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Dark Age Turning Points
VEGA

Welcome to Dark Age Turning Points: Vega, a campaign book designed to give players the opportunity to fight in one of the landmark conflicts of the Inner Sphere's tumultuous history.

The general information contained in the **Atlas** and **Combatants** sections gives players the tools needed to fight an infinite number of engagements on Vega, while the **Track** section gives details on some of the larger and more pivotal battles of the planetary struggle. The **Track** sections can be used with stand-alone games set in the Dark Age.

The **Atlas** section presents a global view followed by some quick facts about Vega. Included in this section you will find terrain tables broken into various categories. These tables can be used as a random chart to determine the maps used in the tracks, or simply as a guide to give you ideas of the types of terrain found on the world. This section also contains a list of various additional terrain types, environment, and other rules that can be used to enhance your game experience. All players should agree whether or not to use any or all of these features before play begins.

The **Combatants** section gives details on the units who participated in the conflict and can be used by players who wish to add authenticity to their game. While the units who actually participated in the battles are noted, in most cases the numbers on each side are left undetermined. This allows the players to pursue the tracks with different forces as they wish. The rough ratio of forces on each side is provided as a guideline. Players should feel free to balance the forces in each track as they see fit, whether by battle value, tonnage, total number of 'Mechs, or whatever else suits them.

The **Tracks** section presents several key battles that occurred on the world, though they are not the only ones. Players wishing to incorporate these tracks into their Chaos Campaign campaigns should use the Warchest Points (WP) listed in the brackets. Optional points are awarded only if the group achieves at least one Objective while using the listed option. Objective points are cumulative as they are achieved, unless otherwise noted.

The **Annex** section contains seven official Record Sheets. First is the Atlas of Lord Jedra Kean, de facto ruler of Vega before the coming of the Ghost Bears. Next is the Pack Hunter of Galaxy Commander Isorla Bekker of the Ghost Bears' Omega Galaxy. Also included are two IndustrialMechs: the RCL-4 Dig Lord and a variant Dig Lord modified for combat.

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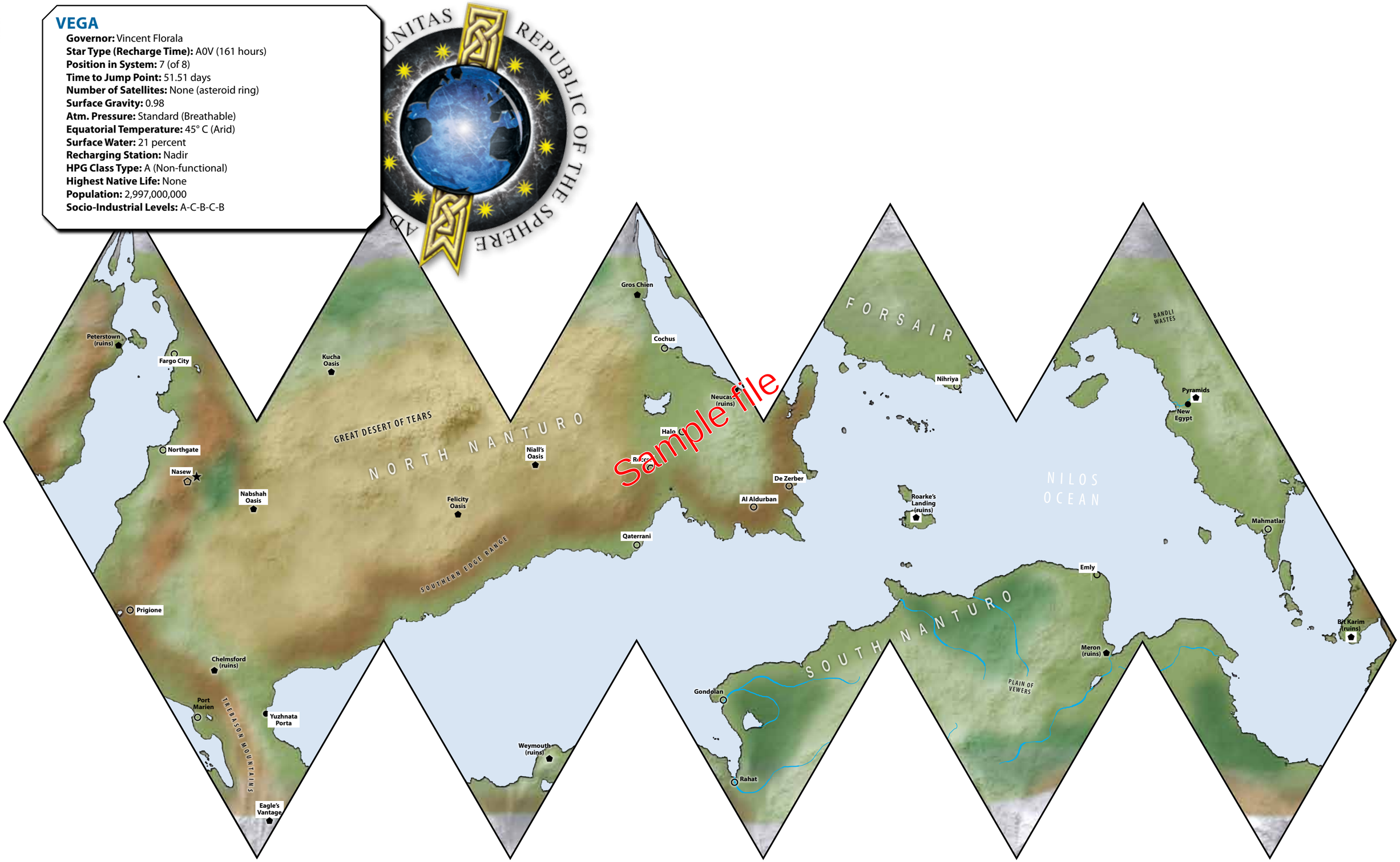
For more information about the various conflicts on Vega, see the novel Trial By Chaos, by J. Steven York.

NOTE!
The last four pages of this PDF are sized for 11" x 17" paper. Please keep this in mind when printing out the document.

VEGA

Governor: Vincent Florala
Star Type (Recharge Time): A0V (161 hours)
Position in System: 7 (of 8)
Time to Jump Point: 51.51 days
Number of Satellites: None (asteroid ring)
Surface Gravity: 0.98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Arid)
Surface Water: 21 percent
Recharging Station: Nadir
HPG Class Type: A (Non-functional)
Highest Native Life: None
Population: 2,997,000,000
Socio-Industrial Levels: A-C-B-C-B



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VEGA

Long an important world in the Draconis Combine, Vega became the victim of the constant warfare that reigned throughout the Succession Wars period. As a result of numerous raids and assaults, the planet is dotted with many ruined cities and devastated factory complexes. Despite the presence of great mineral and metallurgical resources, Vega has decreased in importance since the days when it was celebrated as the world where the first Star League was born. As a nod to its place in history, Devlin Stone chose Vega as the capital of Prefecture I during the early days of The Republic.

Though traditionally divided into three continents, the landmasses appear from space to form one almost continuous body. The shallow Nilos Ocean barely deserves the name, appearing more as a large river system that keeps the edges of the continents supplied with plentiful fresh water while leaving the interiors as unforgiving deserts. The capital, Neucason, was one of the few major port cities; most of the remaining settlements on the planet are devoted to mining or industry.

Vega is a dry and hot world, with an average temperature at the equator far above the comfort levels of most people. Because the planet lacks significant axial tilt, however, the poles are covered by small icecaps and are quite a bit less intolerable; the Trebason Mountains at the southern pole even provide some good downhill skiing year-round.

While all the worlds of The Republic have suffered in the wake of the Blackout, Vega's troubles began even before then. Rampant speculation and a fear of Lyran market manipulation led to a massive bank collapse in October 3131. Evidence discovered years later revealed that subtle undermining of the planet's economy by agents of the Draconis Combine also contributed to this devastating collapse, which plunged many Vegans into severe financial ruin. With help from the planetary government the economy was taking its first steps towards a slow and painful recovery when the HPG network crashed in August 3132. Vega was one of the first HPGs to go dark on Gray Monday and technicians were hopeful of restoring service quickly. The real tragedy came mere days later when an explosives-laden fighter from the local garrison purposefully slammed into the government complex in Neucason, wiping out the HPG station and nearly the entire bureaucracy in a matter of seconds. By the time the dust cleared, Governor Olivia Vron was dead and Legate Francis Nguyen, out of the city on an inspection tour of New Egypt, had declared martial law. With Lord Governor Paskal Graczyk and Prefect Mei Otamura on Terra and the loss of communications, Vega found itself fallen from its position as a Prefectural capital into a state of near lawlessness.

Mapsheets

The following tables represent the categories of terrain that can be found on the battlefields of Vega. Players may either select a map from the appropriate table or randomly determine which map to use, unless otherwise specified by the scenario. MS = Map Set, MSC = Map Set Compilation, BT = Classic BattleTech Introductory Box Set.

OPTIONAL RULES

If all players agree, the following particular effects from Tactical Operations (TO) may be used to add specific Vega aspects to the battles played out.

VEGA MAPSHEETS TABLE

NORTH NANTURO

1D6 Result	Map
1	Desert Hills (MSC1)
2	Desert Mountain #1 (MSC1)
3	Deep Canyon #2 (MSC2)
4	Desert Sinkhole #1 (MSC1)
5	City Ruins (MSC1)
6	Open Terrain #2 (MSC2)

SOUTH NANTURO

1D6 Result	Map
1	Open Terrain #2 (MSC2)
2	River Valley (MSC1)
3	River Delta/Drainage Basin #1 (MSC1)
4	Woodland (MSC2)
5	Rolling Hills #1 (MSC1)
6	Wide River (MSC2)

FORSAIR

1D6 Result	Map
1	BattleTech (MSC1)
2	Desert Sinkhole #2 (MSC1)
3	Rolling Hills #1 (MSC1)
4	Open Terrain #1 (MSC2)
5	Box Canyon (MSC2)
6	Rolling Hills #2 (MSC1)

Base Terrain Types

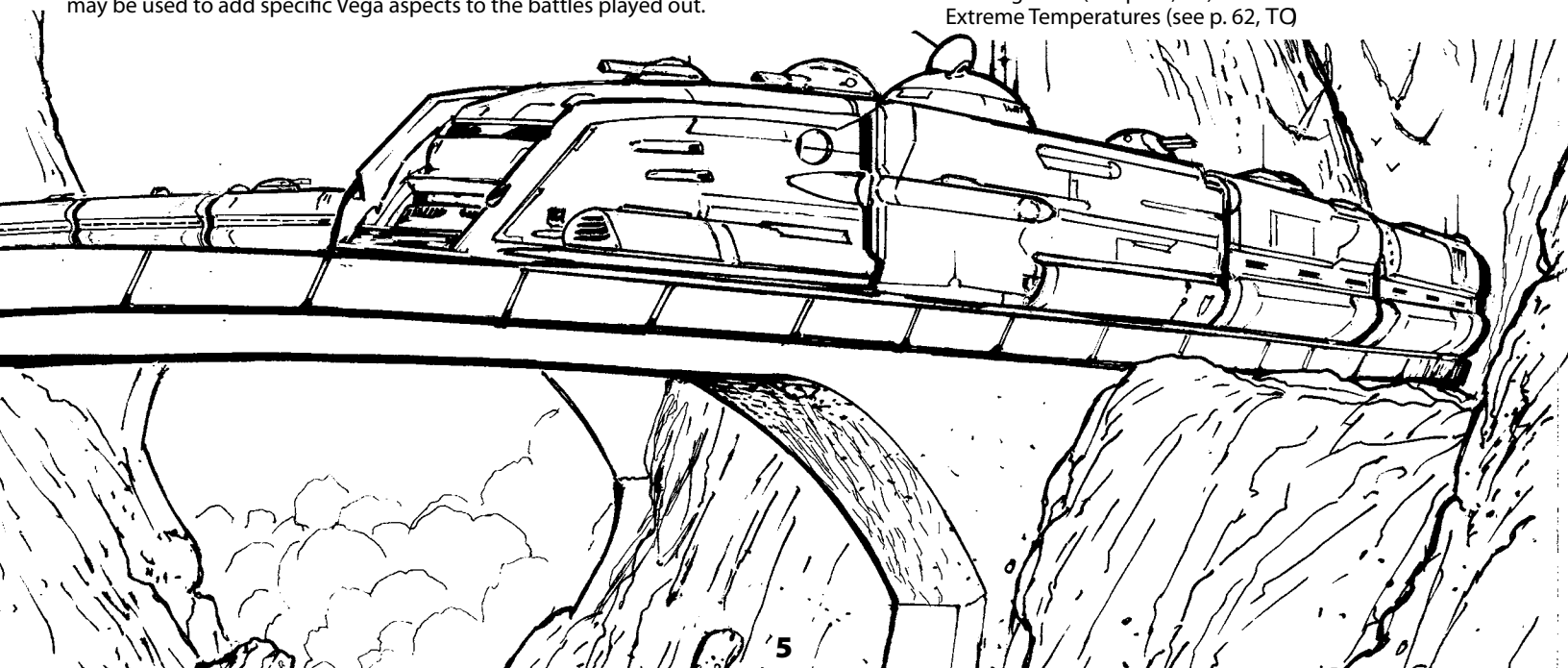
Gravel Piles (see p. 30, TO)
Rubble (Ultra) (see p. 39, TO)
Sand (see p. 39, TO)
Sheer Cliffs (see p. 39, TO)

Terrain Modifications and Conditions

Fire (see p. 43, TO)
Rails (see p. 51, TO)
Electromagnetic Interference (see p. 55, TO)

Weather Conditions

Moonless Night (see p. 58, TO)
Tornado (see p. 61, TO)
Wind (see p. 61, TO)
Blowing Sand (see p. 62, TO)
Extreme Temperatures (see p. 62, TO)



THE VEGA CAMPAIGN

Legate Nguyen was now the sole maintainer of law and order on the planet and took his job very seriously. Many opportunists had seized upon Vega's misfortune and began exploiting their neighbors. Nguyen still held the loyalty of most of his troops, though it soon became clear that local pressures and individual ambitions would chip away at the solidarity of the militia. Already, a number of strong rivals to the Legate's influence were springing up in the farther provinces.

The arrival of a detachment from the Dragon's Fury in March 3133 was a wakeup call that the troubles the planet was experiencing would not remain local for long. Though the militia was showing the strains of factionalization, the garrison at the port city of Rahat pulled itself together to oppose the invaders and, though outclassed by the elite warriors of the Amaterasu, were able to stall the Fury advance long enough to convince the commander to abandon the effort. Nguyen seized upon their victory and held up the Rahat garrison as an example of how Vega could still be saved.

But the Legate would never get a chance to salvage his world. In November 3133, elements of the Third New Samarkand Regulars landed near the temporary capital city of Nasew. The Third was a vanguard force for the Draconis Combine's planned conquest of Vega. Fortunately for the Vegan defenders, a catastrophic failure in the lift systems of a Regulars' DropShip cost them over half of their full strength before they even made planetfall and the invaders were easily routed. Unfortunately, a lucky shot from a Regulars 'Mech in the brief exchange took out Legate Nguyen, leaving the militia victorious but leaderless.

Almost immediately after the retreat of the Combine forces, the Vegan militia shattered. Desertions became commonplace across the planet as every soldier looked out for themselves first. Legate Nguyen's second-in-command Colonel Matthias Vidar tried in vain to hold them together, but three assassination attempts in as many weeks convinced him he was fighting a lost cause and his death in a massive internecine battle at Jalonjin put the final nail in the militia's coffin. The age of the Warlords had begun.

Not every so-called Warlord was former militia. Many were ruthless criminals or influential businessmen who had managed to gather about themselves a significant military presence. As they staked out their claims on the continents of Vega, the Warlords clashed repeatedly. Power was soon concentrated in the hands of roughly a dozen Warlords, each with their own territory, power base, and rivalries.

By 3135 most of the fighting between Warlords had quieted down. Power on Vega had congealed into the hands of a few lesser Warlords and one major player who styled himself Lord of the planet. Jedra Kean, a former militia soldier turned criminal leader, had bribed, tricked, schemed and bullied his way to the top. With the death of rival Warlord Alan Cunningham of Nabshah Oasis, Kean was top dog and aimed to stay that way. Beginning with lawyers and non-cooperative military veterans, Kean and his fellow surviving Warlords instituted a wholesale "cleansing" of the planet. Hundreds of thousands of intellectuals were rounded up and murdered, and eventually even managerial and technical services personnel were included in the purges. These "Warlord Massacres" further undercut Vega's ability to pull itself out of the hole it had fallen into. Roving gangs of desperate citizens patrolled the streets of Nasew and the larger cities in search of food and medical supplies, while smaller settlements were simply abandoned or emptied as a result of the purges. The situation on Forsair and South Nanturo wasn't as dire as it was on North Nanturo, but conditions there were still far below where they had been during the planet's tenure as a Prefecture capital.

The end to this dark chapter in Vega's history came at the hands of Clan Ghost Bear, which sent three Galaxies into Prefecture I with the goal of stabilizing the region. Omega Galaxy, long considered a less than honorable part of the Bear touman, was assigned to Cebalrai and Vega. Though they encountered difficulties in landing at the spaceport in Nasew, the Raging Bears soon found themselves aided by a native Vegan resistance force. With the Bears' arrival, the power of the Warlords was broken once and for all: Lord Jedra Kean fell in combat against Galaxy Commander Isis Bekker.

A year passed with Omega Galaxy providing a guiding hand to the reborn government. Though many of the people were wary or even outright hostile to the Clanners, Galaxy Commander Bekker and her people persevered and began to slowly integrate into Vegan society. All the while, agents of the Draconis Combine, which had appeared to abandon its efforts to conquer the planet years earlier, worked behind the scenes to keep the recovery effort from succeeding. Unbeknownst to all but his closest allies at the time, Jedra Kean had been the recipient of covert Combine aid with the promise that he would support their eventual conquest. The arrival of the Ghost Bears disrupted this plan and time now had to be spent on demonizing the Clan occupiers in the public eye while sneaking military forces onto the planet. These forces were to be the harbinger of a larger assault, which finally came in late 3136 when the Forty-fourth Benjamin Regulars set down in the mountains outside of Nasew.

The Bear forces, struggling internally to deal with a resurgence of the Fxen'inders, a radical social movement among the Clan's lower castes, and still not fully accepted by the people of Vega, found themselves facing overwhelming odds without much hope of victory. Once more, however, they were saved by Vegans. As part of a covert mission to secure allies, an agent of the wealthy industrialist Jacob Bannson had come to Vega in possession of secret files proving that the Draconis Combine had been behind many of the woes Vega had faced since the crash of the HPG network. The release of these files, including video evidence of the conspiracy, pushed the Vegans into accepting their Clan allies and fighting back against the Combine invaders. Bannson's hiring of the Twelfth Vegan Rangers mercenary outfit to join the defense of the planet helped turn the tide and the Combine was once more sent packing.

Now united as the newly declared Vega Protectorate, the Bears and the Vegans renewed their efforts to restore the planet. One final time the Draconis Combine attempted to conquer Vega, sending the Fifth Sword of Light along with the hastily refit survivors of the Forty-fourth Benjamin Regulars to try the defenders while they were still consolidating their new alliance. The two Combine units landed south of the capital city and began a march intended to lead straight into the heart of the Protectorate's infant government. However, Galaxy Commander Bekker had called back most of the Omega units on Cebalrai and offered the Vegan Rangers a permanent home. Their strength, plus that of a more confident and better equipped Vega Regulars, was enough to prevent the invaders from achieving their goals. The Protectorate, an experiment in integrating Clan and Inner Sphere societies to an even greater degree than the Rasalhague Dominion, survived its birthing pains and Vega's recovery was in good hands.

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