THE SUCCESSION WARS™

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THE SUCCESSION WARS

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INTRODUCTION

The Succession Wars game takes place at the beginning of the 31st century, when the great dynasties of interstellar civilization are preparing to go to war to determine who will dominate human space.

Earlier FASA games, **BattleTech, CityTech**, and **AeroTech**, simulate combat between individual units, while **BattleForce** involves large-scale combat between companies, battalions, and full regiments. Now, **The Succession Wars** allows players to operate at the strategic level, where armies maneuver against armies, alliances are made and broken, and the object is not just to win an engagement, but to win the war.

In **The Succession Wars** game, five players, each representing one of the five Houses of the Inner Sphere, compete for domination. Each seeks to unite the others under himself as First Lord of the new Star League. The game is played in rounds, in which each player has a turn to move his pieces, to attack, and to perform other functions.

The game can be played with fewer than five players using the Order of Battle: 3025, and the following combinations. If only four players are in the game, one player takes both Houses Marik and Liao, and the other three players each take one of the remaining Houses. If three people are playing, one player can take both Houses Davion and Steiner, one can take both Houses Marik and Liao, and the third player can take House Kurita. Another variation with three players is for one person to take Houses Kurita, Marik, and Liao, with the other players each taking one of the remaining Houses. If only two people wish to play, one takes Houses Davion and Steiner, and the other takes Houses Kurita, Marik, and Liao. Remember that each House must be played separately in its own turn, and players must keep each House's finances and military units separate.

The first player to control four of the five House capitals wins the game. Only one player, and not a team of players, may win the game. A player is out of the game when all his Leaders are either captured or killed.

HISTORY

WAR AND CONSOLIDATION

By 2389, almost two hundred years after mankind began colonizing distant planets, ten separate states emerged in human space. At the center was the Terran Hegemony, based on the old home planet Earth, or Terra, with authority over more than 100 worlds. The Inner Sphere, which surrounded the Terran Hegemony, was divided among five powerful states: the Lyran Commonwealth (ruled by House Steiner), the Draconis Combine (House Kurita), the Capellan Confederation (House Liao), the Free Worlds League (House Marik), and the Federated Suns (House Davion). Four other states existed along the Periphery of the Inner Sphere: the Rift Republic (later known as the Rim Worlds Republic), the Outworlds Alliance, the Taurian Concordat, and the Magistracy of Canopus.

So many powerful states could not long coexist, and the 2400s ushered in the Age of War, lasting 150 years. The ten states struggled inconclusively among themselves for primacy. Taking the role of mediator in the mid-2500s, the Terran Hegemony weaved alliances among the rulers of the Inner Sphere.

In 2571, the six states formed a coalition called the Star League. Ian Cameron, Director-General of the Terran Hegemony, became First Lord of the Star League, and the rulers of the five Houses of the Inner Sphere became the Lords of the High Council. Although, the four states of the Periphery were determined to keep their independence, a ferocious, 20-year campaign called the Unification War brought them into the Star League too.

The Star League ushered in a century and a half of peace, called "The Good Years." The time of prosperity lasted until the middle of the 28th century, when the hereditary First Lordship fell to an eight-year-old boy, and the Lords of the Inner Sphere once again began to move for power.

CIVIL WAR

In 2751, First Lord of the Star League Simon Cameron died leaving his eight-year-old son Richard as sole heir. Aleksandr Kerensky, commander of the Regular Army, was named Richard's Regent and Protector, but the Lords of the High Council immediately took advantage of the opportunity to seize control of the Star League.

By the time Richard Cameron was old enough to take over the duties of First Lord, the Council Leaders were firmly entrenched in their positions of power. As relations worsened between the Council and the First Lord, territories began to rebel in the Outworlds. General Kerensky dispatched the Regular Army to put down the rebellion.

In 2766, Stefan Amaris carried out a coup on Terra, which was weakened by the drain of military forces. After executing, Richard and his entire family, Amaris declared himself First Lord. When news of this reached Kerensky in 2767, he immediately declared war against Amaris. Both sides called upon the other Lords of the Star League for aid.

Eventually, Kerensky was victorious, but the cost was devastating. Communications with the Outworlds were severed, hundreds of millions were dead, and the administration of the League was severely disrupted. Matters only grew worse when the High Council reconvened and ordered Kerensky to disperse his troops to create garrisons for the member states. An attempt to select a new First Lord failed, as each of the five remaining Houses backed its own candidate.

The only thing the Council did successfully was to appoint Jerome Blake as Minister of Communications, charging him with restoring the League's communication network. His creation of ComStar was an overwhelming success, but not quite in the way the Council had hoped.

In 2781, the Council disbanded. The Lords returned home, each preparing for war, each trying eagerly to buy the services of Kerensky and the Regular Army. In November of that year, after Kerensky had summoned his commanders to a secret meeting, almost three-fourths of the Regular Army troops abandoned their posts and joined the General at New Samarkand. There, they boarded a fleet of ships, and the assembled armada jumped outward, disappearing beyond the boundaries of known space. No one ever saw them again.

With the Regular Army out of the picture, the only military forces remaining were House units and mercenaries. The five Houses of the Inner Sphere moved in and divided the worlds of the Terran Hegemony among themselves. ComStar used hired mercenaries to take the battle-torn planet of Terra for itself.

THE SUCCESSION WARS

The Lords of the Five Houses lost no time in going to war with each other. When Minoru Kurita, Coordinator of the Draconis Combine, declared himself First Lord of the Star League in 2786, the other Lords quickly followed suit. The First Succession War that followed was unparalleled in brutality. Cities were destroyed, millions of civilians were killed, and vast industrial centers were wiped out. Trade and commerce between all worlds were disrupted. By 2815, the warring States had lost most of their hyperspace shipbuilding capacity.

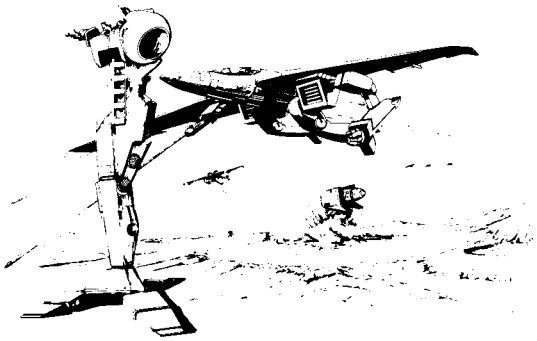
An exhausted interstellar civilization settled into an uneasy peace in 2821. The five remaining ruling Houses, Davion, Marik, Steiner, Kurita, and Liao, rebuilt their military might as best they could with their surviving scientists and crippled industries. War broke out again almost immediately.

The Second Succession War was every bit as deadly and destructive as the First. Technology sunk to a level barely above that of 20th-century Earth. Warlords cannibalized existing equipment to keep fighting. This war ended in 2863.

The Third Succession War began in 2866, and has never officially ended. By the present year, 3026, war has become a fact of everyday life for most people. Fortunately, the level of destruction has decreased. All Houses see clearly that the survival of humanity itself teeters on the brink. Though armies still fight over possession of industrial facilities, all sides are careful to preserve the facilities themselves. The premier instruments of war are the BattleMechs, the gigantic, manlike fighting machines first introduced in 2439. Major 'Mech battles are fought in stages, with truces that allow Techs time to repair the damaged machines. Mercenary 'Mech units often surrender to superior forces, paying a ransom for offworld release. Every side recognizes the sanctity of JumpShips, strictly obeying the prohibition placed on attacking such craft, without which the war for supremacy could not be waged at all.

CURRENT AFFAIRS

One result of these destructive wars has been the rise of feudalism throughout the Inner Sphere. Because the great Houses no longer possess either the military resources or the administrative machinery to rule their territories through a central government, each Warlord rules through a hierarchy of nobles, awarding them authority over worlds, and often in exchange for the pledged services of their BattleMechs.



A powerful and mysterious force has arisen in the universe with the creation of ComStar. Created originally simply to restore communications, ComStar was transformed by its brilliant, mystical creator, Jerome Blake, into an organization whose goal is to wait until the Houses destroy themselves, then to step in and take over. Often, however, ComStar is not content with patience, and actively helps in the decline of the great dynasties. ComStar has evolved into a secret society steeped in strange rituals.

Pirates constitute an ever-present threat to all worlds. As the war spread, bandit kings took over rulership of the Outworlds, raiding any and all Houses at will.

The current year is 3026, and each of the five Houses finds itself with problems and advantages. The biggest news is the coming marriage between the ruler of House Davion's Federated Suns, Hanse Davion, and the heir to House Steiner's Lyran Commonwealth, Melissa Steiner. A strong alliance between these two powerful Houses could tip the balance of power, allowing one House to enforce its claim to be First Lord of a new Star League.

Obviously, Houses Kurita, Marik, and Liao do not wish this to happen, and they have formed a loose alliance to prevent it. The Draconis Combine of House Kurita is strong militarily and economically, but it has been isolated culturally. Kurita has also had to fight the other two strong military powers of Davion and Steiner, with whom it shares a common border.

Divided by three factions constantly fighting for control, House Marik can almost be considered a microcosm of the Inner Sphere itself. This infighting has weakened the Free Worlds League both militarily and economically. It seems that House Marik, currently led by Janos Marik, is only a half-hearted member of the new alliance, likely to take easy pickings wherever they may appear.

House Liao, led by Maximillian Liao, is the weakest Successor State. Having lost massive territories to House Davion throughout the Succession Wars, House Liao has the least area, smallest military, and weakest economy. One point in favor of Liao's Capellan Confederation is that it has learned how to get what it wants in less obvious ways. A vast network of spies and elite Death Commando units should help Liao survive the crucial stages of any new conflict.

This sets the stage for the basic scenario of the **The Succession Wars**.

COMPONENTS

The Succession Wars includes everything players need to play the game. Before reading the rules, check the contents of the box against the following list to make sure all the playing pieces are present:

- 1 rulebook
- 1 22" x 34" playing map
- 4 sheets of punch-out playing pieces
- 1 deck of 48 Event Cards
- 1 bundle of money (70 bills)
- 6 small plastic bags
- 2 10-sided dice

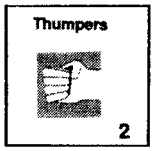
PLAYING PIECES

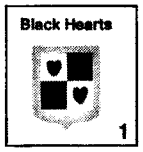
The four punch-out sheets include 620 individual playing pieces, divided into five categories. At the beginning of the game, punch out these pieces and distribute them among the players according to color and the Order of Battle: 3025 (see page 13).

TYPES OF UNITS

BattleMechs

These are the best fighting units. Playing pieces represent from one to five regiments, with values based on experience and quality. All newly constructed units have the same combat value.



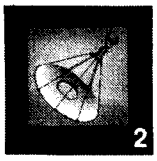


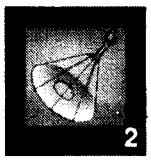
Conventional Units

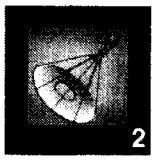
Made up of infantry, armor, and a wide variety of other types of equipment, these units are cheap to build but do not have the versatility or strength of 'Mech units.

JumpShips

These noncombat units carry all other types of units around the board. JumpShips are rated as to how many units they can carry and are very expensive to build.

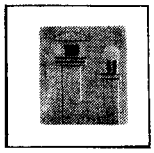






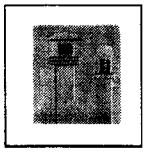
Manufacturing Centers

These are extremely expensive, nonmobile facilities required to build new units.



FRONT
UNDAMAGED

BACK
DAMAGED

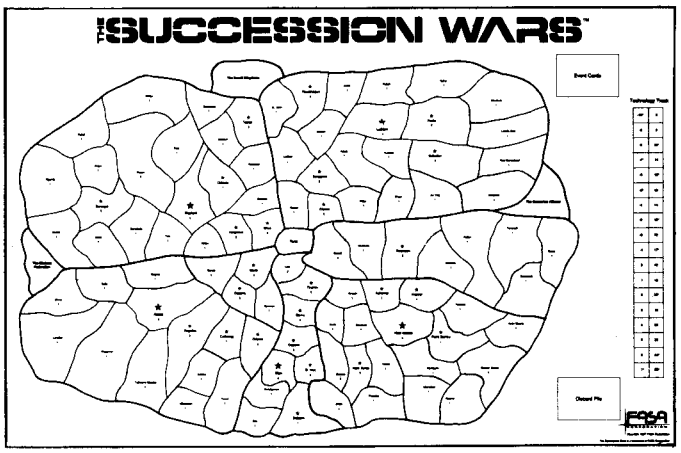


GAME MAPSHEET

The Succession Wars map shows the region of space known as the Inner Sphere. It is here that the five ruling Houses battle one another over control of worlds. The Inner Sphere is divided into areas controlled by each House at the beginning of the game. Each House is divided further into Regions. These correspond roughly to existing administrative districts. Each Region is named, and all generate tax revenues. It is between these Regions that units move, and in these Regions that they fight.

The Inner Sphere is roughly 1,000 light years in diameter, and each game round is roughly three months long.

Also included on the map is a Technology Track, and locations for the new and discarded Event Cards.



CONTROL MARKERS

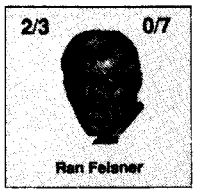
Counters with the colors and initials of the Houses are provided for placing on Regions to denote House control and for placing on the mapsheet's Technology Track to keep track of each player's current tech level.

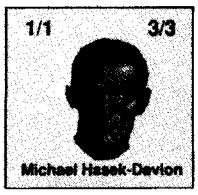
DICE

Two 10-sided dice are included with the game. Each die is numbered from 1 to 0, with 0 equalling 10. A roll of the die will generate a random number between 1 and 10. All combat in **The Succession Wars** game is determined by the roll of one die; two dice are provided so that during combat, two players may roll at the same time.

Leaders

These well-known personalities dictate the policies of each House. In **The Succession Wars**, their presence can enhance a unit's Combat Ability, and can permit friendly units to combine combat values. Leaders can also help raise additional tax revenues. Leaders' functions are described on page 11.





GAME SET-UP

Lay out the **Succession War** Mapsheet on a table or on the floor so that it is within easy reach of all players. The players can agree among themselves who gets which House, or they can decide by drawing or die rolls. Separate the counters and playing pieces as appropriate. Players then put their pieces on the board in the following order and as specified in the Order of Battle: 3025, page 13:

1. ComStar. ComStar is not controlled by any player but all players may have the chance to influence some of its actions.
2. Neutral Units. (Placed on the board as specified in set-ups. Periphery states start the game as neutrals, but players can bring them under their control. See **Periphery States** on page 12).
3. House Marik
4. House Steiner
5. House Kurita
6. House Davion
7. House Liao

Each player's set-up must meet several requirements. First, all hostile border Regions must be garrisoned. This includes any border shared with another player and borders shared with neutral states. It does not include borders solely touching the Periphery.

Second, certain named units must set up in specified Regions, as shown on the initial Order of Battle.

Third, all Leaders must set up in specified Regions.

Fourth, all players receive monies equal to their initial tax base.

Fifth, all players receive four Event Cards. The Liao player receives both Death Commando cards and two others.

Sixth, the Liao player has two chances to attempt to bribe another Leader at no cost, at any point in the game. Players should keep track of this themselves.

BARBARA LIAO

PLAYING THE GAME

SEQUENCE OF PLAY

During each round, players proceed in the following sequence:

1. House Liao
2. House Marik
3. House Steiner
4. House Kurita
5. House Davion

Each player's turn is resolved in the following order:

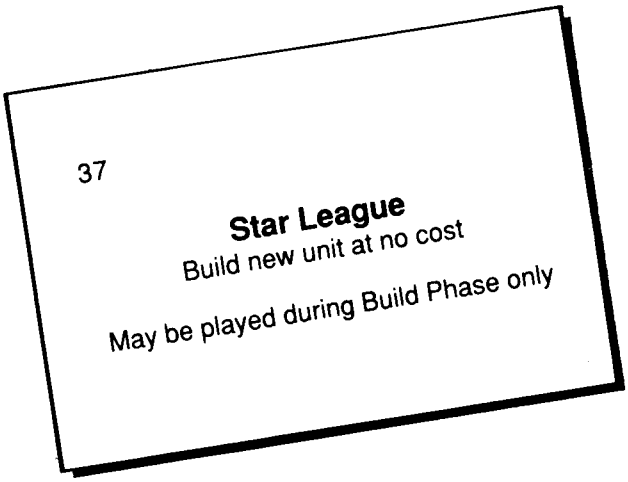
1. Fill Event Card hand to four.
2. Spend taxes
3. Movement
4. Combat
5. Adjust Technology Scale
6. Place new units
7. Collect taxes

After each player has finished his turn, a new round begins.

EVENT CARDS

The Succession Wars game comes with a deck of 48 Event Cards, which gives players certain advantages in the game. After the deck is shuffled, each player starts the game with four Event Cards, and at the beginning of each turn he fills his hand back up to (but not to more than) four Cards.

Event Cards may be played at any time or as stated on the Card itself. If two or more players disagree about who should play their card first, the player whose turn it is must play his card first, and subsequent Cards are played according to the sequence of the round. Cards may be bought from, traded with, or given to other players. The only restriction is that a player may have no more than four Cards in his hand at one time. Certain Cards may be played only once; once played, they are kept out of the game. If the draw pile runs out, simply reshuffle the discard pile and continue. The table gives the directions and limitations of each of the Event Cards.



RANDOM EVENT CARDS

Card Number	Description
1	Advance Technology by 3. May be played at any time.
2	Advance Technology by 3. May be played at any time.
3	Advance Technology by 5. May be played at any time.
4	Create new Mercenary unit. May be played at any time.
5	Create new Mercenary unit. May be played at any time.
6	Create new Mercenary unit. May be played at any time.
7	Contract ends. Choose any Mercenary unit. Services go immediately to bid. May be played at any time.
8	Contract ends. Choose any Mercenary unit. Services go immediately to bid. May be played at any time.
9	Contract ends. Choose any Mercenary unit. Services go immediately to bid. May be played at any time.
10	Contract ends. Choose any Mercenary unit. Services go immediately to bid. May be played at any time.
11	Contract ends. Choose any Mercenary unit. Services go immediately to bid. May be played at any time.
12	Loyalty check. Free Bribery roll against any Leader. May be combined with Blackmail card. May be played at any time.
13	Loyalty check. Free Bribery roll against any Leader. May be combined with Blackmail card. May be played at any time.
14	Loyalty check. Free Bribery roll against any Leader. May be combined with Blackmail card. May be played at any time.
15	ComStar Regional Interdict. –2 on combat rolls in affected region. (In **First Succession War Scenario**, ComStar takes control of Terra and Neutrality rules go into effect.) May be played at any time.
16	ComStar Regional Interdict. –2 on combat rolls in affected region. May be played at any time.
17	ComStar Regional Interdict. –2 on combat rolls in affected region. May be played at any time.
18	ComStar Regional Interdict. –2 on combat rolls in affected region. May be played at any time.
19	ComStar Regional Interdict. –2 on combat rolls in affected region. May be played at any time.
20	Star League. Regional combat bonus of +2. May be played at any time.
21	Star League. Regional combat bonus of +2. May be played at any time.
22	Star League. Regional combat bonus of +2. May be played at any time.
23	Star League. Regional combat bonus of +2. May be played at any time.
24	Star League. Regional combat bonus of +2. May be played at any time.
25	Spy. Look at another player's cards. May be played at any time.
26	Spy. Look at another player's cards. May be played at any time.
27	Spy. Trade cards with another player's hand. May be played at any time.
28	Spy. Trade cards with another player's hand. May be played at any time.
29	ComStar. Place House Interdict. May be played at any time.
30	ComStar. Lift House Interdict. May be played at any time.
31	Star League. Build JumpShip 3 at no cost. May be played during Build Phase only.
32	Star League. Build JumpShip 3 at no cost. May be played during Build Phase only.
33	Advance Technology Level by 3. May be played at any time.
34	Advance Technology Level by 3. May be played at any time.
35	Advance Technology Level by 3. May be played at any time.
36	Advance Technology Level by 5. May be played at any time.
37	Star League. Build new unit at no cost. May be played during Build Phase only.
38	Star League. Build new unit at no cost. May be played during Build Phase only.
39	Star League. Build new unit at no cost. May be played during Build Phase only.
40	Star League. Rebuild destroyed unit to prewar strength at normal cost. May be played during Build Phase only.
41	Star League. Rebuild destroyed unit to prewar strength at normal cost. May be played during Build Phase only.
42	Star League. Rebuild destroyed unit to prewar strength at normal cost. May be played during Build Phase only.
43	Star League. Rebuild destroyed unit to prewar strength at normal cost. May be played during Build Phase only.
44	Blackmail. +2 to **any** single Loyalty or Bribery roll. May be played at any time.
45	Blackmail. +2 to **any** single Loyalty or Bribery roll. May be played at any time.
46	Blackmail. +2 to **any** single Loyalty or Bribery roll. May be played at any time.
47	Death Commando. Roll one 7 attack against forces from neighboring House. May be played at any time.
48	Death Commando. Roll one 7 attack against forces from neighboring House. May be played at any time.

SPEND TAXES

During each player's turn, he will be able to spend accumulated taxes to buy new units, upgrade existing units, rebuild Mercenary units, repair damaged Manufacturing Centers, and increase his technology level. He may spend some, none, or all of his cash on hand. Newly purchased pieces are set aside until the end of the player's turn, when they are placed in Regions containing friendly and functioning Manufacturing Centers. A player may not acquire new units unless he controls at least one friendly, undamaged Manufacturing Center. If the player has no available units to buy, he may purchase no new units.

PRICE LIST

Unit	Price In Millions of C-Bills	Number of Units Carried
Build New House 'Mech Unit	8	
Rebuild Mercenary Unit	6	
Upgrade Existing Unit	5	
Build Conventional Unit	3	
Build JumpShip	12	1
	16	2
	20	3
	25	5
Build Manufacturing Center	40	
Repair Damaged Center	20	
Technology Roll	05	

BUILDING NEW UNITS

To build a new unit, simply pay the list price from accumulated tax revenues. This price may be altered due to technology level effects. When building units from those lost in combat, the unit's new combat strength is 4.

REBUILDING MERCENARY UNITS

Friendly Mercenary units that have been destroyed in combat may be rebuilt by the controlling player. They will appear on the board at the same time as new units. When rebuilding units from those lost in combat, the unit's new combat strength is 4.

UPGRADING EXISTING UNITS

Any unit may be upgraded to a full combat strength of 4, even if it started with less. The unit must be at a Manufacturing Center at the beginning of the turn. It is taken off the board during the Spend Taxes Phase, and then placed on the board with other new units.

TECHNOLOGY ROLL

C-Bills may be spent for a chance to increase the House Technology Level. For each chance, roll one die and consult the Tech Level Table.

TECH LEVEL TABLE

Die Roll	Effect
1	No Effect
2	No Effect
3	No Effect
4	No Effect
5	No Effect
6	No Effect
7	+1 to Tech Level
8	+1 to Tech Level
9	+1 to Tech Level
0	+2 to Tech Level

MOVEMENT

All movement in **The Succession Wars** is made using JumpShips. Movement is determined by each player, based on the range of the available JumpShips. JumpShips have a normal movement range of three Regions (decreased or increased for lower or higher technological levels), and are rated as to the number of units they can carry at one time. They can make any number of unit pickups and dropoffs, just so long as the JumpShip never carries more units than its rating allows.

While a JumpShip may make any number of pickups and dropoffs, units may travel on only one JumpShip per turn. This is to prevent moving a unit from one side of the board to the other in one turn by transferring from JumpShip to JumpShip.

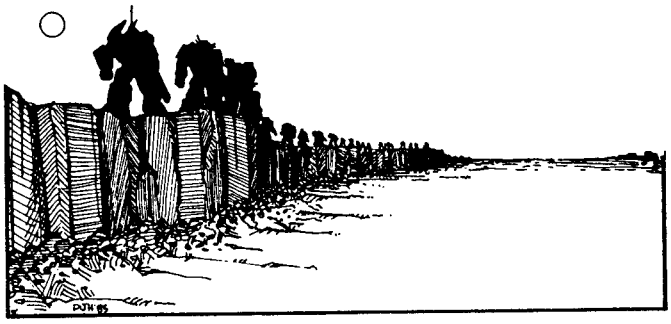
For JumpShip capacity calculations, 'Mech units occupy one space and conventional units occupy two. Leaders occupy no space, but must use a JumpShip for normal movement.

Any number of any type or combination of pieces may occupy the same Region at the same time: there are no stacking restrictions in **The Succession Wars**.

JumpShips have no combat capability. If a player manages to capture a Region with no enemy combat units (because of movement or destruction in combat), and enemy JumpShips are present, those JumpShips are considered captured and immediately fall under control of the player.

JumpShips may be destroyed intentionally, but only if combat units remain in the same Region with them. This may be done only at the beginning of any player's phase; i.e., at the beginning of any player's Movement Phase, Combat Phase, Spend Taxes Phase, and so forth.

Players may not move through Regions containing enemy combat units. Combat units entering a Region containing enemy units must stop and move no further (though JumpShips may move back to friendly Regions). Players may move through enemy *controlled* Regions (Regions belonging to but not occupied by enemy combat units) with no penalty.



MOVEMENT EXAMPLES

The Davion player has units of the Crucis Lancers and Syrtis Fusiliers in the Daniels Region. A three-unit JumpShip is also in the Region. During his turn, the Davion player is planning an attack on Liao forces in St. Ives. He may make the following moves. He loads three units of the Lancers on the JumpShip and moves to St. Ives (Move 1). He unloads the troops and moves back to Daniels (Move 2). Then he loads the remaining Lancer unit and two Fusilier units, moves back to St. Ives (Move 3), and unloads the troops.

Another possibility might be for a five-unit JumpShip in New Avalon to pick up a conventional unit and move one to Emerson. In Emerson, it picks up a 'Mech unit and moves to Daniels. In Daniels, it drops off both the conventional unit and the 'Mech unit, picks up three units of the Crucis Lancers and two units of the Syrtis Fusiliers, and moves on to St. Ives.

As these examples show, movement combinations can be quite extensive.

COMBAT

When enemy forces occupy the same Region (as a result of deliberate movement), combat must occur and continue until only one player's combat units remain in that Region. To resolve combat, the Attacker rolls one die for each of his own units or combinations of units. If the number rolled is less than or equal to the attacking unit's value, the Defender must choose one of his own units and remove it. After all the Attacker's rolls are completed, the Defender can counterattack. He rolls for all his units, both dead and alive, as described above. Then, all kills are removed, and each side now has the option to retreat.

The Attacker and Defender may use any available friendly JumpShips to retreat from the contested Region, with the Attacker declaring his intention to retreat first. Such retreat is possible only if JumpShips are present. A Leader alone (without any combat units) and in the presence of enemy combat units is captured. JumpShips (with or without a Leader) alone and in the presence of enemy combat units are also captured. If two forces manage to destroy each other's combat units at the same time, and Leaders or JumpShips remain, the original owner maintains control of the Region and captures the JumpShips and the Leaders. If opposing combat forces remain in the same Region after any retreats, another round of battle must occur.

Retreating units may not move into a Region occupied by enemy forces, regardless of the presence of friendly units. For retreating units to move into a Region, the Region must already be friendly controlled. A player may retreat units to a Region that he captured earlier in the Combat Phase.

Once an Attacker has eliminated all defending units and still occupies a Region with combat units, the Region becomes his. The tax revenues of that Region now accrue to him, and he may use the Region's Manufacturing Center (though he must wait one round before placing new units in a captured Manufacturing Center).

If there is a Manufacturing Center in the contested region, it may be damaged by the fighting. Determine damage by consulting the Manufacturing Center Damage Table. A damaged Manufacturing Center must be repaired before the controlling player may place new units there. If combat occurs in a Region with a damaged Manufacturing Center, another roll must be made on the table. If a damaged Manufacturing Center is damaged again, it is destroyed and removed from the board.

MANUFACTURING CENTER DAMAGE TABLE

Die Roll	Result
1	No Damage
2	No Damage
3	No Damage
4	No Damage
5	No Damage
6	No Damage
7	No Damage
8	Center Damaged
9	Center Damaged
10	Center Damaged

This die roll is made by the Attacker, and, if he so desires, it may be modified in the following manner. The Attacker may use less than the stated modifier, but in no case can he use a negative modifier.

ATTACK MODIFIERS

Strength of Original Attacking Force	Modifier
1–5	0
6–10	+1
11–15	+2
16–20	+3
21+	+4

Certain units can combine factors during combat. Counters from the same unit (i.e., from the Crucis Lancers or the Sword of Light) may combine their factors when in the same Region to increase their chances of eliminating an enemy unit. For example, the 4-factor counter and the 6-factor counter of the Crucis Lancers are in the Dieron Region of Kurita space. They may make two attacks at 4 and 6, or one attack at 10 (4 + 6). If a combination yields an attack value of 10 or more, the attack is an automatic kill. Counters of different units may not combine unless a Leader with Military Ability is present.

A Leader with Military Ability may use this ability to combine any two friendly units in the same Region (House or Mercenary) up to his rating. For example, Pavel Ridzik of House Liao has a Military Ability of 2. He is able to make two combinations of two units each in the same Region.

Mercenary Leaders have the same ability, but may combine only friendly Mercenary units. They may not affect House units.

No more than two counters may be combined into one fighting force at any time.

CAPTURING REGIONS

To capture an enemy player's Region, the phasing player must simply end his Combat Phase with a friendly combat unit in the enemy Region. Once this is accomplished, all benefits of the Region now pass to the phasing player. These include tax revenues, technology adjustments, and Manufacturing Centers, if present.

COMBAT EXAMPLES

Elements of Davion's Crucis Lancers and Syrtis Fusiliers are preparing to attack Liao troops on St. Ives. Defending Liao units include two units of the St. Ives Armored Cavalry (7 and 6) and two units of the Sian Reserves (5 and 4). Liao also has two 2-unit JumpShips present, but no Leaders. Davion chooses to combine his units in the following manner: Lancer 6, Lancer 6, Lancers 4 + 4 = 8, and Fusiliers 5 + 4 = 9. The Davion player then rolls the die four times, once for each of his units or combinations of units. In this example, he rolls 6, 7, 5, and 1. Three of the four Liao units are destroyed: only the second Lancer 6 failed to destroy an enemy. The Liao commander now makes his counterattack. He chooses to make four separate rolls, even though he could have combined the two Reserve units and/or the Cavalry units. (Combining the Cavalry units would have meant an automatic kill). His four rolls are 5, 6, 3, and 2. The Liao player's choice worked this time, as four Davion units have been destroyed. Davion elects to remove his two Fusilier units and his two Lancer 4 units. Liao, with three of his units destroyed, elects to remove all but the Cavalry 7. Each player is now faced with the choice of retreating or staying. Davion, who as Attacker must declare first, decides to stay with two Lancer 6 units. Liao decides to use the two JumpShips to retreat the Cavalry 7 unit.

Had Davion managed to destroy all four Liao units, he would have captured the two JumpShips also. Instead, he has gained control of one of Liao's Regional capitals. Liao could have stayed with one unit, but he faced certain destruction and the capture of his two JumpShips if he did so. (The two Lancer 6 units could have combined for an automatic kill).

TECHNOLOGY

After the phasing player resolves all his attacks, he adjusts his level on the Technology Scale. The Technology Scale measures each House's technology level, and certain actions can increase or decrease this level. Before the game starts, each player has a technology level of 0. As players increase their level, they receive bonuses in JumpShip movement, combat, and buying power. As technology levels decrease, however, players receive certain penalties.

On the Technology Scale, 'Mech price changes reflect the new costs of House units and Mercenary units, respectively.

On the game mapsheet's Technology Track, numbers with asterisks correspond to technology effects. As their tech levels change, players should move their counters on the Technology Track.

TECHNOLOGY SCALE

Tech Level	Technology Effect
–10	'Mech prices increase to 10 and 8, and the combat ratings of all units decrease by 2
–9	
–8	
–7	JumpShip movement decreases by 1
–6	
–5	Combat ratings of all units decrease by 1
–4	
–3	
–2	
–1	
0	Players begin here
1	
2	
3	
4	
5	
6	
7	'Mech unit increases combat rating by 2 once per turn
8	
9	
10	'Mech price decreases to 7 and 5
11	
12	Two 'Mech units increase combat rating by 2 once per turn
13	
14	
15	JumpShip movement increases by 1, from 3 to 4.
16	
17	Resource management adds 7 to tax yield
18	
19	
20	'Mech price goes down to 6 and 5
21	
22	
23	
24	Combat ratings of all 'Mech units increase by 2
25	Hyperspace communications mastered. All leaders may add their Combat Ability to an attack regardless of whether the leader is present in the Region.

A player's tech level is modified by Event Cards and rolls on the Tech Level Table (during the Spend Taxes Phase). The following events also affect the tech level.

Loss of a Regional capital or Manufacturing Center	–2
Loss of a House capital	–5
Damage to a Manufacturing Center	–1
Build a Manufacturing Center	+1
Repair a Manufacturing Center	+1
Take or retake a Regional capital	+2
Capture an undamaged Manufacturing Center	+1

PLACING NEW UNITS

After adjusting the Technology Scale, the player may place new and rebuilt units on intact friendly Manufacturing Centers. They can be placed on such Centers in any number or combination. New Centers may be placed in any Region occupied or controlled by friendly forces. A new unit may not be placed in a Manufacturing Center on the same turn in which the Manufacturing Center itself is placed, or in which it is captured from another player.

New Mercenary units are formed in Regional or House capitals. Rebuilt Mercenary units are placed in Manufacturing Centers in the same way as House units.

MONEY

TAXES

Inside each Region on the **Successor Wars** map, a number is printed near the Region's name. This is the Region's Resource Value; some Resource Values are higher than others. The number shows how many millions of C-Bills may be collected from the bank during the Collect Taxes Phase of each turn by the player controlling that Region. This money can then be used to fund the House war effort by paying bribes, buying Event Cards from other players, and buying new units. Leaders with Administration Skill can increase tax revenue. Add this skill to the Region's Resource Value when determining taxes collected. Captured leaders may not use their Administration Skill.

BRIBES

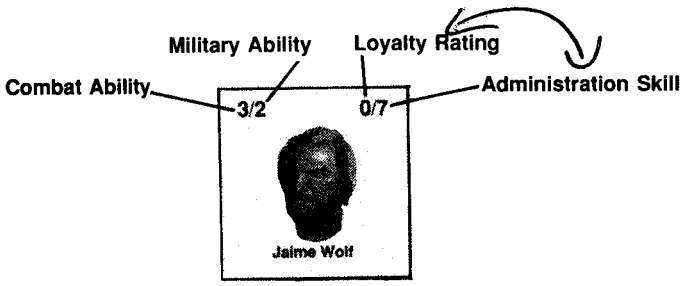
Bribes can be paid during any player's turn or phase of the game, and are best announced at the time when they will do the most good. See the **Loyalty Rating** section under **Leaders.**

PAYING OTHER PLAYERS

Other players may be paid any sum to do just about anything. There is no penalty to a player who reneges on a bargain.

LEADERS

Leaders cannot be killed as a result of combat. If a Leader's force is destroyed, or if he is left alone in a Region occupied by enemy combat units, he is considered captured. Captured Leaders are held by the enemy, and may be ransomed back. The ransom price is entirely negotiable, but may not be more than the most expensive item in the game (a Manufacturing Center). Captured Leaders are moved instantly to the enemy capital, and are held and controlled by whomever controls the capital. Captured Leaders may be killed by a controlling enemy player at the beginning of any turn phase; i.e., before any player starts his movement or before any player starts combat. This is to prevent a player from killing captured Leaders after he has lost control of the Region in which they are being held.



Leaders are rated according to Combat Ability, Military Ability, Administration Skill, and Loyalty Rating.

COMBAT ABILITY

This is a number added to a single attack or defense roll, if the Leader is present in the contested space. It is allowed on one combat per round in one Region.

MILITARY ABILITY

This number allows **any** two friendly units to combine combat values if the Leader is present. The number signifies how many pairs of units may be combined in a single region.

ADMINISTRATION SKILL

This skill raises additional tax revenue.

LOYALTY RATING

This is a measure of the Leader's loyalty to his House.

A Leader may be bribed at any time. Pay ten million C-Bills and roll against his Loyalty Rating. If the roll is greater than the rating, he has been bribed, and the money goes to the bank. At this time, all the Leader's values act as negative modifiers. His Combat Ability is subtracted from rolls (rather then being added); taxes are reduced by the amount of his Administration Skill (rather then increased); and he can nullify as many unit combinations as his Military Ability allows.

If the roll fails, the ten million C-Bills go to the enemy player.

Certain Event Cards may influence this roll. For instance, a Blackmail Card increases the chances of bribing a Leader.

If loyal units remain in the same Region as a bribed Leader after the first round of combat, they have the option of killing him. Otherwise, the bribed Leader takes refuge in the enemy capital for the rest of the game. He may be bought and sold just like any other Leader, but his original House can never use him again as an effective Leader. When a player controls all the Leaders of another House, he controls that House.

Mercenary Leaders act in much the same way as do House Leaders, except their Military Ability can be used to combine only different Mercenary units and not House units. When one of these Leaders is bribed, his whole force switches sides, and, if the force is in the same Region with formerly friendly but now enemy forces, it must be attacked. The Administration Skill of Mercenary Leaders is 0, because they have no influence on the tax revenues of the Regions they occupy. Mercenary units without Leaders can change sides only by the play of an Event Card.

COMSTAR

ComStar, the supposedly neutral quasi-religious communications order, has its own agenda in the Inner Sphere. While not controlled by any player, all players may have the chance to influence some of ComStar's actions.

ComStar controls the interstellar communications network. This network consists of hyperpulse generator stations on most of the planets of the Inner Sphere. Presently, ComStar agents are the only people who know how to run these stations. At times, ComStar may be induced to deny access to this network to a player. Called an Interdict, this denial is most commonly made against an enemy force in a specified Region. All enemy units in an interdicted Region suffer a –2 combat strength modification.

ComStar possesses its own military force based on Earth, or Terra. A player may not move combat units through Earth; if a player moves combat units into the Earth region, he must attack and be counterattacked by ComStar forces. Players may move empty JumpShips through Earth freely. Anyone who attacks Earth is immediately placed under Housewide Interdict (after the attack against Earth is resolved). This Interdict affects any attacks remaining in the current turn and all units of that House wherever they may be on the board.

Interdicts also result from Event Cards or from bribes, which are paid to the bank. For five million C-Bills, a player gets to roll on the ComStar Interdiction Table:

COMSTAR INTERDICTION TABLE

Die Roll	Result
1	ComStar interdicts bribing player's forces in specified region
2	ComStar interdicts bribing player's forces in specified region
3	ComStar interdicts bribing player's forces in specified region
4	ComStar interdicts specified forces in the specified region
5	ComStar interdicts specified forces in the specified region
6	ComStar interdicts specified forces in the specified region
7	ComStar interdicts specified forces in the specified region
8	ComStar interdicts specified forces in the specified region
9	ComStar interdicts specified forces in the specified region
10	ComStar interdicts both forces in the specified region

If 1, 2, or 3 is rolled and the bribing player has no forces in the specified Region, the player in that Region can choose which region will be affected.

Interdicts last until the end of the affected player's turn.

The effects of interdiction are not cumulative. The most any player could suffer because of an interdiction is the –2 combat modifier.

The player who controls Earth first increases his tech level by 10 and gains two units at no cost and 25 million C-Bills at the end of the turn. If a player loses control of Earth, he decreases his tech level by 10. The second and successive players who control Earth gain only the technology benefit. Whoever controls Earth suffers an automatic Housewide Interdict for as long as he controls the Region. A player may not relinquish control of the Region voluntarily. In order to remove the effects of the Interdict, the Region must be lost in combat to some other player.

PERIPHERY STATES

Surrounding the Inner Sphere are a number of smaller states, with varying degrees of military power. These Periphery states begin the game as neutrals, but throughout the game, their allegiances can be swayed by money. As soon as any phasing player declares his intention to seek control of a Periphery state, the players bid for control, starting with the phasing player. Other players may make bids or pass, going around the table in order of play. A player who passes may bid later. The highest bidder pays the money stated to the bank, puts a control marker in the appropriate territory, and controls the state.

Once a player gains control of a Periphery state, he may move and attack with that state's forces just as if they were his own. If another player captures the Periphery state's Region, he gains control of those Periphery forces.

Periphery state armies cannot be rebuilt, and Periphery Regions yield no tax revenues.

MERCENARIES

Mercenaries have become a necessary evil for the rulers of the Inner Sphere. They provide a cheap source of combat 'Mechs, but they can disappear unexpectedly or even switch sides. Each House begins the game with a predetermined number of Mercenary units. These move and fight just as House units do. They can be rebuilt at a lower cost than House units. Certain Event Cards may sway the loyalty of Mercenary units, however. Event Cards 7 through 11 allow a player to end the current contract of any player's Mercenary unit. The services of this unit then go up for bid, with the highest bidder paying the bank and gaining control of the unit. If the Mercenary unit is alone in a Region, any tax revenues pass to the controlling player. Any JumpShips in the Region are considered captured.

If there are opposing units in the Region, the bribing player may want to move his new Mercenary unit out intact, without combat. If he does not, combat must occur. At the opposing player's option, combat may occur immediately.

There are five Mercenary Leaders in the game. Their original House affiliations, Combat Abilities, Military Abilities, Administration Skills, and Loyalty Ratings are in the table.

MERCENARY LEADERS

Mercenary Leader	Combat Ability	Military Ability	Administration Skill	Loyalty Rating
Jaime Wolf of Wolf's Dragoons (Kurita)	3	2	0	7
Archie McCarron of McCarron's Armored Cavalry (Liao)	2	2	0	7
Nathan L. Armstrong of the Eridani Light Horse (Davion)	2	3	0	7
Mitch DeChavilier of the 12th Star Guard (Steiner)	2	2	0	7
Thaddeus Kusaka of the 21st Centauri Lancers (Marik)	2	2	0	7

ORDER OF BATTLE: 3025

HOUSE DAVION ORDER OF BATTLE

House Units	Available for Initial Placement			Not Available for InitialPlacement	Set-Up Regions
Davion Guards	7	5			Achemar
Avalon Hussars	4	2		**4**	New Avalon
Syrtis Fusiliers	5			**4**	New Syrtis
Deneb Light Cavalry	4			**4**	Free Set-up
Crucis Lancers	6	6	4	**4**	Free Set-up
Ceti Hussars	5			**4**	Robinson
Chisholm's Raiders	2				Free Set-up
Draconis March Militia	4	4		**4**	Robinson
Crucis March Militia	4	2		**4**	New Avalon
Capellan March Militia	3	2		**4**	New Syrtis
NAIS Training Cadre	2			**4**	New Avalon
Robinson Rangers	5				Tsamma
New Iverson Chasseurs	5				Remagen
Argyle Lancers	5	2			Kestrel
Federated Suns Armored Cavalry	6				Kentares
Kestrel Grenadiers	4				Almach
Aragon Borderers	5	2			Ozawa
Capellan Dragoons				**5, 5, 3**	Not Initially Available
Kittery Borderers				**3, 3**	Not Initially Available
Mercenaries					
Eridani Light Horse		5			Free Set-Up
Lindon's Company		1			Free Set-Up
Miller's Marauders		1			Free Set-Up
Team Banzai		3			Free Set-Up
Illician Lancers		5			Free Set-Up
12th Vegan Rangers		7			Free Set-Up
Redfield Renegades		4			Free Set-Up
Waco Rangers		4			Free Set-Up
Markson's Marauders		4			Free Set-Up
Lexington Combat Group		5			Free Set-Up
Fighting Urakhai		6			Free Set-Up
Screaming Eagles		3			Free Set-Up
Wylie's Coyotes		2			Free Set-Up
Harlock's Warriors		2			Free Set-Up
JumpShips					
1 5-unit JumpShip					Free Set-Up
2 3-unit JumpShips					Free Set-Up
2 2-unit JumpShips					Free Set-Up
1 1-unit JumpShip					Free Set-Up

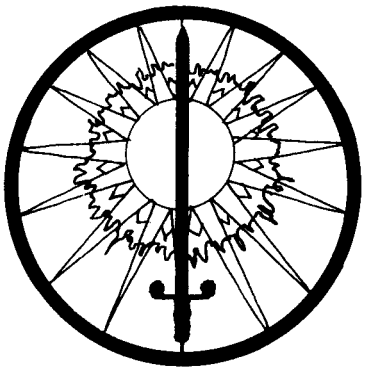
Manufacturing Centers

Robinson
New Avalon
Achemar
Point Barrow

Davion Leaders

	C	M	A	L	Set-Up Region
Hanse Davion	3	2	5	*	New Avalon
Michael Hasek-Davion	1	1	3	3	New Syrtis
Ran Felsner	2	3	0	7	with Crucis Lancers
Olivia Fenlon	0	0	4	8	Point Barrow
Aaron Sandoval	1	1	3	7	Robinson

*Leader cannot be bribed.



HOUSE KURITA ORDER OF BATTLE

House Units	Available for Initial Placement			Not Available for InitialPlacement	Set-Up Regions
Sword of Light	5	6		**4**	Free Set-Up
Night Stalkers	4			**4**	Free Set-Up
Proserpina Hussars	8			**4**	Free Set-Up
Legion of Vega	3			**4**	Lothan
Rasalhague Regulars	5	4			Rasalhague
Pesht Regulars	4	2			Pesht
Galedon Regulars	5	5			Galedon
Dieron Regulars	5	5	4		Dieron
Benjamin Regulars	5	4			Benjamin
Sun Zhang Academy Cadre	2	2		**4**	Luthien
An Ting Legion	4				Free Set-Up
Matar Militia	4				Chian
Kessel Militia				**4, 3, 2**	Not Initially Available
Arkab Legion				**2, 3, 2, 2**	Not Initially Available
Samarkand Militia				**5, 3**	Not Initially Available
Chian Militia				**4, 2**	Not Initially Available
Mercenaries					
Wolf's Dragoons	5	5	5		Free Set-Up
McGee's Cutthroats	2				Free Set-Up
Brion's Legion	1				Free Set-Up
Amphigean Light Assault Group	4				Free Set-Up
Lone Star Regulars	4				Free Set-Up
St. Cyr Heavy Assault Group	4				Free Set-Up
JumpShips					
1 3-unit JumpShip					Free Set-Up
3 2-unit JumpShips					Free Set-Up
2 1-unit JumpShips					Free Set-Up

Manufacturing Centers

Benjamin
Arkab
Luthien
Pesht

Kurita Leaders

	C	M	A	L	Set-Up Region
Takashi Kurita	2	2	4	*	Luthien
Vasily Cherenkoff	2	2	2	6	Dieron
Subhash Indrahar	1	2	2	7	Luthien
Theodore Kurita	1	2	2	8	Lothan
Isoroku Kurita	1	1	3	6	Galedon

* Leader cannot be bribed.

HOUSE STEINER ORDER OF BATTLE

House Units	Available for Initial Placement			Not Available for Initial Placement	Set-Up Regions
Lyran Guard	10	8	5	**4**	Free Set-Up
Lyran Regulars	5	3	3	**4**	Hesperus
Skye Rangers	9			**4**	Skye
Royal Guards	5			**4**	Tharkad
Winfield's Brigade	2				Free Set-Up
Donegal Guards	8	5	5	**4**	Adjacent to Donegal
Arcturan Guard	5	6		**4**	Skye
Tamar Jagers				**5, 5, 4, 4,**	Not Initially Available
Donegal Regulars				**5, 4, 3, 3**	Not Initially Available
Hesperus Guards				**3, 2**	Not Initially Available
York Regulars				**3, 2**	Not Initially Available
Odessa Regulars				**2, 2**	Not Initially Available
Sakhalin Regulars				**2, 2**	Not Initially Available
Mercenaries					
Hansen's Roughriders		2			Free Set-Up
Barett's Fusiliers		1			Free Set-Up
12th Star Guard		5			Free Set-Up
Narhal's Raiders		2			Free Set-Up
Richard's Panzer Brigade		2			Free Set-Up
Raymond's Redcoats		2			Free Set-Up
Hsien Hotheads		1			Free Set-Up
Greg's Long Striders		1			Free Set-Up
Stealthy Tigers		1			Free Set-Up
Thumpers		2			Free Set-Up
Mobile Fire		1			Free Set-Up
Dragon's Breath		1			Free Set-Up
The Bad Dream		1			Free Set-Up
Grave Walkers		2			Free Set-Up
Black Hearts		1			Free Set-Up
Always Faithful		1			Free Set-Up
Killer Bees		1			Free Set-Up
JumpShips					
1 5-unit JumpShip					Free Set-Up
1 3-unit JumpShip					Free Set-Up
2 2-unit JumpShips					Free Set-Up

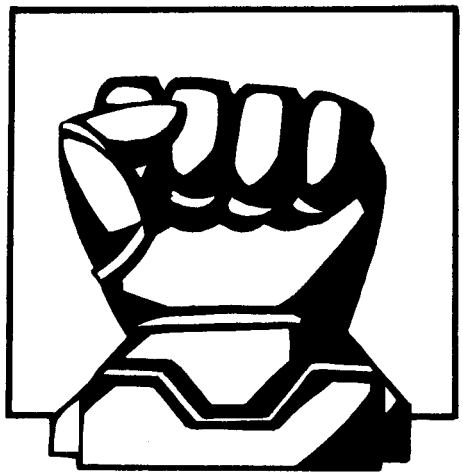
Manufacturing Centers

- Tharkad
- Odessa
- Hesperus
- Skye

Steiner Leaders

	C	M	A	L	Set-Up Region
Katrina Steiner	2	2	4	*	Tharkad
Melissa Steiner	0	0	2	*	Tharkad
Frederick Steiner	1	2	2	5	Donegal
Edward Regis	2	3	0	7	with Lyran Guard
Margaret Aten	1	1	3	7	Skye
Selvin Kelswa	1	1	3	7	Tamar

*Leaders cannot be bribed.



HOUSE MARIK ORDER OF BATTLE

House Units	Available for Initial Placement	Not Available for Initial Placement	Set-Up Regions
Fusiliers of Oriente	8 4	4	Oriente
Defenders of Andurien	8	4	Atreus
Regulan Hussars	6 3	4	Regulus
Marik Militia	3 4 4 4 3		Free Set-Up
Stewart Dragoons	3 1	4	Marik
Orloff Grenadiers	2 1	4	Ryerson
Free Worlds Guards	2 1	4	Danais
Protectorate Guard	3	4	Megrez
Marik Guard	2		Free Set-Up
Oriente Hussars		4, 4, 4	Not Initially Available
Sirian Lancers		5, 3, 2	Not Initially Available
Atrean Dragoons		6, 4	Not Initially Available
Atrean Hussars		3, 3	Not Initially Available
Silver Hawk Irregulars		2, 2	Not Initially Available
Mercenaries			
21st Centauri Lancers	3		Free Set-Up
Smithson's Chinese Bandits	3		Free Set-Up
Fuchida's Fusiliers	2		Free Set-Up
Martian Cuirassiers	2		Free Set-Up
Langendorf Lancers	2		Free Set-Up
Clifton's Rangers	3		Free Set-Up
Head Hunters	3		Free Set-Up
Carson's Renegades	3		Free Set-Up
Caesar's Cohorts	5		Free Set-Up
JumpShips			
1 3-unit JumpShip			Free Set-Up
3 2-unit JumpShips			Free Set-Up
2 1-unit JumpShips			Free Set-Up

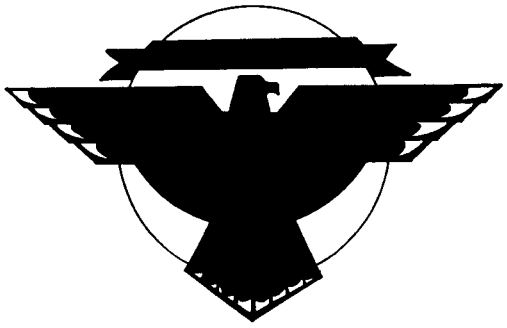
Manufacturing Centers

Marik
Oceana
Regulus
Atreus

Marik Leaders

	C	M	A	L	Set-Up Region
Janos Marik	1	1	4	*	Atreus
Thomas Marik	0	0	4	*	Earth
Christopher Halas	2	2	4	7	Oriente
Catherine Humphreys	1	1	2	3	Atreus
Beauregard Waslewski	2	2	0	6	Marik

* Leaders cannot be bribed.

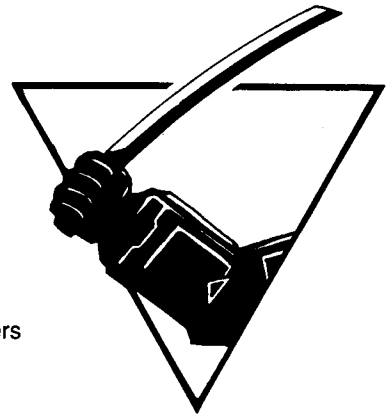


HOUSE LIAO ORDER OF BATTLE

House Units	Available for Initial Placement	Not Available for Initial Placement	Set-Up Regions
Capellan Hussars	6	4	Free Set-Up
Northwind Highlanders	8	4	Free Set-Up
Chesterton Reserves	5 5 3 4		Free Set-Up
St. Ives Armored Cavalry	7 6	4	St. Ives
Sian Reserves	5	4	Free Set-Up
Tikonov Reserves	5 4		Free Set-Up
Sarn Reserves	5	4	Free Set-Up
Blackwind Lancers		3, 3, 2	Not Initially Available
Liao Reserves		2, 2, 2	Not Initially Available
Capellan Reserves		4, 3, 2	Not Initially Available
Preston Lancers		2, 2	Not Initially Available
McCrimmon's Light Cavalry		3, 2	Not Initially Available
MacGregor's Armored Scouts		2, 2	Not Initially Available
Warrior House Regiments		4, 3, 3	Not Initially Available
Mercenaries			
McCarron's Armored Cavalry	6 5		Free Set-Up
15th Dracon	2		Free Set-Up
4th Tau Ceti Rangers	3		Free Set-Up
Bullard's Armored Cavalry	4		Free Set-Up
Hampton's Hessens	3		Free Set-Up
St. Cyr's Armored Grenadiers	2		Free Set-Up
JumpShips			
3-unit JumpShip			Free Set-Up
2-unit JumpShip			Free Set-Up
1-unit JumpShip			Free Set-Up

Manufacturing Centers

Sian
Capella
Tikonov



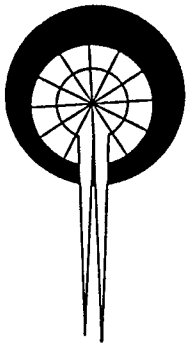
Liao Leaders

	C	M	A	L	Set-Up Region
Maximilian Liao	2	2	4	*	Sian
Pavel Ridzik	3	2	1	8	Tikonov
Candace Liao	0	0	3	7	Capella
Charles Ling	1	1	3	7	St. Ives
Karl Yadi	1	2	2	4	With the Northwind Highlanders

* Leader cannot be bribed.

NEUTRAL SET-UP

	Available Units
ComStar	
Terra Garrison	7 7 7 7
Bandit Kingdoms	
Garrison	5 5
1 1-unit JumpShip	
Outworlds Alliance	
Garrison	5 5
1 1-unit JumpShip	
Circinus Federation	
Garrison	5 5
1 1-unit JumpShip	



FIRST SUCCESSION WAR SCENARIO

You have cruelly stripped me of my title as Protector, my position as Commander, my honor as a loyal supporter of the Star League. You have turned a solemn victory against tyranny even more bitter, and you have tainted the innermost dreams of many believers. I will not oppose you, but neither shall I support you. I have been your friend and Guardian for three decades; I shall be no more.

With these words, Aleksandr Kerensky opened the door for what has come to be known as the First Succession War. The date was 17 February 2784.

Everyone knows the events that led up to armed conflict, and no one can blame any single individual for what followed (as all bear responsibility). The First Succession War saw each of the five Houses of the Inner Sphere at roughly the same strength, both economically and militarily. The number of 'Mech forces had been controlled for years by Star League Decree. The lowering of trade and other economic barriers during the golden age of the Star League had led to each House's prosperity. Territorial disputes had been arbitrated by the Cameron First Lords for years.

By 2786, the Houses of the Inner Sphere had spent five years building up their forces and bidding for the services of the Regular Army units left behind after Kerensky's dramatic exit. It was during this time that the five Houses divided up the worlds of the Terran Hegemony, while ComStar took Terra for itself. In December of 2786, Minoru Kurita was the first to proclaim himself First Lord of the Star League, and the other House Lords quickly followed suit. To press each claim, fighting erupted along all borders.

The main **Succession Wars** game takes place in 3025, after the five Houses have achieved different strengths through 240 years of almost continual warfare. This scenario, however, takes place at the beginning of this period of wars, when each House is evenly balanced, and no player (such as Liao) starts with a handicap.

All rules for this scenario of **The Succession Wars** are the same as for the main game, with the following important exceptions.

SEQUENCE OF PLAY

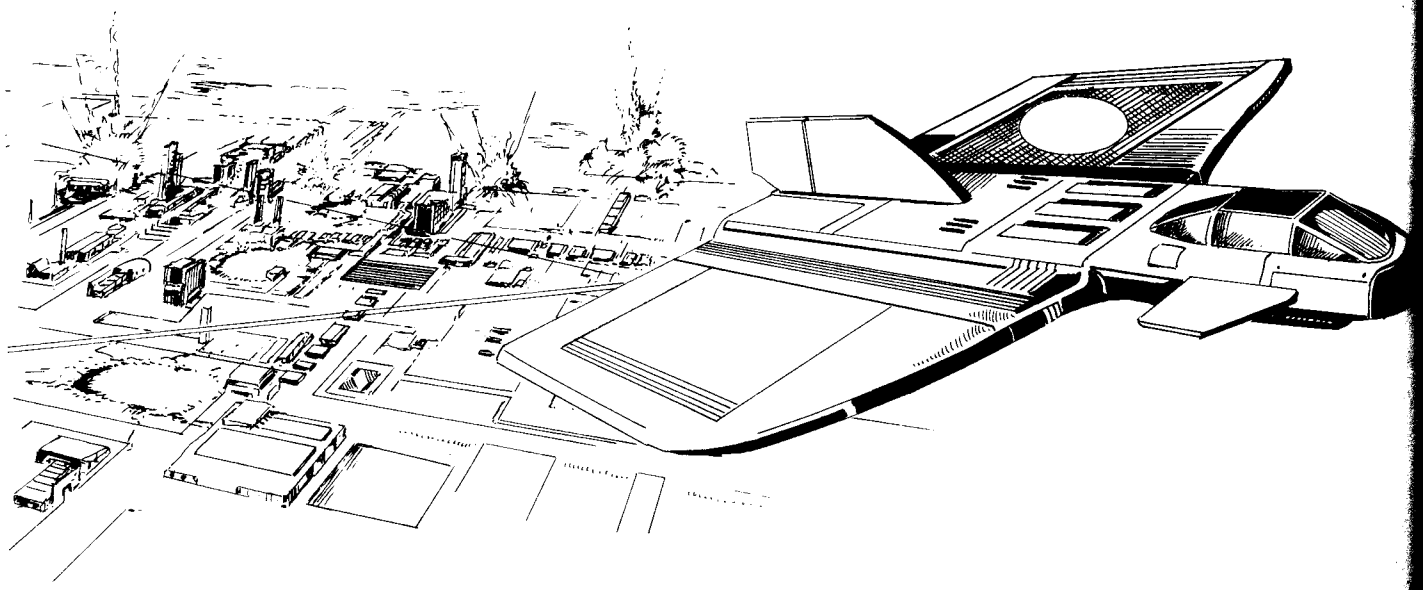
Each player rolls one die; the one with the lowest roll sets up his playing pieces first. The player with the next lowest roll sets up next, and so on. All garrison requirements must still be met. Leaders and JumpShips may be set up anywhere. All Event Cards are placed in the deck. House Liao receives no special benefits in this scenario.

The first round of play consists solely of Mercenary purchases. Place all Mercenary unit counters in a pile. Each player draws units from the Mercenary pile, and then all players bid for their services. Once each player has done this, play begins with full turns. When a player draws a counter belonging to a Mercenary unit that contains more than one counter, all the counters are up for sale. This means it is three times more likely that a player will draw Wolf's Dragoons, with three playing pieces, then another Mercenary unit with a single playing piece. If the unit's normal strength is less than 4, change its fighting strength to 4.

A Mercenary Phase is also added to each player's turn. Before each turn, the phasing player draws a unit from the Mercenary pile, and that unit's services then go up for auction.

MILITARY UNITS

All units in the counter mix may be built at a strength of 4. Only initial units may be rebuilt to their prewar strength with the play of the appropriate Event Card. There is a limit to the number of JumpShips and conventional units, and this is imposed by the counter mix. If a player wants to build a unit and none is available, he will have to wait until one is destroyed in combat before he can build it.



LEADERS

The names and abilities of the various House Leaders active in the First Succession War are listed in the table.

HOUSE DAVION LEADERS

	Combat Ability	Military Ability	Administration Skill	Loyalty Rating
John Davion	2	2	3	*
Richard Davion	1	2	3	*
Vance Gentry	1	1	2	8
Ernest Hapala	2	1	1	8
Lee Kissick	1	1	3	8

HOUSE KURITA LEADERS

	Combat Ability	Military Ability	Administration Skill	Loyalty Rating
Minoru Kurita	1	1	3	*
Jinjiro Kurita	3	3	1	*
Zabu Kurita	1	1	3	*
Erskine Sorenson	1	1	3	7
Brendon Timmons	1	1	2	7

HOUSE MARIK LEADERS

	Combat Ability	Military Ability	Administration Skill	Loyalty Rating
Kenyon Marik	1	1	3	*
Thaddeus Marik	1	1	3	*
Carter Allison	2	1	1	8
Jonathan Humphreys	1	2	1	8
Roger Mandle	2	2	2	8

HOUSE LIAO LEADERS

	Combat Ability	Military Ability	Administration Skill	Loyalty Rating
Barbara Liao	1	1	3	*
Sandol Quin	2	2	1	*
Ira Whishner	0	1	4	8
William Riker	1	1	2	9
John Macsai	2	3	0	8

HOUSE STEINER LEADERS

	Combat Ability	Military Ability	Administration Skill	Loyalty Rating
Richard Steiner	1	1	3	*
Robert Steiner	1	1	4	9
Jennifer Steiner	1	2	2	*
Graham Lestrade	2	2	0	8
Paul Steiner	2	1	1	9

*Leader cannot be bribed.

ADDITIONAL RULES

The attacker may not reduce his number of forces in Manufacturing damage rolls. (Before the shortage of technology became critical, armies did not care if they destroyed Manufacturing Centers.)

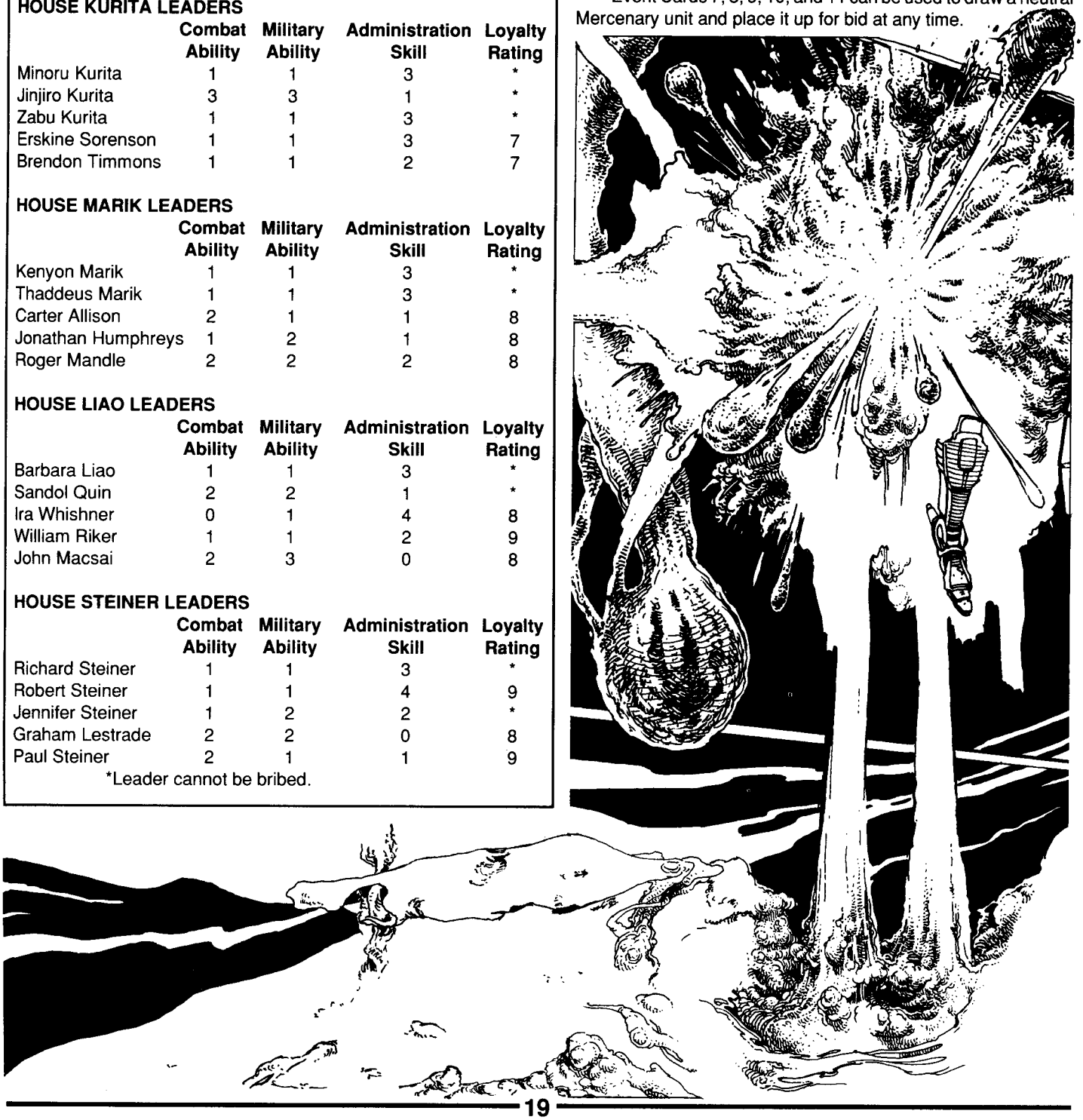
There are no initial alliances, and any deals can be made.

Card number 15 is placed in the deck and can be played at any time.

There are no Periphery state or ComStar units on the board.

Any time a force is entirely destroyed in combat, any friendly JumpShips in the region are also eliminated. (Again, armies did not care.)

Event Cards 7, 8, 9, 10, and 11 can be used to draw a neutral Mercenary unit and place it up for bid at any time.



ORDER OF BATTLE: 2786

The tables list the Order of Battle of the five Houses of the Inner Sphere as of 2786, at the dawn of the First Succession War. This differs from the Order of Battle: 3025 in that no Mercenary units are included in the House armies. These units come into play during the Mercenary Phase of each player's turn.

Each House starts the game with 25 regular military units.

HOUSE DAVION

	Unit Name	Unit Strength
1	Davion Guards	7
2	Davion Guards	5
3	Avalon Hussars	4
4	Avalon Hussars	4
5	Avalon Hussars	2
6	Syrtis Fusiliers	5
7	Syrtis Fusiliers	4
8	Crucis Lancers	6
9	Crucis Lancers	6
10	Crucis Lancers	4
11	Crucis Lancers	4
12	Draconis Militia	4
13	Draconis Militia	4
14	Draconis Militia	4
15	Crucis Militia	4
16	Crucis Militia	4
17	Crucis Militia	2
18	Capellan Militia	4
19	Capellan Militia	3
20	Capellan Militia	2
21	Ceti Hussars	5
22	Ceti Hussars	4
23	Deneb Light Cavalry	4
24	Deneb Light Cavalry	4
25	Chisholm's Raiders	2

JumpShips

1 5-unit JumpShip
2 3-unit JumpShips
3 2-unit JumpShips
4 1-unit JumpShips

Manufacturing Centers

Robinson
New Avalon
Achemar
Point Barrow

Extra Areas Controlled

None

HOUSE KURITA

	Unit Name	Unit Strength
1	Sword of Light	6
2	Sword of Light	5
3	Sword of Light	4
4	Night Stalkers	4
5	Night Stalkers	4
6	Proserpina Hussars	8
7	Proserpina Hussars	4
8	Rasalhague Regulars	5
9	Rasalhague Regulars	4
10	Pesht Regulars	4
11	Pesht Regulars	2
12	Galedon Regulars	5
13	Galedon Regulars	5
14	Dieron Regulars	5
15	Dieron Regulars	5
16	Dieron Regulars	4
17	Benjamin Regulars	5
18	Benjamin Regulars	4
19	Kessel Militia	4
20	Kessel Militia	3
21	Kessel Militia	2
22	Arkab Legion	3
23	Arkab Legion	2
24	Arkab Legion	2
25	Arkab Legion	2

JumpShips

1 5-unit JumpShip
2 3-unit JumpShips
3 2-unit JumpShips
4 1-unit JumpShips

Manufacturing Centers

Benjamin
Arkab
Luthien
Pesht

Extra Areas Controlled

None

HOUSE STEINER

	Unit Name	Unit Strength
1	Lyran Guard	8
2	Lyran Guard	5
3	Lyran Guard	4
4	Lyran Regulars	5
5	Lyran Regulars	4
6	Lyran Regulars	3
7	Lyran Regulars	3
8	Skye Rangers	9
9	Skye Rangers	4
10	Royal Guards	5
11	Royal Guards	4
12	Donegal Guards	5
13	Donegal Guards	5
14	Donegal Guards	4
15	Arcturan Guard	6
16	Arcturan Guard	5
17	Arcturan Guard	4
18	Hesperus Guards	3
19	Hesperus Guards	2
20	York Regulars	3
21	York Regulars	2
22	Odessa Regulars	2
23	Odessa Regulars	2
24	Sakhalin Regulars	2
25	Sakhalin Regulars	2

JumpShips

1 5-unit JumpShip
2 3-unit JumpShips
3 2-unit JumpShips
4 1-unit JumpShips

Manufacturing Centers

Tharkad
Odessa
Hesperus
Skye

Extra Areas Controlled

Lothan
Kessel

HOUSE MARIK

	Unit Name	Unit Strength
1	Fusiliers of Oriente	8
2	Fusiliers of Oriente	4
3	Fusiliers of Oriente	4
4	Defenders of Andurien	8
5	Defenders of Andurien	4
6	Regulan Hussars	6
7	Regulan Hussars	4
8	Regulan Hussars	3
9	Marik Militia	4
10	Marik Militia	4
11	Marik Militia	4
12	Marik Militia	3
13	Marik Militia	3
14	Oriente Hussars	4
15	Oriente Hussars	4
16	Oriente Hussars	4
17	Sirian Lancers	5
18	Sirian Lancers	3
19	Sirian Lancers	2
20	Atrean Dragoons	6
21	Atrean Dragoons	4
22	Atrean Hussars	3
23	Atrean Hussars	3
24	Silver Hawk Irregulars	2
25	Silver Hawk Irregulars	2

JumpShips

1 5-unit JumpShip
2 3-unit JumpShips
3 2-unit JumpShips
4 1-unit JumpShips

Manufacturing Centers

Marik
Oceana
Regulus
Atreus

Extra Areas Controlled

Acrux
Denebola
York
Bolam

HOUSE LIAO

	Unit Name	Unit Strength
1	Capellan Hussars	6
2	Capellan Hussars	4
3	Northwind Highlanders	8
4	Northwind Highlanders	4
5	St. Ives Armored Cavalry	7
6	St. Ives Armored Cavalry	6
7	St. Ives Armored Cavalry	4
8	Chesterton Reserves	5
9	Chesterton Reserves	5
10	Chesterton Reserves	4
11	Chesterton Reserves	3
12	Sian Reserves	5
13	Sian Reserves	4
14	Tikonov Reserves	5
15	Tikonov Reserves	4
16	Sarn Reserves	5
17	Sarn Reserves	4
18	Blackwind Lancers	3
19	Blackwind Lancers	3
20	Blackwind Lancers	2
21	Liao Reserves	2
22	Liao Reserves	2
23	Liao Reserves	2
24	Preston Lancers	2
25	Preston Lancers	2

JumpShips

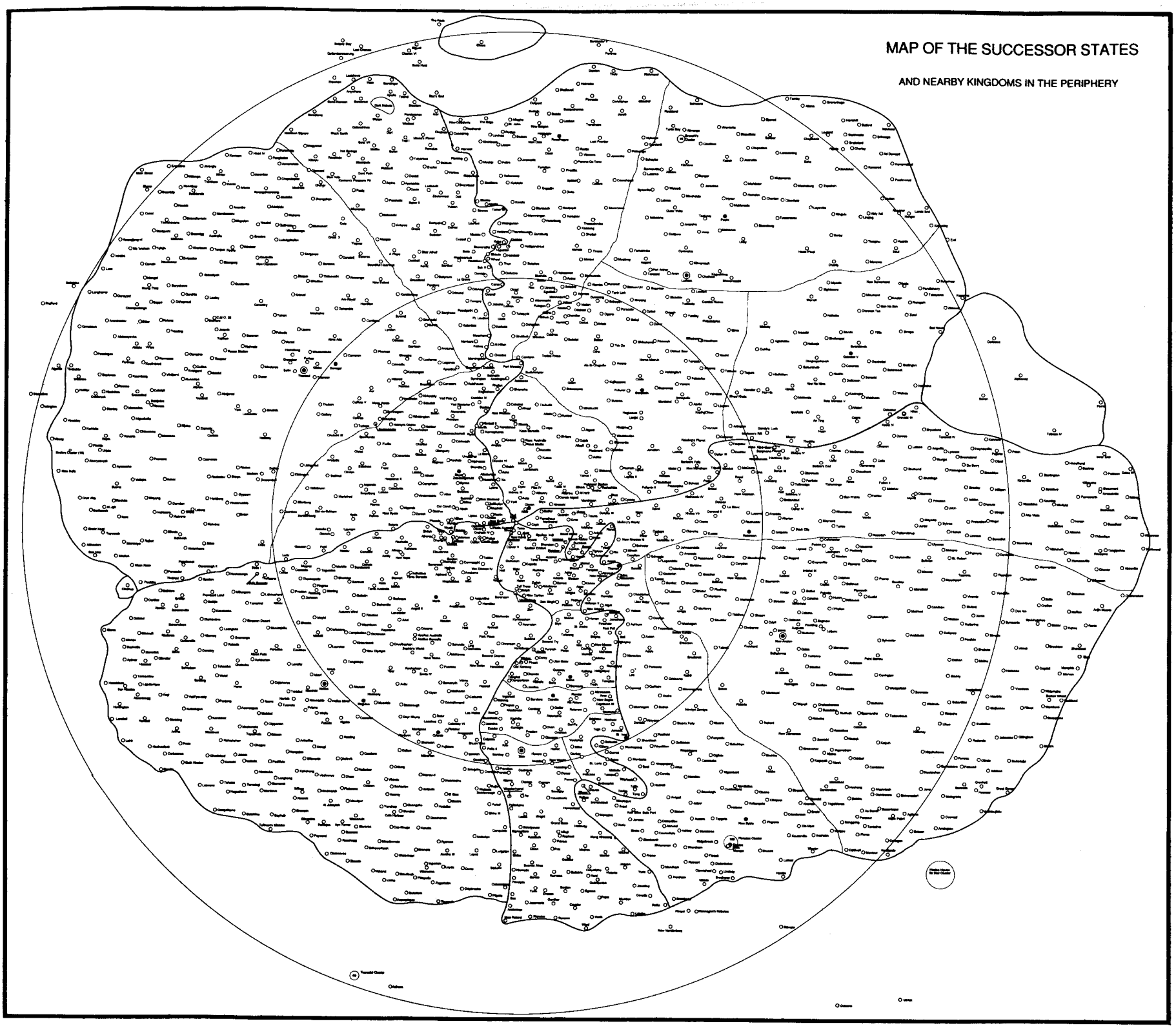
1 5-unit JumpShip
2 3-unit JumpShips
3 2-unit JumpShips
4 1-unit JumpShips

Manufacturing Centers

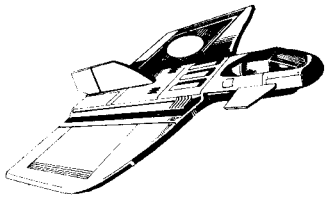
Sian
Capella
Tikonov
Daniels

Extra Areas Controlled

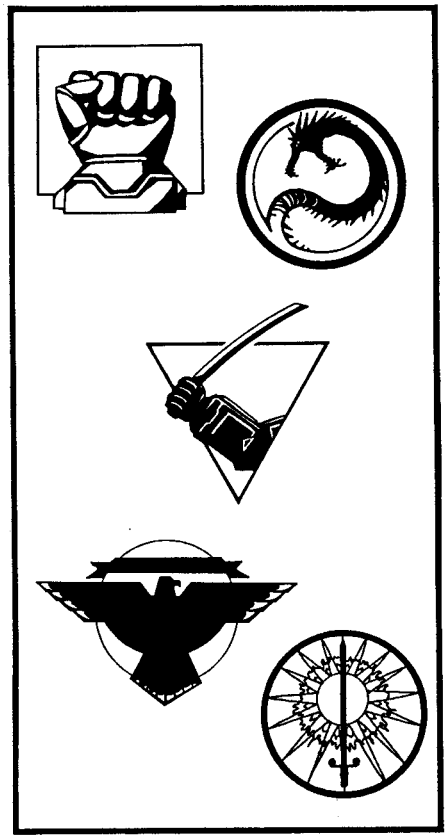
Furud
Almach
Emerson
~~Acala~~ → ACULA
Daniels
Sirdar
Pleiades

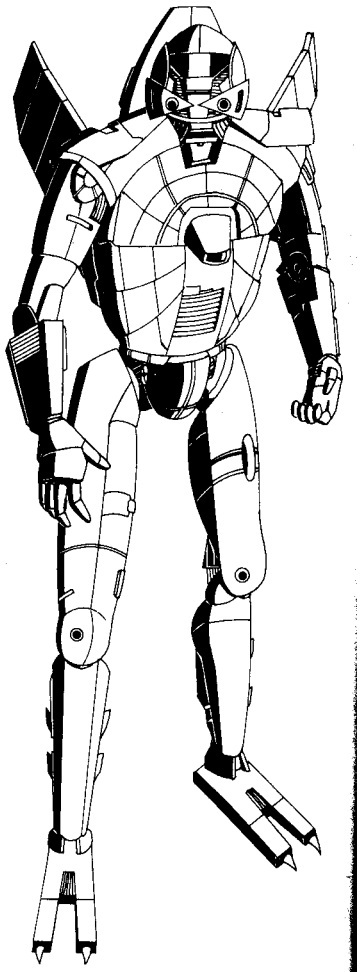

MAP OF THE SUCCESSOR STATES
AND NEARBY KINGDOMS IN THE PERIPHERY

THE SUCCESSION WARS™



BATTLETECH®





TECH LEVEL TABLE

Die Roll	Effect
1	No Effect
2	No Effect
3	No Effect
4	No Effect
5	No Effect
6	No Effect
7	+1 to Tech Level
8	+1 to Tech Level
9	+1 to Tech Level
0	+2 to Tech Level

MANUFACTURING CENTER DAMAGE TABLE

Die Roll	Result
1	No Damage
2	No Damage
3	No Damage
4	No Damage
5	No Damage
6	No Damage
7	No Damage
8	Center Damaged
9	Center Damaged
10	Center Damaged

ATTACK MODIFIERS

Strength of Original Attacking Force	Modifier
1–5	0
6–10	+1
11–15	+2
16–20	+3
21+	+4

PRICE LIST

Unit	Price In Millions of C-Bills	Number of Units Carried
Build New House 'Mech Unit	8	
Rebuild Mercenary Unit	6	
Upgrade Existing Unit	5	
Build Conventional Unit	3	
Build JumpShip	12	1
	16	2
	20	3
	25	5
Build Manufacturing Center	40	
Repair Damaged Center	20	
Technology Roll	05	

COMSTAR INTERDICTION TABLE

Die Roll	Result
1	ComStar interdicts bribing player's forces in specified region
2	ComStar interdicts bribing player's forces in specified region
3	ComStar interdicts bribing player's forces in specified region
4	ComStar interdicts specified forces in the specified region
5	ComStar interdicts specified forces in the specified region
6	ComStar interdicts specified forces in the specified region
7	ComStar interdicts specified forces in the specified region
8	ComStar interdicts specified forces in the specified region
9	ComStar interdicts specified forces in the specified region
10	ComStar interdicts both forces in the specified region

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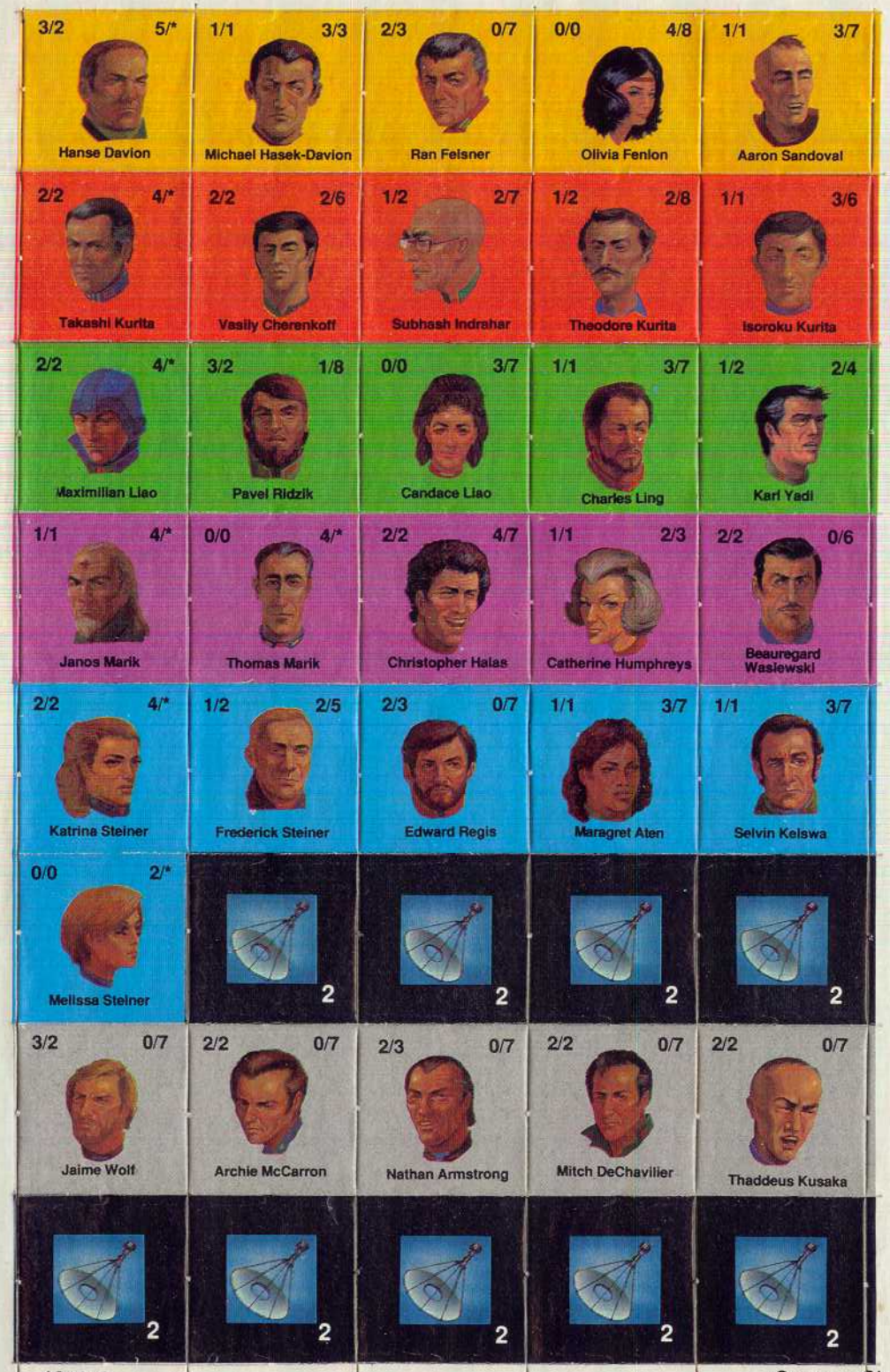

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Counter Sheet 1 (Front)

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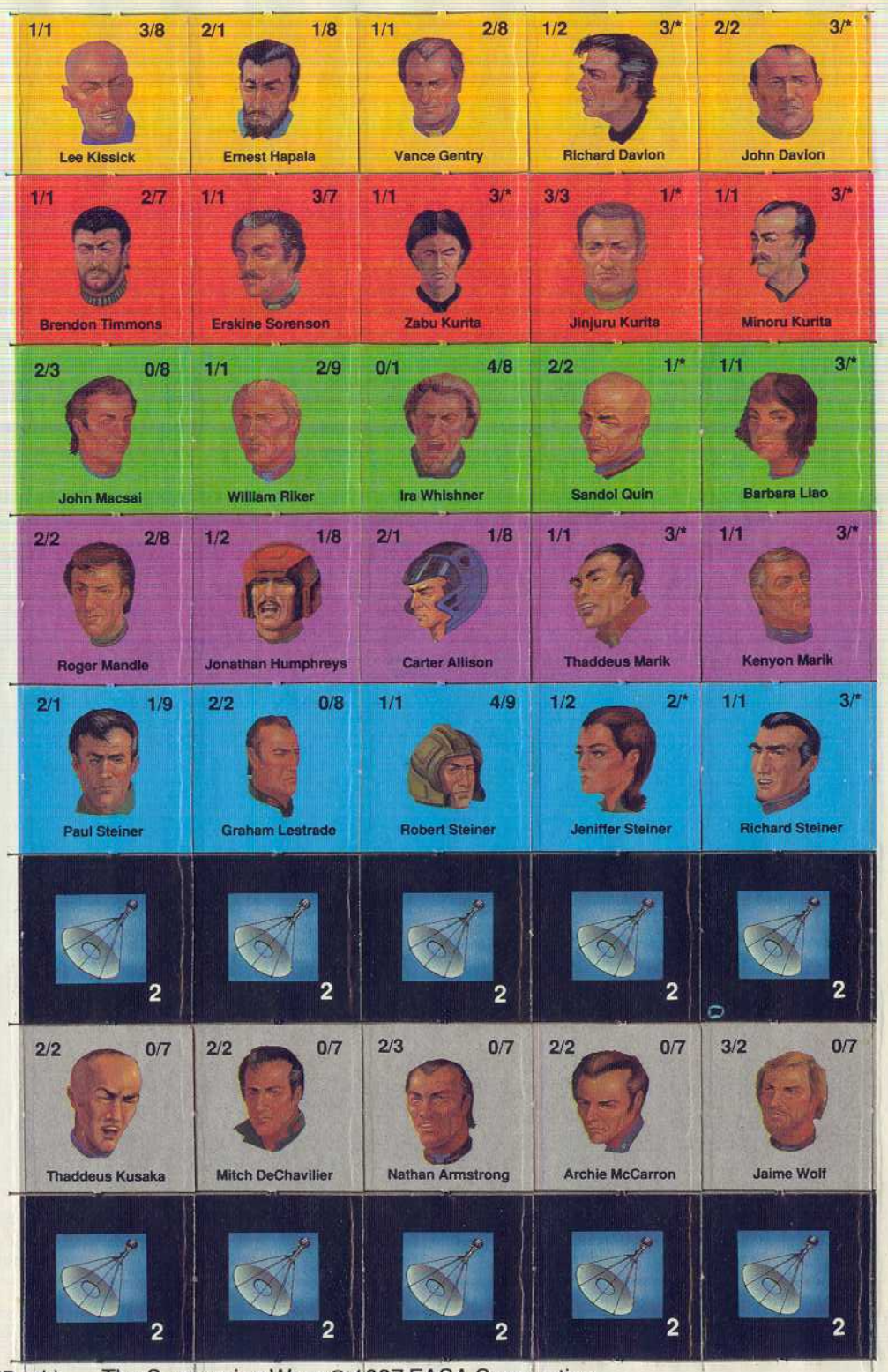

Counter Sheet 1 (Back)

The Succession Wars © 1987 FASA Corporation

Davion Guards 7	Ceti Hussars 5	Syrtis Fusiliers 5	Deneb Light Cavalry 4	Crucis Lancers 6	NAIS Cadre 4	Argyle Lancers 5	Capellan Dragoons 5	Eridani Light Horse 5	12th Vegan Rangers 7	Fighting Urakhal 6
Davion Guards 5	Ceti Hussars 4	Syrtis Fusiliers 4	Deneb Light Cavalry 4	Crucis Lancers 6	NAIS Cadre 2	Argyle Lancers 2	Capellan Dragoons 3	Lindon's Company 1	Redfield Renegades 4	Screaming Eagles 3
Avalon Hussars 4	Draconis Militia 4	Crucis Militia 4	Capellan Militia 4	Crucis Lancers 4	Robinson Rangers 5	Kestrel Grenadiers 4	Capellan Dragoons 5	Miller's Marauders 1	Waco Rangers 4	Wylie's Coyotes 2
Avalon Hussars 4	Draconis Militia 4	Crucis Militia 4	Capellan Militia 3	Crucis Lancers 4	New Iverson Chaussers 5	Aragon Borderers 5	Kittery Borderers 3	Team Banzai 3	Markson's Marauders 4	Harlock's Warriors 2
Avalon Hussars 2	Draconis Militia 4	Crucis Militia 2	Capellan Militia 2	Chisholm's Raiders 2	Federated Suns Armored Cavalry 6	Aragon Borderers 2	Kittery Borderers 3	Illician Lancers 5	Lexington Combat Group 5	

Lyran Guard 10	Donegal Guards 8	Lyran Regulars 5	Skye Rangers 9	Tamar Jagers 5	Donegal Regulars 4	Barett's Fusiliers 1	Long Striders 1	Bad Dream 1	Hesperus Guards 3	Odessa Regulars 2			
Lyran Guard 8	Donegal Guards 5	Lyran Regulars 4	Skye Rangers 4	Tamar Jagers 5	Donegal Regulars 3	Narhal's Raiders 2	Stealthy Tigers 1	Grave Walkers 2	Hesperus Guards 2	Sakhalin Regulars 2			
Lyran Guard 5	Donegal Guards 5	Lyran Regulars 3	Royal Guards 5	Tamar Jagers 4	Donegal Regulars 3	Richard's Brigade 2	Thumpers 2	Black Hearts 1	York Regulars 3	Sakhalin Regulars 2			
Lyran Guard 4	Donegal Guards 4	Lyran Regulars 3	Royal Guards 4	Tamar Jagers 4	12th Star Guard 5	Raymond's Redcoats 2	Mobile Fire 1	Alway's Faithful 1	York Regulars 2	Circinus Federation 5	Bounty Hunters 3	11th Fusiliers 4	Fist of Mokal 5
Arcturan Guard 6	Arcturan Guard 5	Arcturan Guard 4	Winfield's Brigade 2	Donegal Regulars 5	Hansen's Roughriders 2	Hsien Hotheads 1	Dragon's Breath 1	Killer Bees 1	Odessa Regulars 2	Circinus Federation 5	Bounty Hunters 4	7th Cavalry 6	Gebhardt's Carabiniers 5

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Counter Sheet 2 (back)

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Sword of Light 6	Sun Zhang Cadre 4	Dieron Regulars 5	Rasalhague Regulars 5	Rasalhague Regulars 4	Kessel Militia 4	Samarkand Militia 5	Samarkand Militia 3	McGee's Cutthroats 2	Capellan Hussars 6	Capellan Hussars 4	Blackwind Lancers 3	Blackwind Lancers 3	Blackwind Lancers 2
Sword of Light 5	Sun Zhang Cadre 2	Dieron Regulars 5	Pesht Regulars 4	Pesht Regulars 2	Kessel Militia 3	Chian Militia 4	Wolf's Dragoons 5	Amphigan LAG 4	Northwind Highlanders 8	Northwind Highlanders 4	Liao Reserves 2	Liao Reserves 2	Liao Reserves 2
Sword of Light 4	Sun Zhang Cadre 2	Dieron Regulars 4	Benjamin Regulars 5	Benjamin Regulars 4	Kessel Militia 2	Chian Militia 2	Wolf's Dragoons 5	Lone Star Regulars 4	Sian Reserves 5	Sian Reserves 4	Tikonov Reserves 5	Tikonov Reserves 4	Bullard's AC 4
Night Stalkers 4	Legion Of Vega 4	Legion Of Vega 3	Galedon Regulars 5	Galedon Regulars 5	Arkab Legion 3	Arkab Legion 2	Wolf's Dragoons 5	St. Cyr HAG 4	Sarn Reserves 5	Sarn Reserves 4	McCarron's AC 6	15th Dracon 2	Hampton's Hessens 3
Night Stalkers 4	Proserpina Hussars 8	Proserpina Hussars 4	An Ting Legion 4	Matar Militia 4	Arkab Legion 2	Arkab Legion 2	Brion's Legion 1	St. Ives AC 7	St. Ives AC 6	St.Ives AC 4	McCarron's AC 5	4th Tau Ceti Rangers 3	St. Cyr's AG 2

Fusiliers Of Oriente 8	Marik Militia 4	Regulan Hussars 6	Regulan Hussars 4	Regulan Hussars 3	Oriente Hussars 4	Oriente Hussars 4	Oriente Hussars 4	Martian Cuirassiers 2	Caeser's Cohorts 5	Chesterton Reserves 5	Chesterton Reserves 5	Chesterton Reserves 4	Chesterton Reserves 3
Fusiliers Of Oriente 4	Marik Militia 4	Stewart Dragoons 3	Stewart Dragoons 1	Stewart Dragoons 4	Sirian Lancers 5	Sirian Lancers 3	Sirian Lancers 2	Langendorf Lancers 2	Capellan Reserves 4	Capellan Reserves 3	Capellan Reserves 2	Preston Lancers 2	Preston Lancers 2
Fusiliers Of Oriente 4	Marik Militia 4	Orloff Grenadiers 4	Orloff Grenadiers 2	Orloff Grenadiers 1	Atrean Dragoons 6	Atrean Dragoons 4	21st Centauri Lancers 3	Clifton's Rangers 3	McCrimmon's Light Cavalry 3	McCrimmon's Light Cavalry 2	Warrior Houses 4	Warrior Houses 3	Warrior Houses 3
Defenders Of Andurien 8	Marik Militia 3	Free Worlds Guards 4	Free Worlds Guards 2	Free Worlds Guards 1	Atrean Hussars 3	Atrean Hussars 3	Smithson's Chinese Bandits 3	Head Hunters 3	MacGregor's Armored Scouts 2	MacGregor's Armored Scouts 2	Bandit Kingdoms 5	ComStar 7	ComStar 7
Defenders Of Andurien 4	Marik Militia 3	Protectorate Guard 4	Protectorate Guard 3	Marik Guard 2	Silver Hawk Irregulars 2	Silver Hawk Irregulars 2	Fuchida's Fusiliers 2	Carson's Renegades 3	The Outworlds Alliance 5	The Outworlds Alliance 5	Bandit Kingdoms 5	ComStar 7	ComStar 7

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Counter Sheet 3 (Back)

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1612-F

Counter Sheet 4 (Front)

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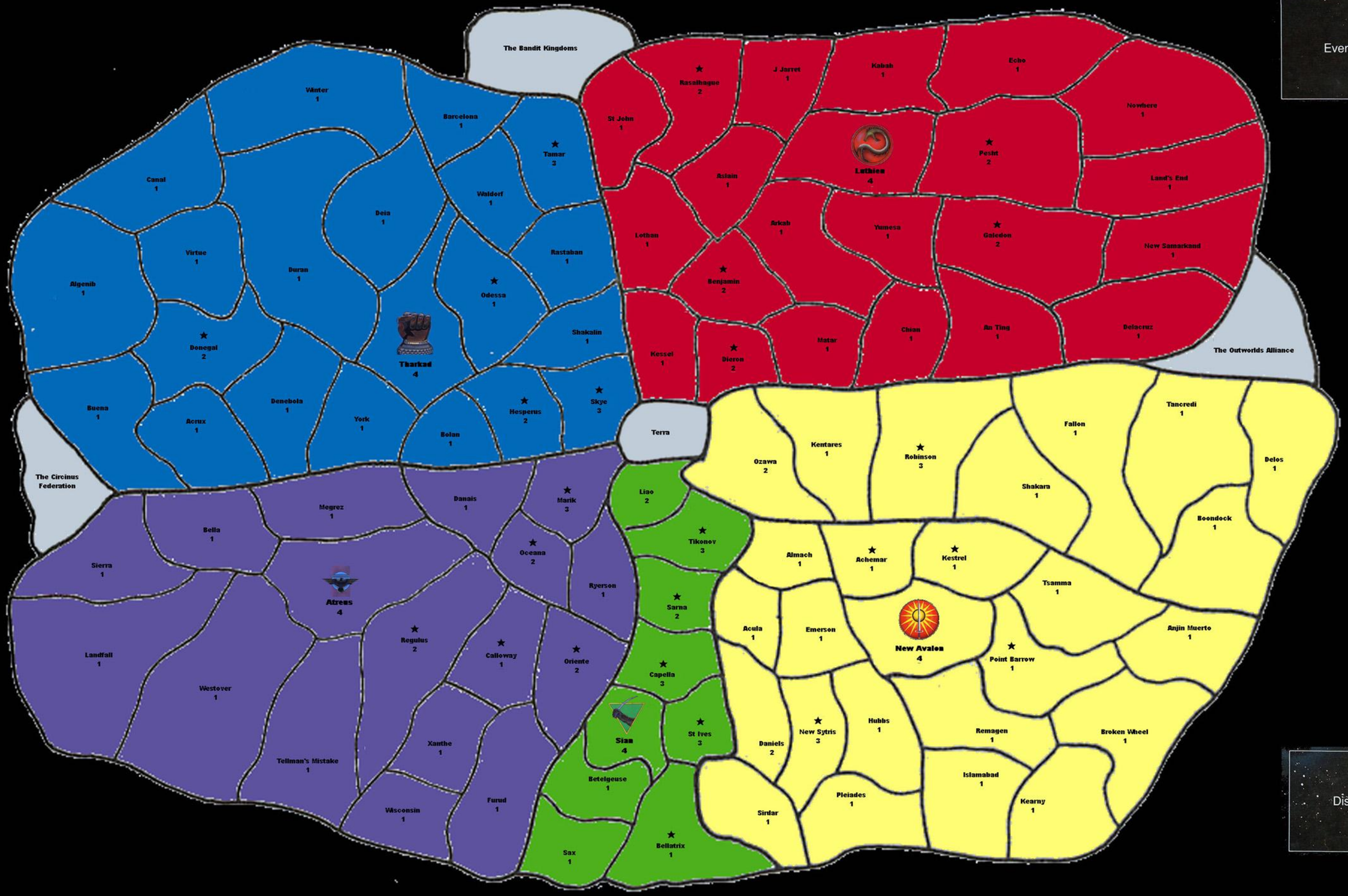

Event Cards

Discard Pile

Nivel Tecnológico

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-8	10*
-7*	11
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-3	15*
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-1	17*
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1	19
2	20*
3	21
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5	23
6	24*
7*	25*

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