVION

Unit
Alpha Regiment, 12th Vegan Rangers
(CO: Margrave Sheridan Douglass)
  Regimental BattleGroup
    Bragg's Battalion
    20% losses
    Johnston's Battalion
    55% losses
    McCulloch's Battalion
    10% losses

Bremond Draconis March Militia
(CO: Lieutenant General Mary Tallman)
  Regimental BattleGroup
    Jenkins's Battalion
    Spazza's Battalion
    Marti's Battalion

Raman Draconis March Militia
(CO: Major General Conroy Baden-Powell)
  Regimental BattleGroup
    McNell's Battalion
    Finnegan's Battalion
    Seymour's Battalion

Dahar Draconis March Militia
(CO: General Sir William Dobson)
  Regimental BattleGroup
    Pope's Battalion
    33% losses
    Sumner's Battalion
    66% losses
    French's Battalion

Galtor Irregulars
  Marquis of Ormonde's Battalion
  25% losses
  New Derry Civil Defense
  80% losses
  General Liao Yao-hsiang's
  Brigade
  75% losses

Lone Wolves
  40% losses

Location

Union DropShip Velaquez
(In orbit)
Overlord DropShip Santiago
(In orbit)
Overlord DropShip Time 2
(In orbit)
Overlord DropShip Key Biscayn
(In orbit)

300 kilometers north/northwest of Star League storehouse
300 kilometers north/northwest of Star League storehouse
300 kilometers north/northeast of Star League storehouse
300 kilometers due north of Star League storehouse

Coast road, 1600 kilometers west of Star League storehouse
Coast of Innersea, 160 kilometers west of Raman RBG
Coast road, 160 kilometers north of Raman RBG
Coast road, 400 kilometers east of Raman RBG

Destroyed
Refueling station on Galtar III's moon

New Derry

Destroyed

Changlee Pass

New Derry

New Derry

New Derry

New Derry
<table>
<thead>
<tr>
<th>Unit</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>17th Benjamin Regulars</td>
<td>Coast of Innerssea, 2000 kilometers west of Middle Way Pass</td>
</tr>
<tr>
<td>(CO: General Syoyo Yoriyoshi)</td>
<td>With RBG</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>With RBG</td>
</tr>
<tr>
<td>Elazar's Battalion</td>
<td>With RBG</td>
</tr>
<tr>
<td>25% losses</td>
<td>Ground Support</td>
</tr>
<tr>
<td>Gonen's Battalion</td>
<td></td>
</tr>
<tr>
<td>25% losses</td>
<td></td>
</tr>
<tr>
<td>Sharon's Battalion</td>
<td></td>
</tr>
<tr>
<td>35% losses</td>
<td></td>
</tr>
<tr>
<td>Air Squadron (CO: Colonel Sirius Golan)</td>
<td></td>
</tr>
<tr>
<td>45% losses</td>
<td></td>
</tr>
<tr>
<td>6th Benjamin Regulars</td>
<td>Changlee Pass</td>
</tr>
<tr>
<td>(CO: Brigadier General Saad Shezli)</td>
<td>Changlee Pass</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>Changlee Pass</td>
</tr>
<tr>
<td>Jeilaladin's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Seleucus's Battalion</td>
<td></td>
</tr>
<tr>
<td>Kuribayashi's Battalion</td>
<td></td>
</tr>
<tr>
<td>5th Galedon Regulars</td>
<td>400 kilometers west of Middle Way Pass</td>
</tr>
<tr>
<td>(CO: General Grieg Samsonov)</td>
<td>400 kilometers west of Middle Way Pass</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>400 kilometers west of Middle Way Pass</td>
</tr>
<tr>
<td>Wittgenstein's Battalion</td>
<td>400 kilometers west of Middle Way Pass</td>
</tr>
<tr>
<td>25% losses</td>
<td>400 kilometers west of Middle Way Pass</td>
</tr>
<tr>
<td>Stark's Battalion</td>
<td>20% losses</td>
</tr>
<tr>
<td>05% losses</td>
<td></td>
</tr>
<tr>
<td>Makarov's Battalion</td>
<td></td>
</tr>
<tr>
<td>20% losses</td>
<td></td>
</tr>
<tr>
<td>8th Galedon Regulars</td>
<td>Outside New Derry</td>
</tr>
<tr>
<td>(CO: Brigadier General Victor Nicholas)</td>
<td>Outside New Derry</td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>Outside New Derry</td>
</tr>
<tr>
<td>De Montcalm's Battalion</td>
<td></td>
</tr>
<tr>
<td>15% losses</td>
<td>Outside New Derry</td>
</tr>
<tr>
<td>Morgan's Battalion</td>
<td></td>
</tr>
<tr>
<td>20% losses</td>
<td>Outside New Derry</td>
</tr>
<tr>
<td>Gates' Battalion</td>
<td></td>
</tr>
<tr>
<td>1st Amphigean Light Assault Group</td>
<td></td>
</tr>
<tr>
<td>(CO: General Olivet Satterthwaite)</td>
<td></td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>In orbit</td>
</tr>
<tr>
<td>Yoshinaka's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Taruhito's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Taira-no-Koro's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>2nd Amphigean Light Assault Group</td>
<td></td>
</tr>
<tr>
<td>(CO: Brigadier General Karl Gramenov)</td>
<td></td>
</tr>
<tr>
<td>Regimental BattleGroup</td>
<td>In orbit</td>
</tr>
<tr>
<td>Ophiuchus's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Pollux's Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Themisocles' Battalion</td>
<td>In orbit</td>
</tr>
<tr>
<td>Kismet Battalion, 7th Sword of Light</td>
<td>Unknown</td>
</tr>
<tr>
<td>(CO: Colonel Tiresius Oliver)</td>
<td></td>
</tr>
</tbody>
</table>
OPENING MOVES

The Draconians tried painstakingly to convince us that the main attack would be at Changlee. Five empty Draconis Combine DropShips orbited the area while Slayer fighters bombed and strafed our positions mercilessly.

Of course, we were not so easily fooled. Lieutenant General Talman conceived an elegant misdirection to turn their plan into our advantage. Using the hulls of destroyed 'Mechs and lots of radio chatter, our technicians created a fake Vegan regiment defending Changlee. Kurita was fooled completely, diverting troops needed for the main attack against the Raman and Bremond DMMs to reinforce their position around Changlee.

The final push started just after dawn. Waves of light and medium fighters broke through the atmosphere and raked our forward outposts relentlessly with missile and cannon fire. Our own fighters scrambled to meet them.

From the ground, the air battle seemed like a contest between two gods. One could hear the rumble of engines and the bark of weapons, and occasionally see a flash of light or a burst of green flame. Without wings, we were helpless mortals, unable to influence the outcome but affected by it nonetheless.

From the start, the Draconians used their favorite weapon of confusion: electro-magnetic pulse bombs detonated in the atmosphere and designed to knock out unprotected communication and computer links. Both sides flooded the air and microwaves with every conceivable jamming frequency. However, a more reliable cover protected the 17th Benjamin and 5th Galedon. A dense fog drifted over the Raman Draconis March Militia positions, hampering visual sightings and forcing many units to use their short-range infrared and audio battle sights.

Outposts all along the front reported the approach of Kurita BattleMechs, and the Raman and Bremond DMM units readied themselves. As the Kurita 'Mechs appeared, they seemed to merge into one another like a single ridge of gray mountains. In typical Kurita fashion, one battalion, spread thin across the front, scouted for any Davion positions. When it found one, an assault battalion rushed in from the flank or rear, while the scouting units, fighters, and artillery pinned the enemy in place.

If the defender broke, the third Kurita battalion would exploit the gap and ambush any reinforcing units. Then, the second regiment would tear through the gap to attack the rest of the regiment from behind. It was a tried and true plan that had worked many times for Kurita.

DEATH OF A REGIMENT

General Baden-Powell of the Raman DMM spent the entire night trying to sort out his communications. A phenomenon called alpha-metric transference shorted out his secure comm links with my headquarters in the DropShip Valdez. Unable to contact me via regular channels, he encrypted a message and transmitted it via radio. It was a stupid thing to do. Seeded in the upper atmosphere, Kurita sensors instantly picked up the transmission, tracing it back to its source, and alerted the Imperial fighter-bomber companies.

As the Kurita attack began, bombers flew straight for the regimental headquarters. Within seconds, Baden-Powell lay dead amid the white-hot pieces of his mobile headquarters. Most Techs and support personnel of the Raman DMM died with him. The decapitation of the Raman DMM shattered our efforts to coordinate the sector defense, and our whole left flank plunged into darkness.

Colonel Eloyis Finnegman now commanded the Raman DMM, if anyone was left alive to tell him. With his first shot, his
At first, there was no response except for a burst of missile fire from Kurita positions. Then, one by one, his MechWarriors stood up with him. A cheer broke out, and the entire battalion rallied.

Finnegan gathered the scattered 'Mechs into vigorous patrols, which silenced the harassing Combine 'Mechs. Other 'Mechs loaded up whatever ammunition and equipment could be salvaged.

About two hours later, McNeill's Battalion appeared after a brief encounter with some Kurita Slayers. No word came from Seymour's Battalion. Scouting parties reported an intense firefight 150 kilometers east of the RBG. The firing lasted 20 minutes, then it trailed off and stopped.

No reliable reports on the destruction of Seymour's Battalion exist. Kurita records are frustratingly sparse, and none of Seymour's MechWarriors survived.

Finnegan contacted me via subspace radio an hour later. He explained his troops' condition and asked to withdraw. I told him I needed his men to buy us time. He asked for reinforcements, and I said I would try. How could I tell him the Draconis Combine sacrificed air superiority everywhere else to dominate his sector? Already the smoldering hulk of one Union Class DropShip, the Behemoth, circled in a decaying orbit. I ordered him to hold until relieved, to block any Kurita advance, and to hang on.

By late morning, the 17th Benjamin Regular 'Mechs discovered Finnegans's position. Exhausted and low on supplies, the 17th did not attack immediately. Instead, Yoriyoshi called upon General Samsonov to use one of the Amphigean mercenary regiments to continue the attack. The request was a rare example of Kurita unity during this campaign. Samsonov realized that the 17th was spent as a fighting force and could collapse if it attempted an attack. He sacrificed this opportunity to humiliate and perhaps destroy his opponent Yoriyoshi in order to bring home the attack. If the Draconians had cooperated like that throughout the campaign, I would not be here to tell this story.

One battalion of General Satterthwaite's Amphigean landed on top of Finnegans's position. Another dropped slightly to the west, and a third dropped farther out to block any land reinforcements. The Amphigean drop turned into a turbulent, twisting jumble of individual firefight. Well-placed indirect-fire lances eliminated several Amphigean 'Mechs before they hit the ground, but others soon followed. A few minutes later two battalions rammed the Davion positions. Even the 17th Benjamin, lurking off to the east, scraped together a company to throw into the battle.

Finnegan desperately tried to keep his lances together during the ferocious attack. He leapt from position to position, rallying disrupted lances and giving away his own ammunition. During one leap, his Centurion received hits from three different positions. In a blossom of orange and gold fire, the 'Mech tumbled end over end, disintegrating before his men's eyes.

Finnegan's death broke the Davion morale, and individual 'Mechs fled the field. Colonel McNeill tried to stop the rout until his Trubuchet overheated. (McNeill was captured and later released in a prisoner exchange before the end of the Galor Campaign.)
THE AMPHIGEANS ADVANCE

The elaborate deceit created in Changlee Pass now paid off handsomely. The Draconians thought the Vegan Rangers were thousands of kilometers to the south. In fact, we were a few hundred miles away and straight up.

The Kurita breakthrough required all units, no matter how depleted, to support the advance. The 8th Galeon Regulars engaged Lieutenant General Tallman's Bramond regiment. The 17th Benjamin limped into battle on the far right flank of the leading Amphigeans. Most important, the 2nd Amphigean landed and took up the left flank of the advance. General Samsonov had used up his last orbital reserves.

Roaring through the center, the 1st Amphigean Group pushed forward the rest of that summer afternoon. With four hours of sunlight left, the lead battalion came within a hundred miles of the Star League depot. At that moment, I knew the 12th Vegan Rangers had to attack.

The 17th Benjamin could not keep up with the breakneck speed of the advance. To cover its right flank, the 1st Amphigean detached most of its light 'Mechs. Meanwhile, the 2nd Amphigean scattered over a thousand kilometers of rolling hills trying to remain in formation and keep up with the 1st Amphigean's rapid advance. As a result, two battalions of the 1st Amphigean were isolated in enemy territory far from air and artillery support and dangerously close to ours. They were ripe for isolation and destruction.

I landed with two battalions that afternoon (Johnston's depleted force stayed in orbit as a reserve). Supporting the move was all the artillery and air support I could muster. Many of our DropShips were left exposed, but I had to take the chance.

As our DropShips descended on Gallor, a red light blinked on my emergency board. Someone was attacking the Star League storehouse!

I had forgotten about the Sword of Light battalion. It took only minutes for the elite battalion to overwhelm the scant guard at the storehouse. Then they dug in and waited for our counterattack.

For a moment, I thought about retreating offplanet. The loss of the storehouse removed any official reason to remain in the face of overwhelming odds. However, we stayed. We were on this planet to fight Kurita, not to defend a pile of parts.

DAVION COUNTERATTACKS

When mercenary fights mercenary, many commanders observe certain forms of etiquette and custom—for example, the white glove that an attacker delivers a minute or two before battle, or the quaint custom of allowing mercenary commanders to fight each other unmolested.

As the Amphigeans approached, I realized that such civilized repartee would only endanger our plan. Therefore, we just opened up with every weapon at our disposal. Surprised and reeling from the sudden heat of dozens of lasers, the Amphigeans fell back a quarter mile to a small stream. I ordered my men forward only to face the heat of the mercenaries' guns. The Amphigeans had quickly recovered—they are a magnificent force, I must admit.

Throughout the day, the Amphigeans fell back from one position to another. General Satterthwaite kept her men together and did not allow us an easy kill. By sunset, elements of the 2nd Amphigean Group arrived, and we withdrew. We had savaged the lead battalions of the Amphigeans, but we did not crush them.

The situation remained critical, but I refused to surrender the initiative. The
failure of the Amphigeans to take the storehouse meant that the Sword of Light was isolated. During the night, I collected some companies, pulled Jenkins's Battalion from Lieutenant General Tallman, and seasoned the force with my last reserve battalion (Johnston's). This rag-tag regiment would launch a night attack against the elite Kurita defenders. Technically, we had a three-to-one superiority of men and 'Mechs. I was not confident that we would prevail.

I appointed Lieutenant General Tallman commander of the taskforce precisely because she seemed capable of doing anything. A few minutes after dusk, the attack began with an artillery barrage. Tallman wanted to remind the Kurita dogs that they were cut off and we could toy with them as we liked.

Then, she charged the perimeter of the storehouse from two separate points. Savage battles erupted across the front as the Sword of Light threw everything they had into the defense. overhead, our fighters dropped flares and hovering searchlights to pinpoint Kurita positions. The Kurita battalion responded by blasting six Sparowhawk fighters out of the sky. By sheer dint of determination, Tallman slowly pushed the perimeter back. Stalking each other amid the smoke, haze and darkness, MechWarriors fought with a kind of eerie cold fury. The advance proceeded through the gloom silently, punctuated by a series of sudden, terrifying surges of light, noise, and explosions.

By dawn, the surviving defenders had retreated to the storehouse and threatened to blow up the base. General Tallman took their vow seriously, but she agreed to a plan devised by Colonel Jenkins.

A back entrance, seemingly unknown to the Sword of Light, allowed Jenkins and his lance to enter the storehouse undetected. In unison with a diversionary attack outside, the Davion 'Mechs surprised the defenders, taking control of the detonation device. Outside, Tallman's troops rushed the storehouse. It took them only three minutes to blow the doors and reach the fight, but Colonel Jenkins and the three other MechWarriors were already dead.

The destruction of the Sword of Light battalion seemed to sap the fighting spirit from General Samsonov. Instead of attacking, he retreated and regrouped. Less than twelve hours later, the first elements of the Robinson and Clovis DMMs arrived in orbit. The Draconis Combine had lost its chance for victory.

Soon after the arrival of these reinforcements, I was relieved of command, and my regiment rotated to Verde for some needed rest and refit.

PHASE THREE
—by Governor Skyles O'Hanlon

No one expected the Gallor campaign to enter a third phase. By all rights, the Federated Suns had won a marginal victory. They had survived the Draconis Combine onslaught, caused grievous casualties, and broken through the planetary blockade. By early harvest, both sides fielded roughly equal forces, and the strategic situation began to stabilize. According to personal letters, MechWarriors on both sides seemed certain of a quick end to hostilities.

When the Robinson and Clovis Draconis March Militia regiments arrived, General Andrew Cunningham, district commander of the Draconis March, took command of the Davion forces on Gallor III. Margrave Sheridin Douglass and the survivors of the 12th Vegan Ranger's Alpha Regiment rotated out to Verde.

Although Cunningham had proved himself an able administrator, he had no experience directing a full-scale campaign. In fact, his combat experience consisted of only a short stay with the 1st Davion Guards.

His quiet and dignified style of command also came as a great change to the brash, foul-mouthed, cigar-smoking Mar-
## PHASE THREE UNITS

### HOUSE DAVION

<table>
<thead>
<tr>
<th>Unit</th>
<th>Location</th>
</tr>
</thead>
</table>
| 4th Crusis Lancers  
(CO: Major General Charles Duncan)  
Regimental BattleGroup | Wagner Plain  
(Left flank) |
| Louis-Philippe's Battalion | Wagner Plain  
(Left flank) |
| Alexandre's Battalion | Wagner Plain  
(Left flank) |
| Lebrun's Battalion | Wagner Plain  
(Left flank) |

| Bremond Draconis March Militia  
(CO: Lieutenant General Mary Tallman)  
Regimental BattleGroup | Wagner Plain  
(Left flank) |
| Jenkins's Battalion | Wagner Plain  
(Left flank) |
| 45% losses | Wagner Plain  
(Left flank) |
| Spazio's Battalion | Wagner Plain  
(Left flank) |
| 10% losses | Wagner Plain  
(Left flank) |
| Matt's Battalion | Wagner Plain  
(Left flank) |

| Clevis Draconis March Militia  
(CO: Major General Clement VIII)  
Regimental BattleGroup | Wagner Plain  
(center) |
| Rynil's Battalion | Wagner Plain  
(center) |
| Ellsworth's Battalion | Wagner Plain  
(center) |
| Darlington's Battalion | Wagner Plain  
(center) |

| Robinson Draconis March Militia  
(CO: General V.E. Fuchs)  
Regimental BattleGroup | Outside New Derry  
(tight flank) |
| Preminger's Battalion | Outside New Derry  
(tight flank) |
| Schneider's Battalion | Outside New Derry  
(tight flank) |
| Shubert's Battalion | Destroyed |

### HOUSE KURITA

<table>
<thead>
<tr>
<th>Unit</th>
<th>Location</th>
</tr>
</thead>
</table>
| 2nd Galedon Regulars  
(CO: General Lavrenti Komlov)  
Regimental BattleGroup | Overlord DropShip Dostoyevsky  
(in orbit) |
| Kutuzov's Battalion | Overlord DropShip Dostoyevsky  
(in orbit) |
| Gaorgi's Battalion | Overlord DropShip Sholokhov  
(in orbit) |
| Ehrenburg's Battalion | Overlord DropShip Blasimov  
(in orbit) |

| 8th Galedon Regulars  
(CO: Brigadier General Victor Nicholas)  
Regimental BattleGroup | New Derry |
| De Montclain's Battalion | New Derry |
| Morgan's Battalion | New Derry |
| 25% losses | New Derry |
| Gates's Battalion | New Derry |
| 15% | New Derry |

| 2nd Amphigean Light Assault  
(CO: Brigadier General Karl Gramenov)  
Regimental BattleGroup | Wuhan City |
| Ophiclus's Battalion | New Derry |
| Follux's Battalion | New Derry |
| Themistocles' Battalion | New Derry |

| Dahar Draconis March Militia  
(CO: General Sir William Dobson)  
Regimental Battlegroup | Destroyed |
| Pope's Battalion | New Derry |
| 33% losses | New Derry |
| Sumner's Battalion | Destroyed |
| 76% losses | New Wuhan City |
| French's Battalion | New Derry |

| Gatoir Irregulars  
Marquis of Ormonde's Battalion  
75% losses  
New Derry Civil Defense  
80% losses  
General Liao Yiu-hsiang's Brigade  
Lone Wolves  
40% losses | Destroyed |
| New Derry Civil Defense | Destroyed |
| General Liao Yiu-hsiang's Brigade | New Derry Civil Defense |
| Lone Wolves | Destroyed |
| 40% losses | Destroyed |
grave Douglass. Cunningham further distanced himself from Douglass's image by landing on Galtor III without his personal BattleMech. He directed the entire campaign from inside a mobile headquarters truck.

Cunningham's first priority was the relief of New Derry. In the smoking remains of the city, the Dahar March Militia regiment and the remains of many native units were subsisting on the meager supplies snuck in by intermittent DropShips. General Samsonov kept a death grip on the city.

It would not be easy to relieve New Derry. Technically, the city lay thousands of miles behind enemy lines. The Kurita front stretched from Changlee in the south to Middle Way Pass to New Wuhan City.

Furthermore, seven Draconis Combine regiments faced four Davion regiments, one of which was understrength, unsupplied, and surrounded. Yet, the Draconis Combine generals realized that they teetered on the brink of disaster.

Stretched over thousands of miles, the Kurita forces were weak everywhere. Compressed into a powerful three-regiment force, the Davion troops could strike anywhere on the continent and overwhelm any single position. It became General Samsonov's first priority to retreat and consolidate his forces.

In a bold move, Kurita DropShips landed in the narrow Changlee Pass and quickly embarked the 6th Benjamin Regulars. That same night, two Kurita regiments retreated from New Wuhan City while another column wound through the bottleneck of the Middle Way Pass. By morning, five regiments were east of the mountain passes, and one orbited the planet. General Samsonov had completed a masterful withdrawal.

District Commander Cunningham moved quickly upon hearing of the Kurita retreat. The Robinson and Bremond DMM regiments immediately struck the Kurita battalion left in Middle Way Pass. The Draconis stood their ground, and the two regiments exhausted themselves clearing the mountain pass. The Clovis DMM rushed forward to liberate New Wuhan City, while one battalion dropped into Wuhan Pass. After five hours of harsh mountain fighting, the Draconians repulsed the attack and frustrated Cunningham's attempt to cut the Kurita forces off from their main base.

Success allowed the Draconis Combine to rotate out their understrength units. General Yoriyoshi quickly gathered up the survivors of the hard-hit 17th Benjamin Regulars for immediate lift-off. The DropShips never came. Instead, Samsonov selected his own 5th Galedon Regulars for the first lift off (however, the Warlord and his headquarters unit remained at the planet). Then, Samsonov explained to Yoriyoshi, the contract for the 1st Amphigeon Group stipulated that they be rotated offplanet next. By this time, Yoriyoshi smelled a rat. His depleted regiment was to be ground into nothing. It particularly stung that Samsonov allowed a mercenary unit to rotate out before a loyal house regiment.

As the Kurita line contracted, pressure grew on New Derry. Daily bombing and strafing runs pounded the city. Kurita local air superiority cut off even the hope of resupply and reinforcement. Once again, the MechWarriors inside New Derry faced isolation.

**FALL OF NEW DERRY**

The final hours for New Derry came unexpectedly. Kurita spies within the besieged city discovered a large drainage tunnel, uncovered in the previous week's bombing, running underneath a strong Davion position and into the heart of the city. It was a perfect attack route.

Early the next morning, DropShips entered the lower atmosphere and dropped thousands of small incendiaries. The city exploded into flame and the temperature rose drastically. Whole streets became sheets of fire, trapping MechWarrior and citizen alike.

Without a minute's hesitation, General Samsonov ordered the 2nd Amphigeon Group and the 8th Galedon Regulars into the conflagration. The Amphigeons exited the sewer tunnel in the middle of the city, and, blasting everything in their path, rushed headlong toward Elliot Park, still the headquarters for Sir William Dobson. There, a rag-tag collection of spent Davion units waited for them.

When the first scout 'Mechs of Pollux's Battalion, 2nd Amphigeon, registered on radar, Sir Dobson held his fire. He now occupied a captured Awesome BattleMech whose leg actuators were frozen in mid-stride. Right behind the scouts, Pollux's assault 'Mechs lumbered into range. Still, Sir Dobson waited patiently. The smoke and rubble effectively hid his scattered units.

Finally, Lieutenant Colonel Pollux's own dull-orange Thunderbolt emerged from a smoking building. Sir Dobson swung round all three Kreuss particle cannons of his Awesome and blasted the BattleMech. All along the line, Davion BattleMechs, many immobilized or stripped of armor, loosed a holocaust of fire and explosion against Pollux's assault company. Discipline collapsed under the furious attack, and the Company fled. Other companies, however, did not crack. They calmly called for AeroSpace Fighter support, which made short work of the Davion defenders.
The Amphigians followed up the air strike with a concentrated attack on Sir Dobson's laser-streaked BattleMech. The general refused to leave the vehicle, even after his main particle cannon jammed. Dobson withstood blast after blast, until finally, his machine exploded.

Throughout the day, the Davion forces continued to resist. However, the firestorm and lack of central command shattered an already fragile defense. At dusk, small groups of defenders drifted out of the city toward the Davion line; only a few 'Mechs made it. The Lone Wolves surprised everyone by uncovering three DropShips carefully hidden near the air base. Cramming on as many 'Mechs as possible, the DropShips roared through the Kurita blockade, guns blazing at everything that moved.

The abrupt Lone Wolf departure left the air base intact for the Draconians. The 8th Galedon Regulars seized thousands of gallons of aviation fluid, coolant, and lubricant. Electronic equipment, navigation gear, and other spare parts also fell into Kurita hands.

Sporadic sniping continued during the night as the Amphigians eliminated pockets of resistance. Soon, a deathly quiet fell over the smoldering rubble.

**PRINCE DAVION RESURGENT**

Perhaps the fall of New Derry jarred something inside Prince Davion. Two days after the fall, he shook off the cloak of despair and disinterest and began acting like a leader. He immediately opened diplomatic negotiations with Kurita, reacted to the Command Circuit to Galtor III, and sent two Guardsmen regiments there. Takashi Kurita reacted too, instantly ordering two Sword of Light regiments to reinforce Galtor III.

Actually, Prince Davion never intended to waste his two best regiments in an escalating border incident. As his letters clearly show, Hanse Davion knew Takashi Kurita well enough to realize that the Coordinator would lose enormous face by simply retreating offplanet. It would be a different story, however, if Takashi could claim that Davion bawling had gotten out of hand and his interests lay in peaceful diplomatic efforts.

Meanwhile, the Galtor Campaign ground to a halt. Both sides stared at each other across the Wagnall Plain, too exhausted to fight. Kurita and Davion diplomats met in a small town in between the two forces. Their first accomplishment came quickly; in two weeks' time, a cease fire would be declared.

**TRAITOR**

Nothing worries a MechWarrior more than the first talk of peace. Invariably, preliminary peace talks set a date for armistice, and both sides increase hostilities to gain the best field position before the diplomats meet at the bargaining table.

Such logic prevailed on Galtor III. The moment the diplomats set the armistice date, the front erupted in a blaze of laser light. Air lances fought twisting battles high above the struggling, ground-crushing titans below. The small town where the talks were held ceased to exist.

Cunningham developed a beautiful plan to pin the Kurita forces against New Derry. General Samsonov hoped to lay a trap that would crush two battalions. However, General Yoriiyoshi outmaneuvered everyone.

Humiliated by his defeat at the Star League storehouse, angered by the refusals of General Samsonov to pull out his regiment, and unable to contact Takashi Kurita, Yoriiyoshi conceived a brilliant plan to crush the Galedon military power on Galtor III. Two regiments of the Benjamin Regulars, the shattered 17th and the green 6th, guarded the right flank of the Kurita position. In the center lay the 2nd
Amphigean Group. On the left, Nicholas’s hard-fighting 8th Galedon Regulars held New Derry. A new Galedon force, the 2nd Galedon Regulars, floated above the battlefield as an orbital reserve.

The Benjamin District commander correctly guessed Andrew Cunningham’s intentions. He knew that the 4th Crucis Lancers, now floating overhead, would be used to flank the city. Yoriyoshi conferred with General Samsonov and placed in him the seed of a trap. The Benjamin Regulars would lift off into orbit, and when the Davion units attacked, they would drop behind the two lead regiments. At the same time, the Amphigeans would strike the attackers in the flank, and the 2nd Galedon Regulars would drop on top of the lead regiments.

As planned, Yoriyoshi secretly withdrew almost his entire force into the DropShips under his command. Barely one Mech in 20 stayed behind. All radio traffic was forbidden, except for the chatter deliberately created by Yoriyoshi’s Techs to fool the Davion District Commander.

When the date of armistice arrived, Yoriyoshi gave his orders—however, they were not the orders anyone expected. The DropShips turned around and left the system for the Galtor jump point. As the Davion forces poured through the nonexistent left flank, the Benjamin Regulars dwindled to a dot on a radar screen in front of General Samsonov’s disbelieving eyes.

**DISASTER**

District Commander Cunningham did not believe it either. The Bremond DMM, assigned to smash through the Benjamin Regulars, found only empty ground. To their right, the 4th Crucis Lancers reported the same eerie silence.

The 2nd Galedon Regulars dropped as planned. Without a force to flank the 4th Crucis and Clovis regiments, however, the first assault battalion was pummeled. The second battalion dropped wide and retreated toward Samsonov’s headquarters. Before it dropped, the third battalion received the order to abort.

The 2nd Amphigean Group did not fare much better. Brigadier General Karl Gramenov struck the flank of 4th Crucis Lancers only to be flanked by the Clovis Regiment. The Clovis DMM and the 4th Crucis Lancers bottled up the Amphigeans, and began destroying them ‘Mech by ‘Mech. The Bremond regiment raced behind the crumbling Kurita line straight for General Samsonov’s headquarters. If General Tallman could destroy the DropShips stationed there, two and a half regiments would be trapped on the ground.

General Samsonov’s headquarters guard consisted of a single battalion from the 2nd Galedon Regulars and some non-Mech support units. He personally positioned this force in a river valley barely ten miles from his headquarters. With no reinforcements, Samsonov ordered the Amphigeans and 8th Galedon Regulars (fighting the Robinson DMM) to withdraw toward New Derry to await transport off-planet.

Overcome with confidence, General Tallman recklessly flung her command against the Kurita line. The brave young men and women of the 2nd Galedon battalion easily repulsed this hasty attack. Colonel Tyre Georgi leaped from fire position to fire position in his steel-gray Cicada, directing the efforts of his soldiers. On other fronts, Kurita commanders fought against the panic that seized their troops. Though trapped by the 4th Crucis Lancers and Clovis Regiment, Gramenov saved his Amphigeans from total destruction by punching a hole through the Davion line and rendezvousing with their DropShips near New Derry. The ruins of New Derry gave the 8th Galedon perfect cover for a withdrawal.

By afternoon, the first Kurita DropShips lifted off. The Bremond DMM, reinforced with Simon’s Battalion of the 4th Crucis Lancers, pressed hard on the dwindling Kurita defenders, but the Draconians held back the Davion tidal wave. Lieutenant General Tallman acted fast. She brought her bright red and yellow Thunderbolt to the crest of an exposed hill and pointed at the plumes of black smoke floating on the horizon.

“MechWarriors,” she cried, “There is the Kurita camp. They are burning your spoils. Deny your rights! Will you let them win?”
Emboldened by her words, the Davion forces pushed forward. The Draconians gave ground, and soon the defense fell apart. However, one section of the front stood its ground. General Samsonov’s personal assault lance stood in a circle and blasted every Davion ‘Mech foolish enough to get in range. The General’s own red and green Atlas poured out streams of death from its lasers and Class 20 Autocannon. This lance alone almost stopped the Davion attack; a dozen Davion ‘Mechs lay burning around the giant assault vehicles. However, Samsonov did not want to die a glorious, honorable death. During a lull in the shooting, a Leopard Class DropShip landed near the General, boarded his Atlas and one other surviving ‘Mech, and took off. The few remaining Kurita ‘Mechs surrendered.

District Commander Cunningham would not believe that the Draconians were ripe for destruction. The more it seemed like a Davion crushing victory, the more he worried. Therefore, when the first scouts reported that they were within visual range of the Kurita base, Cunningham ordered all advance stopped. Although Lieutenant General Tallman and the other commanders protested, Cunningham stood firm. For eight precious hours, while Kurita DropShips lifted off one after another, the Davion forces waited just out of artillery range. The campaign was over.

**AFTERMATH**

Surprisingly, General Yoriyoshi lived after his betrayal on Gallor III. Takashi Kurita did not want to lose a commander who fought so well. After a session with the Assembly of the Grand Inquisitor, Yoriyoshi transferred to the court in Luthien, accompanied by his entire family.

District Commander Cunningham returned to the central government. Hanse Davion apparently considered him more effective as an administrator in some less active area.

General Samsonov still reigns as Warlord of the Galedon Military District. After the battle, he offered to commit seppuku (ritual suicide) for his failure to destroy the enemy. In a great show of compassion, the Coordinator stayed his hand. The event was broadcast to a thousand planets across the galaxy.

Marquise Sheridan Douglass once again refused a commission in the regular army. His heroic exploits on Gallor were widely serialized in video and print media.

Gallor III still rests uneasily on the border of a hostile nation. Its people suffered greatly during the war, but they are rebuilding their world even as I write.

We on Gallor III salute the Federated Suns for their commitment to our freedom, and we honor the blood spilt on our planet. One day, we hope to repay the cost of freedom by making Gallor III the breadbasket of the Federated Suns.
No record of the Galtor Campaign could be complete without a list of regiments involved in the fighting. Each regiment listed below has been broken down into component lances or Platoons and lists special equipment, the unit's quality (from elite to green), and each lance's BattleForce strength values. Also included in this chapter are brief histories of each regiment and their approximate losses.

**BATTLEFORCE NOTATIONS**

Presented in BattleForce value notation, the following statistics are based on historical research of available personnel and equipment and hundreds of hours of computer simulation. Unless noted otherwise, all units are ‘Mech units. The number after the letter refers to the strength of the unit. This BattleForce notation standardizes and categorizes the thousands of Mech statistic variables. The letters after the strength are the unit’s fighting status, and after that is the unit’s cost.

**LEGEND**

- **Units**
  - L1–L4  Light ‘Mech
  - M1–M6  Medium ‘Mech
  - H1–H5  Heavy ‘Mech
  - A1–A3  Assault ‘Mech
  - V  – vehicle
    - V1  Truck
    - V2  Armored Truck
    - V3  Heavy Tracked
    - V4  Heavy Tracked
    - V5  Medium Tracked
    - V6  Hover
    - V7  Light Tracked
    - V8  Wheeled Scout

- **L**  Infantry
  - L1  Regular
  - L2  Heavy
  - L3  Motorized
  - L4  Jump

- **'**  Air Unit
  - 'H  Heavy
  - 'M  Medium
  - 'L  Light

- **Ar**  Artillery
  - Ar1  Light Artillery
  - Ar2  Heavy Artillery

- **Fighting Status**
  - Green GR
  - Regular RG
  - Veteran VT
  - Elite EL

- **Other Abbreviations**
  - B30, B15: Unit (usually an air unit) is equipped with bombs of the noted strength
  - ECM: Unit is equipped with Electronic Counter Measures
  - ESR: Unit has equipment to enhance its ESR detection range
  - Extra ‘Mech: Unit possesses an additional ‘Mech
  - Jump: A normally non-jump unit is fitted with jump jets
  - +2FP: A lance has upgraded its firepower by two
  - +2ARM: A lance has upgraded its armor by two
  - AEP: This unit (usually a recon unit) has Active Electronic Probes
DAHAR DRACONIS MARCH MILITIA

Commander: General Sir William Dobson
Primary Mission: Sector Defense
Strength: 100% listed
Standard fighting rating: Regular, Medium
Losses: 95.333%
BattleForce Value: 538 points

Raised on the desert planet Dahar IV, the tough, seasoned soldiers of the Dahar Draconis March Militia looked forward to defending the Galtor front. Ironically, many MechWarriors considered the tour easy after the constant skirmishing with Kurita forces on the worlds Eldere IV, Cassias, and Barlow’s Folly.

Although most of the Dahar DMM Mechs and MechWarriors perished during the siege of New Derry, many Teche and Aerospace Fighter Pilots survived. Presently, they are a cadre for a new regiment recruiting on Dahar IV.

The new regiment consists of the same type of people that comprised the old regiment: the weathered miners and prospectors who work the dusty silicon and bauxite mines on Dahar IV. There, the miners learn to work with sophisticated dredging, refining, and drilling machines that rival BattleMechs in complexity and power.

Twenty years ago, during the single Kurita raid on the planet, a company of miners defended their stake using the 40-foot-tall Brooks Incorporated Three-Man Digging Machines. The giant machines were fast enough to rush the Kurita ‘Mechs and agile enough to dodge most of the laser and missile fire.

Operating such machines makes it easy for the miners to learn the mysteries of the BattleMech. After a few seasons of using the Digging Machines under the hot suns of Dahar, many men look for an easier life in the military training camps that dot the world.

BATTLEFORCE VALUES

Regimental Battle Group
V1-RG-(1)
V1-RG-(1)
V2-RG-(1)
V2-RG-(1)
H4-EL-(23)
A1-EL-(23)
Total Cost: 50

Thomas’ Air Squadron
*M2-RG-(15)
*L1-RG-(6)
*H1-RG-(14)
Total Cost: 35

Pope’s Battalion
Battalion Headquarters M3-RG-(14)
Horshaw’s Company A2-VT-(25) L1-RG-(6) M3-RG-(14)
O’Malley’s Company H2-RG-(18) M1-RG-(18) M3-RG-(14)
Garcia’s Company M2-VT-(17) M1-VT-(18) M5-VT-(9)
Total Cost: 154

Sumner’s Battalion
Battalion Headquarters M4-VT-(10)
Custer’s Company A3-RG-(20) M2-RG-(17) L3-GR-(6) ESR
Burn’s Company M5-RG-(16) M5-GR-(9) ESR L3-GR-(6) ESR
Bean’s Company H4-GR-(23) M5-GR-(9) ESR L2-GR-(5) ESR
Total Cost: 134

French’s Battalion
Battalion Headquarters M1-VT-(16)
Donna’s Medium Company M4-GR-(10) H2-VT-(16) L3-GR-(6) ESR
Engelmann’s Fire Company M4-GR-(10) H3-VT-(18) M6-GR-(16)
Ross’s Light Company M4-GR-(10) M6-GR-(18) M6-GR-(8) ESR
Total Cost: 136

Regimental Total
RBG 50
Thomas’ Air Squadron 35
Pope’s Battalion 154
Sumner’s Battalion 134
French’s Battalion 136
SUBTOTAL 504
Experience 34
TOTAL 538
### RAMANDRACONIS MARCHMILITIA

**Commander:** Major-General Baden Powell  
**Primary Mission:** Sector Defense  
**Strength:** 99% listed  
**Standard flight rating:** Green, Light  
**Losses:** 92.98%  
**BattleForce Value:** 425 points

Along the Draconis frontier, many worlds cannot raise a full regiment for defense. Therefore, a light regiment, like the Raman DMM, spreads out among them, each battalion assigned to a different world and tenuously linked by Hyperpulse stations and a few JumpShips. The purpose of such battalions is to protect the light industries and agriculture of the frontier from the occasional pirate or rogue mercenary. They were not meant to fight pitched battles, which proved disastrous for the Raman DMM on Galtor III.

The Raman DMM rarely trained together as a full regiment. The battalions' weak discipline was often cited in official inspection tours. Filled with green MechWarriors barely able to control their machines, the companies never fielded more than a lance at one time; the rest lay mothballed in repair facilities. To conserve supplies, General Baden-Powell even forbid the firing of live ammunition during maneuvers.

Considering its handicaps of men and materiel, the unit still performed remarkably well. They unwaveringly faced a concentrated attack by three regiments and caused heavy losses. In particular, its battalion and company officers fought extremely well. None of the officers survived the destruction of the regiment.

The Raman air company had an interesting time on Galtor III. Many pilots flew captured Sholaga light fighters identical to Kurita fighters. With electronic counter measures and strict radio silence, Raman DMM pilots could approach quite close to Kurita units without a challenge. Although measured in fractions of a second, the advantage was enough to rack up an impressive kill score for the command.
BREMOND DRACONIS MARCH MILITIA

Commander: Lieutenant General Mary Tallman
Primary Mission: Quick Response Force
Strength: 105% listed
Standard fighting rating: Regular, Heavy
Losses: 31.666%
BattleForce Value: 630 points

One of the best generals in the Federated Suns, Lieutenant General Tallman is a ferocious, technically brilliant, and completely uncompromising fighter. She pushes her MechWarriors to heights no other militia unit, or many House regiments, could possibly reach.

The unit gets this strength from Tallman’s infectious self-confidence. The daughter of a house Tech employed by the 22nd Avalon Hussars, Tallman grew up around BattleMechs of every shape and size. In her late teens, she built her own Locust BattleMech from spare parts found in the junk heap. Her father forbid her to arm the ‘Mech, but Tallman soon became adept at all forms of maneuver. She completed the obstacle course on the 22nd Hussar’s main training camp in record time; her record stands to this day.

Tallman enrolled in the NAIS, but found the dreary load of required courses too confining. She was only happy when inside a ‘Mech, poking about the innards, revamping the architecture, and redesigning the electronics. The instructors at NAIS would not let her near a ‘Mech for the first two years of her study. As the repression was too much for her, she left the NAIS and enlisted with the 22nd Avalon Hussars.

Thirteen years later, Tallman was promoted to company commander in the Hussars. During this time, the 22nd fought three major battles against House Liao and one against Kurita forces. Tallman continually placed herself her company in the thick of the fighting. Nevertheless, as daughter of a Tech, her chances for promotion were non-existent. She had to leave the regiment she loved.

Militia units are always searching for competent officers. After three years as battalion commander with the Robinson DMM, she was offered her own command with a troubled regiment, the Bremond DMM. When Tallman took over the command, Bremond DMM soothed and boyled like a sulphur lake. Racial disputes had created a schism between the native Bremond citizens and the recruits from other worlds. The day after Tallman arrived, a riot occurred in a town near their base, killing three townspeople. Tallman immediately investigated, found that two of her MechWarriors were to blame, and ordered them hanged.

Slowly, her daily drills and maneuvers began to turn the unit around. If any member of the unit screwed up, the entire regiment would receive punishment. Units that logged less than five hours of atmospheric drop instruction now dropped every weekend.

Four months after Tallman took command of the Bremond DMM, a strong Kurita raiding party broke through the thin Davion perimeter defenses, landed on the industrial world of New Ivaarson, and quickly overpowered the meager garrison. As not a single house regiment was in position to challenge them, Tallman instantly went into action. Two weeks after the fall of New Ivaarson, her ‘Mechs dropped from a hastily requisitioned collection of military and merchant craft. The regiment fought brilliantly, routing the surprised Kurita defenders and liberating the planet with minimal losses. That victory united the squabbling battalions into a single force under a charismatic commander.

Though the men and women of Tallman’s regiment love her dearly, many move on to house regiments. A Bremond lance leader could easily lead a company in any house unit, while company and battalion commanders are constantly leaving for high posts in the military. Tallman herself constantly turns down offers for promotion, remaining loyal to her regiment.

BATTLEFORCE VALUES

Regimental BattleGroup
V1—RG—(1)
V1—RG—(1)
V2—RG—(1)
V2—RG—(1)
A3—EL—(20)
A2—EL—(25)
Total Cost: 49

Hargrave’s Air Squadron
*L2—RG—(8)
*M1—RG—(10)
H2—EL—(24)
Total Cost: 42

Jenkins’s Battalion
Battalion Headquarters M5—RG—(8)
White’s Company Cratch’s Company Kelly’s Company
A1—EL—(23) H1—VT—(18) M5—RG—(14)
A2—VT—(25) M1—RG—(10)
H2—VT—(16) M1—RG—(10)
Total Cost: 168

Spazia’s Battalion
Battalion Headquarters M4—RG—(10)
Jones’s Company Mustard’s Company Foley’s Company
H1—EL—(18) L3—VT—(ESR) L2—VT—(ESR)
H4—VT—(23) L3—RG—(ESR) L2—RG—(ESR)
H5—VT—(20) L2—RG—(ESR) M4—GR—(10)
Total Cost: 123

Martl’s Battalion
Battalion Headquarters A3—VT—(20)
Finkler’s Company Lally’s Company Sipiora’s Company
H5—RG—(20) M4—RG—(10)
M6—GR—(16) M4—GR—(10)
M6—GR—(16) M4—GR—(10)
Total Cost: 163

Regimental Total
RBG 49
Hargrave’s Air Squadron 42
Jenkins’s Battalion 168
Spazia’s Battalion 123
Martl’s Battalion 163
SUBTOTAL 545
Experience 85
TOTAL 630
CLOVIS DRACONIS MARCH MILITIA

Commander: Major General Clement VIII
Primary Mission: Planetary Defense
Strength: 92% listed
Standard fighting rating: Green, Medium
Losses: 15.542%
BattleForce Value: 493 points

Most of the Closis DMM's MechWarriors and Techs come from Kentares IV, the site of the worst massacre ever committed in the Human Sphere. During the First Succession War, Jinjiro Kurita ordered his troops to slaughter the citizens of Kentares to avenge the death of his father on the planet. The planet has yet to recover from the loss of 90 percent of its population.

The Closis DMM ached for a battle with the Draconis Combine. The leaders on New Avalon, however, were terrified that the untried unit would be destroyed. Until the Galtor emergency, the regiment participated only in a single raid on Fellanin III. New Avalon chose that barren, godforsaken world because Takashi Kurita had erected a 100-meter-tall monument to Jinjiro Kurita on a prominent mountaintop.

For three days, the Closis DMM launched attack after attack against the Kurita 'Mechs holding the mountain passes. The Draconis Combine leaders were convinced that Davion knew about the secret AeroSpace Fighter factory built into the mountain range. However, the Closis DMM sought a more personal revenge. When they finally broke through the Kurita defenses, the Davion MechWarriors rushed up the mountain toward the statue, ignoring the Kuritas' attempts to evacuate the factory grounds.

When the Davion regiment got around to running the factory, DropShips had already lifted off with most of the usable equipment. The statue was sent in pieces back to Kentares. Jinjiro's desecrated head now rests in Martyr Square amid the rusting, decayed shells of the old capital buildings.
Robinson Draconis March Militia

Commander: District Commander Andrew Cunningham
Primary Mission: Quick Response
Strength: 93% listed
Standard fighting rating: Green, Light
Losses: 10%
BattleForce Value: 507 points

No one, especially the regimental commander Andrew Cunningham, thought that the Robinson DMM was fit to fight a prolonged battle. The unit did not even qualify as a regiment. Acting more as a way station, it consisted of pieces of companies or battalions awaiting transportation or new orders.

At the outbreak of the Kurita invasion of Galtor III, the Robinson DMM consisted of a company of MechWarriors waiting for Mechs to be delivered, a company of battle-hardened MechWarriors from the Syrtis Fusiliers teaching the latest electronic counter measures, a company of MechWarriors so green that “they looked like onions—white heads and long green bodies,” survivors of a mid-air collision that killed a dozen Techs and MechWarriors, and a Light Fire Company without ammunition, electronic sensing devices, or actuators for their legs.

None of these units had ever met each other—much less fought together—until they were billeted in the same JumpShip. Faced with such a diverse collection of machines and bodies, it is understandable that Commander Cunningham took so long to strike against the Kurita.

Although the Robinson DMM did not train together, it fought well on Galtor III. The Syrtis Fusiliers, in particular, outpaced the rest of the regiment, as it forced its way into New Dorry during Phase Three of the campaign. Interviewed afterward by a Federated Sun newsweekly, the company commander, Yvonne Mica, stated that they just wanted “to have done with it and go home.” Eyewitnesses reported that Yvonne and her MechWarriors continued to give classes on correct ECM and AEP procedures while under fire from Kurita Mechs.

Regimental BattleForce Values

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<tr>
<td>Meyer’s Air Squadron</td>
<td><em>H2–RG–(24)</em></td>
<td><em>M2–RG–(15)</em></td>
<td><em>L1–RG–(6)</em></td>
<td>Total Cost: 45</td>
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<td>Total Cost: 121</td>
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<tr>
<td>Shubert’s Battalion</td>
<td>H2–RG–(18)ESR</td>
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<tr>
<td>Total Cost: 126</td>
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Regimental Total

- RBG: 35
- Meyer’s Air Squadron: 45
- Preminger’s Battalion: 191
- Schnieder’s Battalion: 121
- Shubert’s Battalion: 126

Subtotal: 518
Experience: -11
Total: 507
Like all Avalon Hussars regiments, the 33rd Avalon Hussars were created to expand Lucien Davion’s power over his nearby neighbors. For each star system that joined him, he created a military unit called the Hussars to garrison the planet. By the time the Crucis Pact was signed in 2317, 29 Hussar regiments defended the inner star systems of the newly formed Federated Suns. By 2405, everyone called them the New Avalon Hussars and, finally, the Avalon Hussars.

These regiments proved their worth during the Age of War that followed. The regiments fought all over the Federated Suns sphere of influence. Every year, new Hussar regiments were added to the growing Federated Sun military strength until there were 60 Avalon Hussars regiments.

In 2431, the 33rd Avalon Hussars defended the planet Kan-Tares IV against a force from the Terran Hegemony. The Terran units completely destroyed the Hussars. It would not be their last defeat.

Many decades later, the Federated Suns gained BattleMech technology. The joint commanders of the remaining Avalon Hussars, however, considered the BattleMech too slow, heavy, and impractical. They refused to train with the new machines. As leaders in New Avalon created new Mech regiments, they gradually withdrew funding to the Hussars.

The military census of 2700 revealed only 15 regiments that stubbornly stuck to the name of Avalon Hussars. With the emergence of the Star League, these units were reduced to little more than planetary garrisons.

The Hussars looked forward to the First Succession War. At last, they could prove their worth to the Federated Suns. Gaily, with flags flying, they marched off to war on a dozen planets.

It was a massacre. Kurita and Liao BattleMechs shattered the Hussars’ outdated tanks and hovercraft. Though the Hussars fought magnificently, their machines could not match the power of a BattleMech. In six years, all 15 Hussar regiments were decimated.

After the peace treaties of 2821, the Hussars were a collection of Tech support troops, air units, and other small scattered pieces. The survivors had no quibbles about using BattleMechs. They accepted the machines gratefully and from any source they could find them.

In 2828, just in time for the Second Succession War, the leaders in New Avalon christened the newly minted 33rd Avalon Hussars. The brightly painted ’Mechs marched past the reviewing stand and directly onto ships headed for the House Liao border. They dropped on Novaya Zemlya, a major industrial center for the Capellan Confederation. Fighting in the ruins of the planet’s capital, the Hussars met the Prefectorate Guard from the Capellan Hussars of House Liao. In two days of bloody fighting, the veteran Liao Guard crushed the 33rd Avalon Hussars; barely ten percent of their ’Mechs survived.

This time, propaganda saved the 33rd. Media consultants warned that announcing the destruction of the 33rd, after all the coverage given them, would disastrously decrease morale in the Federation. The remnants of the 33rd were once again sewn into a viable regiment.

Since then, the 33rd Hussars have teetered on the brink of annihilation twice. Each time, enough was salvaged to knit the unit back together. The press calls the 33rd “The regiment that wouldn’t die.” Each MechWarrior in the regiment hopes that they are right.

### BATTLEFORCE VALUES

<table>
<thead>
<tr>
<th>Regimental BattleGroup</th>
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<tbody>
<tr>
<td>V1—RG—(1)</td>
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<tr>
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<tr>
<td>H1—GR—(21)ESR</td>
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<table>
<thead>
<tr>
<th>Benham’s Battalion</th>
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<tbody>
<tr>
<td>Epsom’s Company</td>
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<tr>
<td>Epson’s Company</td>
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<tr>
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<tr>
<td>A1—EL—(23)+2Fp</td>
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<td>H1—VT—(21)</td>
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<tr>
<td>Astor’s Company</td>
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<td>Fannell’s Company</td>
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<td>A3—EL—(20)ECM</td>
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<td>H2—VT—(18)</td>
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<table>
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<tr>
<th>Lyon’s Battalion</th>
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<tr>
<td>Buller’s Company</td>
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<td>H1—EL—(20)ECM</td>
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<td>Lyon’s Battalion 152</td>
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<td>SUBTOTAL 597</td>
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<tr>
<td>Experience 153</td>
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<td>TOTAL 750</td>
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Minoru Kurita once remarked, "The Crucis Lancers are the finest marksmen in the galaxy. Fortunately, there are not many of them." For most of their history, the Crucis Lancers have consisted of no more than three regiments. Now Avalon designed all Crucis Lancer regiments as heavy assault forces, stuffed with 'Mechs and crewed by some of the best MechWarriors in the Federation.

The 4th Crucis Lancers developed from members of a heavy 'Mech regiment that refused to follow Aleksandr Kerensky into exile. For 50 years, New Avalon tried to bring the unit up to its designated strength. Every time it got one battalion outfitted, however, a crisis forced the Federation to send the 4th with only half its 'Mechs. Even so, the understrength regiment led five successful assaults against the Capellan Confederation.

To counter a powerful Kurita force on New Aberdeen, Davion assembled the 4th, 5th, and 7th Crucis Lancers into the most powerful Davion brigade in history. After the brigade dropped onto the planet, however, Kurita threw in more and more regiments, isolating the 4th with two regiments. Yard by yard, the Draconis Combine troops reduced the pocket, but they could not destroy the regiment. For three weeks, the 4th remained isolated with half its available 'Mechs verging on breakdown. When Davion reinforcements finally came, less than half the original 'Mechs were functioning.

Hereditary appointments are a fact of life in many older regiments. When a MechWarrior dies, all the relatives are pooled to see who will occupy the 'Mech's seat. The Crucis's long campaign on Aberdeen piled up claims and counter-claims to almost every piece of equipment. Every day, the commanders of the Crucis Lancers brigade found themselves embroiled in lawsuits over BattleMechs and rights of repair and salvage. One family even sued the 4th Crucis Lancers's commander for abandoning a useless Banshee BattleMech.

To settle such annoyances, the large 7th Crucis Lancer Brigade broke up, and the number of Crucis Lancer regiments grew to eight. The courts spent a year sorting through the claims and counter-claims; afterward, each regiment was brought to full-strength with new 'Mechs and inexperienced MechWarriors. Although now classified as just a medium regiment, the 4th still retains its powerful assault lance, artillery, and air squadron.
**FEDERATED SUNS UNITS**

**12TH VEGAN RANGERS, ALPHA REGIMENT**

Commander: Margrave
Sheridan Douglass
Primary Mission: Assault
Strength: 150% listed
Standard fighting rating: Elite, Heavy
Losses: 45.345%
BattleForce Value: 1148 points

From Terra, the bright star Vega shines out like a beacon. In many ways, it was a beacon for explorers and colonists during the Exodus. Settlers flocked to Vega's two habitable planets, both blessed with warm climates and plentiful water.

One of Vega's founding fathers was Loran, a ranger for the Synthetic Victories Corporation. In those ancient times, rangers outnumbered the vast areas of empty space between planets of a single system. It was a job suited for people who did not mind being alone for six months at a time.

In his book *Eleven Against the Stars*, Loran set down the principles by which he traveled ten rangers lived. A Ranger, Loran wrote, needed to live simply and honestly without delusions or illusions. A Ranger values loyalty, but never follows others blindly. He must serve people, not corporations, and above all, must remain free to follow his own destiny. Over 57 years later, a young boy growing up in the Periphery read the book and vowed he would be the 12th Vegan Ranger.

That young man grew to be one of the greatest mercenary leaders of the Successor States. His name was Lawrence Helmund Nelson, better known as the Duke of Verde. The Duke lived most of his life in exile, hiding from the man who had usurped his father's throne. Nelson spent the First Succession War in the cockpit of his Wolverine BattleMech. To hide his true identity, the young duke called himself the 12th Vegan Ranger and used Ranger Loran's symbol, a "V" against a bright star.

Many people took notice of this tall, lanky youngster with an intense gleam in his eye and incredible acrobatic skill. Although given dozens of offers to join the best mercenary units, Nelson had other plans. He knew he needed his own army to regain his lost throne.

Nelson began to look for men who fit his notion of a good MechWarrior. The rules he followed were very similar to the principles set out by Ranger Loran. The young Duke formed a lance, a small company, and in late 1977, he bought a new line of 'Mechs and vehicles. He chose only the best MechWarriors he could find and something in his manner made them work for him at half the usual rate. Perhaps it was his sense of mission, a luxury in the cutthroat world of the mercenary, that drew so many men to him.

Throughout the First Succession War, Nelson plotted and schemed for his revenge. The man who killed his father was himself killed by his sister, the Contessa de Mavelo. She took over the throne as regent for her brother's two young sons. Less than a year later, both were dead, and the counselors at the court were instructed to call the regent Queen Mavelo.

Verde desperately needed an army to defend against the hordes of Kurita raids that constantly roamed their system. Therefore, when an intense mercenary captain presented himself at her court, Queen Mavelo did not turn him away. Aware of her situation, he offered help. Although she offered him compensation in the form of standard, he accepted, to her great surprise and suspicion. That is how the new Duke of Verde came to work for the family that murdered his father.

Nelson did more than clear Kurita pirates from the trade routes. He revitalized the military forces on Verde, set up training camps, and continued to recruit the best independent MechWarriors in the Federated Suns. This activity made New Avalon sit up and take notice. After all, everyone had considered Verde a small backwater duchy of minor to middling importance, not the military powerhouse it was becoming.

Queen Mavelo never trusted the man with no real name. After two years, she pieced together enough of the truth to terrify her. To rid herself of this pretender to the throne of Verde, she dispatched elements of her personal guard to challenge him in combat.

On warm summer night in 2829, four 'Mechs painted in Kurita markings floated down from a DropShip around Nelson's simple woodframe house. With searing blazes of laser fire, the 'Mechs ignited the house. Meanwhile, Nelson, alerted to the attack by friends within Queen Mavelo's air force, had withdrawn his Mech to a nearby water tower. When the flames were at their highest, Nelson's Wolverine leapt down onto one of the 'Mechs, a Thunderbolt. The Thunderbolt's long-range missile rack exploded, blowing the cockpit apart.

The three remaining 'Mechs scattered and tried to surround the elusive Wolverine. Nelson, however, lured them through twisted ruins on the outskirts of the city. An Assassin 'Mech rushed around a corner only to be met with a fusillade of fire from Nelson's Whirlwind Autocannon.

Setting up his Autocannon as a remote, Nelson let loose two of his remaining rounds. The other two 'Mechs instantly turned to the noise, creeping around the side of a smoldering sewing machine factory. Holding a red hot beam from the factory, the Wolverine sprang up from behind and jammed the metal into the exhaust vents of the Hunchback's left rear torso heat sinks. The jagged metal lance pierced the lighter back armor and penetrated into the 'Mech's ammunition bay, exploding 19 Autocannon rounds and throwing Nelson's Wolverine end over end into the ruins of the sewing machine factory.

As the final 'Mech, a Warhammer, closed in on the overheated and shutdown Wolverine, a Locust BattleMech from the 12th Vegan Rangers arrived and engaged the Warhammer. Although the Locust was doomed, the Ranger did buy enough time for Nelson's 'Mech to cool down.

With a deafening roar, the Wolverine's jets ignited and shot him on a horizontal course straight at the Warhammer. Although he missed the 'Mech's cockpit, Nelson managed to clip one of the particle cannon arms, swinging the heavy 'Mech around and knocking it into an electrical power substation. There was a blinding flash of sparks, then silence.

Nelson saved the life of the Warhammer's MechWarrior for evidence that Queen Mavelo was behind the assassination attempt. Later, the MechWarrior was hanged along with Queen Mavelo and her entourage. Lawrence Helmund Nelson regained the duchy of Verde.
Two hundred years later, the 12th Vegan Rangers continue to grow and prosper. Throughout the Second and Third Succession Wars, the Rangers completed a number of tasks for the Davion government, but they have resisted offers to join the regular military.

Today, Sarah Nelson sits on the throne at Verde. With her most loyal subject, Margrave Sheridan Douglass, she has expanded the 12th Vegan Rangers into four regiments of independent troops who contract for the Federated Suns, princes of the Periphery, and the Lyran Commonwealth. Currently, all four regiments are employed by the Federated Suns, who pay a premium for their continued loyalty.

### BATTLEFORCE VALUES

<table>
<thead>
<tr>
<th>Regimental BattleGroup</th>
<th>V1-RG-(1)</th>
<th>V1-RG-(1)</th>
<th>V2-RG-(1)</th>
<th>V2-RG-(1)</th>
<th>A2-EL-(25)ECM/Extra 'Mech</th>
<th>A1-EL-(23)ECM/2Arm</th>
<th>H4-EL-(23)ECM/2Fp</th>
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**Merino's Air Squadron**
- 'H2-EL-(24)
- L2-EL-(6)B30
- *'L1-EL-(6)B30
- Total Cost: 50

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<tr>
<th>Hover Recovery</th>
<th>Tracked Company</th>
<th>DropShip Defense</th>
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<tbody>
<tr>
<td>V6-VT-(6)ESR</td>
<td>V3-EL-(16)ECM</td>
<td>M1-EL-(18)</td>
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<td>V6-EL-(8)</td>
<td>V4-EL-(13)ECM</td>
<td>A1-EL-(30)</td>
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<td>V6-EL-(8)</td>
<td>V5-EL-(9)ECM</td>
<td>V3-EL-(15)</td>
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<td>Total Cost: 27</td>
<td>Total Cost: 47</td>
<td>Total Cost: 64</td>
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**Bragg's Battalion**
- Battalion Headquarters: H3-EL-(16)ECM
- Gultom's Company: O'Donnell's Company
- A1-EL-(23)ECM: M6-EL-(18)ECM
- A3-EL-(20)ECM: H1-EL-(21)ECM
- H4-EL-(23)ECM: M1-EL-(18)ECM
- Total Cost: 221

**Johnston's Battalion**
- Battalion Headquarters: M6-EL-(16)ESR
- Brennan's Company: Mancelli's Company
- A3-EL-(20): M4-EL-(10)AEP/ESR
- H2-EL-(18): H5-EL-(20)ECM
- H4-EL-(23): L3-EL-(9)ECM/ESR
- Total Cost: 107

**McCulloch's Battalion**
- Battalion Headquarters: H3-EL-(16)AEP
- Murphy's Company: Kellet's Company
- A1-EL-(23): H5-EL-(20)ECM
- H2-EL-(18): L4-EL-(5)ECM
- H2-EL-(18): L4-EL-(5)ECM/ESR
- Total Cost: 145

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<tr>
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<tr>
<td>Merino's Air Squadron</td>
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<td>Bragg's Battalion</td>
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<tr>
<td>Johnston's Battalion</td>
</tr>
<tr>
<td>McCulloch's Battalion</td>
</tr>
<tr>
<td>SUBTOTAL</td>
</tr>
<tr>
<td>Experience</td>
</tr>
<tr>
<td>TOTAL</td>
</tr>
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</table>
The 22nd Special Air Squadron deserves special mention for the stalwart job they performed during their first mission: the Galtor Campaign. The backbone of the 22nd is the two elite and one veteran air lances of STU-K5 Stuka heavy fighters. These powerful lances tore up the 3rd Benjamin Regulars regiment as it struggled in the minefield on Galtor III. They then covered the retreat of the 33rd Avalon Hussars and later flew patrol over the real Star League Storehouse.

Outnumbered four to one by the Kurtia fighter squadrons, the 22nd pilots would fly double and triple the number of recommended missions, resting only when their machines needed servicing. After three months of such gruelling attrition, the men and women of the 22nd verged on exhaustion and mental collapse. Still, when the Kurtia made their final push against the Star League Storehouse, the 22nd kept the Kurtia fighters off the backs of the 12th Vegan Rangers.

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### 782nd Davion Guards Auxiliary

**Commander:** Colonel "Blood and Guts" Oliver  
**Primary Mission:** Defense Perimeter  
**Strength:** 200% listed  
**Standard fighting rating:** Elite  
**Losses:** 100%  
**BattleForce Value:** 387 points

A standard auxiliary company contains as many units as a BattleMech battalion. Instead of a lance, the basic unit of a Davion company is the platoon, each with 21 to 28 soldiers. A standard company will have two heavy platoons with extra firepower and electronic sensing devices, three platoons of troopers riding lightly armored wheeled transports, and one platoon of jump infantry. The rest of the troops, anywhere from four to six platoons, are regular infantry.

Occasionally, a battery of three Sniper artillery pieces with its attendant armored scout cars are attached to a company.

### BattleForce Values

#### 782nd Guards Battalion

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<thead>
<tr>
<th>Company</th>
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<tr>
<td>Cooper's Company</td>
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<td>Casey's Company</td>
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#### 312th Artillery Battery

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<tr>
<td>Second</td>
<td>115</td>
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<tr>
<td>Third</td>
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#### 179th Recon Section

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<td>First</td>
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<tr>
<td>Second</td>
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<td>Third</td>
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### Auxiliary Total

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<tr>
<td>Artillery Battery</td>
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<td>Recon Section</td>
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<td><strong>Experience</strong></td>
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<td><strong>TOTAL</strong></td>
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The Galtor Irregulars formed at Hanse Davion’s request to sabotage the Kurita base on the planet. Davion Johnnie Teams landed on the planet to shape the revolutionaries into an effective fighting force. As noted in the History chapter, the forces were successful against Kurita’s second and third line troops, but were no match for fully equipped field regiments. Although the scatter battles tore up the irregular’s force, enough survived to soist in the Galtorians the importance of a planetary unit.

This conviction ran directly against the desires of New Avalon, which wanted all arms under the direct control of the Federated Suns’ military. Because Hanse Davion could not refuse men and women who had sacrificed so much to become Davion citizens, he allowed four units to remain in skeleton form.

Seizing this opportunity, the Galtor military leaders immediately began buying equipment and supplies on the black market. General Yao-hsiang scored the greatest coup by buying ten BattleMechs for a million bushels of corn. These MechS joined the two dozen Kurita ‘Mechs captured during the liberation. Other fighting vehicles were easier to obtain. Dozens of old Demolisher and Von Luckner tanks arrived at the space port in New Derry. Galleons, Swift Wind scout cars, and military transport vehicles filled warehouses throughout the country.

In 3024, the combined might of the Galtor Irregulars paraded down the main street of New Derry in a sparkling and splendid display of national pride and accomplishment. All units displayed the Galtor flag (a highly stylized shaft of golden wheat on a green field) except for General Liao’s medium BattleMechs, which displayed the Sword and Sun of the Federated Suns. The event was carried on every major video service in Davion space and beyond.

By the end of the Galtor campaign, all these units were no more. Most of the green Galtor units did not perform well in battle. O’Neill’s Legion lost most of its heavy armor in ten minutes of battle with General Yorishiki’s BattleMechs. The Galtor Flying Squadron lost its ground contingent soon after, and the six light fighters had to use New Derry as a base. General Yao-hsiang’s Brigade fought well in the confines of New Derry, although its artillery battery surrendered to the 8th Galedon Regulars after firing less than 30 rounds of ammunition.

Individual units could fight extremely well if backed up by regular troops. For instance, police and fire department units, supported by a few Lone Wolf ’Mechs, defended their neighborhoods with furious determination.
LONE WOLVES

Commander: The Committee
Primary Mission: None
Strength: No listing available
Standard fighting rating: Veteran
Losses: 75%
BattleForce Value: 880 points

A wolf is a predatory animal found on Terra. The male of the species usually hunts high in the mountains and makes quite a lonely sight along a high ridge. Like its namesake, the Lone Wolf mercenary regiment is a predatory organization, small in number, which hunts together or alone. However, the Lone Wolves do not inspire loneliness—they inspire fear.

The Lone Wolf unit exists because justice among the mercenaries of the Periphery is a rough affair. If a lance gets out of line, its members could find themselves stripped of ‘Mechs and money and left to rot on some godforsaken planet. However, when an offending lance is too big or too dangerous to be thrown out, a prudent mercenary commander will request that the offenders join the Lone Wolves.

Throughout the years, scores of lances and companies passed through the Wolves’ organization on their way to other employment. Some stay for a few years or a few months. The Wolves that stay the longest remain because no one else will have them and because it is too dangerous to be alone in the Periphery, even if one is strapped into a 50-ton war machine. Many desperate men have joined the Wolves to escape or hide, and many more are buried without a name or a regret. Although the unit changes every year, the essential character of the Wolves remains.

The Wolves live by a creed unlike any other mercenary unit in the Successor States. Each company, each lance, and in some cases, each BattleMech is considered a separate entity that owes no allegiance to the separate units. A MechWarrior must pay a fee to use the Wolves’ repair and supply facility. Disposable items are extra. Each meal-pack, each liter of fuel, each bullet, shell, or missile is paid for up-front and in hard currency.

The lead company in the Wolves, the Committee, negotiates all mercenary fees. At the beginning of each day, all mercenaries are paid in full. Even in the midst of the siege of New Derry, the Committee demanded daily payment for all active ‘Mechs. Individual units within the Wolves can choose to fight or flee as they see fit. In addition, if they do not like the odds or the deal, they can leave. Once a unit accepts money to fight, however, it is expected to be ready for battle.

BATTLEFORCE VALUES

The Committee
A2–EL–(25)ECM/ESR/2Arm
H2–EL–(18)ECM/2Arm
H1–VT–(21)ECM/2P

Hakim’s Company
M2–VT–(17)+2Arm
M4–VT–(10)+2Fp
L1–RG–(6)ESR
V5–RG–(9)
V8–RG–(2)ESR

Negef’s Company
A1–EL–(23)
M5–EL–(10)ESR
M6–EL–(16)
V4–RG–(13)
V6–RG–(8)

Force For Galaxy Freedom
M3–GR–(14)
M3–GR–(14)
M3–GR–(14)

Independence
V3–VT–(16)
V5–VT–(9)

Albro’s Company
V3–EL–(20)

Company of Wolves
V4–RG–(13)
L4–RG–(5)

Crowned Seraph
A1–EL–(23)
H4–VT–(23)
H3–GR–(16)
L2–GR–(5)ESR

God’s Judgement
L4–GR–(5)AEP
L3–GR–(6)ESR

Lords of the Sword
H3–VT–(16)
H5–VT–(20)
M4–RG–(10)
M2–RG–(17)
M1–RG–(18)

Sword of Moses
V4–VT–(13)

Brothers of Israel
L3–EL–(6)ESR/2Arm

Memorialists
V6–VT–(8)
V8–RG–(2)ESR
V1–GR–(0)ESR
L2–EL–(5)ESR/+2Arm/+2Fp

The Elected Ones
M4–EL–(10)+2Arm
M6–EL–(16)+2Arm/ESR

Black November
M1–VT–(18)ESR

Golden Rays
M4–EL–(10)+2Arm
M6–EL–(16)+2Arm/ESR

John “Big Booty” Stetson’s Company
L1–RG–(8)
V8–VT–(2)ESR/AEP

Freedom Fighters
I3–EL–(4)ESR
I3–EL–(4)ESR
I2–EL–(6)+2Arm
I2–EL–(6)+2Fp

Regimental Total
SUBTCTAL 679
Experience 201
TOTAL 980
17TH BENJAMIN REGULARS

Commander: General Syvoo Yoriyoshi
Primary Mission: Heavy Assault
Strength: 175% listed
Standard fighting rating: Veteran, Heavy
Losses: 63.796%
BattleForce Value: 1219 points

If General Yoriyoshi loved anything, he loved his 17th Benjamin regiment. Every year, Yoriyoshi would visit the planets within his district and pass out scholarships to the Sun Zhang Academy. Those who accepted the scholarships had to spend three years in the 17th Benjamin Regulars. Wisely, Yoriyoshi picked many students with wealthy families, who then contributed large amounts of money to the regimental coffers.

Consequently, the 17th grew fat with money and equipment. The District Commander gave his regiment first pick of new 'Mechs or technology that came from the government. What Luthien could not provide, Yoriyoshi bought on the black market.

This abundance of materiel attracted many good officers and MechWarriors. Menacham Gonen, the 17th's best battalion commander, turned down command of a regiment in the Pesht Regulars because he would take a substantial cut in pay and command fewer Heavy and Assault 'Mechs.

Though the Warlord acquired 'Mechs like toy soldiers, he never hesitated about sending his shiny new war machines into battle. The 17th fought a dozen engagements with Davion and Steiner raiding parties between 3020 and 3025. Yoriyoshi would lead his men into battle just to test the latest technological advance. While the MechWarriors deployed on the field, scientists and technicians crowded into the mobile headquarters at the Regimental BattleGroup observing some variant of a medium laser or new type of armor.

The 17th is currently stationed on the planet Benjamin. Its new commander is General Hirushi Shogatama, who is also the new Warlord of the Benjamin Military District.

BATTLEFORCE VALUES

Regimental BattleGroup
V1-RG-(1)
V1-RG-(1)
V2-RG-(1)
V2-RG-(1)
A2-EL-(25)ECM
A1-EL-(23)ECM
H1-VT-(21)ECM
L3-VT-(8)ECM/ESR
Total Cost: 94

Air Squadron
H1-EL-(14)
H1-EL-(14)
H2-EL-(24)
H2-EL-(15)
H2-EL-(15)
H2-EL-(15)
Total Cost: 139

Elzar's Battalion
Battalion Headquarters: H2-VC-(16)
Samuel's Company: Micah's Company: Amos's Company
A3-EL-(20)ECM M6-TR-(16) L1-VC-(8)ESR/AEP
A1-EL-(23)+2Arm+2Fp M6-TR-(17) L5-VC-(6)ESR/AEP
H4-EL-(23)-2Arm M6-TR-(16) M5-VC-(6)ESR/AEP
Total Cost: 206

Gonen's Battalion
Battalion Headquarters: A3-EL-(20)Extra 'Mech
Saw's Company: Daniel's Company: Abel's Company
H4-EL-(23) H4-VC-(23) M3-VC-(14)
H5-EL-(20) H5-VC-(20) M4-VC-(10)
H1-EL-(21) H1-VC-(21) M4-RC-(10)
Total Cost: 192

Sharon's Battalion
Battalion Headquarters: H2-VC-(18)Arm+2 Fp
David's Company: Moses's Company: Elia's Company
H2-VC-(18) H3-VC-(16) M5-VC-(6)ESR
H5-VC-(20) H3-VC-(16) L3-VC-(6)ESR
H2-VC-(18) M3-VC-(14) L3-GR-(6)ESR
Total Cost: 155

Imperial Artillery Battalion
Battery Alpha Battery Beta
Ar2-RC-(30) Ar1-VC-(16)
Ar2-RC-(30) Ar1-VC-(16)
Ar2-RC-(30) Ar1-RC-(16)
V4-VC-(13) V3-VC-(2)ESR
V5-RC-(16) V8-VC-(2)ESR
V5-RC-(9) V8-RC-(2)ESR
Total Cost: 191

Regimental Total
Total: 94
Air Squadron: 139
Elzar's Battalion: 206
Gonen's Battalion: 192
Sharon's Battalion: 155
Artillery Battalion: 191
SUBTOTAL: 977
Experience: 242
TOTAL: 1219
3RD BENJAMIN REGULARS

Commander: Brigadier General Jakodo Naguchido
Primary Mission: Heavy Assault
Strength: 99% listed
Standard fighting rating: Regular, Heavy
Losses: 32.757%
BattleForce Value: 662 points

Naguchido has none of his former Warlord’s determination and fierce dedication. A soft, rather large fellow, he often drinks too much at parties and is thoroughly unprofessional in dress and demeanor.

Although packed with heavy and assault ‘Mechs, his regiment rates only a regular fighting status. In fact, the 3rd Benjamin Regulars is one of the few Kurita regiments that allow green MechWarriors to pilot Heavy ‘Mechs.

The 3rd’s performance during the Galtor Campaign revealed signs of neglect and lack of discipline. The drop onto the planet was botched because staffers set their primary objective to be a swamp miles away from the planned drop site. Naguchido himself dropped badly and spent hours trapped and isolated in his overheated BattleMech.

The ‘Mechs that did assault the fake Star League depot bunched up while clearing the twelve bands of minefields, thus offering superb targets for Davion air. Supply officers forgot to bring the advanced electronic devices for clearing minefields.

After the first two days of fighting, the 3rd listed 27 ‘Mechs destroyed beyond repair, ten damaged and three missing in action. Two Slayer medium fighters were also destroyed. The regiment did not kill a single Davion ‘Mech and barely scratched the Davion air cover.

Disgusted with his general’s performance, Yorigoshi immediately transferred the 3rd Benjamin Regulars out of the campaign and to planet Iruzun.
The 11th Benjamin Regulars was formed in 2781 as a light mixed regiment, with one battalion of 'Mechs and two of armor. For 200 years, it fought various battles including the vicious repression of a mutiny on Junction.

In 3001, poor management coupled with neglect brought the regiment to its weakest point. That year, with less than 28 light and medium 'Mechs at his disposal, General Maratin met a Steiner 'Mech regiment on Severn. In less than an hour, the 11th was ground up and spit out.

The skeleton regiment lay moribund for 22 years until Warlord Yorioshi convinced the Coordinator to rebuild the unit. In late 3023, Yorioshiwoed Brigadier General Seville with a promotion to General and command of the reformed regiment, now with a complete complement of light and medium 'Mechs. Seville changed his name to Innocent IV, married Yorioshi's former mistress, and joined his new headquarters on New Year's Day, 3024.

General Innocent IV was the perfect man to lead a light regiment. He personally shunned the Heavy 'Mechs popular with Combine commanders, and demanded that his men master essential light regiment techniques, like long-range reconnaissance, skirmishing, hit-and-run drops, ambushes, screening larger forces, and end-run maneuvers. He moved the 11th's main base on Tripoli to the middle of the planet's petrified desert (because it was too close to 'the whores of the city'). For months at a time, the regiment underwent extensive training. By 3025, the regiment was at its peak and ready for any mission. Gallor III gave them their first taste of combat.
The 6th Benjamin Regulars played a minor role in the Galtor Campaign. Its commander, Brigadier General Saad Shazli, suffered an ulcer attack the night before any battle; therefore, he rarely attacked.

The 6th gained valuable experience about dropping, supply, and communication during the Galtor Campaign, but little about actual fighting. This regiment lost more men and machines due to accidents than to battle damage.

The regiment's only battle occurred with a patrol of the 12th Vegan Rangers. The Rangers surprised the light company from Sultan Jellalladin's battalion and chased it back to the 6th's main camp. There, the Rangers suddenly encountered three lance of heavy 'Mechs, fully armed and ready. The pursuit instantly changed into a rout as the Rangers retreated before the vastly superior machines.

The Kurita news agency used this small incident for propaganda, describing a furious Davion attack against an outnumbered regiment of brave Kurita lads. The brave Combine soldiers stood their ground and sent their Davions fleeing with their tails tucked between their legs. Within three weeks, the story was expanded into a book and then into a video special. By the time the 6th rotated out of the campaign, it was heralded as the savior of the Draconis Combine.
The 21st Galedon Regulars served very little time on Galtor III. The regimental commander thought the whole adventure a foolish waste of men and machines. After the campaign, Dolmasay and his men were given a hero's welcome back home on Marlowe's Rift. When asked to comment on his reported heroism, Dolmasay responded, "It was involuntary. They had to push me out of the DropShip."

Throughout the era of the Star League, Marlowe's Rift stood with the Federated Suns. Its young men served in Davion regiments, Star League units, and of course in the Marlowe's Rift militia, which remained independent. Draconis Combine sympathizers gained high posts within the militia, and at the start of the First Succession War, it revolted and took over the government. Davion military units promptly landed and liberated the capital, but the Draconis Combine responded by sending a three-regiment brigade that crushed the Davion presence.

Since then, the planet has remained a member of the Combine. The Marlowe's Rift militia evolved into the 21st Galedon Regulars, which continues to recruit heavily from the planet.
5TH GALEDON REGULARS

Commander: General Grieg Samsonov
Primary Mission: Assault
Strength: 100% listed
Standard fighting rating: Veteran, Medium
Losses: 61.953%
BattleForce Value: 570 points

General Samsonov is determined to make the 5th Galedon regiment the flagship of the Galedon Regulars. For the last hundred years, the 5th was stationed along the Periphery, campaigning against pirates and Bandit Kings. In fact, it was General Samsonov's brilliant campaign against the Belt Pirates that earned him command of the Galedon District in 2019.

Of course, the 5th went with him. Since then, the unit has struggled to adapt itself to fighting a different type of warfare. During their first mission against the Federated Suns in 2019, two regiments of the 7th Crucis Lancer's Brigade struck the regiment, which disintegrated in panic. Many of the 5th's MechWarriors had never seen so many 'Mechs in one place at one time. Only the timely intervention of the 8th Galedon Regulars saved the 5th from complete destruction.

It is rumored that Subhash Indrahar, director of the ISF, put General Samsonov in his pocket after that defeat compromised the General's reputation. Supposedly, Indrahar allows the General great freedom, but reviews all military appointments. It is certain that Takashi Kurita does not trust Samsonov; he once ordered the entire palace swept for electronic bugs after Samsonov made just a brief visit.

**BATTLEFORCE VALUES**

Regimental BattleGroup
V1-RG-(0)
V1-GR-(0)
V2-GR-(0)
A1-EL-(23)
A3-EL-(20)
Total Cost: 43

Air Battalion
'H2-VT-(24)
'H2-GR-(24)
'M1-GR-(10)
'L1-GR-(6)ESR
'L1-GR-(6)ESR
Total Cost: 82

Wittgenstein's Battalion
Battalion Headquarters M3-VT-(14)ESR
Kiyomasa's Company Company Company
Keisuke's H5-EL-(20) M5-GR-(10) M4-GR-(8)ESR
Tayelzai's H4-EL-(23) M4-GR-(10) M5-GR-(8)ESR
Company Company Company
H2-EL-(16) M3-GR-(14) L2-GR-(6)ESR
Total Cost: 142

Stark's Battalion
Battalion Headquarters M3-VT-(14)
Toyoctoma's Company Company Company
Hideaki's H1-EL-(21) M5-GR-(8) M4-GR-(10)
Hidemo's M1-VT-(16) M4-GR-(10) M5-GR-(8)
Company Company Company
L1-VT-(8) M2-VT-(17) Jump L2-VT-(5)ESR
Total Cost: 132

Makarov's Battalion
Battalion Headquarters M2-EL-(17)
Charles's Company Company Company
Morley's M2-VT-(17) M6-GR-(16) L3-VT-(6)
Sophian's M6-GR-(16) M6-GR-(16) M6-VT-(16)
Company Company Company
L4-VT-(5)ESR L4-GR-(5)ESR L4-VT-(5)ESR
Total Cost: 128

Regimental Total
RBG 43
Air Battalion 82
Wittgenstein's Battalion 142
Stark's Battalion 132
Makarov's Battalion 128
SUBTOTAL 527
Experience 125
TOTAL 652
In 3011, the Galedon Regulars suffered a series of humiliating defeats, mostly because Davion forces always reinforced its garrisons faster than Galedon attackers could exploit any weaknesses. For every battalion the Galedons threw into the fray, Davion instantly found a battalion to counterattack. The secret of Davion’s mobility was its Quick Response Forces, always kept ready to reinforce beleaguered units.

Takashi Kurita demanded that the DCMS match these forces. In response, General Samsonov created the 8th Galedon Regulars, a strange collection of units from three different services. Commanded by Brigadier General Victor Nicholas, the regiment consisted of a veteran independent assault battalion led by the arrogant Sir Henry Gates, an assault battalion from the Proserpina Hussars, and a third battalion of green MechWarriors with no drop experience between them. A Star Lord JumpShip was assigned to the unit, as were three Union and two Leopard DropShips.

Nicholas threw himself into the task of uniting these separate elements into a hard-hitting force. A year later, he got his chance to test his methods. On the planet McComb, the 12th Galedon Regulars regiment was facing certain destruction by a powerful Davion force. Nicholas personally made the hyperspace calculations to bring the JumpShip dangerously close to McComb’s magnetic field, much closer than any responsible JumpShip captain would allow. The JumpShip came out of hyperspace safely (though shaking like a leaf in a hurricane), and the 8th dropped barely in time to save the 12th. Takashi Kurita’s Quick Response Force was a smashing success.
2ND GALEDON REGULARS

Commander: General Lavrenti Kornilov
Primary Mission: Sector Defense
Strength: 95% listed
Standard fighting rating: Green, Light
Losses: 75.333%
BattleForce Value: 441 points

In 3014, General Fastius Semronovitch, commander of the 2nd Galedon Regulars, received a summons to appear before the Assembly of the Grand Inquisitor, the Combine's military court. Those called before the court are usually never seen again. Semronovitch, however, had done nothing wrong, and he called for his aide, Brigadier General Lavrenti Kornilov, for advice. Although agreeing that the General was innocent of any wrongdoing, Kornilov convinced him to commit seppuku, or ritual suicide, to leave his honor intact.

Upon the General's suicide, Kornilov informed the DCMS High Command that Semronovitch had killed himself because he had been unfaithful to his wife. Subsequently, Kornilov assumed command of the 2nd Galedon.

BATTLEFORCE VALUES

Regimental BattleGroup
V1—RG—(0)
V1—GR—(0)
V2—GR—(0)
A2—EL—(25)Jump/ECM/AEP
H3—VT—(16)ECM
Total Cost: 62

Hamon's Air Squadron
*L1—RG—(6)B15
*L1—RG—(6)B15
*L1—RG—(6)B15
Total Cost: 29

Kutuzov's Battalion
Battalion Headquarters
H3—VT—(16)ECM
Sacharov's
Tolbukhin's
Company
Company
Company
M3—RG—(14)ECM
M5—RG—(8)ESR
M3—GR—(14)ECM
M4—GR—(10)ESR
M3—GR—(14)ECM
M5—GR—(8)ECM
L3—GR—(6)ECM
L2—GR—(5)ESR
L1—RG—(6)
L1—RG—(8)
L1—RG—(8)
L1—RG—(6)
L1—RG—(8)
Total Cost: 121

Georgi's Battalion
Battalion Headquarters
H3—VT—(16)ECM
Yamilevsky's
Ulaev's
Company
Company
Company
M4—RG—(10)ECM
M3—RG—(14)ECM
M3—GR—(14)ECM
L3—RG—(6)ECM
M5—GR—(8)ECM
M5—GR—(8)ECM
L2—GR—(5)ECM
L3—GR—(6)ECM
L2—GR—(5)ECM
L2—GR—(5)ECM
Total Cost: 113

Ehrenburg's Battalion
Battalion Headquarters
M4—VT—(10)
Wenck's Company
Babnov's Company
Petrov's Company
M3—VT—(14)
M3—RG—(14)
L3—RG—(6)
L1—RG—(6)
L2—GR—(5)
L2—GR—(5)
L2—GR—(5)
L4—RG—(5)Jump
L4—RG—(5)Jump
L4—RG—(5)Jump
Total Cost: 92

Regimental Total
RBG
62
Air Squadron
29
Kutuzov's Battalion
121
Georgi's Battalion
113
Ehrenburg's Battalion
92
SUBTOTAL
417
Experience
24
TOTAL
441
**Galedon Tech Defense League**

Commander: None  
Primary Mission: DropShip Defense  
Strength: no listing available  
Standard fighting rating: Green  
Losses: 91.333%  
BattleForce Value: 196 points

During protracted struggles, regiments often pool their technicians and administrative troops into a single main base—a kind of super regimental administrative group. If threatened by ground forces, the group can simply board the nearby DropShips and lift off the planet. These highly trained men and women possess so much training and knowledge that they are almost never risked in combat.

Nevertheless, all technicians and administrative personnel undergo rigorous hand weapon training just in case they are forced to defend their base. Commonly, support troops learn to crew tanks, hovercraft, and light artillery.

The Galedon Tech Defense League fought well on Gallor III. General Samsonov formed the group to cover the retreat of the 8th Galedon Regulars and the 2nd Amphigean Group. One reason they performed so well was that the Davion forces tried to capture the Techs in order to persuade them to switch sides.

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**Battleforce Values**

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AMPHIGEAN LIGHT ASSAULT GROUP

1st Amphigean Light Assault Group
Commander: General Olivet Satterthwaite
Primary Mission: Assault
Strength: 100% listed
Standard fighting rating: Veteran, Heavy
Losses: 31.31%
BattleForce Value: 943 points

2nd Amphigean Light Assault Group
Commander: Brigadier General Karl Gramenov
Primary Mission: Assault
Strength: 100% listed
Standard fighting rating: Veteran, Medium
Losses: 46.33%
BattleForce Value: 615 points

By 2952, Amphigean Agriculture received 21 percent of its revenues from renting out its six security battalions. The next year, the Draconis Combine approached the company with a proposal to create two regiments of mercenaries under long-term contract to House Kurita. The program was so successful that Lord Kurita ordered a third regiment formed in 2976.

All Amphigean regiments are run like corporations. Commanders are responsible for turning a profit, and they get bonuses if they exceed quota. Amphigean Agriculture owns all machines and treats its MechWarriors like hired hands, not noble warriors of a heroic age. Nevertheless, Amphigeans pay high wages to its mercenaries and gives them the organization and security of a government without annoying oaths of loyalty or class distinctions. In fact, Amphigean regiments are some of the few that make it a policy to promote from within. Any man or woman who can both lead MechWarriors into battle and balance an account book can go far in the Amphigean Light Assault Groups.

During the Galtor Campaign, the Light Assault Groups operated at a dead loss. By contractual agreement, the Amphigeans would have received a twelfth of any Star League cache. That loss, coupled with heavy combat losses, dropped Amphigean stock prices in the Draconis Combine.

Back in the dim Star League past, Amphigean Agriculture Inc. was a leading agricultural company. With offices all over the Inner Sphere, Amphigean Agriculture worked on solutions to worldwide famines, crippling crop diseases, cultural and religious differences, and hundreds of other problems.

The Succession Wars placed an incredible strain on this network. To defend their holdings, Amphigean Agriculture began employing mercenary units to protect its property and employees. By 2811, the cost of such protection had skyrocketed, and the board of directors decided that it was cheaper to maintain a private army than to pay mercenaries exorbitant fees.

Thus was the first Amphigean Security Group created. During the next 100 years, these security forces protected many of the company's factories, storehouses, and installations from the rapacious desires of the Successor States. Many corporations gathered around the Amphigean's defenses like peasants around the skirts of a castle. The board of directors began charging these businesses a protection fee, and soon after rented out the 1st Amphigean Security Group to Ceres Metals for a punitive action against a debtor.
## Battleforce Values

### 1st Amphigean Light Assault Group

**Regimental Battle Group**
- V1-RG-(0)
- V1-RG-(0)
- V2-RG-(0)
- V2-RG-(0)
- A2-EL-(25)ECM
- A1-EL-(23)ECM
- A3-EL-(20)ECM

Total Cost: 77

**Rocket Company**
- H1-VT-(21)
- H1-VT-(21)
- H1-VT-(21)

Total Cost: 63

**Ophiuchus’s Battalion**
- Battlegroup Headquarters: H5-EL-(20)ECM
- Alcibades: Epaminondias’s Company
  - A1-EL-(23)ECM
  - H4-ECM
  - H4-ECM
- Cimon’s Company
  - M4-ECM
  - M4-ECM

Total Cost: 196

**Pollux’s Battalion**
- Battlegroup Headquarters: H2-EL-(18)ECM
- Phidias’s Company: Lysias’s Company
  - A3-EL-(20)ECM
  - H2-ECM
  - H5-ECM
- Solon’s Company
  - M2-ECM
  - M6-ECM
  - M5-ECM

Total Cost: 161

**Themistocles’ Battalion**
- Battlegroup Headquarters: H4-EL-(23)ECM
- Philip’s Company: Niocles’s Company
  - H5-ECM
  - H3-ECM
  - H2-ECM
- Miltiades’ Company
  - M1-ECM
  - M1-ECM
  - M2-ECM

Total Cost: 202

### 2nd Amphigean Light Assault Group

**Regimental Battle Group**
- V1-ECM-(0)
- V1-ECM-(0)
- V2-ECM-(0)
- V2-ECM-(0)
- A2-EL-(25)ECM
- A1-EL-(23)ECM
- A3-EL-(20)ECM

Total Cost: 77

**Rocket Company**
- H3-ECM-(16)
- H1-ECM-(21)
- M4-ECM-(10)ESR+2Arm
- M6-ECM-(16)

Total Cost: 63

**Royal Rocket Battalion**
- Battlegroup Headquarters: H3-ECM-(16)
- Mackay’s Company: England’s Company
  - A1-ECM-(23)
  - H1-ECM-(21)
  - M4-ECM-(10)ESR
- A3-ECM-(20)
- H4-ECM-(23)
- A1-ECM-(18)
- M5-ECM-(10)ESR
- L1-ECM-(8)
- L2-ECM-(5)ESR

Total Cost: 161

**Sexton’s Battalion**
- Battlegroup Headquarters: H3-ECM-(16)
- Keppel’s Company: Gordon’s Company
  - M2-ECM-(17)
  - M2-ECM-(17)
  - M4-ECM-(10)ESR
- M6-ECM-(16)
- M6-ECM-(16)
- M5-ECM-(10)ESR
- M7-ECM-(17)
- M7-ECM-(17)
- L4-ECM-(5)
- L3-ECM-(5)ESR

Total Cost: 137

**Chaldean’s Battalion**
- Battlegroup Headquarters: L3-ECM-(6)+2Arm/ESR
- Lahari’s Company: Chabriel’s Company
  - H5-ECM-(20)
  - M5-ECM-(10)ESR
  - M4-ECM-(10)ESR
- M6-ECM-(16)
- M6-ECM-(16)
- M5-ECM-(10)ESR
- M2-ECM-(17)
- M2-ECM-(17)
- L1-ECM-(6)
- L2-ECM-(6)ESR

Total Cost: 134

### Total

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### Royal Rocket Battalion

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<tr>
<td>Sexton’s Battalion</td>
<td>137</td>
</tr>
<tr>
<td>Chaldean’s Battalion</td>
<td>134</td>
</tr>
<tr>
<td>SUBTOTAL</td>
<td>464</td>
</tr>
<tr>
<td>Experience</td>
<td>151</td>
</tr>
<tr>
<td>TOTAL</td>
<td>515</td>
</tr>
</tbody>
</table>
82ND GALEDON ARTILLERY

Commander: Colonel John Henry Westman
Primary Mission: Assault Support
Strength: 135% listed
Standard fighting rating: Veteran
Losses: 0.000%
BattleForce Value: 299 points

The 82nd Galedon Artillery has the unique distinction of being the only unit involved in the Gallor Campaign that did not lose a single man or machine. Under the direct control of General Samanov, the unit participated in many operations during the campaign, always acquitting itself admirably.

Three days before the Benjamin Regulars withdrew, the artillery transferred out of campaign.

### BATTLEFORCE VALUES

<table>
<thead>
<tr>
<th>Battery One</th>
<th>Battery Two</th>
<th>Defense Company</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ar2-EL-(30)</td>
<td>Ar2-EL-(30)</td>
<td>V3-VT-(16)</td>
</tr>
<tr>
<td>Ar2-EL-(30)</td>
<td>Ar2-EL-(30)</td>
<td>V3-VT-(16)</td>
</tr>
<tr>
<td>Ar2-EL-(30)</td>
<td>Ar2-EL-(30)</td>
<td>V4-RG-(19)</td>
</tr>
<tr>
<td>Recon A</td>
<td>Recon B</td>
<td>Mech Recon</td>
</tr>
<tr>
<td>V7-VT-(4)ESR</td>
<td>V1-RG-(0)ESR</td>
<td>L3-RG-(6)ESR</td>
</tr>
<tr>
<td>V8-VT-(2)ESR</td>
<td>V2-RG-(0)ESR</td>
<td>L2-RG-(5)ESR</td>
</tr>
<tr>
<td>V6-VT-(9)ESR</td>
<td>V7-RG-(4)ESR</td>
<td>L3-RG-(14)ESR</td>
</tr>
</tbody>
</table>

**Regimental Total**
- Battery One: 90
- Battery Two: 90
- Defense Company: 45
- Recon A: 15
- Recon B: 4
- Mech Recon: 25
- SUBTOTAL: 289
- Experience: 30
- TOTAL: 299

KISMET BATTALION,
7TH SWORD OF LIGHT REGIMENT

Commander: Colonel Tirelius "Blood and Guts" Oliver
Primary Mission: Assault
Strength: 125% listed
Standard fighting rating: Elite, Heavy
Losses: 125%
BattleForce Value: 423 points

### BATTLEFORCE VALUES

<table>
<thead>
<tr>
<th>Battalion Headquarters</th>
<th>Support Company</th>
<th>Recon Company</th>
</tr>
</thead>
<tbody>
<tr>
<td>A2-EL-(25)ECM+2Fp</td>
<td>H2-EL-(18)ECM</td>
<td>M2-EL-(17)ECM</td>
</tr>
<tr>
<td>A3-EL-(20)ECM+2Fp</td>
<td>H4-EL-(23)ECM</td>
<td>M4-EL-(10)ECM</td>
</tr>
<tr>
<td>Total Cost: 57</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Battalion Total</th>
<th>Assault Company</th>
<th>Support Company</th>
<th>Recon Company</th>
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<tbody>
<tr>
<td>Battalion Headquarters</td>
<td>57</td>
<td>73</td>
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<td>Assault Company</td>
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<td>71</td>
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<td>Support Company</td>
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<td></td>
</tr>
<tr>
<td>Recon Company</td>
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<tr>
<td>SUBTOTAL</td>
<td>261</td>
<td>71</td>
<td>60</td>
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<tr>
<td>Experience</td>
<td>162</td>
<td></td>
<td></td>
</tr>
<tr>
<td>TOTAL</td>
<td>423</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
MOROUSHI'S INDEPENDENT ASSAULT BATTALION

Commander: Colonel Hector Moroushi
Primary Mission: Assault
Strength: no listing available
Standard fighting rating: Veteran
Losses: 89.112%
BattleForce Value: 305 points

512TH IMPERIAL ARTILLERY BATTALION

Commander: Colonel Chuan Kau
Primary Mission: Fire Support
Strength: 112% listed
Standard fighting rating: Veteran
Losses: 25.333%
BattleForce Value: 342 points

BATTLEFORCE VALUES

Battalion Headquarters
M3–VT–(14)ESR
M1–VT–(19)
Total Cost: 35

Air Squadron
'H2–VT–(24)
'L1–VT–(6)B10
Total Cost: 32

<table>
<thead>
<tr>
<th>Company</th>
<th>Company</th>
<th>Company</th>
<th>Company</th>
</tr>
</thead>
<tbody>
<tr>
<td>Orange</td>
<td>Blue</td>
<td>Green</td>
<td>Black</td>
</tr>
</tbody>
</table>
Total Cost: 168

Battalion Total
Battalion Headquarters 35
Company Orange 50
Company Blue 29
Company Green 51
Company Black 38
SUBTOTAL 203
Experience 102
TOTAL 305

BATTLEFORCE VALUES

Battalion Headquarters
L3–VT–(6)ESR/AEP
L2–RG–(5)ESR
Total Cost: 27

<table>
<thead>
<tr>
<th>Battery One</th>
<th>Battery Two</th>
<th>Defense Company</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ar2–VT–(30)</td>
<td>Ar2–VT–(30)</td>
<td>Ar1–VT–(16)</td>
</tr>
<tr>
<td>Ar2–VT–(30)</td>
<td>Ar2–VT–(30)</td>
<td>Ar1–RG–(16)</td>
</tr>
<tr>
<td>Ar2–RG–(30)</td>
<td>Ar2–GR–(30)</td>
<td>V7–RG–(4)</td>
</tr>
</tbody>
</table>

Transport Company
V2–GR–(0)ESR
V2–GR–(0)ESR
V2–GR–(0)ESR

Supply Company
I3–GR–(4)ESR
I3–GR–(4)ESR
I3–GR–(4)ESR

Recon B
V6–RG–(9)ESR
V7–RG–(4)ESR
V2–VT–(0)ESR

Recon A
V6–EL–(9)ESR
V7–VT–(4)ESR
V6–EL–(9)ESR

Battalion Total
Battalion Headquarters 27
Battalion 259
SUBTOTAL 286
Experience 56
TOTAL 342
CHARGE OF THE HUSSARS

Although woefully understrength, the 33rd Avalon Hussars launched an attack on the Regimental BattleGroup and Gonen's Battalion of the 17th Benjamin Regulars. The Davion attack might have succeeded if Elazar's Battalion had not arrived in time to stop the Hussar penetration. With Elazar pinned down, General Mandella could have destroyed Gonen's Battalion, smashed the weak base camp, and trapped Elazar's 'Mechs against the minefields. A disaster of such proportions might have ended the entire Galtor Campaign in the first battle.

GAMESET-UP

Deployment

Lay out the BattleForce map as shown. Kurita units may set up anywhere on either mapsheet except for the first two rows of hexes on the south side. The Davion 'Mechs must set up on the first two rows of hexes on the south side.

In this scenario, Davion has the initiative. The Kurita forces set up first and move second, and the Davion forces set up last and move first.

House Davion

Elements of Regimental BattleGroup, 33rd Avalon Hussars
A2–EL–(25)+2Arm/+2Fp
H1–GR–(21)ESR

Berham's Battalion, 33rd Avalon Hussars
Battalion Headquarters H1–VT–(21)
H4–EL–(23)+2Arm L3–VT–(6)ESR L1–RG–(8)ESR

Garcia's Company, Pope's Battalion, Dahar Draconis March
Militia
M3–RG–(14)
M3–RG–(14)
M5–VT–(8)

Off-Board Artillery
V1–VT–(30)
V1–VT–(30)
V1–VT–(30)

Owen Roe O'Neill's Legion, Galtor Irregulars
Legion Headquarters V1–VT–(0)ECM
V4–RG–(13) V5–RG–(9) V7–GR–(4)
V4–RG–(13) V5–RG–(9) V7–GR–(4)
V3–VT–(16) V8–GR–(2)ESR V8–GR–(2)
V6–RG–(8) I3–GR–(4)
V6–RG–(8) I3–GR–(4)
V6–RG–(8) I3–GR–(4)

Galtor Flying Squadron
*L1–RG–(8)B30 V6–GR–(8) V7–GR–(4)
*L2–RG–(8)B30 V5–GR–(9) V7–GR–(4)
*L2–RG–(8)B30 V8–GR–(2) V8–GR–(2)

House Kurita

Elements of Regimental BattleGroup, 17th Benjamin Regulars
A2–EL–(25)ECM/Extra 'Mech
A1–EL–(23)ECM
H1–VT–(21)ECM
L3–VT–(8)ESR/ECM

Elements of Gonen's Battalion, 17th Benjamin Regulars
Battalion Headquarters A3–EL–(20)Extra 'Mech
H4–EL–(23) H4–VT–(23) M3–VT–(14)
H5–EL–(20) H1–RG–(21)
H1–EL–(21)
Special Rules

Reinforcements

At the beginning of every game turn, the Kurita player rolls 2D6 and receives the reinforcements indicated on the Reinforcements Table. These forces may enter the game on any hex along the north side of the board and may move and fire in the same turn that they appear. Once a group of reinforcements is used, subsequent die rolls yielding the same result cause no reinforcements to be available that turn.

NOTE: If the Davion player used his off-board artillery on the previous turn, add 2 to the die roll.

<table>
<thead>
<tr>
<th>Die Roll (2d6)</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>*H1-EL-(15)</td>
</tr>
<tr>
<td>3</td>
<td>*H1-EL-(15)</td>
</tr>
<tr>
<td>4</td>
<td>*H1-EL-(15)</td>
</tr>
<tr>
<td>5</td>
<td>M4-RG-(10)</td>
</tr>
<tr>
<td>6</td>
<td>M4-VT-(10)</td>
</tr>
<tr>
<td>7</td>
<td>V3-RG-(16)</td>
</tr>
<tr>
<td></td>
<td>V4-RG-(13)</td>
</tr>
<tr>
<td>8-9</td>
<td>HS-RG-(20)</td>
</tr>
<tr>
<td>10</td>
<td>Ar1-VT-(10)</td>
</tr>
<tr>
<td></td>
<td>Ar1-RG-(16)</td>
</tr>
<tr>
<td>11-12</td>
<td>Ar1-RG-(18)</td>
</tr>
<tr>
<td></td>
<td>M6-RG-(16)</td>
</tr>
<tr>
<td></td>
<td>M6-RG-(17)</td>
</tr>
<tr>
<td></td>
<td>M6-RG-(16)*</td>
</tr>
</tbody>
</table>

*Step one loss

Davion Off-Board Artillery

Three batteries of Long Tom Artillery supported the Hussars' assault. Although these units lent a powerful punch to the attack, moving the barrage to Gonen's Battalion freed Elazar's Battalion to strike at Davion's left flank.

The Davion commander may attack any three hexes on the board within line-of-sight to any of his units. The attack has a slight chance of straying from its intended target hex.

The Kurita player may not attack the off-board artillery units.

During this battle, the off-board artillery was also responsible for harassing Elazar's Battalion. Therefore, during this scenario, when the Davion player uses the artillery to attack Gonen's Battalion, he increases the chance of freeing Elazar's 'Mechs. Whenever the Davion player uses his off-board artillery, the Kurita player may add 2 to his next turn's roll for reinforcements.

Procedure

1. At the beginning of the Attack Phase (before air attacks are resolved), announce the target hex for each artillery piece, making sure an undisrupted friendly unit can see the target hex. Artillery has no effect on air units.
2. Roll 1D6. If the result is a 6, the attack has strayed from its target hex. Go to Step 3. If any other number is rolled, proceed to Step 4.
3. If the attack has strayed, use the Scatter Diagram to determine where the shell lands. Roll 1D6 twice. The first die roll determines the direction in which the shell scatters, and the second die roll determines the number of hexes away from the original hex where the shell lands.

   Scatter Diagram

4. Off-board artillery attacks every unit and building within a hex, enemy or friendly, with a strength of 15.

   Use this attack strength to calculate a normal attack. All terrain and experience modifiers apply to an attack. Refer to Deployment to find the experience level of the off-board artillery.

5. Repeat steps 1 through 4 until all artillery has fired.

Victory Conditions

Use the Standard Victory Conditions with these modifications:

The Davion player gains 5 victory points for each non-Mech unit and 10 points for each 'Mech unit that he can exit off the north side of the map BEFORE Elazar's Battalion arrives as reinforcements.

If the Kurita player prevents the Davion player from exiting any units off the north side of the map before Elazar's Battalion arrives, he gains 100 victory points.

The game is over when either the Davion player exits all his units off the north end of the map, one side is completely destroyed, or by mutual agreement.
After the withdrawal of the 33rd Hussars, the 782nd Davion Guard Auxiliary was left to its fate. The powerful 3rd Benjamin Regulars slowly wound its way through the minefields and launched an attack against the fake storehouse and the hulls of the DropShips. Hidden in their holes, the infantry tried to inflict as much damage as possible on the regiment.

The action simulated here is the 3rd Benjamin's final assault on the fake depot. Battles with Elazar's Battalion and some preliminary bombing had already reduced the strength of the infantry. With its close assault ability still intact, however, the infantry proved to be a formidable foe to the 3rd.

**Game Set-Up**

Deployment

Lay out a single BattleForce map as shown. Kurita has the initiative. The Davion player places his troops first and moves last, and the Kurita player places his troops second and moves first. The Kurita player may place his troops on any north, south, east, or west edge of the map.

The Davion player may place his troops anywhere on the map. All his infantry units start out hidden (their locations should be written down on a piece of paper).

In addition, the Davion player must designate the location of the entrance to the storehouse. To do this, he chooses seven DropShip counters: one *Oberlord* counter, four *Leopard* counters, and two *Union* counters. The *Leopard* and *Union* counters represent actual DropShip hulls placed by the Davion forces to fool the Kurita units. The *Oberlord* DropShip counter, however, represents the entrance to the fake storehouse.

These counters, WITH BLINDS, can be placed anywhere on the board.

**House Davion**

782nd Guard Auxiliary

<table>
<thead>
<tr>
<th>Battle Number</th>
<th>ECM</th>
<th>2Fp</th>
<th>3rd Benjamin Regulars</th>
<th>VT</th>
<th>4th</th>
<th>ESR</th>
</tr>
</thead>
<tbody>
<tr>
<td>12-EL-(-6)</td>
<td>ECM</td>
<td>2Fp</td>
<td>11-EL-(-3)+2Fp</td>
<td>VT</td>
<td>7-ESR</td>
<td>-----</td>
</tr>
<tr>
<td>12-EL-(-6)</td>
<td>ECM</td>
<td>2Fp</td>
<td>11-EL-(-3)+2Fp</td>
<td>VT</td>
<td>7-ESR</td>
<td>-----</td>
</tr>
<tr>
<td>11-EL-(-3)</td>
<td>ECM</td>
<td>2Fp</td>
<td>14-EL-(-3)+2Fp</td>
<td>VT</td>
<td>7-ESR</td>
<td>-----</td>
</tr>
<tr>
<td>11-EL-(-3)</td>
<td>ECM</td>
<td>2Fp</td>
<td>14-EL-(-3)+2Fp</td>
<td>VT</td>
<td>7-ESR</td>
<td>-----</td>
</tr>
</tbody>
</table>

**Minepoints:** 50 (see Special Rules below)

Elements of 22nd Special Air Squadron

*H2-EL-(-24)*

*M2-EL-(-24)*

*M2-VT-(-15)B15*

*M2-RG-(-15)B15*

*L2-RG-(-8)*

**House Kurita**

3rd Benjamin Regulars

**Isma'il's Battalion**

Battalion Headquarters A2-VT-(-25)ECM

H5-VT-(-20)ECM H1-RG-(-21)ECM M5-GR-(6)ESR

H4-VT-(-23)ECM M1-RG-(-18)ECM L3-GR-(6)ESR

H2-RG-(-18)ECM L1-RG-(-8)ECM L2-GR-(5)ESR

**Shazil's Battalion**

Battalion Headquarters A1-EL-(-23)+2Fp

H3-VT-(-18) H1-VT-(-21) M3-RG-(14)

H3-VT-(-18) M4-VT-(-10)ESR M3-RG-(14)

H3-RG-(-16) L2-GR-(5)ESR M4-GR-(10)

**Gamas's Battalion**

Battalion Headquarters A3-VT-(-20)+2Arm

H4-VT-(-23) H5-VT-(-20) M2-GR-(17)*

H2-VT-(-18)* H5-VT-(-20) M6-GR-(16)**

H2-RG-(-18)* H4-GR-(-23)** M5-GR-(8)

**Air Squadron**

*H1-RG-(14)*

*M1-RG-(10)*

*L1-RG-(-6)B30*

*Step one loss

**Step two loss
Special Rules

Minefields

The countless mines employed around the fake Star League storehouse forced the battalion commanders of the 3rd Benjamin Regulars to change their tactics. It also allowed the infantry a chance to isolate and destroy individual lances. In most battles, MechWarriors never worry about the slow-moving, poorly equipped infantry. In a minefield, however, the distraction and irritation constantly interfered with any concentrated movement. They slowed down the attack long enough for the infantry to close in.

To simulate this dilemma, each time a Kurita ground unit moves, it must roll once against the -6 column of the Combat Result Table (CRT). The effects occur immediately after the Movement Phase. Even jump-capable ‘Mechs must make this roll at the end of their movement.

The experience of the defending unit modifies the -6 column attack. Units that do not move are not required to make this roll. Only Kurita units must make this roll; all Davion units are immune to the mines.

In addition to these mines, the Davion player has 50 points of mines that he can divide and place anywhere on the board (except for the edge hexes). These mines act normally.

DropShip Hulks

In this scenario, all DropShips are hulks without any combat or movement capability. Their thick hides, however, provide protection for infantry and artillery units. By moving into a DropShip hex, one infantry or artillery unit can declare that it is hiding, thus adding 5 points to its defense value immediately.

The Davion player cannot place Hidden Infantry inside a hulk. If units are destroyed within a hulk, the hulk remains and may protect another unit the next turn.

Only infantry and artillery units receive protection from a hulk. DropShip blinders may not be removed until a Kurita unit moves into the same hex as the DropShip. Once a Kurita player removes a blind, it may not be replaced even if the Kurita move out of line-of-sight.

Victory Conditions

The Kurita player receives 20 points for each DropShip hulk captured and 50 points for capturing the fake Storehouse.

The Kurita gains no victory points for destroying Davion units EXCEPT for the air lances of the 22nd Special Air Squadron.

The Davion player gains victory points normally (by destroying Kurita units).

The game ends either when all Davion units are destroyed, when Kurita units capture all DropShip hulks, or when Kurita losses exceed twelve air or ground units.
LIFE AND DEATH IN THE BIG CITY

The 5th Galedon Regulars have smashed into New Derry in five columns. At first, the Kurita attackers thought that only a battalion of 'Mechs from the 12th Vegan Rangers defended the northern approaches into the city—no one expected the ferocious Lone Wolf Regiment. Nevertheless, a lucky break almost dropped the city into the Draconis Combine's lap.

The 5th Galedon attacked in five columns of about two companies each. Four were stopped cold in the tangled ruins of the industrial centers north of the city center. The fifth struck at the heart of the defense in Elliot Park. Because of poor Davion reconnaissance, the entire column passed through the outer defenses undetected and surprised the Regimental BattleGroup stationed in the park. Only the timely arrival of a flying reserve saved the Davion supplies and equipment. If the supplies had been destroyed and Commander William Dobson killed, the 8th Galedon Regulars' attack the next day would have easily subdued the city.

GAMESET-UP

Deployment

Lay out the BattleForce map as shown in the diagram. The Davion player must place five units east of the 0900 column of hexes and the rest of his command west of the 1600 column of hexes.

House Davlon
Elements of Dahar Draconis March Militia's and Galtor Irregulars' Regimental BattleGroups
V1–RG–(0)
V1–RG–(0)
V1–RG–(0)
V1–RG–(0)
V2–RG–(0)
V2–RG–(0)ESR
H4–EL–(23)
A1–EL–(23)

Artillery Battery, Yao-hsiang's Brigade, Galtor Irregulars
Ar1–GR–(16) V8–GR–(2)ESR
Ar1–GR–(16) V8–GR–(2)ESR
Ar2–RG–(30)

DropShip "Marion Davies"
Leopard–VT–(24)

Elements of Hakim's Company, Lone Wolves
V5–RG–(9)
V8–RG–(2)ESR

Brothers of Israel, Lone Wolves
L3–EL–(6)ESR/+2Arm

Mine Points:
The Davion player may place 100 Mine Points in any hex he chooses.

House Kurita
Elements from 5th Galedon Regulars
A1–EL–(23) M5–VT–(8)
H5–EL–(20) M4–RG–(10)
H4–EL–(23) M3–GR–(14)
H2–EL–(18)

Air Battalion, 5th Galedon Regulars
*H2–GR–(24) *L1–GR–(6)B30

Off-Board Artillery
Ar2–RG–(30)
Ar2–RG–(30)

The Kurita player must place all his ground units in river hexes. All Kurita air lances begin the game off-board and may appear on any edge hex during the first turn.

The Kurita player has the initiative, setting up last and moving first.
Special Rules

Off-Board Artillery

See Scenario One (Charge of the Hussars) for rules on Off-Board Artillery.

Davion Reinforcements

At the beginning of each turn, the Davion player rolls 1d6 to determine which reinforcements will appear. Once a kind of reinforcement appears, a similar die roll brings in no reinforcements. All reinforcements must appear on the eastern edge of the map.

<table>
<thead>
<tr>
<th>REINFORCEMENTS TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll (1d6)</td>
</tr>
<tr>
<td>1–4</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>'L1–RG–(6)B15</td>
</tr>
<tr>
<td>'L2–RG–(8)B5</td>
</tr>
<tr>
<td>'L2–RG–(6)B30</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>*M2–VT–(17)+2Arm</td>
</tr>
<tr>
<td>*L4–RG–(5)</td>
</tr>
<tr>
<td>*H2–EL–(18)ECM+/2Arm</td>
</tr>
</tbody>
</table>

*Step one loss

Victory Conditions

Besides gaining victory points for destroying enemy units, the Kurita player receives 10 additional victory points for each V1 or V2 vehicle counter he destroys. He gains 25 victory points for destroying the DropShip (in addition to its normal victory point cost). Finally, he gains 50 victory points for destroying the A1 Assault Lance of the Davion Regimental BattleGroup. (This unit contains Sir William Dobson.)

The Davion player receives the normal victory points for destroying Kurita lances.

The game ends when one side is completely destroyed or when the Kurita player exits his remaining units off the map after destroying either all six V1 and V2 counters or three V1 and V2 counters and the DropShip “Marion Davies.”
DECISION AT MARDUK

One of the most important battles of the Galtor Campaign was not fought on Galtor, but on the nearby planet Marduk. Moroushi’s crack Independent assault battalion crushed the defending forces on the planet in the early days of the campaign, thereby cutting off Galtor III from any reinforcements. Until Marduk was recaptured, Galtor was isolated.

Three months later, Meade’s Battalion of the 33rd Avalon Hussars, reinforced with a number of smaller units, launched an attack against the planet. Expecting such a move, Moroushi gathered together the entire battalion to strike when the dropping force touched down. He did not, however, count on the bravado of the 33rd Avalon Hussars, who dropped right on top of Moroushi’s men in a classic hot assault. The move so unnerved his company commanders that the Davion forces completed the drop with minimum casualties and crushed the Kurita forces.

Had the Kurita troops kept their nerve, the drop would have been a slaughter, and the forces on Galtor would have been trapped without support long enough for the Kurita push to succeed.

GAME SET-UP

Deployment

Lay out the BattleForce map as shown in the diagram. The Davion player has the initiative throughout the game. The Kurita player sets up first and moves last. He may place his units anywhere on the map.

All the Davion units began in space. They may drop on any turn during the battle. All the rules of dropping must be followed.

House Kurita
Moroushi’s Independent Assault Battalion
Battalion Headquarters
M3-VT-(14)ESR
M1-VT-(18)

Air Squadron
*H2-VT-(24)
*L1-VT-(8)B30

DropShip “Electrophore”
Union-RG-(39)

H2-VT-(18) L1-VT-(8)
H3-VT-(16) L1-RG-(6)
M6-VT-(16) M4-RG-(10)ESR
M2-VT-(17) V5-EL-(9)
M6-RG-(16) V4-EL-(13)
M1-RG-(18) V3-VT-(16)

House Davion
Meade’s Battalion, 33rd Avalon Hussars
Battalion Headquarters . H3-EL-(16)
A2-EL-(25)ECM M5-VT-(8)ESR M6-RG-(10)ECM
A3-EL-(20)ECM M5-VT-(8)ESR M6-RG-(10)ECM
H2-EL-(18)ECM/2Arm L2-VT-(5)ESR L2-RG-(5)ECM/AEP

Ground Assault Air Squadron
*L1-VT-(6)B30
*L1-VT-(6)B30
*L1-VT-(6)B30

Rosen’s Company, Shubert’s Battalion, Robinson DMM
M6-RG-(16)
M6-Gn-(16)
M1-Gn-(16)

Harshaw’s Company, Pope’s Battalion, Dahar DMM
A2-VT-(25)
H2-RG-(18)
M3-RG-(14)
Special Rules

The unexpected hot assault caught Moroshi’s company commanders completely unprepared. Therefore, during the first turn only, all Kurita forces must make a disruption check. All disruption checks are carried out before the first Davion turn.

Disrupted units may not fire on or spot the dropping Davion forces.

Victory Conditions

Use standard victory conditions. The game ends when one side is destroyed. Players may not retreat their forces off the map.
The 12th Vegan Rangers fought many pitched battles with Draconis Combine regiments during the Gallor Campaign. One of the bloodiest was the relief of the 33rd Avalon Hussars. On a moonless night, the Rangers struck the gap between the 17th and the 11th Benjamin Regulars, shattering the defending companies.

To block the penetration, two companies of 17th Benjamin troops pulled out of line, thereby leaving a huge gap for the battered remains of the 33rd Avalon Hussars to pass through. The battle quickly turned into a fight for survival for the two Benjamin Regular regiments.

The scenario below is the final push by the 12th Vegans to smash the Kurita line. It was repulsed, but had it been successful, both regiments might have been destroyed.

**GAME SET-UP**

**Deployment**

Lay out the Battle-Force maps as shown in the diagram. The Kurita player may set up anywhere on the board except for the first two rows of hexes on the south map edge. The Kurita player sets up first and moves second.

The Davion player must set up his units anywhere within the first two rows of the south map edge. The Davion player has the initiative. He may set up second and move first.

---

**House Davion**

**12th Vegan Rangers**

**Regimental BattleGroup**

- A2—EL—(25) ECM/Extra Mech
- A1—EL—(23) ECM/+2Arm
- H4—EL—(23) ECM/+2Fp

**Air Squadron**

- H2—EL—(24)
- L2—EL—(8) B30

---

**Bragg's Battalion**

**Battalion Headquarters**

- H3—EL—(16) ECM

**A1—EL—(23) ECM**
- H1—EL—(21) ECM
- M6—VT—(16) ECM

**A3—EL—(20) ECM**
- H1—VT—(21) ECM
- M6—VT—(10) ECM

**H4—EL—(23) ECM**
- M1—VT—(18) ECM
- M2—RG—(17) ECM

---

**McCullough's Battalion**

**Battalion Headquarters**

- H3—EL—(16) AEP

**A1—EL—(23) ECM**
- H5—VT—(20) ECM
- L3—VT—(6) ESR

**H2—EL—(18) ECM**
- L4—RG—(5) ECM
- M5—RG—(8) ESR

**H2—EL—(18) ECM**
- L4—RG—(5) ECM/ESR
- M5—RG—(8) ESR
**House Kurita**

17th Benjamin Regulars
Elements of Regimental BattleGroup

- A2-EL-(25) ECM/Extra: Mech
- A1-EL-(23) ECM
- H1-EL-(21) ECM
- L3-EL-(6) ESR

Air Squadron
- H1-EL-(14)
- H1-EL-(14)
- H2-EL-(24)
- L2-EL-(8)

Elements of Elazar's Battalion

- Battalion Headquarters: H2-EL-(18)
- A3-EL-(23) ECM
- M5-RG-(6) ESR
- H4-EL-(23) ECM

Elements of Sharon's Battalion

- H5-EL-(20) ECM
- L3-RG-(6) ECM
- M5-RG-(6) ESR

11th Benjamin Regulars
Elements of Regimental BattleGroup

- L3-EL-(8) 2 Arm/ECM/ESR

Holgarth's Battalion

- Battalion Headquarters: M6-EL-(15)
- H5-GR-(20)
- H2-EL-(18)
- M4-GR-(10)
- L4-GR-(5) ESR

Mine Points:
The Kurita player may place 100 mine points anywhere on the board except for the first two hex rows on the south edge.

**Special Rules**

**Kurita Reinforcements**

At the beginning of each turn, the Kurita player rolls 2D6 to determine which reinforcements will appear. Once a type of reinforcements has appeared, subsequent die rolls yielding the same result bring in no reinforcements. All reinforcements must appear on the northern map edge.

---

**REINFORCEMENTS TABLE**

<table>
<thead>
<tr>
<th>Die Roll (2D6)</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>No reinforcements</td>
</tr>
<tr>
<td>4</td>
<td>Elements from Swift's Battalion, 11th Benjamin Regulars</td>
</tr>
<tr>
<td>5</td>
<td>Elements from Sharon's Battalion, 17th Benjamin Regulars</td>
</tr>
<tr>
<td>7</td>
<td>Air Squadron, 11th Benjamin Regulars</td>
</tr>
<tr>
<td>10</td>
<td>2 Arm/ECM/ESR</td>
</tr>
</tbody>
</table>

---

**Special Rules**

**Night Fighting**

The 12th Vegans attacked on a moonless night. To simulate night fighting, use the following rules:

- ESR range is reduced from five hexes to two hexes. Units with +2 ESR ability may detect enemy units out to three hexes.
- Light Woods block line-of-sight just as Heavy Woods do.
- Light buildings hide 'Mechs as other buildings do.

All ranged combat has an additional -2 column shift modifier.

Darkness has no effect on close combat.

Subtract 1 from the result on all disruption rolls.

**Victory Conditions**

Standard victory conditions apply with the following additions:

The Davion player receives the full victory point total for every Davion unit he moves off the north edge of the map. These units are assumed to attack the "soft targets" of the Benjamin Regulars' RBG.

The game is over when either all Davion units have exited the north edge of the map, or when, at the end of the Kurita player's Attack Phase, the 12th Vegan Rangers' total losses exceed 15 air and/or ground units. Davion units that exit off the board do not apply toward this total.
THE FINAL PUSH

[NOTE: The following three scenarios can be linked together to form a single, unbroken chain of battles. Units in the first scenario will appear in the second and third scenarios as well.]

The Raman DMM regiment died fighting. All three battalions stubbornly battled overwhelming forces before being destroyed. This scenario pits the ragged remains of the Raman DMM against the entire 1st Amphigean Light Assault Group. Although the odds are against the Amphigeans, the more damage that the Raman DMM inflicts on the Kurita regiment, the easier it will be for the 12th Vegan Rangers to win the next scenario.

Because victory points gained in this scenario can be used to buy troops in the next battle, a decisive victory by the Amphigeans can strengthen their position in the next scenario.

GAME SET-UP

Deployment

Lay out the BattleForce maps as shown in the diagram. The Davion player sets up first and moves second. The Kurita player does not set up his troops on the board; they will drop from the sky. The Kurita player moves first, following all the rules of dropping. He may drop some, none, or all his troops every turn.

---

**House Davion**

Finnegan’s Battalion, Raman Draconis March Militia

Battalion Headquarters  M3-VT-(14)**

M2-RG-(17)  L4-RG-(5)ESR  L2-RG-(5)ESR

M1-VT-(18)*  L3-GR-(6)**

M3-GR-(14)

M5-GR-(8)**

---

**House Kurita**

1st Amphigean Light Assault Group

Regimental BattleGroup  Rocket Company

A2-EL-(25)ECM  H1-VT-(21)

A1-EL-(23)ECM  H1-VT-(21)

A3-EL-(20)ECM  H1-VT-(21)

---

Ophiuchus’s Battalion

Battalion Headquarters  H5-EL-(20)ECM

A1-VT-(23)ECM  H3-EL-(16)ECM  M2-EL-(17)

H4-VT-(23)ECM  M3-VT-(14)ECM  M6-EL-(16)

H4-VT-(23)ECM  M4-VT-(10)ESR  L3-VT-(6)ESR

---

Pollux’s Battalion

Battalion Headquarters  H2-EL-(18)ECM

A3-EL-(20)ECM  M2-VT-(17)

M4-EL-(10)ESR

H2-VT-(18)ECM  M6-RO-(16)

M5-EL-(8)ESR

H5-VE-(20)ECM  L2-RG-(5)ESR  L2-EL-(5)ESR

---

Themistocles’ Battalion

Battalion Headquarters

H4-EL-(23)ECM

A2-EL-(25)ECM

---

H2-EL-(18)  M1-EL-(18)  M2-RG-(17)

H5-VT-(20)  M1-VT-(18)  L4-EL-(6)ESR

*Step one loss

**Step two loss

***Step three loss
Victory Conditions

For playing the linked scenarios, the standard victory conditions apply. All victory points gained by the Amphicanes can be applied to buy units from the 2nd Amphican Group for the next scenario.

For playing the scenario by itself, there are two different ways to balance the victory conditions. The first way is to multiply the Davion player's victory points by 4, and then use the standard Victory Point Table. The second method is to add up the victory points normally and use the following table to determine victory:

<table>
<thead>
<tr>
<th>Points Range</th>
<th>Davion Victory</th>
</tr>
</thead>
<tbody>
<tr>
<td>+177 to +150</td>
<td>Decisive Kurita victory</td>
</tr>
<tr>
<td>+149 to +125</td>
<td>Major Kurita victory</td>
</tr>
<tr>
<td>+124 to +100</td>
<td>Minor Kurita victory</td>
</tr>
<tr>
<td>+99 to +25</td>
<td>Draw</td>
</tr>
<tr>
<td>+24 to +0</td>
<td>Minor Davion victory</td>
</tr>
<tr>
<td>-01 to -10</td>
<td>Major Davion victory</td>
</tr>
<tr>
<td>-11 to -50</td>
<td>Decisive Davion victory</td>
</tr>
</tbody>
</table>
**THE FINAL PUSH:**

The 12th Vegan Rangers had one chance to crush the Amphigeans, and the Kurita forces had one chance to break the Davion line and take the Star League storehouse. These two aims came together in this scenario. It was a bitter affair, with both commanders grasping for every advantage they could find. In the end, the battle was a draw. The Amphigeans could not break through, and the Rangers lost their chance to destroy the Amphigeans.

**GAME SET-UP**

**Deployment**

Lay out *BattleForce* maps as shown in the diagram. The Kurita player places his units first and anywhere on the western map sheet. The Davion player places his units second and anywhere on the eastern map sheet. The Davion player has the initiative.

If the players are playing a linked scenario, the Kurita player receives only the surviving Amphigean units from the first game. Six of these lances must be set aside (as they are on the flank of the Amphigeans) and will appear later in the scenario. From now on, these troops will be referred to as the Flanking Lances.

If playing this scenario by itself, the Kurita player uses the troop designations below:

**House Davion**

- 12th Vegan Rangers
- Regimental BattleGroup
- A1-EL-(23)ECM/+2Am
- H5-EL-(20)ECM/+2Fp

**Air Squadron**

- L2-EL-(8)
- M2-EL-(15)
- M2-VT-(15)
- H2-EL-(24)
- H2-EL-(24)
- V6-VT-(9)
- V6-VT-(9)

**Bragg’s Battalion**

- Battalion Headquarters: H3-EL-(16)ECM
- A1-EL-(23)ECM
- A3-EL-(20)ECM
- H1-EL-(21)ECM
- M1-VT-(18)ECM
- M6-VT-(16)ECM
- M6-ECM
- M2-RG-(17)ECM

**McCullough’s Battalion**

- Battalion Headquarters: H3-EL-(16)AEP
- H5-EL-(20)ECM
- H2-EL-(18)ECM
- H5-VT-(20)ECM
- L4-RG-(5)ECM
- L3-VT-(6)ESR
- M5-RG-(6)ESR
- M2-RG-(17)ECM

**Hover Recovery Company Tracked Company**

- V6-VT-(8)ESR
- V3-EL-(16)
- V6-RG-(8)
- V4-VT-(13)
- V6-VT-(8)
- V5-VT-(9)

**Stragglers from various units**

- L2-RG-(5)
- L3-RG-(6)
- M3-RG-(14)

**Off-Board Artillery (See Scenario One, Charge of the Hussars)**

- Ar2-RG-(30)
- Ar2-RG-(30)
- Ar2-VT-(30)
House Kurita (for unlinked scenario only)
1st Amphigean Light Assault Group
Regimental Battle Group
A1-EL-(23)ECM* H1-VT-(21) H1-VT-(21)
A3-EL-(20)ECM H1-VT-(21)

Ophiuchus's Battalion
Battalion Headquarters H5-EL-(20)ECM
A1-VT-(23)ECM H3-EL-(16)ECM M2-EL-(17)
H4-VT-(23)ECM* M3-EL-(16)ECM* M6-EL-(16)

Pollux's Battalion
Battalion Headquarters H2-EL-(18)ECM
A3-EL-(20)ECM M2-VT-(17) M4-EL-(10)ESR
H3-VT-(20)ECM M5-EL-(3)ESR* M5-EL-(3)ESR*

Themistocles' Battalion
Battalion Headquarters H4-EL-(23)ECM
A2-EL-(25)ECM
H2-EL-(18) M1-EL-(18) M2-RG-(17)***
H5-VT-(20) M1-VT-(18) M6-RG-(16)
H3-VT-(16)

* Step one loss
** Step two loss
*** Step three loss

---

Special Rules
Kurita Reinforcements

When playing this scenario on its own, the Kurita player rolls for reinforcements normally on the Reinforcements Table. After a group of reinforcements have appeared, a die roll yielding the same result brings in no reinforcements. Both Chaldean's and Saxton's Battalions belong to the 2nd Amphigean Light Assault Group; refer to the Amphigean Light Assault Group section of the BattleForce Values chapter for the units to be brought into play. The Flanking Lances are as follows:

M4-VT-(10)ESR/ECM
L3-VT-(6)ESR
L2-RG-(5)ESR

All reinforcements must appear on the western map edge.

When playing this scenario linked, the Kurita player has the option of buying reinforcements when he rolls a reinforcements result on the Reinforcements Table. (However, he does not have to purchase the Flanking Lances.) For example, if he rolls a 12 on the table, he has the option of purchasing units from the 2nd Amphigean's Saxton's Battalion. To buy units, the Kurita player spends any amount of victory points he has accumulated during the previous scenario. In addition, he may spend an additional 100 victory points to purchase units, but the amount spent is subtracted from this total at the end of this scenario. After a group of reinforcements have appeared, the Kurita player may not purchase any more units from that battalion even if he rolls the same result. Again, all reinforcements enter the map on the western edge.

---

<table>
<thead>
<tr>
<th>REINFORCEMENTS TABLE</th>
<th>Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>Die Roll (2D6)</td>
<td></td>
</tr>
<tr>
<td>2-4</td>
<td>No Reinforcements</td>
</tr>
<tr>
<td>5-6</td>
<td>Flanking Lances</td>
</tr>
<tr>
<td>7-10</td>
<td>No Reinforcements</td>
</tr>
<tr>
<td>11</td>
<td>Chaldean's Battalion</td>
</tr>
<tr>
<td>12</td>
<td>Saxton's Battalion</td>
</tr>
</tbody>
</table>

**VICTORY CONDITIONS**

Standard victory conditions apply with these additions.

If the Kurita player is not playing a linked scenario, every Kurita ground unit moved off the east edge of the map counts toward his victory point total.

If the Kurita player is playing the linked scenarios, each Kurita ground unit moved off the east edge of the map is saved and may be used in the last scenario.

The scenario is over either when all Kurita units move off the east edge of the map or when, at the end of the Kurita or Davion Attack Phase, the total number of Davion or Kurita lances destroyed exceeds 20.
THE FINAL PUSH:

The Sword of Light battalion's raid on the Star League storehouse was a complete success, but the Amphigeans' failure to break through the Davion line sealed the commandos' doom. Outnumbered three to one, they fought valiantly but hopelessly against the Davion forces.

If the Amphigeans had broken through, however, the Davion forces might have been forced to concede the warehouse to Kurita.

GAME SET-UP

Deployment

Lay out the BattleForce maps as show in the diagram. The Kurita player places his troops first and anywhere on the map. In Hex 1917 of the northern map, place an Overlord DropShip counter; this represents the entrance to the real Star League warehouse.

After the Kurita player is finished placing his units, the Davion player may place his units on any edge hex on the four sides of the map.

The Davion player has the initiative during this scenario.

House Davion:
Johnston's Battalion, 12th Vegan Rangers
Battalion Headquarters M6-EL-(16)ESR
A3-EL-(20) H5-EL-(20) M4-EL-(10)AEPESR
H2-EL-(18) H5-EL-(20) M4-EL-(10)ESR
H4-EL-(23)

Jenkins's Battalion, Bremond DMM
Battalion Headquarters M5-RG-(8)
A1-EL-(23) H1-EL-(21) M3-RG-(14)
A2-EL-(25) M1-RG-(18) M4-RG-(10)
H2-EL-(18) M1-RG-(18) H3-RG-(16)

22nd Special Air Squadron
*H1-EL-(14) *M2-EL-(15)
*H1-EL-(14) *L2-EL-(8)B15
*H2-EL-(24) *L2-EL-(8)B15

Artillery Spotters
V4-RG-(13)
V3-RG-(16)
V8-EL-(2)ESR
V8-RG-(2)ESR

Off-Board Artillery (See Off-Board Artillery section under Charge of the Hussars)
Ar2-RG-(30)
Ar2-RG-(30)
Ar2-RG-(30)

House Kurita:
Kismet Battalion, 7th Sword of Light
Battalion Headquarters A2-EL-(25)ECM/+2FP
A3-EL-(23)ECM/+2FP
H4-EL-(23)ECM H2-EL-(18)ECM M2-EL-(17)ESR
H5-EL-(20)ECM H4-EL-(23)ECM M4-EL-(10)ESR/AEPESR
H1-EL-(21)ECM H1-EL-(21)ECM L1-EL-(8)ESR
Special Rules

**Star League Storehouse**
Treat the DropShip counter as a Hardened Building.

**Reinforcements**
Reinforcements are available only when playing the linked scenarios.

If the Kurita player exited any Amphigean units off the east side of the board during the previous scenario, he may add these units to the Sword of Light's defense.

The Davion player may buy additional lanceS from the Bremond/DMM (see Bremond Draconis March Militia section of the BattleForce Values chapter), using victory points gained during the first scenarios. In addition, the Davion player may spend an additional 100 victory points to buy troops, but the amount spent is subtracted from his total at the end of the scenario. All reinforcements enter during the first turn with the rest of the Davion forces.

**Victory Conditions**
Standard victory conditions apply with one addition: At the end of the scenario, whoever has a ground unit in the Star League warehouse gains a bonus of 50 victory points.

If playing the linked scenarios, add up the victory points for all three battles, subtract any points spent during the course of the play, and then compare the two numbers normally.

The game is over when all the Kurita or Davion forces are destroyed.
The Galtor Campaign

The inhabitants of Galtor, a sleepy little planet on the Davion/Kurita border, had nothing to interest their neighboring superpowers. Nevertheless, the manipulations of Hanse "The Fox" Davion and the bitter rivalry of two Kurita Military District Commanders engulfed Galtor in one of the largest battles in recent memory.

Davion planned to lure a couple Kurita regiments onto Galtor with rumors of a newly discovered Star League storehouse and then ambush the Kurita forces with his own secret reinforcements. Everything went according to plan until five regiments landed and Davion engineers discovered a real Star League installation. Soon Davion units were fighting for their very existence.

This BattleForce scenario set includes a detailed history of the three-month campaign, orders of battle for the units involved and eight scenarios that recreate the pivotal battles.