

INTRODUCTION

It is said across the Combine, “The Dragon sometimes sleeps—but he never forgets.”

The peace that befell the Inner Sphere after the Jihad always sat hard on Kuritan sensibilities. As a nation, they had embraced the warrior ethos of *bushido* for centuries. Even with the consent of the coordinator and his government, reform was likely impossible, but the Dragon bided its time.

The short Second Combine-Dominion War released some of the pressure that was building in the Draconis Combine Mustered Soldiery, but not even pacification duties against the Nova Cats, who suffered greatly in the wake of the war, were enough. For many Combine samurai, the failure of the peace in the wake of the Blackout must have been a welcome event. The DCMS leapt into action, claiming many of the former Republic worlds nearest it, reclaiming once again its Dieron Military District.

The DCMS did not rest on its laurels after that, of course. Negotiations in the late 3130s brought the famous mercenary Wolf’s Dragoons back into Combine employ after a century. The Dragoons, anxious to prove themselves the equal of their ancestors, quickly conquered the disputed area of space known as the Draconis Reach. Warlord Toranaga, *Gunji-no-Kanrei* to Coordinator Yori Kurita, had even greater plans, but fate intervened: the Nova Cats, restless always, rose up in rebellion.

The Nova Cat rebellion, granted the veneer of legitimacy by their possession of the last heirs of Hohiro Kurita, attacked quickly and furiously and enjoyed early victories. Warlord Katana Tormark of Dieron threw her district’s support behind them. For much of 3142, the Nova Cats likely felt hope for victory, but by the end of the year the tide turned and the DCMS crushed the Nova Cats. The Clan was erased, its warriors killed and its civilian castes sterilized and cast into the Unproductives. Katana Tormark disappeared into a dungeon, and Toranaga turned his attention back to his first goal: the Federated Suns.

The Combine invasion of the Federated Suns succeeded as no other offensive had since the First Succession War. In short order the DCMS eliminated a sizable percentage of the AFFS and deprived the realm of its first prince. The march capital at Robinson fell soon after, and DCMS regiments pushed the border nearer New Avalon every day.

As the Combine consolidates its gains and tries to rush resupply forward, Combine manufacturers are increasing output to supply them. New machines, weapons and ammunition flow from the core of the Combine to the Suns border and across, and Procurement Department officers are working hard to integrate captured Suns infrastructure to the Combine’s economic engine.

The Dragon has sharp talons. Its soldiers are riding high on a series of victories that have given the DCMS an institutional hubris that might be exploited. If Toranaga is able to keep his military in line, not even the AFFS may be able to stop it, but if he cannot—if the famous Combine urge for personal glory overrides the needs of the nation—even the apparently-unstoppable tide of the DCMS may be halted.

—Paladin Janella Lakewood
12 October 3145

GAME NOTES

Technical Readout: 3145 (Draconis Combine) covers a wide breadth of units and equipment. To understand how these various units plug into the core *BattleTech* rulebooks, it's useful to cover how the various rulebooks interact.

Standard Rules

The *Total Warfare (TW)* and *TechManual (TM)* rulebooks present the core game and construction rules for *BattleTech (BT)*, otherwise referred to as the standard rules. In addition, to reflect the advancement and proliferation of new technologies, several Advanced Rules items from *Tactical Operations* have been reclassified as Standard Rules items for games set in the Dark Age era.

Advanced Rules

Beyond the standard rules a legion of advanced rules exists, allowing players to expand their games in any direction they desire. In an effort to bring these rules to players in the most logical form possible, the advanced rules are contained in three "staging" core rulebooks, each one staging up and building off of the previous rules set.

Tactical Operations (TO) is the first in the "staging" advanced rulebooks. Its focus is on special situations and advanced terrain during game play, and applies directly to a game as it unfolds on a world in the *BattleTech* universe.

Strategic Operations (SO) is the second "staging" advanced rulebook. It stages a player up to the next logical area of play, focusing on "in a solar system" and multi-game play.

Interstellar Operations (IO) is the third and final "staging" advanced rulebook. Players are staged up to the final level of play, where they can assume the roles of a House lord or Clan Khan and dominate the galaxy.

HOW TO USE THIS TECHNICAL READOUT

Complete rules for using 'Mechs, vehicles, infantry, battle armor, fighters, and DropShips in *BattleTech* game play can be found in *Total Warfare*, while the rules for their construction can be found in *TechManual*; some equipment is detailed in *Tactical Operations*. The rules for using JumpShips and WarShips, as well as their construction rules, can be found in *Strategic Operations*.

The following three definitions are used to clarify the various types of equipment that appear in *Technical Readout: 3145 (Draconis Combine)* and are presented in the standard and advanced rulebooks.

Standard: most of these work with *Total Warfare* rules only, but some Advanced rules items may be present, requiring *Tactical Operations* for full effect.

Advanced: Any equipment mass produced "in universe"; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Experimental Rules: Any equipment not mass produced "in universe" because it is prohibitively expensive, extraordinarily sophisticated, exceedingly difficult to maintain or simply deemed too unreliable or restrictive for widespread deployment; must have *Tactical Operations* and/or *Strategic Operations*, in addition to *Total Warfare*, to use.

Design Quirks

Every unit described in *Technical Readout: 3145 (Draconis Combine)* may have one or more listed positive and/or negative Design Quirks (see p. 193, *SO* and p. 204, *TRO: Prototypes*). These quirks are included to give each design a unique flavor. Use of these quirks is optional and should be agreed upon by all players before play begins.

KISHI BATTLE ARMOR

Spawned from testing of the Nova Cat's Thunderbird series, the Kishi has become the DCMS' new primary battle armor suit.

CAPABILITIES

Kishi armor is easily maintained—a bonus for the Combine's Procurement Department—and does not require larger-sized body types to comfortably operate. Its standard weapon configuration gives the Kishi an edge in close-combat situations, ideal for urban deployments. The Kishi's interior incorporates a lining of compact memory foam that provides comfort for troopers on long operations away from their firebase.

DEPLOYMENT

The first noted use of the Kishi was in 3106 during a raid on Lima. Four squads of Kishis were dropped on top of a technology facility in Decatur to support a DEST operation. As the DEST soldiers ripped through the building to loot a suspected MIIO database, the Kishi squads set up a perimeter. A company of Second Robinson Rangers responded to the assault and ran into the teeth of the Combine defense. One squad made short work of the arriving tanks, ripping open engine and ammunition panels with their claws. Using the tight alleys and elevated sidewalks to their advantage, the DCMS troopers held off six Ranger light 'Mechs long enough for the DEST agents to exfiltrate with the stolen intelligence.

Impressed with the armor's capabilities, the DCMS assigned incoming suits to all of its frontline regiments stationed along the Davion border. Most infantry commanders were quick to adapt to the change and began new training regimens to take advantage of the Kishi's improved movement and weapon dynamics.

The Kishi's role in safeguarding Warlord Toranaga's life during an attempted assassination on Kaznejoy in 3129 sealed its acceptance within the DCMS. By the time of the Combine's advance into the Republic, Kishi suits were a common sight in all of the Combine's premier line regiments. The Fifth Sword of Light contains the most, utilizing twenty squads scattered through its three regiments.

On Mauckport, four squads of Kishis seized the Tri-Area Spaceport command center. Infiltrated alongside a Dragoons' Spectre squad two weeks before the Fifth's arrival, the advance scouts mustered in a cargo hangar operated by Hachiman-Taro. The owner, Thomas Reginald-Smythe, was a prominent Federated Suns business mogul. He was also a deep cover agent for the Order of the Five Pillars. Within hours of the rest of the regiment's arrival, the spaceport was under Combine control. The battle armor troopers repulsed a Davion counterstrike by luring the garrison command into a section of tarmac near several empty DropShips, then detonated the underground fuel lines.

NOTABLE UNITS

Kuroi Ribon: The Black Ribbons are the most experienced battle armor troops in the Fifth Sword of Light, having fought in more than thirty engagements since the start of the invasion of the Federated Suns. The four troopers were nominated for the Bushido Blade after their successes on Palmyra, where they suffered no casualties during their deployment. Operating behind enemy lines, the *Kuroi Ribon* disrupted Davion communications, sabotaged supply trains, and instigated false operations designed to distract and redirect AFFS troops from the Combine battle lines. They are the only DCMS infantry to be involved in conflict on every continent of the planet.

Chu-sa Lorei Stuttgart: Though the only female infantry commander in the *Ryuken-go*, the *chu-sa* is noted primarily for her role in the death of Duke Corwin Sandoval. Stuttgart was in command of the reconnaissance squad that infiltrated Bueller in the days before its fall. The *chu-sa* and her team broke into a provincial municipal facility, which netted them detailed plans of the city's underground auxiliary transport network. Using the tunnels and intercepted Davion transmissions, Stuttgart and her team monitored Sandoval's position. When the *Ryuken-go* arrived a few days later, they were able to zero in on the duke and force the showdown that ended Sandoval's life.

KISHI BATTLE ARMOR

Type: Kishi

Manufacturer: Ishikawajima-Harima Battle Armor Industries

Primary Factory: Luthien

Equipment Rating: F/X-X-F

Tech Base: Inner Sphere (Advanced)

Chassis Type: Humanoid

Weight Class: Light

Maximum Weight: 750 kg

Battle Value:

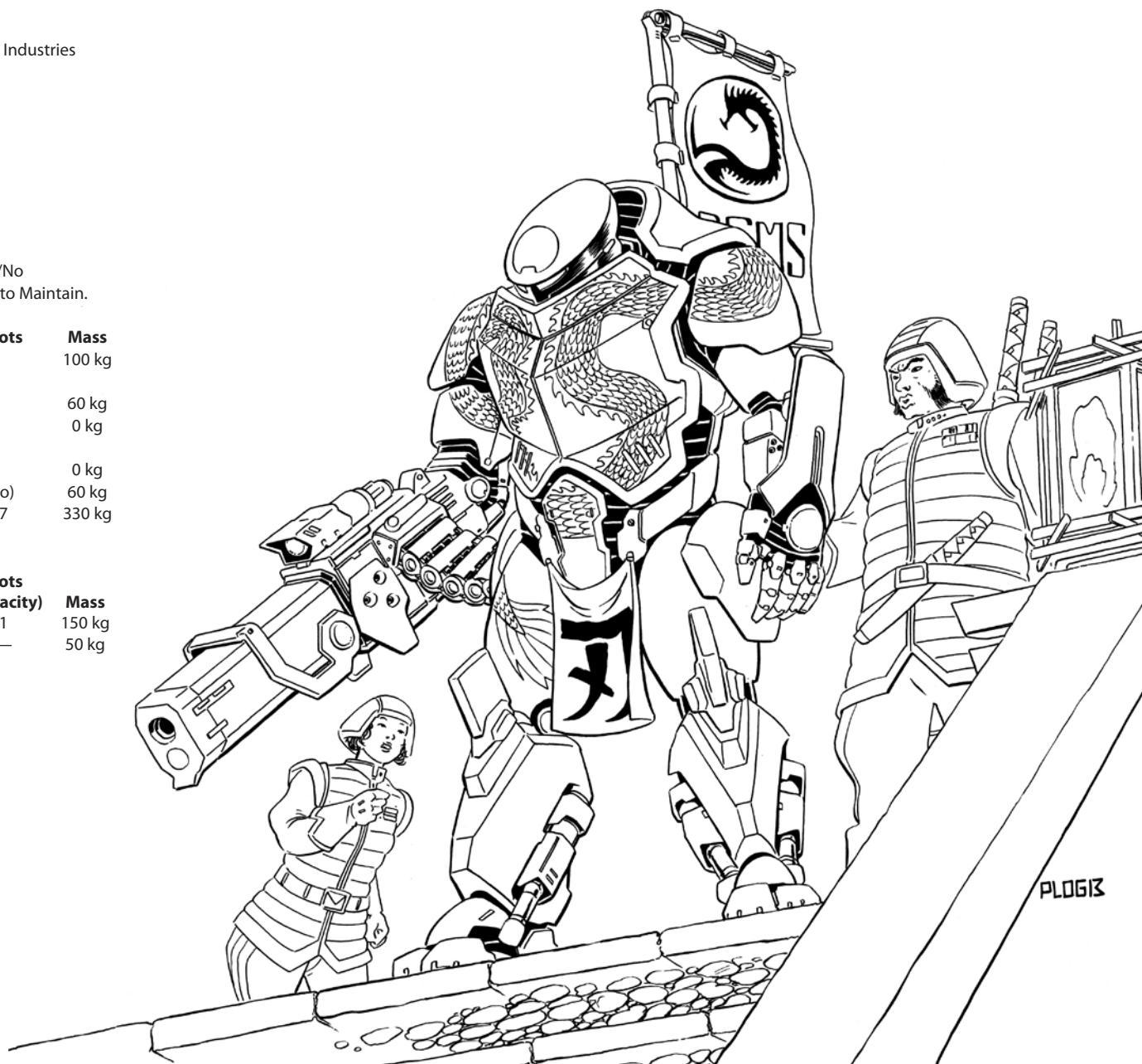
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Swarm/Leg Attack/Mechanized/AP: Yes/Yes/Yes/No

Notes: Features the following Design Quirks: Easy to Maintain.

Equipment	Slots	Mass
Chassis:		100 kg
Motive System:		
Ground MP:	4	60 kg
Jump MP:	1	0 kg
Manipulators:		
Right Arm:	None	0 kg
Left Arm:	Heavy Battle Claw (Vibro)	60 kg
A armor:	Reflective 7	330 kg
Armor Value:	6 + 1 (Trooper)	

Weapons and Equipment	Location	Slots (Capacity)	Mass
Heavy Machine Gun (50)	RA	1	150 kg
Mechanical Jump Booster	—	—	50 kg



SEKHMET ASSAULT VEHICLE

Mass: 65 tons
Movement Type: Tracked
Power Plant: Consolidated 260 XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Armor: Alpha Compound Ferro-Fibrous
Armament:
2 Kolibri Delta Series Large Pulse Lasers
2 Mk.22 Type III SRM 6 Launchers
2 Tau-II Anti-Personnel Gauss Rifles
Manufacturer: LAW Barcella-Beta
Primary Factories: Irece
Communications System: Build 1685/6 Tacticom
Targeting and Tracking System: Series XXVIII IWS

In the aftermath of the Second Combine-Dominion War the Nova Cats were forced into cultural preservation districts in the Irece Prefecture—little more than ghettos. This slight to the Clan would grow to blossom in their rebellion against the Combine in 3141, and the seeds of that discontent can be found in the Sekhmet Assault Vehicle and its role in the Clan *touman*.

CAPABILITIES

Despite its name the Sekhmet is clearly no assault vehicle. Most analysts believe the name was intended to mislead the Combine's Internal Security Force as to the obviously defensive vehicle's purpose. While its paired lasers are powerful, its lack of turret-mounted secondary weapons and its slow speed make it a poor attack tank. During the Combine counterattacks that erased the Nova Cats, however, the tank showed its true colors.

DEPLOYMENT

The Sekhmet appeared in almost every Nova Cat garrison Cluster, though its creators offered it for sale to any who would purchase

it. After thirty years of production, Sekhmets made their way into almost every Inner Sphere army and fought in almost every conflict since the Blackout.

During the Cats' failed rebellion against the Combine, a number of Sekhmets were given to the forces of the Dieron Military District who supported them. On Rukbat, where Warlord Tormark's forces stood against a Combine counterattack, the tanks made a name for themselves. All of the dozen Sekhmets sent to Rukbat were deployed in a single company and assigned to bulwark the Dieron defenses. Time and again the tanks combined their laser fire to savage assault DCMS 'Mech lances. It wasn't until the DCMS brought forward a lance of captured *Wendigos* that the Sekhmets were overcome, unable to stand against the reflective-armored OmniMechs.

During the invasion of the Federated Suns the DCMS put the Sekhmet to good use. During the conquest of Franklin by a mercenary battalion contracted to the DCMS, a company of Sekhmets was sent along as part of the DCMS pacification force. Several times while battling the Franklin militia, the mercenaries maneuvered the militia into attacking them, while they hid the Sekhmets in hull-down revetments and chewed the advancing militia forces. It wasn't until militia irregulars began targeting the Sekhmets for sabotage missions that they were withdrawn, but by then it was too late. Within a matter of weeks the mercenaries had crushed the nascent insurgency and secured the world for the Dragon.

A large portion of the AFFS' Sekhmets was destroyed on Palmyra, though there are reports that they took a great many DCMS tankers and infantrymen with them. Requests for purchase and new supply sources have been flying across the Federated Suns as the desperate AFFS tries to bolster its defensive ranks.

NOTABLE UNITS

Point Commander Thala: When the Combine counterattacked into the Nova Cats' gains in the former Republic worlds in the Dieron Military District, Thala and her Pointmate were caught away from the rest of their garrison Binary by a lance of the Sword of Light. The lance's *chu-i*, piloting a *Rokurokubi*, challenged Thala and her crew to single combat. Once the battle began, it was obvious that the *chu-i* had miscalculated—not even his 'Mech's speed or heavy armor protected him as he sprinted almost a full kilometer trying to close and use his sword. Thala's gunner kneecapped the 'Mech and killed the officer with her lasers—only to be killed moments later when the rest of the lance opened fire.

Chu-i Taras Calvert: *Chu-i* Calvert commanded the Sekhmet detachment on Franklin, and was decorated for his actions against the Franklin militia. He worked closely with Major Barker, commander of the mercenary battalion, to urge the militia into attacking them. His theories and tactics on forcing a defender to operate on the tactical offensive, drawing them into strong defensive positions and crushing them, have spread throughout the New Samarkand Regulars; most RAF analysts expect them to spread along the entire Davion border before long.

SEKHMET ASSAULT VEHICLE

Type: **Sekhmet**

Technology Base: Clan

Movement Type: Tracked

Tonnage: 65

Battle Value: 1,606

Equipment

Internal Structure:

Engine:

Type:

Cruise MP:

Flank MP:

Heat Sinks:

Control Equipment:

Lift Equipment:

Power Amplifier:

Turret:

Armor Factor (Ferro):

Front

R/L Side

Rear

Turret

		Mass
		6.5
	260	10.5
	XL Fusion	
	4	
	6	
	20	10
		3.5
		0
		0
		1.5
	267	14
	<i>Armor Value</i>	
	77	
	50/50	
	40	
	50	

Weapons and Ammo

2 Large Pulse Lasers

2 SRM 6

Ammo (SRM) 30

2 AP Gauss Rifles

Ammo (AP Gauss) 40

Location

Turret

Front

Body

Front

Body

Tonnage

12

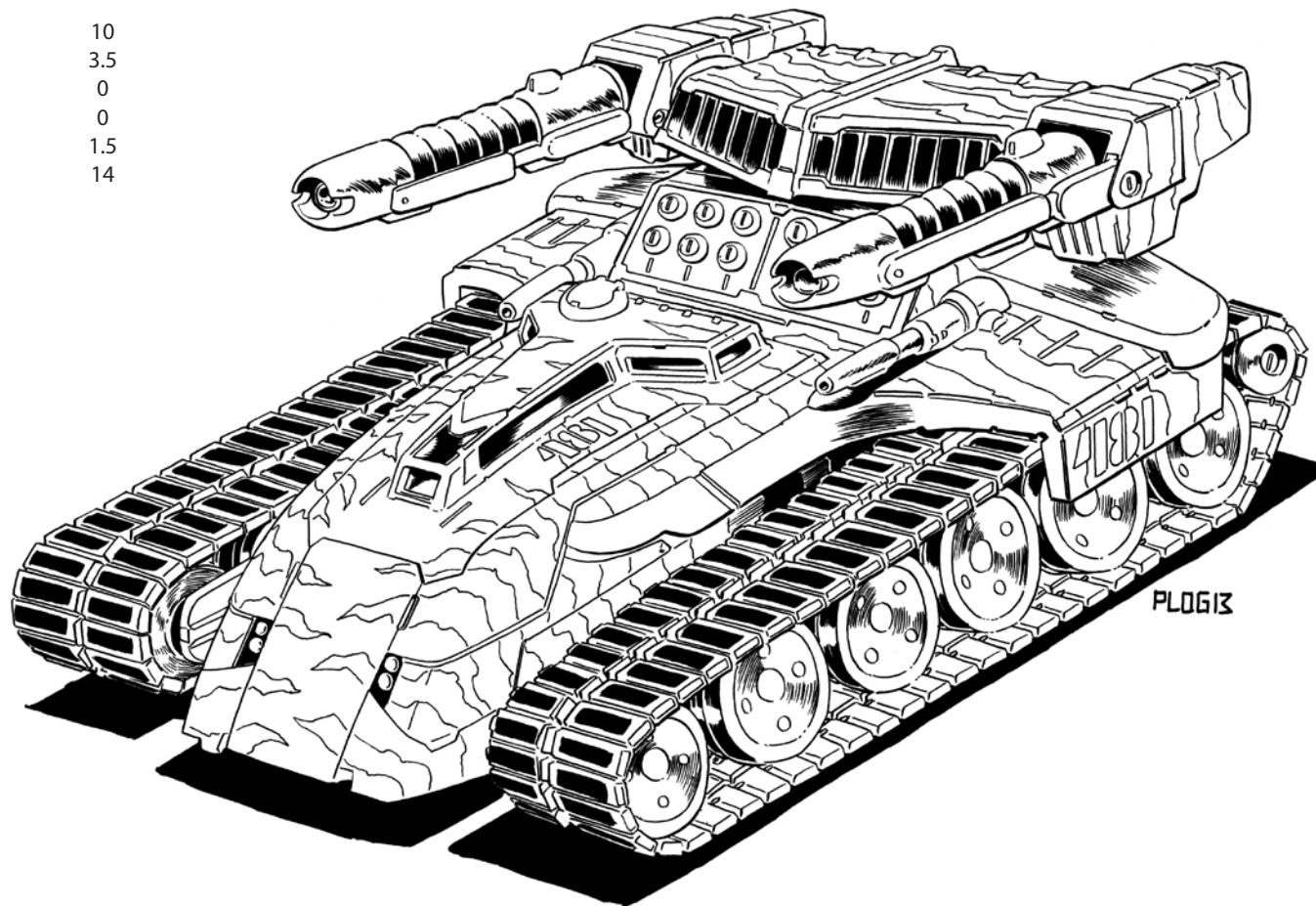
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Notes: Features the following Design Quirks: Power Reverse, Bad Reputation.



PXH-11K PHOENIX HAWK L

Mass: 35 tons
Chassis: Foundation CMRFa12 Endo Steel
Power Plant: GM 210 XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: Rawlings 55
Jump Capacity: 180 meters
Armor: Durallex Light with CASE
Armament:
1 Matabushi Stunner Tight-Stream Electromagnetic Pulse Cannon
1 Shigunga 3-Tube Multi-Missile Launcher
1 Victory 23E Extended-Range Medium Laser
3 Sperry Browning Heavy Machine Guns
Manufacturer: Cosby BattleMech and Myomer Research Firm
Primary Factory: Kajikazawa
Communications System: Sipher CommCon SCU-4
Targeting & Tracking System: Matabushi Sentinel Insulated

After the Second Combine-Dominion War, the DCMS found itself in need of a new light 'Mech platform that could replace its aging *Panther* fleet. Cosby BMR submitted a proposal that attempted to copy the success of the venerable *Phoenix Hawk*, but with a lighter chassis and cheap, commonly available weapon kits.

CAPABILITIES

Similar in appearance and weapon profiles to the medium-class 'Mech of the same name, the *Phoenix Hawk L*—also known among Kurita purists as the *Fenikkusu Taka*—has been widely accepted among the Regulars line regiments. Its armament is well suited to anti-infantry and urban operations. With a mobility curve and ease of use superior to most of the Combine's *Panthers*, the *Fenikkusu Taka* is becoming a popular addition to reconnaissance lances and highly-mobile combined-arms companies.

DEPLOYMENT

Phoenix Hawk Ls were instrumental in several engagements on Palmyra. During the Battle of Fire Valley, three *Takas* from the Seventh New Samarkand Regulars moved across the forested slopes, preventing Davion infantry from fleeing. One *Taka* tagged a Fourth Crucis Lancers Hanse MBT with its TSEMP, freezing it in place long enough for another *Taka* to hose it down with missiles and machine gun fire. Few Lancers infantry and tanks escaped the carnage in the valley, preventing reinforcements from strengthening the AFFS position at Fortuna, several kilometers away.

During the hunt for Prince Caleb Davion, a strike lance from the Fifth Sword of Light stumbled into a temporary firebase in Twombly. The depot had been established by the Twenty-seventh Avalon Hussars. The Combine 'Mechs faced an assault lance and two squads of battle armor. Choosing to fight rather than withdraw, the Sworders ranged the perimeter of the small village. *Busosenshi* Egberdt Rollins was confronted with a Hussars *Templar III*. Rollins used his *Taka's* mobility to dance around the *Templar's* superior firepower. Working into the Davion's rear, Rollins stabbed a TSEMP beam into the *Templar's* damaged leg, causing it to stumble. The Dragon *Taka* pounced, planting all of its weight squarely onto the head of the Hussars 'Mech. The Davion infantry, witnesses to the ground-shaking combat, surrendered *en masse* when Rollins turned the *Taka* back toward their position.

VARIANTS

One variant has been noted in recent Combine operations on Sakhara V, Royal, and Raman. This *Phoenix Hawk L* uses a snub-nose PPC in place of its TSEMP system.

NOTABLE UNITS

Chu-i Egberdt Rollins: His heroic actions at Twombly saw Rollins promoted to lance commander. He has continued to reflect the Dragon's faith in him as his strike lance, known among the Fifth Sword as the *shiroi ken*. These "white swords" are specialized in independent strike missions. On Gambier, Rollins and his *shiroi ken* were dropped behind AFFS lines as the rest of the Fifth landed in full view of the planetary capital. As the Davions reacted to the visible threat, the *shiroi ken* worked their way through the crags and canyons of the Tidewater. Two nights after their landing, Rollins led his lance into the heart of the Demeter CMM's headquarters and wiped out the regiment's command staff after a short firefight. The remaining Davion forces began a full retreat as the Fifth Sword moved to engage; Gambier was in the Dragon's possession less than forty-eight hours later.

MechWarrior Markie Fulbright: Now stationed with the Eighth Triarii Protectors in the Republic Remnant, Fulbright's *Phoenix Hawk L* is an embodiment of her battlefield cunning. During the Combine's assault on Deneb Algedi, Fulbright found herself dispossessed as the Dragon's troops closed in. Rather than retreat with the base staff, Fulbright hid in the complex's storage area. As the DCMS made use of the base facilities—including the modest 'Mech bays—the wily Republican used the overhead ductwork to bypass Combine security. Using a technician's kit, she snuck into the cockpit of a damaged *Phoenix Hawk L* and rebooted its systems. Just before dawn, Fulbright broke out of the bay, setting fire to the base fuel dump and ammo stores, and made her way to the RAF rally point.

PXH-11K PHOENIX HAWK L

Type: **Phoenix Hawk L**

Technology Base: Inner Sphere (Advanced)

Tonnage: 35

Battle Value: 1,564

Equipment

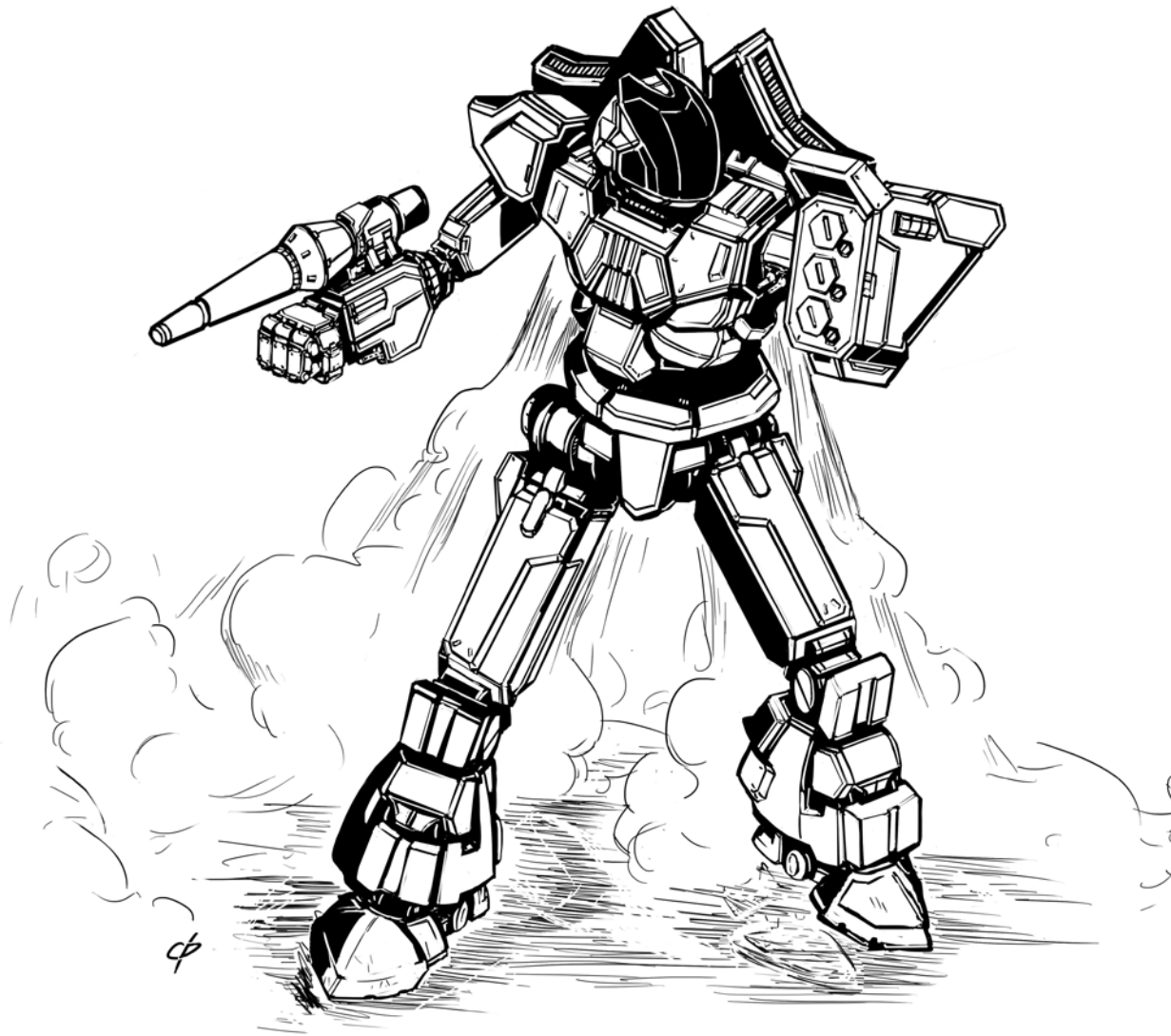
		Mass
Internal Structure:	Endo Steel	2
Engine:	210 XL	4.5
Walking MP:	6	
Running MP:	9	
Jumping MP:	6	
Heat Sinks:	10 [20]	0
Gyro (XL):		1.5
Cockpit:		3
Armor Factor:	104	6.5

	Internal Structure	Armor Value
Head	3	9
Center Torso	11	17
Center Torso (rear)		4
R/L Torso	8	11
R/L Torso (rear)		4
R/L Arm	6	10
R/L Leg	8	12

Weapons and Ammo

	Location	Critical	Tonnage
TSEMP	RA	5	6
ER Medium Laser	RA	1	1
Heavy Machine Gun	RA	1	1
Ammo (MML) 80/66	LT	2	2
Ammo (Heavy MG) 50	LT	1	.5
CASE	LT	1	.5
2 Heavy Machine Guns	LA	2	2
MML 3	LA	2	1.5
Jump Jets	RT	3	1.5
Jump Jets	LT	3	1.5

Notes: Features Full-Head Ejection System. Features the following Design Quirks: Accurate Weapon (TSEMP), Poor Sealing.



SH-1V SHIRO

Mass: 75 tons
Chassis: Luthien Class 74-77 Endo Steel
Power Plant: Ford 375 XL
Cruising Speed: 54 kph
Maximum Speed: 75 kph
Jump Jets: None
Jump Capacity: None
Armor: New Samarkand Teppeki Hardened
Armament:
1 Imperator LB 2-X Autocannon
4 Shigunga C Type LRM 10 Launchers
Manufacturer: Luthien Armor Works
Primary Factory: Luthien
Communications System: Sipher CommSys 4 with Guardian ECM Suite
Targeting & Tracking System: Neko Megane 7

Named after the Combine's founder, the *Shiro's* classic look evokes samurai pride, glory, honor, and nationalism. It is the only BattleMech within the DCMS that is specifically assigned by a warlord's command staff. All *Shiro* pilots are required to have one Combine honor bestowed upon them, the most common being the Bushido Blade.

CAPABILITIES

The *Shiro* is often regarded as "an assault 'Mech disguised in a heavy 'Mech chassis." Mounting dense armor, yet still capable of maintaining pace with other heavy 'Mechs, the *Shiro* is best utilized leading from behind. Unlike the social generals of the Lyran Commonwealth, however, *Shiro* pilots are expected to advance with their troops, providing a constant symbol of the Dragon watching over its people as they bring victory to the Combine. Its quadruple Shigungas spread an impressive umbrella of ordnance that is as effective on airborne targets as as they are to those on the ground.

DEPLOYMENT

Upon seeing the *Shiro* for the first time, then-*Tai-shu* Toranaga ordered that only DCMS MechWarriors of acclaim and honor could pilot such a magnificent machine. With the Combine—and the DCMS in particular—experiencing a rebirth of its cultural history, the *Shiro's* appearance on the battlefield would be an inspiration. The first operational *Shiro* in the Ryuken, for instance, was then given to *Tai-sho* Tori Ishihara for the Ryuken-*go's* superb performance in the Draconis Reach campaign. Earning a *Shiro* became an obsession for many Kuritan officers, though it became standard practice for warlords to refuse one to an officer who publicly expressed such a desire.

Tai-sa Edwin Sota, commander of the Nineteenth Sun Zhang, had his *Shiro* revoked after the disastrous landings on Exeter. Brash in his approach, Sota landed his DropShips in full view of the planetary capital, hoping to cow the local populace. As the cadre paraded in full regalia to their deployment zones, the Exeter militia overwhelmed the DCMS troops. With a company of 'Mechs lost in less than an hour, the Nineteenth quickly retreated. Upon their arrival at Homam, Sota was demoted, his *Shiro* seized by the Procurement Department, and the cadre relegated to guard duty.

On Robinson, *Chu-sa* Moishe Tolkowski, second in command of the Seventh Sword of Light, stood fast on the hill approach near Bueller and rebuffed a heavy counterattack by the Twentieth Avalon Hussars. The Davion unit, recovered from the Seventh's headlong assault two days prior, attempted to blast through the DCMS line and seize the Combine DropShips. Tolkowski and his company of heavy and assault 'Mechs, low on ammunition and supplies,

closed ranks and met the Hussars rush head-on. Outnumbered nearly four-to-one by Davion light 'Mechs and vehicles, Tolkowski's troops denied the Hussars their breakout. Tolkowski's *Shiro*, depleted of missile ammunition as the battle unfolded, waded into the midst of the Davion charge. The sight of their commander's *Shiro* smashing, kicking, and stomping Davion machines inspired the Dragon's troops to unmatched courage. At the end of the day, a battalion of AFFS machines and men lay broken along the shallow pass.

VARIANTS

A special variant of the *Shiro* was built as a prototype for the Combine's new ballistic armor. The SH-2P replaced the original's autocannon for an ER-PPC. Few of these are found in the field and are considered honored gifts when awarded by the *kanrei*.

NOTABLE UNITS

***Tai-sa* Moishe Tolkowski:** After his heroic stand outside Bueller on Robinson, Tolkowski received word of *Tai-sa* Lawrence Pinkett's death. The executive officer immediately consolidated the Seventh's troops, repositioning them alongside the Eighth Sword of Light. Twenty hours after rebuffing the Hussars counterattack, the *chu-sa* led the tip of the Combine's assault on Bueller, overrunning the reeling Davion defenders. The Eighth, impressed with the performance of their ragged comrades in the Seventh, allowed Tolkowski and his remaining Swords the honor of raising the Kuritan flag in the courtyard of Sandoval palace after Robinson capitulated. The *kanrei* promoted *Tai-sa* Tolkowski to command of the Seventh and awarded him a new SH-2P *Shiro*.

SH-1V SHIRO

Type: **Shiro**

Technology Base: Mixed Inner Sphere (Advanced)

Tonnage: 75

Battle Value: 2,016

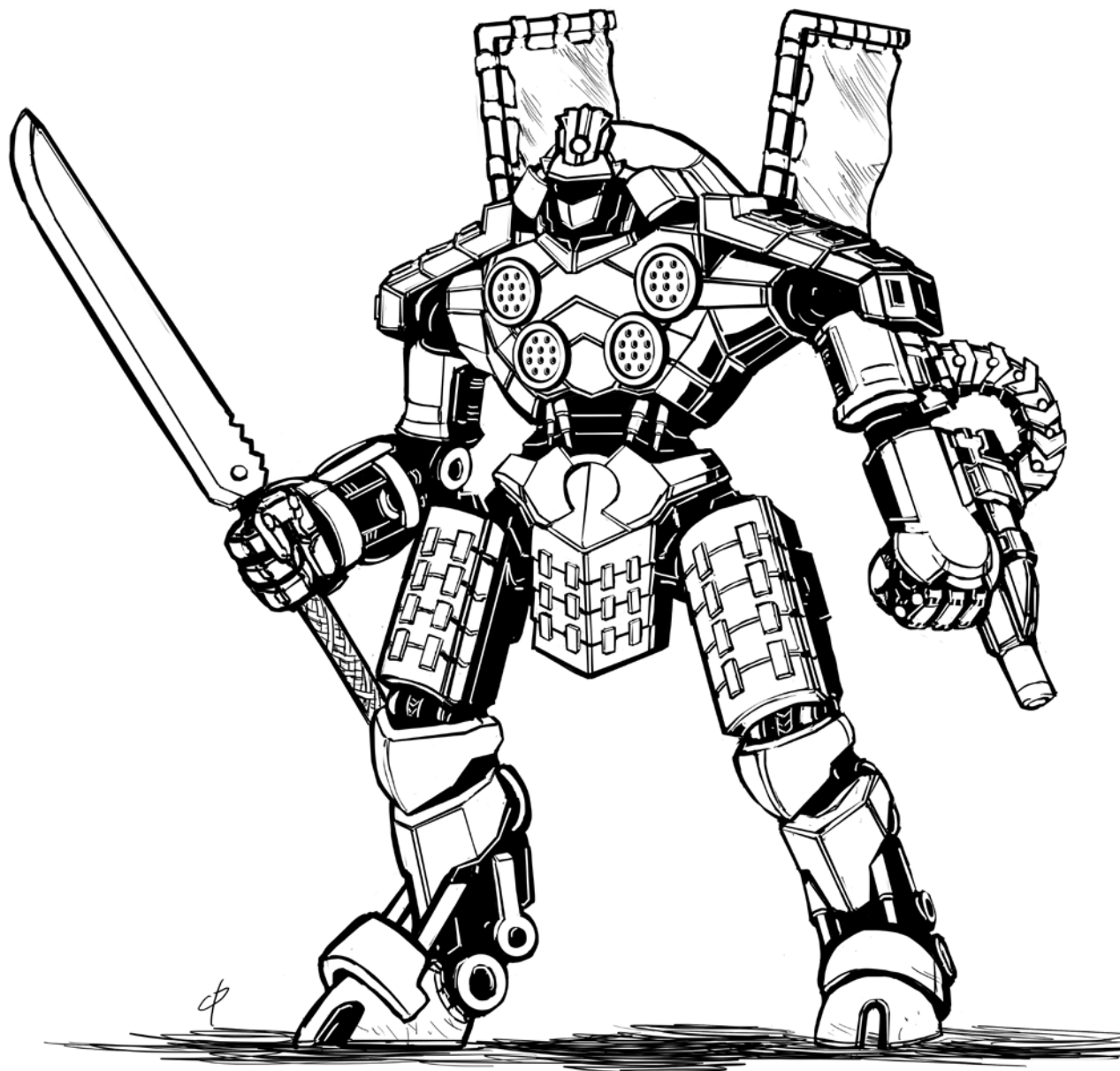
Equipment

	Endo Steel	Mass
Internal Structure:	4	
Engine:	375 XL	19.5
Walking MP:	5	
Running MP:	7	
Jumping MP:	0	
Heat Sinks:	10 [20]	0
Gyro (XL):		2
Cockpit:		3
Armor Factor (Hardened):	168	21
	<i>Internal Structure</i>	<i>Armor Value</i>
Head	3	9
Center Torso	23	25
Center Torso (rear)		8
R/L Torso	16	18
R/L Torso (rear)		5
R/L Arm	12	18
R/L Leg	16	22

Weapons and Ammo

	Location	Critical	Tonnage
Sword	RA	5	4
2 LRM 10 (C)	RT	2	5
Ammo (LRM) 36	RT	3	3
2 LRM 10 (C)	LT	2	5
Guardian ECM Suite	LT	2	1.5
LB 2-X AC	LA	4	6
Ammo (LB-X) 45	LA	1	1

Notes: Hardened Armor reduces Running MP by 1.
Features the following Design Quirks: Distracting.



KOS-1A KOROSHIYA

Mass: 95 tons
Frame: Wakazashi IX
Power Plant: GM 380 XL
Armor: Naketsu Nagareboshi Reflective
Armament:

1 Shigunga MRM 40 Launcher
2 Lord's Light 3 Heavy Particle
Projection Cannons

Manufacturer: Wakazashi Enterprises

Primary Factory: Chatham

Communications System: Duotech 250 with
Angel ECM Suite

Targeting & Tracking System: Eagle Eye 430
XX with Apollo FCS

The samurai of the Draconis Combine are famous for their honor. More so than any other warriors, even the genetically-bred Clansmen, they hold to the tenets of honorable combat. Enemies have feared, respected and derided them across time. They hold themselves to *bushido* at all times; every samurai is a man or woman of honor—but not every soldier of the Dragon is samurai.

And for those aerospace pilots who are not samurai, there is Wakazashi's *Koroshiya*.

CAPABILITIES

The *Koroshiya*—killer, as the *eta* say it—is a battering ram. Fast and powerfully armed, it is built to hammer at an enemy's aerospace defenses and smash them. Thick reflective armor protects it from the lasers common to Davion fighters, and its speed and ECM protects it from interceptors. It can be killed, of course—but an attacker must be willing to pay a price.

DEPLOYMENT

Koroshiyas are prized among the Second Amphigean, where they are used to provide drop zones for the 'Mechs and infantry. During the final action on Lucerne in late July 3144, the *Koroshiya* squadron attached to the regiment earned a special commendation from the *kanrei*.

Like many border worlds, Lucerne boasted a larger-than-average aerospace contingent, and the planet's defenders used it to good effect to hold the Second at bay. During a last holding action, they scrambled three DropShips and two squadrons of *Corsair* interceptors to halt an airborne drop by a battalion of the Second Amphigean. As the Combine force proceeded to the optimal drop zone, the *Koroshiya* squadron led the way. Penetrating the *Corsairs'* cordon, they attacked the lead Davion DropShip—a *Union*-class vessel—head-on. Within a minute repeated MRM and PPC strikes had breached the DropShip's armor and forced it withdraw, and the two *Leopards* escorting it likewise fled when the *Koroshiyas* turned toward them. The Lucerne *Corsairs* had little choice except to flee—with their DropShips gone, their lasers ineffective against the *Koroshiya's* reflective armor, they had to cede the drop zone, and within weeks the Kuritan conquest of Lucerne was complete.

Though it is a powerful fighter, and its pilots often fight it as the blunt instrument it was designed to be, these tactics can backfire, as was demonstrated at Palmyra. Though that action was a decisive victory for the Combine, several *Koroshiya* squadrons succumbed to the Gauss fire of escorting Davion *Cutlass* fighters. In one such case, a reinforced flight of *Koroshiya's* attempted to protect the *Okinawa*-class carrier *Aerie*. The *Cutlasses*, already marooned by

the death of their *Leopard CV*, showed almost samurai-like devotion and crippled the carrier. When the *Koroshiyas* attempted to intervene, the fighters concentrated their Gauss rifle fire and destroyed the squadron leader's fighter. Though the remainder of the flight continued to engage, the *Cutlasses'* superior speed allowed them to join the attack on the *Taihou*-class *Galedon Avenger*, destroying it by *kamikaze*.

NOTABLE UNITS

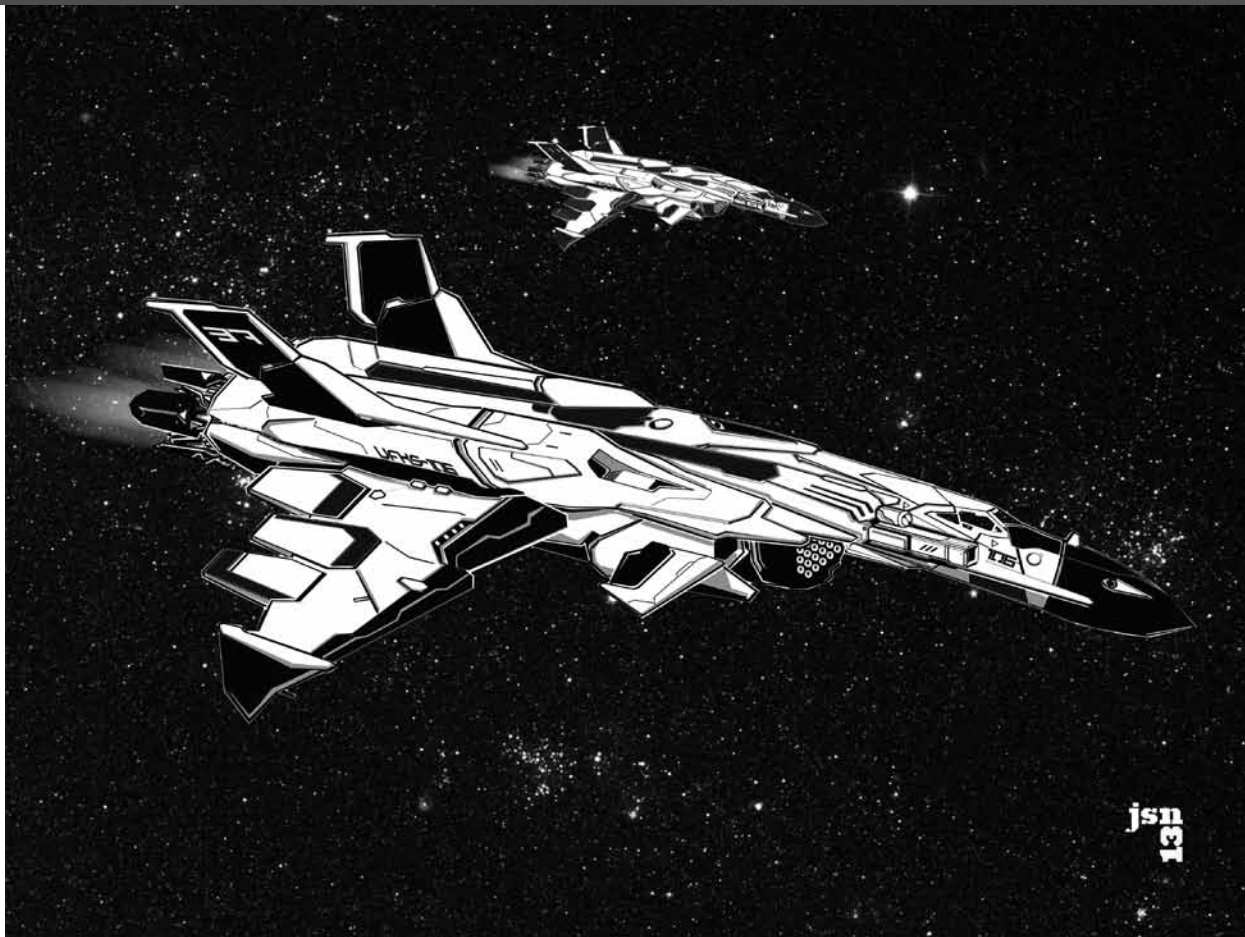
Sho-i Clarence Katsumoto: *Sho-i* Katsumoto was promoted to flight leader following his performance over Lucerne. He claimed two *Corsair* kills during the penetration of the Davion aerospace cordon and was the last pilot to hit the *Union*-class DropShip before it withdrew. The son of yakuza parents and the grandson of the same, Katsumoto is the first of his siblings to eschew the criminal life and join the DCMS. He is popular in the Second Amphigean's rebuilding aerospace ranks, though few of the regiment's samurai officers are willing to grant his promotion to any higher rank than he holds.

Gandy's Guardians: Named for the world where they formed, this squadron is the newest in Wolf's Dragoons. Assigned to Alpha Regiment's Black Cats battalion, the Guardians are built entirely with *Koroshiyas* and are trained to attack DropShips in orbit. They earned their nickname in 3139 when, during training, they detected and destroyed a pirate *Leopard*-class DropShip before it could attack Gandy's Luck. They've proven their abilities, though with the debacle suffered by the Fifth Ghost regiment over Rochester, the Guardians have begun training in air-to-air missions.

KOS-1A KOROSHIYA

Type: **Koroshiya**
 Technology Base: Inner Sphere (Advanced)
 Tonnage: 95
 Battle Value: 2,877

Equipment		Mass
Engine:	380 XL	20.5
Safe Thrust:	6	
Maximum Thrust:	9	
Structural Integrity:	9	
Heat Sinks:	21 [42]	11
Fuel:	400	5
Cockpit:		3
Armor Factor (Reflective):	296	18.5
	<i>Armor Value</i>	
Nose	103	
Wings	71/71	
Aft	51	



Weapons and Ammo	Location	Mass	Heat	SRV	MRV	LRV	ERV
MRM 40 + Apollo FCS	Nose	13	12	24	24	—	—
Ammo (MRM) 12	—	2					
2 Heavy PPC	Nose	20	15	15	15	—	—
Angel ECM Suite	Aft	2					

Notes: Features the following Design Quirks: Fast Reload, Weak Undercarriage.