Historical Turning Point: Galtor

Situation:

Outskirts of New Wuhan City, Galtor III

4 August 3025

Nine weeks into the Galtor campaign the situation was grave for the Federated Suns forces. August 4 saw the fall of New Wuhan City five days after New Derry barely withstood a significant assault. After evacuating Johnston's Battalion of Alpha Regiment, the remainder of the Twelfth Vegan Rangers sought to rescue the embattled Lyon's Battalion of the Thirty-third Avalon Hussars. The Hussars were trapped between New Wuhan City and the real Star League depot to the southeast of the city. Alpha Regiment favored night-fighting.

Executing a nighttime combat drop, the two battalions of Vegan Rangers sneaked up on the Seventeenth's two blocking battalions and engaged them. The battered Thirty-third Avalon Hussars moved in to join the Rangers.

Battlefield:

- Moonless Night
- Scattered Woods
- Level 1-2 Hills
- River

Attacker: Federated Suns

Deploy Twelfth Vegan Rangers on "North" edge. Thirty-third Avalon Hussars join on Round 3.

Twelfth Vegan Rangers

CO: Margrave Sheridan Douglass
- Antagonizer (p92)
- Lucky 1 (p97)

Formation Abilities:
- +2 to Initiative when fighting in darkness.
- Ignore the standard +2 penalty to To-Hit numbers when fighting in the dark.

Units:
- MAD-SD Marauder (2) CO
- PXH-1D Phoenix Hawk (1)
- WVR-6R Wolverine (1)
- VLK-QF Valkyrie (2)

Thirty-third Avalon Hussars

Formation Abilities:
- Cancel opponent's Initiative bonuses.
- If commander killed, the Hussars retreat.
- If Lance suffers 2 losses it must retreat.

CO: Leftenant General Wilson Mandella
Units:
- RFL-3N Rifleman (3) Lance CO
- WVR-6R Wolverine (3)
- ENF-4R Enforcer (2)
- WSP-1D Wasp (4)

Defender: Draconis Combine

Deploy on the "South" edge.

Seventeenth Benjamin Regulars

Formation Abilities:
- May replace one 'Mech in each lance from the RAT and may choose any variant, even if the variant is that of another faction. The replacement unit must be the same size as the original.

CO: Warlord Syovo Yorioshi
- Iron Will (p97)
- Tactical Genius (p100)

Units:
- DRG-1N Dragon (2) CO
- HBK-4P Hunchback (3)
- WVR-6K Wolverine (4)
- WSP-1K Wasp (2)

- ARC-2K Archer (2) Lance CO
- PXH-1K Phoenix Hawk (2)
- WVR-6K Wolverine (2)
- WSP-1K Wasp (3)

RANDOM ASSIGNMENT TABLE: GALTOR III, 3025

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	LIGHT 'MECHS	
2	VLK-QA Valkyrie [30]	JR7-D Jenner [35]
3	LCT-1V Locust [20]	UM-R60 UrbanMech [30]
4	STG-3R Stinger [20]	LCT-1V Locust [20]
5	WSP-1K Wasp [20]	JVN-10N Javelin [30]
6	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
7	JR7-D Jenner [35]	VLQ-A Valkyrie [30]
8	PNT-9R Panther [35]	VLQ-F Valkyrie [30]
9	PNT-9R Panther [35]	WSP-1D Wasp [20]
10	JR7-F Jenner [35]	STG-3R Stinger [20]
11	SDR-5K Spider [30]	COM-2D Commando [25]
12	OTT-7J Ostscout [35]	PNT-9R Panther [35]

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	MEDIUM 'MECHS	
2	ENF-4R Enforcer [50]	BJ-1 Blackjack [45]
3	HBK-4G Hunchback [50]	SHD-2D Shadow Hawk [55]
4	GRF-1N Griffin [55]	WVR-6R Wolverine [55]
5	PXH-1K Phoenix Hawk [45]	CN9-AH Centurion [50]
6	PXH-1 Phoenix Hawk [45]	ENF-4R Enforcer [50]
7	SHD-2H Shadow Hawk [55]	ENF-4R Enforcer [50]
8	WVR-6R Wolverine [55]	CN9-A Centurion [50]
9	WVR-6K Wolverine [55]	DV-6M Dervish [55]
10	SHD-2K Shadow Hawk [55]	WVR-6R Wolverine [55]
11	HBK-4P Hunchback [50]	PXH-1D Phoenix Hawk [45]
12	ASN-21 Assassin [40]	HCT-3F Hatchetman [45]

2D6 RESULT	DRACONIS COMBINE	FEDERATED SUNS
	HEAVY 'MECHS	
2	DRG-1G Grand Dragon [60]	TDR-5S Thunderbolt [65]
3	GHR-5H Grasshopper [70]	WHM-6D Warhammer [70]
4	CPLT-K1 Catapult [65]	JM6-A JagerMech [65]
5	WHM-6R Warhammer [70]	ARC-2R Archer [70]
6	DRG-1N Dragon [60]	MAD-3D Marauder [75]
7	DRG-1N Dragon [60]	MAD-3R Marauder [75]
8	DRG-1N Dragon [60]	JM6-S JagerMech [65]
9	ARC-2K Archer [70]	WMH-6R Warhammer [70]
10	ON1-K Orion	RFL-3N Rifleman [60]
11	WHM-6K Warhammer [70]	MAD-3D Marauder [75]
12	DRG-1G Grand Dragon [60]	CRD-3D Crusader [65]