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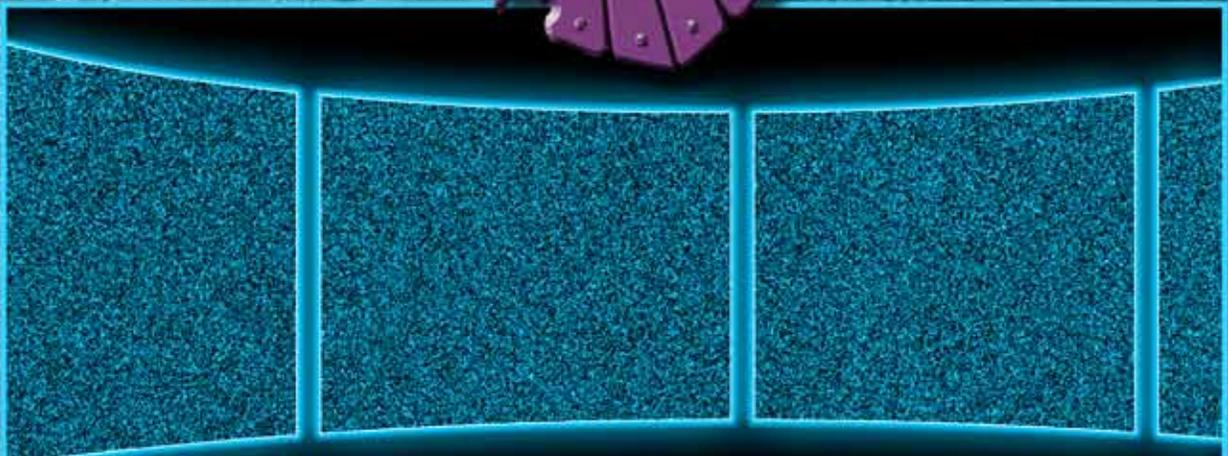
BATTLETECH



OBJECTIVES

Free Worlds League™





STATE OF THE INDUSTRY...

Since the coming of the Clans, the military, industrial, and command complexes of the Inner Sphere have raced against the invaders—and each other—to out-produce one another in battle-worthy manpower and materiel. Factories that were smashed in the Succession Wars were reborn and revitalized, churning out ever more cutting-edge equipment, while academies expanded their curriculums and sent generations of fresh warriors into battle.

At the pinnacle of the arms race, new wars erupted, first against the Clans, and then between the Great Houses and Periphery states of the Inner Sphere. In the fires of the Word of Blake Jihad, destruction reached a level not seen since the early Succession Wars—but the stricken realms persevered.

Objectives: Free Worlds League describes the state of the major factories, training centers, and command centers of House Marik's Free Worlds League in the wake of the events described in *Jihad Hot Spots: Terra*. Including detailed stats on every key system within the realm, this supplement also includes basic rules to help guide players in developing *BattleTech* scenarios focused on defending—or attacking—these critical sites.



TO: Devlin Stone
FROM: David Lear
Date: 5 January 3080

In order to give us a more complete view of the strengths and weakness of the Free Worlds League, I have compiled a supplement on the League to detail its provinces manufacturing capability, and targets of military and strategic value. Glossed over in my Field Report, there is much more to go over than just the size of military formations that were detailed in my previous document.

The Word of Blake, who used the Free Worlds League as a home while in exile from Terra, made huge strides in upgrading the League's impressive manufacturing capability. The League's advancement was swift and their black space Naval power became second to none within the Inner-Sphere. Operation Guerrero was a demonstration of the League's power, with much credit due to the Word.

Many inside and outside the League considered it only a matter of time before the true cost of the Blakist's generosity would become clear. The Word of Blake had subverted, annexed, and outright conquered a fair amount of systems that were of high value. A few influential figures rose to fend off the tentacles of the Word, only to have industries loyal to them turned against them, raided or destroyed. Facing the Word of Blake within the Leagues borders seemed to be a losing proposition in the early years.

Even with these setbacks, the League as a whole remains a strong Industrial concern. The problem is that the League is no longer whole, with provinces declaring independence and directly challenging the current Captain-General for power. This is fortunate for us, as these internal struggles keep the League's potential power from focusing on us. Only the Marik Commonwealth has confronted us so far.

HOW TO USE THIS BOOK

Objectives: Free Worlds League is a *BattleTech* companion to the *Field Report* PDF-exclusive series that is designed to provide campaign players and gamemasters with information about the state of the former Free Worlds League's Military-Industrial complex immediately following the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *League Overview*—is a brief update on the history of the systems within the League. Split up into two groups, the first is *Industrial Update* and the second is *Strategic Integrity* detailing what happened to them as a whole during the Jihad. The next chapter, *Industrial State*, covers the state of all the military industrial companies still functioning and producing war material for its various provinces and what defending units are stationed within the system. Listing the systems by Province, the subsections are broken up into Industrial systems that have war material and components being produced in that system, and Strategic Systems that are Alliance capitals and other systems containing logistical targets such as refit centers, Academies, command centers and non-production dry docks.

Upcoming Projects covers new facilities and lines currently being built or being converted to in efforts to rebuild from the losses suffered during the Jihad.

Finally, *Rules Annex* provides an index for where to find advanced game rules referenced in the planetary statistic boxes, loose guidelines for creating corporate security and local militia, as well as several record sheets for generic fixed emplacements that may be surrounding the target sites.

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Special Thanks: To those who looked at this (which the League was the original proof of concept document) and saw the potential in this series. Your support means more than you will ever know.

Developer's Note: For more information about the former Free Worlds League Industry see *Handbook: House Marik*, *Field Manual: Free Worlds League*, *Field Manual: Updates*, any of the *Jihad* line of products, or *Technical Readout: 3085*.

MARIK

LEAGUE OVERVIEW

Much of the industrial capability of the central part of the Free World League (including the Terran Corridor) was quickly subverted and outright controlled by the Word of Blake during the onset of the Jihad. Those that attempted to control their destiny, or resist found their staff forcibly shipped off to concentration camps if they were lucky. Other systems were the sight of intense raids and invasion, resulting in damage and destruction.

INDUSTRIAL UPDATE

The major provinces of the League individually have the military and industrial might to give a Successor State pause. The Marik Commonwealth, Principality of Regulus, and the Duchy of Oriente each had sizable military industries. But the Blakist war machine would ravage one province after another. The fighting was particularly brutal around the naval yards capable of producing warships, eventually leading to the destruction of those yards, as no-one was willing to leave them in another power's hands.

Outside of the "Big Three", the Duchy of Andurien and Tamarind District probably face even greater challenges. Both only have a small number of factories within their borders. Both also have major Houses on their border (Liao for Andurien, and Steiner for Tamarind) and while Andurien seems to have negotiated a peaceful resolution on their end, the Brett-Mariks have failed to do so (due more to the Buena Archonette opportunistic attacks than through any fault of Tamarind) and are being forced to give up claims to their former industrial systems such as Thermopolis and Trellisane. Both are creating new refit centers (Tamarind has the distinction of setting up the very first refit center in League space during the Jihad) and are attempting to build "Retrotech" facilities to bolster their overwhelmed garrisons.

Small and isolated, the Rimward Commonality military industry suffered the worst when their sole BattleMech factory was destroyed in 3069 by the Order of the Faithful. The factory on Tematagi was completely demolished and Nimakachi was forced to abandon it. Attempts to salvage what useful material they could from the ruins failed. On Lesnovo, the Commonality's stockpile of mothballed equipment was quickly exhausted. The Rimward Commonality will need over a year to create a "Retrotech" production facility.

A few independent systems with military industrial facilities have somehow eluded the grasp of the provincial or external powers. It is uncertain how much longer this state of independence will last as everyone with any military force is scrambling for a reliable source of war material to replenish and rebuild their depleted forces. This has left the independent systems to decide how they want to proceed, whether to hire additional defensive units to supplement their corporate security forces, to willingly join a provincial power or to form an alliance with neighboring systems and start a province of their own.

When invaded in 3077 by the Marian Hegemony, Kendall used nuclear weapons to crush the Hegemony invaders. They have since acquired the protection of elements from the Tenth Marik Militia. Though only a battalion of BattleMechs supplement the corporate and planetary militia, the Tenth's defensive performance has been much better than the previous Bad Dream mercenary unit. Umka likewise obtained the protection of elements of the Eighteenth Militia, though Umka's concerns are currently more presumed than actual. Other systems, such as Bernardo and Connaught, have been abandoned by those very same units and find themselves with scant defenses. They fortu-

nately only have to worry from aggression from a possible Capellan raid or an attack by the nearby Marik Commonwealth. As Connaught and Bernardo are so close to our current border, it would behoove us to discuss an alliance with them.

Listing these companies line by line with their current operating capacity gives a misleading idea of the capacity that survived the Jihad. A more in-depth investigation shows many of these plants left untouched only have one or two lines producing war material and individually cannot produce enough to support even a small province's military without significant expansion.

STRATEGIC INTEGRITY

Unlike the League's industry and military, many of its training facilities and provincial command centers survived. While no longer supporting the Word of Blake, many have their infrastructure intact and for the most part have full enrollment.

Only the Academies on Atreus suffered damage, all of which has been repaired. Other provincial academies are expanding their programs to be able to train all branches of the military they may have lacked prior. No longer able to rely on outside groups to pick up the slack, academies such as Aitutaki have started a crash Aerospace program and the Humprey's Training Academy is beginning to train Armored Infantry. Lloyd Marik-Stanly Aerospace School is the sole exception to the ongoing expansion. They have given up plans on augmenting their WarShip program with a training vessel, and the school has cut its WarShip training programs budget significantly for the foreseeable future.

The private and often controversial Hero Training Institutes has expanded greatly, springing up on non-aligned systems often far from any of the established provinces. With their trademark high fees, outdated equipment, and "no questions asked" policy, they have flourished with many local governments looking to train a militia without setting up their own school.

A new addition to the former League's set of academies is the Jeremy Brett Memorial University. Using obsolete simulators housed in modular buildings, it has just opened its doors to any applicants willing to go through a background check (though not as intensive as some of the other provinces) and right now only offer BattleMech, armor, and aerospace programs, with infantry training done in a client star system's own militia boot camps. Its first class is currently on schedule for graduation in 3082, finally giving the Tamarind District a much-needed group of native soldiers to bolster their diminished ranks.

Even the Free Worlds' major command centers, outside the Terran corridor systems subverted by WoB, have escaped harm. The underground center on Regulus somehow was left unscathed during the Night of Fire, and the Knights on Atreus were unable to get close during their guerrilla war. The Dark Shadows base on the Wendigo moon was not so fortunate. A Shadow Division under the guise of "training maneuvers" wiped out the secret facility and its staff. Many of the surviving command centers are in the process of expanding as fast as they can, as they must now prepare for attacks from all sides of their borders rather than just those on another Successor State.

As of this writing, only the Rim Commonality's Command Center on Lesnovo has not seen an expansion or upgrade of its command facilities. With such a fluctuation of forces, and the governments current policy of non-offensive military operations the government has deemed the funds more important to creating a defense force that requires such installations rather than the other way around.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

DISPUTED SYSTEMS	Current	
	System (Company)	Operating Capacity
	Kalidasa (KYAMIN)	100%
	Kalidasa (QuickSell)	100%
	Stewart (Corean)	100%
	Stewart (Magna)	100%

DUCHY OF ANDURIEN	Current	
	System (Company)	Operating Capacity
	Andurien (AAtech)	100%
	Andurien (Brooks)	100%
	Lopez (AAtech)	100%
	Lopez (LPF)	100%
	Lopez (Magna)	100%
	Shiro III (GrumAI)	100%
	Shiro III (IrTech)	100%

DUCHY OF GRAMM-MARIK	Current	
	System (Company)	Operating Capacity
	Loyalty (Kallon)	100%
	Loyalty (SelaSys)	80%
	Paradise (Chydro)	100%

DUCHY OF ORIENTE	Current	
	System (Company)	Operating Capacity
	Calloway VI (EWFwl)	100%
	Dalton (GarSat)	100%
	Dalton (NikFus)	100%
	Fletcher (FusiFlam)	15%
	Oriente (Etna)	100%
	Oriente (OrWeaps)	100%

DUCHY OF ORLOFF	Current	
	System (Company)	Operating Capacity
	Carbonis (IrTech)	100%

NON-ALIGNED SYSTEMS	Current	
	System (Company)	Operating Capacity
	Bainsville (AARMS)	100%
	Bernardo (EWFwl)	100%
	Bernardo (Kallon)	100%
	Connaught (KongCorp)	90%
	Kendall (Brooks)	70%
	Kendall (KYAMIN)	70%
	MacKenzie (BrigCorp)	100%
	Umka (KerrMc)	100%
	Westover (AAtech)	100%

MARIK COMMONWEALTH	Current	
	System (Company)	Operating Capacity
	Abadon (AARMS)	100%
	Angell II (IrTech)	100%
	Atreus (DBF)	75%
	Atreus (ImStar)	55%
	Atreus (ImpAuto)	65%
	Campbelton (FusiFlam)	75%
	Ionus (Illum)	10%
	Keystone (EWFwl)	35%
	Keystone (Exeter)	65%
	Marik (ImStar)	100%
	Washburn (IrTech)	100%

PRINCIPALITY OF REGULUS	Current	
	System (Company)	Operating Capacity
	Clipperton (IrTech)	100%
	Harmony (SelaSys)	100%
	Norfolk (Thyne)	100%
	Regulus (Magna)	100%
	Tiber (EWFwl)	100%
	Wallis (SelaSys)	100%

PROTECTORATE	Current	
	System (Company)	Operating Capacity
	Emris IV (StarCorp)	100%
	Emris IV (StarCorp)	100%

SILVER HAWKS	Current	
	System (Company)	Operating Capacity
	Amity (ImStar)	80%

TAMARIND DISTRICT	Current	
	System (Company)	Operating Capacity
	Tamarind (TecgEng)	100%

TEMPORARY RETROTECH FACILITIES (SHUT DOWN BY END OF 3079)

System	Company Name	RetroTech Products
Harmony	Harmony MetalWorks	Mackie
Oriente	Oriente Weapon Works	Dervish
Oriente	Oriente Weapon Works	Icarus
Oriente	Oriente Weapon Works	Rifleman
Tamarind	Venkateswara BattleMech Refit Facility	Icarus
Tamarind	Venkateswara BattleMech Refit Facility	Rook
Tamarind	Venkateswara BattleMech Refit Facility	Trooper
Xanthe III	Freedom Foundries Inc.	Firebee
Xanthe III	Freedom Foundries Inc.	Gladiator
Xanthe III	Freedom Foundries Inc.	Kyudo

*Capital and personnel losses at location since the start of the Jihad.



MARIK COMMONWEALTH

Being closely tied to the Word of Blake for so long proved to be a double edge sword for the main province of the League. They facilitated unprecedented growth at the manufacturing centers of Keystone and Irian, and a helped build a new shipyard on Ionus. The Word's influence outside and inside the League grew.

But when the Word of Blake made their war against the Inner Sphere, the same facilities the Commonwealth benefited from supported the Word's war machine. This also made these manufacturing centers prime targets for resistance fighters to attack and sabotage. Almost all of them bear the scars of the Jihad.

INDUSTRIAL SYSTEMS

ABADAN

Star Type (Recharge Time): F1V (172 hours)

Position in System: 5

Time to Jump Point: 20.26 days

Number of Satellites: None

Surface Gravity: 1.03

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 22° C (Cold-Temperate)

Surface Water: 63 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Mammal

Population: 185,000,000

Socio-Industrial Levels: C-C-D-C-C

Defending Forces: None

Land Masses (Capital City): Abadan Major (Abbasid),
Abadan Minor, Kuran Major, Kuran Minor

Importance: Industrial

Intended to be a large complex to produce war material for the Word of Blake, the initial plans we have discovered expected the facility to come on line in 3083. All that stands in its place is miles of excavated land and upturned dirt, as construction was put on hold due to our coalition's actions in 3077 and 3078.



AUSTEN-ARMSTRONG INDUSTRIES

Main Products: Personal Arms

Location: Karun (Kuran Major)

Local Terrain: Hills

Local Climate: Snowy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Abbasid

Local Terrain: Plains

Local Climate: Mild

ATREUS

Star Type (Recharge Time): F4V (175 Hours)

Position in System: 3

Time to Jump Point: 16.10 Days

Number of Satellites: 1 (Wendigo)

Surface Gravity: 1.0

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 45°C (Jungle)

Surface Water: 70 percent

Highest Native Life: Mammal

Recharging Station: Zenith and Nadir

HPG Class: A

Population: 8,371,000,000

Socio-Industrial Levels: A-A-B-A-D

Defending Forces: Atrean Hussars, Eleventh Atrean Dragoon

Land Masses (Capital City): Corin, Ionia, Lanan (Atreus City),
Paltos

Importance: Command, Industrial, Logistical

The current capital of the Marik-Commonwealth and the former capital of the Free Worlds League, Atreus was considered to be safe from immediate danger when the Jihad broke out. The massive chemical attacks that took place were unexpected. The scattering of the massive Free Worlds League Navy likewise came as a surprise. Atreus was further damaged during the Knights' guerrilla campaign, but most of the reconstruction is completed.

DELLER, BINGHAM, & FOUTS

Main Products: *Gazelle, Hannibal*
and *Mammoth*-class DropShips

Location: Atreus City (Lanan)

Local Terrain: Heavy Urban

Local Climate: Mild





ImStar Aerospace

IMSTAR AEROSPACE

Main Products: *Cheetah* aerospace fighter
Location: Semidam (Corin)/Low Orbit
Local Terrain: Heavy Urban/Orbital
Local Climate: Mild/Not Applicable

Though its orbital facility avoided the damage the ground facility took during the Jihad, its orbital yard shut down the Agamemnon cruiser program as it no longer receives parts needed from the Ionus factory.

IMPERATOR AUTOMATIC WEAPONRY

Main Products: BattleMech and Vehicle Autocannons, Gauss Rifles
Location: Atreus City (Lanan)
Local Terrain: Heavy Urban
Local Climate: Mild



ATHENE COMBAT SCHOOL

Programs: Armored and Unarmored infantry
Location: Atreus City (Lanan)
Local Terrain: Light Urban
Local Climate: Mild

ATREUS OFFICER TRAINING COLLEGE

Programs: Officer Training
Location: Rhodes Plateau (Paltos)
Local Terrain: Mountains
Local Climate: Mild

Enrollment has dropped substantially as recruits from other provinces are now mostly a thing of the past.



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Ionia
Local Terrain: Jungle
Local Climate: Stormy

CAMPBELTON

Star Type (Recharge Time): G6V (187 hours)
Position in System: 3
Time to Jump Point: 7.01 days
Number of Satellites: 1 (Atholville)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Very Hot)
Surface Water: 41 percent
Recharging Station: Zenith
HPG Class: B
Highest Native Life: Avian
Population: 200,700,000
Socio-Industrial Levels: B-B-D-C-D
Defending Forces: Elements of Eighth Free Worlds Legionnaires
Land Masses (Capital City): Gaspe (Atholville)
Importance: Industrial

IONUS

Star Type (Recharge Time): K6V (197 hours)
Position in System: 3
Time to Jump Point: 3.91 days
Number of Satellites: 2 (Lycia, Myfia)
Surface Gravity: 1.0
Atm. Pressure: Thin (Breathable)
Equatorial Temperature: 25° C (Temperate)
Surface Water: 30 percent
Recharging Station: Nadir
HPG Class: B
Highest Native Life: None
Population: 240,100,000
Socio-Industrial Levels: A-C-B-C-D
Defending Forces: None
Land Masses (Capital City): Ionus (Kargon)
Importance: Industrial, Logistical

The population of Ionus has experienced minimal suffering the Blakists during the Jihad. With the Jihad ending, many Blakists have still fled Ionus in fear of retribution, especially after Corrine Marik turned against the Word.



FUSIGON HEAVY WEAPONRY

Main Products: BattleMech and Vehicle Lasers, PPCs
Location: Atholville (Gaspe)
Local Terrain: Light Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Atholville (Gaspe)
Local Terrain: Coastal
Local Climate: Stormy

ILLIUM NAVAL YARD

Main Products: *Thera, Eagle, Zecchetinu* class WarShips
Location: Kargon (Ionus)/ L1 Point
Local Terrain: Mountains/Orbital
Local Climate: Snowy/Not Applicable

Now the only shipyard capable of producing WarShips outside of the Clans or the Republic, the government controlled company is tightly defended by nearly triple the normal "Corporate" defense on both its orbital and ground side facilities. Due to the League breakup and resulting issues getting raw materials and parts, Illium has ceased sending components out to all other yards and is instead overhauling JumpShips that have gone without maintenance.

PLANETARY MILITIA

Main Programs: Vehicle, Aerospace, Unarmored Infantry

Location: Kargon

Local Terrain: Mountains

Local Climate: Snowy

The Ionian militia rarely strays far from the capital, forcing locals to survive on their own should raiders attack. They have become very good at fighting in the snowy mountains, making an attack on Kargon a poor choice for all but the largest invasions.

KEYSTONE

Star Type (Recharge Time): F6V (177 hours)

Position in System: 2

Time to Jump Point: 13.87 days

Number of Satellites: 1 (Ea)

Surface Gravity: 1.1

Atm. Pressure: Thin (Tainted/Posionous)

Equatorial Temperature: 35° C (Temperate)

Surface Water: 35 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Plants

Population: 3,100,300,000

Socio-Industrial Levels: A-A-C-A-B

Defending Forces: Second Free Worlds Legionnaires

Land Masses (Capital City): Gilbratar, Rosetta (Darras)

Importance: Industrial

EARTHWERKS-FWL INC.

Main Products: *BattleMaster, Jackal, Griffin, Thunderbolt* class BattleMechs

Location: Mount Rochester (Rosetta)

Local Terrain: Mountains/Coastal

Local Climate: Stormy

Liberated late in the campaign, the Blakists nonetheless fought bitterly to defend one of their last major Industrial sites outside of Terra. Damage was severe and after an extensive salvage and re-building operation Earthwerks was able to get four lines back up and running by the end of 3079. The company is still determining whether to either retool those lines for new designs or simply continue to expand to their pre-jihad production levels.

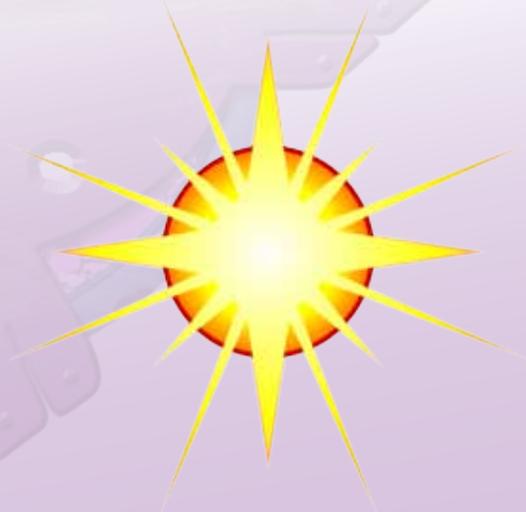
EXETER CORPORATION

Main Products: Pegasus Scout Hovertank, Communication and Targeting systems

Location: Medway (Rosetta)

Local Terrain: Mountains/Light Urban

Local Climate: Windy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Gilgratar

Local Terrain: Plains

Local Climate: Rainy

MARIK

Star Type (Recharge Time): K0V (191 hours)
Position in System: 2
Time to Jump Point: 5.48 days
Number of Satellites: 2 (Hradcany, Malla Strana)
Surface Gravity: 1.1
Atm. Pressure: High (Breathable)
Equatorial Temperature: 40° C (Arid)
Surface Water: 55 percent
Recharging Station: Both
HPG Class: A
Highest Native Life: Mammal
Population: 4,805,000,000
Socio-Industrial Levels: A-A-C-A-B
Defending Forces: Twenty-Fifth Marik Militia
Land Masses (Capital City): Chavalet, Modaria (Dormuth)
Importance: Industrial, Command

IMSTAR AEROSPACE

Main Products: *Cheetah* aerospace fighter; Planetlifter air transport
Location: Cugyar (Modaria)
Local Terrain: Flatlands
Local Climate: Snowy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Paradise (Chavalet)
Local Terrain: Badlands
Local Climate: Arid

The militia has access to Planetlifters from Imstar, allowing them to quickly deploy around the planet.

STRATEGIC SYSTEMS

ANGELL II

Star Type (Recharge Time): G5V (186 hours)
Position in System: 2
Time to Jump Point: 7.47 days
Number of Satellites: None
Surface Gravity: .98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Arid)
Surface Water: 55 percent
Recharging Station: Nadir
HPG Class: B
Highest Native Life: Mammal
Population: 285,510,000
Socio-Industrial Levels: C-B-C-C-C
Defending Forces: None
Land Masses (Capital City): Gabriel, Michael (Ark), Peter
Importance: Logistical

IRIAN TECHNOLOGIES REFIT CENTER

Main Function: Repair and refit center
Location: Jordan Flatlands (Gabriel)
Local Terrain: Flatlands
Local Climate: Mild



NEW OLYMPIA

Star Type (Recharge Time): G1V (182 hours)
Position in System: 3
Time to Jump Point: 9.75 days
Number of Satellites: 1 (Delphi)
Surface Gravity: 0.95
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 35° C (Temperate)
Surface Water: 82 percent
Recharging Station: Zenith
HPG Class: A
Highest Native Life: Plant
Population: 2,535,000,000
Socio-Industrial Levels: C-B-B-A-B
Defending Forces: None
Land Masses (Capital City): New Greenland (Kasnov), Olympia (Darienbad)
Importance: Logistical



LLOYD MARIK-STANLEY AEROSPACE SCHOOL

Programs: Aerospace, DropShip, JumpShip, WarShip
Location: Garden of the Gods (New Greenland)/Low Orbit
Local Terrain: Mountains, Orbital
Local Climate: Windy/Not Applicable



ALLISON MECHWARRIOR INSTITUTE

Programs: BattleMech
Location: Kasnov (New Greenlad)
Local Terrain: Coastal/Hills
Local Climate: Mild

WASHBURN

Star Type (Recharge Time): F3V (174 hours)
Position in System: 2
Time to Jump Point: 17.36 days
Number of Satellites: 3 (Cephas, Elihu, Israel)
Surface Gravity: 1.07
Atm. Pressure: High (Breathable)
Equatorial Temperature: 51° C (Arid)
Surface Water: 36 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Plant
Population: 251,330,000
Socio-Industrial Levels: C-B-B-C-D
Defending Forces: None
Land Masses (Capital City): Floy (New Chicago), Kearny, Schile
Importance: Logistical

IRIAN TECHNOLOGIES REFIT CENTER

Main Function: Repair and Upgrade Center
Location: Schile Highlands (Schile)
Local Terrain: Badlands
Local Climate: Windy

PRINCIPALITY OF REGULUS

Located in the middle of the former League space, Regulans had little to fear from other Successor States. Their push to seize the Captain Generalcy and their intolerance towards the Blakists since they settled on Gibson still brought war to their lands. The slaughter of Titus Cameron-Jones' wife and newborn, caused the Principality of Regulus to unleash its fury.

Scorching Gibson to its bedrock cost the Regulans the massive Gibson BattleMech plant and they are devoting resources to expand their other facilities.

INDUSTRIAL SYSTEMS

CLIPPERTON

Star Type (Recharge Time): M1V (202 hours)
Position in System: 3
Time to Jump Point: 2.96 days
Number of Satellites: 2 (Socorro, Revillagigedo)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Temperate)
Surface Water: 50 percent
Recharging Station: Zenith and Nadir
HPG Class: A
Highest Native Life: Mammals
Population: 210,080,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: Elements of the Fifth Regular Hussars
Land Masses (Capital City): Revillagigedo (Passion), Sorocco,
Importance: Industrial

IRIAN NAVAL SYSTEMS

Main Products: *Hamilcar, Leopard, Leopard CV, Leopard Pocket WarShip, Merlin, Union* class DropShips; *Scout, Invader* class JumpShips.

Location: L1 point

Local Terrain: Orbital

Local Climate: Not Applicable

Like other shipyards of the League, the docks at Clipperton have abandoned their WarShip program due to lack of parts and instead have begun constructing Invaders to capitalize on the high demand for transport JumpShips.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry

Location: Passion (Revillagigedo)

Local Terrain: Forest

Local Climate: Stormy

HARMONY

Star Type (Recharge Time): G8V (189 hours)

Position in System: 4

Time to Jump Point: 6.19 days

Number of Satellites: None

Surface Gravity: 0.9

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 34° C (Hot)

Surface Water: 61 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Avian

Population: 4,231,000,000

Socio-Industrial Levels: B-B-C-B-C

Defending Forces: None

Land Masses (Capital City): Stonard (Natus)

Importance: Industrial

HARMONY METALWORKS

Main Products: *Ostwar* Class BattleMech

Location: Natus (Stonard)

Local Terrain: Hills

Local Climate: Mild

Formerly just a refit and upgrade center, the Regulans need for replacement BattleMechs gave Selasys inc. the motivation upgrade its MetalWorks facility to a full scale production site, and has been operating at full capacity since coming online.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Natus (Stonard)

Local Terrain: Hills

Local Climate: Mild

NORFOLK

Star Type (Recharge Time): MOV (201 Hours)
Position in System: 5
Time to Jump Point: 3.14 Days
Number of Satellites: 0
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 42° C (Tropical)
Surface Water: 70 percent
Highest Native Life: Reptile
Recharging Station: Zenith and Nadir
HPG Class: B
Population: 227,300,000
Socio-Industrial Levels: B-B-B-B
Defending Forces: None
Land Masses (Capital City): Darrian (Jubarb), Westin
Importance: Industrial

THYNE WEAPONS PLANT

Main Products: BattleMech, Vehicle, and Personal Particle
 Projection Cannons

Location: Westin Lowlands (Westin)

Local Terrain: Flatlands

Local Climate: Rainy

The newest and largest PPC manufacturer within the Leagues border, it produces all but the latest types of PPCs for use on various BattleMechs and Vehicles. Thyne's near tunnel vision approach has been credited with finally ending the chronic shortage of PPCs in League space, though nothing beyond PPCs have yet been developed or produced.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Jubarb (Darrian)

Local Terrain: Light Urban

Local Climate: Arid

Officially posted in Jubarb, a third of the force can be found 'patrolling' the Westin Lowlands while another third rotates around the planet.

REGULUS

Star Type (Recharge Time): K6III (197 Hours)
Position in System: 4
Time to Jump Point: 3.91 Days
Number of Satellites: 1 (Zamzama)
Surface Gravity: 0.95
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Tropical)
Surface Water: 53 percent
Highest Native Life: Reptile
Recharging Station: Zenith and Nadir
HPG Class: A
Population: 3,12,370,000
Socio-Industrial Levels: A-B-B-A-B
Defending Forces: Sixth and Thirteenth Regular Hussars
Land Masses (Capital City): Tabar, Tinnin (Regulus City)
Importance: Industrial, Command

The capital of the Principality of Regulus has mostly recovered from its "Night of Fire" during the early years of the Jihad with only a few tell-tale scars left as a memorial to its victims. During the reconstruction, much has been done to increase its static defenses, both in capability and scope.

MAGNA METALS

Main Products: BattleMech, vehicle, and aerospace fighter fusion engines

Location: Bowen Desert (Tabar)

Local Terrain: Badlands

Local Climate: Mild



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Tinnin

Local Terrain: Hills

Local Climate: Rainy

TIBER

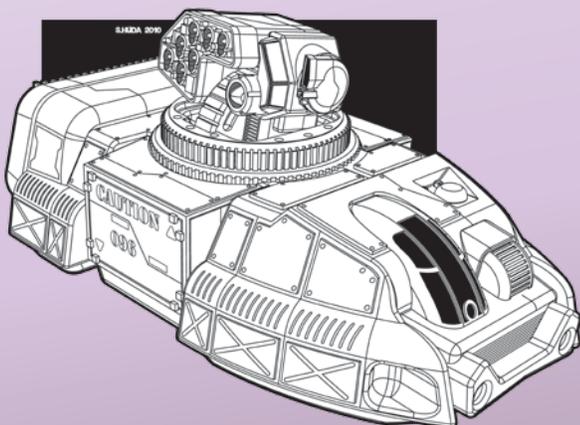
Star Type (Recharge Time): G5V (186 hours)
Position in System: 4
Time to Jump Point: 7.47 days
Number of Satellites: 2 (Palatine, Ostia)
Surface Gravity: 1.0
Atm. Pressure: Standard (Tainted/Posionous)
Equatorial Temperature: 50° C (Arid)
Surface Water: 22 percent
Recharging Station: Both
HPG Class: B
Highest Native Life: Fish
Population: 625,500,000
Socio-Industrial Levels: B-A-B-A-B
Defending Forces: Elements of the Eleventh Regular Hussars
Land Masses (Capital City): New Assam, Perguia (Verona)
Importance: Industrial

EARTHWERKS-FWL INC.

Main Products: Merkava Class Tank
Location: Umbria City (Perguia)
Local Terrain: Badlands/Mountains
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Tezpur (New Assam)
Local Terrain: Subterranean
Local Climate: N/A



WALLIS

Star Type (Recharge Time): M5V (206 hours)
Position in System: 6
Time to Jump Point: 2.45 days
Number of Satellites: 1 (Faioa)
Surface Gravity: .97
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 40° C (Tropical)
Surface Water: 57 percent
Recharging Station: Zenith
HPG Class: B
Highest Native Life: Insect
Population: 191,000,000
Socio-Industrial Levels: B-B-D-B-C
Defending Forces: Seventh Regular Hussars
Land Masses (Capital City): Alofi, Rotuma (Jamestown), Samoa, Tuvalu
Importance: Industrial

A hot, steamy world, the wealthy Walloons take advantage of Vuzar, the seventh planet, to get a change of pace. An ice-covered world, a narrow band near the equator allows people to enjoy the outside with just a snow suit. With only a few million residents, Vuzar escapes the notice of almost everyone outside of the Wallis system.

RONIN INC.

Main Products: *Maruader, Patriot, Warhammer, and OstWar* class BattleMechs, Tufana class hovercraft
Location: Jamestown (Rotuma)
Local Terrain: Heavy Urban/Light Urban
Local Climate: Mild

The largest, and arguable the most important, military production site inside Regulus space, Selasys' subsidiary is contractually obligated by the Regular military to have double the corporate security forces that they would on another similar site outside their corporate headquarters. Ronin Inc. has expanded its Wallis site as much as possible, and in recent years has been investing more in its site on Harmony.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Tuvalu, Samoa
Local Terrain: Coastal
Local Climate: Mild



STRATEGIC SYSTEMS

AITUTAKI

Star Type (Recharge Time): K8II (199 hours)

Position in System: 3

Time to Jump Point: 3.47 days

Number of Satellites: None

Surface Gravity: 1.15

Atm. Pressure: High (Breathable)

Equatorial Temperature: 45° C (Tropical)

Surface Water: 70 percent

Recharging Station: Zenith

HPG Class: B

Highest Native Life: Reptiles

Population: 925,000,000

Socio-Industrial Levels: B-C-B-B-C

Defending Forces: Twelfth Regular Hussars

Land Masses (Capital City): Andrine (Ladakh), Simla

Importance: Logistical

AITUTAKI ACADEMY

Programs: BattleMech, Armor, Unarmored infantry, Aerospace, Officer

Location: Srinagar (Andrine)

Local Terrain: Flatlands/Light Urban

Local Climate: Mild

Though Aitutaki witnessed a significant drop in its class-size from ejecting all non-Regular cadets, this was recouped by a massive influx of native applicants wanting to fight for the Principality.



DUCHY OF ORIENTE

Not as large as the Marik Commonwealth or the Principality of Regulus, the sizable military of the Halas family has kept the Duchy influential and independent. Periodic raids by Regulans and Blakist have damaged the infrastructure but overall the Duchy of Oriente is still left in a strong position with the expectation of growing stronger through ties with its nearby Orloff and Protectorate neighbors.

INDUSTRIAL SYSTEMS

CALLOWAY VI

Star Type (Recharge Time): F5V (176 hours)
Position in System: 6
Time to Jump Point: 14.94 days
Number of Satellites: 3 (Trigg, Graves, Marshall)
Surface Gravity: 1.18
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 27° C (Temperate)
Surface Water: 63 percent
Recharging Station: Nadir
HPG Class: A
Highest Native Life: Mammals
Population: 1,525,000,000
Socio-Industrial Levels: A-A-F-B-C
Defending Forces: Second Oriente Hussars
Land Masses (Capital City): Dexter (Martina), Murray, Stella
Importance: Industrial

EARTHWERKS-FWL INC.

Main Products: *Archer*, *Shadow Hawk*, and *Stinger* class BattleMechs, Mauna Kea class sea vessel
Location: Martina (Dexter)
Local Terrain: Flatlands/Light Urban
Local Climate: Mild
Notes: May not use the Moonless night rules (See *Satellites*, p. 38)

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: New Berlin (Murray)
Local Terrain: Hills
Local Climate: Rainy

With the Hussars guarding the population centers and production facilities, the militia focus on the farmlands of Murray. In the off-season, the militia swells to nearly double the size with volunteers from the local community.

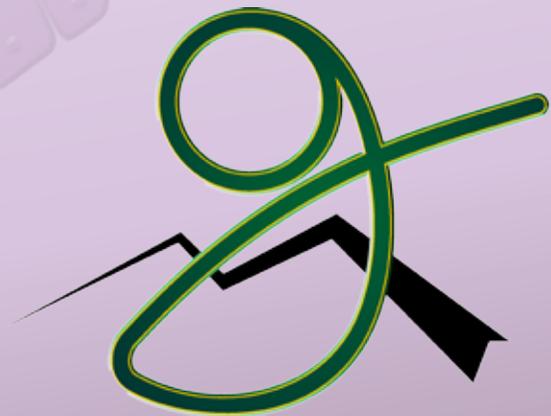
DALTON

Star Type (Recharge Time): K1V (192 hours)
Position in System: 5
Time to Jump Point: 5.18 days
Number of Satellites: 3 (Trigg, Graves, Marshall)
Surface Gravity: 0.98
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Very Hot)
Surface Water: 56 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Mammals
Population: 205,110,000
Socio-Industrial Levels: B-B-A-B-A
Defending Forces: Elements of the Sixth Oriente Hussars
Land Masses (Capital City): Cumbria (Castleton), Dumfries, Galloway
Importance: Industrial

The recent arrival of the Oriente Hussars was at first heralded as a godsend. Soon it became clear that this was but the first step to outright annexation. Protests eventually died down, as it was preferable to a even less desirable Regular takeover.

GARRET SATCOMM.

Main Products: Targeting and Communication systems
Location: Castleton (Cumbria)
Local Terrain: Woodlands/Light Urban
Local Climate: Stormy





NIMAKACHI FUSION PRODUCTS.

Main Products: *Condor*, *Octopus* and *Stork* class DropShips

Location: L2 Point

Local Terrain: Orbital

Local Climate: Not Applicable

Limited by a breakdown of supply shipments during the Jihad, the orbital yards are back at full capacity and catching up on its backorder log. Its *Stork* class DropShip, a civilian version of the *Condor*, is in high demand as various concerns rebuild their trade routes.

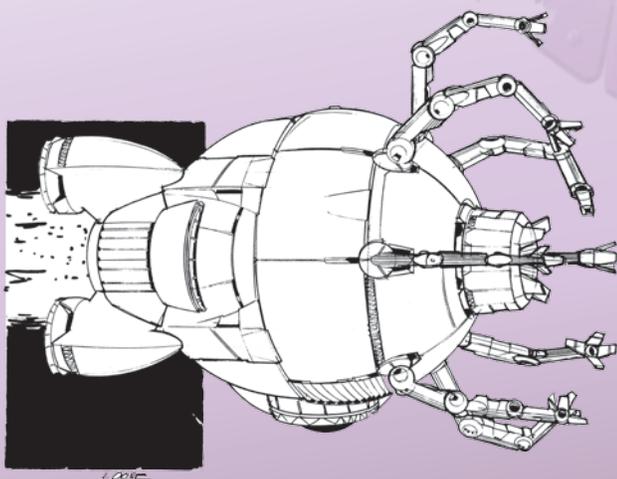
PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Castleton (Cumbria)

Local Terrain: Woodlands/Light Urban

Local Climate: Stormy



FLETCHER

Star Type (Recharge Time): G2IV, (182 Hours)

Time to Jump Point: 9.12 Days

Star Type (Recharge Time): G2IV (182 hours)

Position in System: 2

Time to Jump Point: 9.12 days

Number of Satellites: 1 (Quarrel)

Surface Gravity: 0.95

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 35° C (Temperate)

Surface Water: 55 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Birds

Population: 530,600,000

Socio-Industrial Levels: B-B-C-A-D

Defending Forces: None

Land Masses (Capital City): Bariki, Koro (Torrance), Lautoko, Norusp

Importance: Industrial, Logistical

Mistaken for the system Fletcher in the Terran Corridor, inhabitants were shocked to read about themselves in the news reports about being taken over by the Word of Blake and subsequently liberated by Coalition forces when no such thing was seen by their own eyes. This still hurt their local economy greatly as many believed it to be "Oriente's Fletcher" that witnessed the military confrontations, until a massive public relations campaign made it clear that Fletcher remained free and open to the public, sans Blakist presence. Despite this, natives continue to migrate out of the system looking for work.

FLAME TECH.

Main Products: BattleMech Flamers

Location: Torrance (Koro)

Local Terrain: Mountains

Local Climate: Rainy

Counter to the rest of the military industry, demand for Flame-Tech's sole product continued to drop off, and rumors are abound that Fusigon plans on permanently shutting down the plant, shifting all assets to its facility on Campbelton.



FREE FLIGHT, LTD.

Main Function: Orbital Dry-dock

Location: L1

Local Terrain: Orbital

Local Climate: Not Applicable

The massive pressurized dry-dock seemed to be an albatross around the companies neck when it proved unable to procure any government contracts for WarShip production. The Jihad is ironically what saved it when many more prominent yards were destroyed. Still unable to produce anything independently, Free Flight is currently servicing a constant stream of JumpShips in need of maintenance and repair.

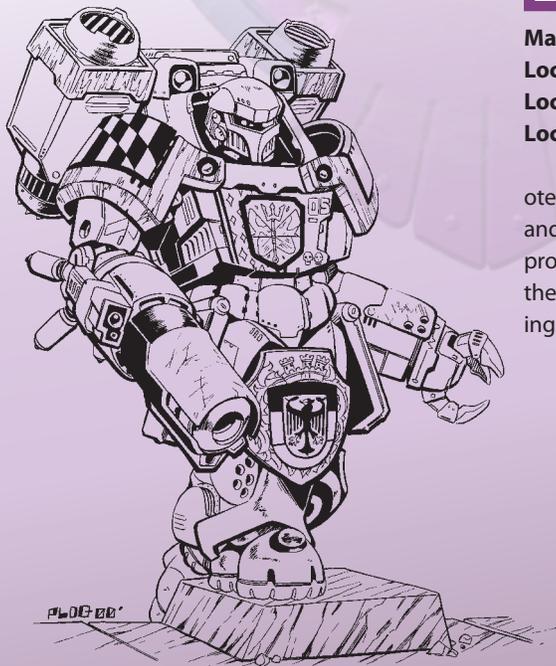
PLANETARY MILITIA

Main Programs: Aerospace, Vehicles, Unarmored Infantry

Location: Torrance (Koro)

Local Terrain: Mountains

Local Climate: Rainy



ORIENTE

Star Type (Recharge Time): F2III (173 hours)

Position in System: 4

Time to Jump Point: 18.75 days

Number of Satellites: 2 (Escorial, Coruna)

Surface Gravity: 1.1

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 45° C (Tropical)

Surface Water: 58 percent

Highest Native Life: Mammal

Recharging Station: Zenith

HPG Class: A

Population: 4,022,000,000

Socio-Industrial Levels: A-A-B-A-B

Defending Forces: Ducal Guard, First Oriente Hussars

Land Masses (Capital City): Avilan, Burgos, Martigues (Amur), Navarran, Tarragonan

Importance: Industrial, Command, Logistical

The capital of the House Halas has been heavily defended since the start of the Jihad, easily fending off attacks by the Regulans. A Word of Blake task force in 3079 fared better, destroying or crippling half the remaining Orient fleet and the recently built orbital yard meant to overhaul it.

ETNA FOUNDRIES

Main Products: Longinus class battle armor

Location: Cadiz (Tarragonan)

Local Terrain: Light Urban

Local Climate:

Etna Foundries had just come online when a Word of Blake saboteur put a brief end to production. The equipment was repaired and brought back on-line, but damage was substantial enough to prompt Thomas Halas to contact StarCorps to develop and produce the new Kopis battle armor. The suit has logged positive results during the liberation of Terra.



ORIENTE WEAPONWORKS CORPORATION.

Main Products: BattleMech and Vehicle Missile systems, Autocannons

Location: Cadiz (Tarragonan)

Local Terrain: Light Urban

Local Climate: Mild

PRINCEFIELD MILITARY ACADEMY

Programs: BattleMech, Armor,
Unarmored infantry, Aerospace, Officer

Location: Amur (Martigues)

Local Terrain: Flatlands

Local Climate: Mild

Arguably the most prestigious military academy in the former League space, the breakup has prompted the Halas family to force the facility to allow more non-nobles to enroll. This has caused friction with many of the alumni, who now advocate the construction of a second academy specifically for the "Common-folk".



PLANETARY MILITIA

Main Programs: Vehicles

Location: Opia (Burgos)

Local Terrain: Wetlands

Local Climate: Rainy

STRATEGIC SYSTEMS

LES HALLES

Star Type (Recharge Time): F5II (176 hours)

Position in System: 2

Time to Jump Point: 14.94 days

Number of Satellites: None

Surface Gravity: 0.85

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 30° C (Cold-Temperate)

Surface Water: 85 percent

Recharging Station: Both

HPG Class: B

Highest Native Life: Microbes

Population: 1,241,200,000

Socio-Industrial Levels: B-C-C-C-D

Defending Forces: Third Fusiliers of Oriente

Land Masses (Capital City): Eiffel, Lutetia, Orleans
(Beauborg)

Importance: Logistical

LES HALLES REST AND REFIT STATION

Main Function: Orbital Dry-dock

Location: Nadir Jump Point

Local Terrain: Orbital

Local Climate: Not Applicable

Only a small hybrid dry-dock/cargo way station, the facility can accommodate *Invader* class JumpShips or smaller, precluding it from being used by many military vessels. It also can only do the most basic of repairs, making it more of a routine maintenance stop for merchant vessels dropping off or picking up cargo.

DUCHY OF ANDURIEN

Far from the war-torn border with the Blakist Protectorate, the Duchy of Andurien has been steadily expanding its military and industry to once again be fully self-sufficient. Despite initial raids across the border to hit Capellan worlds, the Humpreys family has since backed off and signed a non-aggression pact with the Magistracy and Confederation, putting many at ease.

INDUSTRIAL SYSTEMS

ANDURIEN

Star Type (Recharge Time): G0V (181 hours)
Position in System: 5
Time to Jump Point: 10.43 days
Number of Satellites: 2 (Mulhacen, Betic)
Surface Gravity: 1.2
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Tropical)
Surface Water: 65 percent
Recharging Station: Zenith
HPG Class: A
Highest Native Life: Amphibian
Population: 4,575,000,000
Socio-Industrial Levels: A-B-B-C-C
Defending Forces: First Andurien Rangers
Land Masses (Capital City): Altay (Jojoken), Zahle
Importance: Command, Industrial, Logistical



ANDURIEN AEROTECH

Main Products: *DeathStalker*, *Stingray* and *Riever* class aerospace fighters, *Intruder* class DropShip
Location: Jojoken (Altay)
Local Terrain: Light Urban
Local Climate: Mild

BROOKS INC.

Main Products: Galleon and Moltk, class tanks, Harasser class hovercraft, Thumper class vehicle
Location: Jojoken (Altay)
Local Terrain: Light Urban
Local Climate: Mild



HUMPREYS TRAINING ACADEMY

Programs: BattleMech, Aerospace, Armor, Armored and Unarmored infantry, Officer
Location: Jojoken (Altay)
Local Terrain: Woodlands
Local Climate: Mild



The Humpreys Training Academy has reverted back to its original name, after years of training troops specifically for the Federal Legionnaires division.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Kazul (Altay)
Local Terrain: Wetlands
Local Climate: Windy

LOPEZ

Star Type (Recharge Time): M0V/M5V (203 hours)
Position in System: 1
Time to Jump Point: 3 days
Number of Satellites: None
Surface Gravity: 0.85
Atm. Pressure: Standard (Tainted/Caustic)
Equatorial Temperature: 50° C (Arid)
Surface Water: 25 percent
Recharging Station: Both
HPG Class: B
Highest Native Life: Reptile
Population: 2,600,500,000
Socio-Industrial Levels: C-C-B-D-B
Defending Forces: None
Land Masses (Capital City): Chickasaw, Puebla (Orton)
Importance: Industrial

ANDURIEN AEROTECH

Main Products: *Shiva*, *Stingray* and *Riever* class aerospace fighters, various military and commercial aerospace small craft.

Location: Zamora (Puebla)

Local Terrain: Mountains/Badlands

Local Climate: Mild

IRIAN TECHNOLOGIES

Main Products: *Kyudo* class BattleMech

Location: French Bluff (Chickasaw)

Local Terrain: Mountains/Badlands

Local Climate: Stormy

Formally a maintenance facility, Irian Technologies has recently converted it to a full-fledged production facility that produces the *Kyudo*. There are plans to expand it further, as they can no longer enlarge their facility on Shiro III.

MAGNA METALS

Main Products: BattleMech and Vehicle Lasers, Particle Projection Cannons, and Missile Systems

Location: French Bluff (Chickasaw)

Local Terrain: Mountains/Badlands

Local Climate: Stormy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Zamora (Puebla)

Local Terrain: Mountains/Badlands

Local Climate: Mild

With all of the corporate security on the planet, the planetary militia has found themselves underfunded as nobles and politicians spend their money elsewhere. The militia has countered by finding corporate sponsorships, though all the stickers on their equipment make them look like something found on Solaris VII.



SHIRO III

Star Type (Recharge Time): F5V (176 hours)

Position in System: 3

Time to Jump Point: 14.97 days

Number of Satellites: None

Surface Gravity: 1.0

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 39° C (Warm-Temperate)

Surface Water: 70 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Reptile

Population: 5,200,800,000

Socio-Industrial Levels: A-A-D-B-C

Defending Forces: Elements of the Second Andurien Rangers

Land Masses (Capital City): Miya (Shimgata)

Importance: Industrial

IRIAN BATTLEMECHS UNLIMITED

Main Products: *Blackjack (Omni)*, *Hermes II*, *Quickdraw*, *Stalker*, *Strider (Omni)* and *Wasp* class BattleMechs

Location: Shimgata (Miya)

Local Terrain: Heavy Urban

Local Climate: Mild

The sight of one of the last major BattleMech production facilities of Irian Technologies, the security around the facility has been doubled in the past two years. The company permits the corporate forces to train extensively with the local militia.

GRUMMAN AMALGAMATED

Main Products: Ontos class tank

Location: Shimgata (Miya)

Local Terrain: Heavy Urban

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Naval, Unarmored Infantry

Location: Columbia Isles

Local Terrain: Coastal

Local Climate: Rainy

TAMARIND DISTRICT

The past few years has not been kind to the growing Tamarind District. For every system rimward that joins it to provide men and material for its mutual defense, the Lyran Buena Archonette took one away. The District's most recent loss of Thermopolis and Trelisane were particularly bitter pills to swallow, as both provided the forces loyal to Brett-Marik with BattleMechs and aerospace fighters.

TAMARIND

Star Type (Recharge Time): K2IV (193 hours)

Position in System: 4

Time to Jump Point: 4.85 days

Number of Satellites: 2 (Teteli, Tamarin)

Surface Gravity: 1.0

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 38° C (Temperate)

Surface Water: 61 percent

Recharging Station: Nadir

HPG Class: A

Highest Native Life: Reptile

Population: 3,581,000,000

Socio-Industrial Levels: C-D-B-C-B

Defending Forces: Elements of the Thirty Seventh Marik Militia

Land Masses (Capital City): Moan, Dhofar (Zanzibar)

Importance: Industrial, Command, Logistical

Currently the sole remaining military industrial system inside Tamarind space, Tamarind is the capital of the Brett-Mariks. Not surprisingly, the Brett-Mariks are looking for ways to strengthen this key industrial and military infrastructure.

TECHNICRON ENGINEERING/ FORERUNNER A.G.

Main Products: *Invader* class JumpShips

Location: Nadir Jump Point

Local Terrain: Orbital

Local Climate: Not Applicable

Once expanded to produce the *Impavido* class WarShip, the Shipyard has now doubled its *Invader* output to friendly league companies to fund acquisition of BattleMechs and tanks from non-aligned systems.

VENKATESWARA BATTLEMECH REFIT FACILITY

Main Function: BattleMech and vehicle repair and refit facility.

Location: Mal Kham (Moan)

Local Terrain: Light Urban

Local Climate: Mild

The first stationary refit facility in Free Worlds League, the Tamarind District has long since exhausted its mothballed equipment to upgrade and now offers repair and refit programs to any defecting soldier willing to pledge loyalty to the Brett-Mariks.

JEREMY BRETT MEMORIAL UNIVERSITY

Programs: BattleMech, Armor, Aerospace

Location: Mal Kham (Moan)

Local Terrain: Light Urban

Local Climate: Mild

Still under construction, the new military University is housing cadets in modular buildings.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Zanzibar (Dhofar)

Local Terrain: Hills

Local Climate: Mild

LOONGANA

Star Type (Recharge Time): G0V (181 hours)

Position in System: 5

Time to Jump Point: 10.43 days

Number of Satellites: 0

Surface Gravity: .8

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 24° C (Temperate)

Surface Water: 86 percent

Recharging Station: None

HPG Class: B

Highest Native Life: Reptile

Population: 144,280,000

Socio-Industrial Levels: C-B-B-C-C

Defending Forces: None

Land Masses (Capital City): Ooldea (Zathus)

Importance: Industrial (Projected)

A small, mediocre world whose natives believed they would be forgotten by the storms of the Jihad, Loonganans found themselves suddenly gain in the regional importance with the arrival of Venkateswara cargo ships. The company began construction of a new industrial site just outside their capital city. The site is now deemed vital to the Tamarind Districts' military industry.

VENKATESWARA PRODUCTION FACILITY (UNDER CONSTRUCTION)

Main Products: None

Location: Zathus (Ooldea)

Local Terrain: Flatlands

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Zathus (Ooldea)

Local Terrain: Flatlands

Local Climate: Mild

DUCHY OF GRAHAM-MARIK

Always tied closely to the Marik Commonwealth and located deep inside League space, the Duchy of Graham-Marik had little worry of any military attack outside of the occasional deep raid. This changed in 3076 when their former countrymen, the Principality of Regulus, attacked their yards at Loyalty, where they destroyed the WarShip shipyard. This left the small Duchy to rely heavily on the Marik Commonwealth for defense.

INDUSTRIAL SYSTEMS

LOYALTY

Star Type (Recharge Time): K2V (193 hours)

Position in System: 2

Time to Jump Point: 4.85 days

Number of Satellites: None

Surface Gravity: 0.95

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 50° C (Arid)

Surface Water: 32 percent

Recharging Station: Zenith and Nadir

HPG Class: B

Highest Native Life: Plant

Population: 168,200,000

Socio-Industrial Levels: B-B-B-A-D

Defending Forces: None

Land Masses (Capital City): Johannson (Loyalty City),
Luxemberg, Pordogia

Importance: Industrial

The Fidelity Space complex had grown in recent decades to begin to rival the Galax megaplex in the Federated Suns. Raids during the Jihad have damaged enough of the facility to reduce its appeal.

KALLON INDUSTRIES

KALLON INDUSTRIES

Main Products: Partisan class tank, *Kuan-Ti* and *Vengeance* class DropShips

Location: Nadir Jump Point

Local Terrain: Orbital

Local Climate: Not Applicable

SELASYS INC.

Main Products: *Starlord* and *Tramp* class Jumpships

Location: Nadir Jump Point

Local Terrain: Orbital

Local Climate: Not Applicable



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Bonne Temps (Lexumberg)

Local Terrain: Wetlands

Local Climate: Mild

Notes: Nadir Jump Point contains multiple space habitats

Loyalty City is the administrative center of Loyalty but most of the populace lives on Luxemberg, so the militia is based there.

PARADISE

Star Type (Recharge Time): G7V (188 hours)
Position in System: 3
Time to Jump Point: 6.57 days
Number of Satellites: 0
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 27° C (Temperate)
Surface Water: 63 percent
Recharging Station: Zenith and Nadir
HPG Class: B
Highest Native Life: Mammal
Population: 144,000,000
Socio-Industrial Levels: A-B-B-B-B
Defending Forces: None
Land Masses (Capital City): Babylon, Eden (Reunion), Shitka
Importance: Industrial

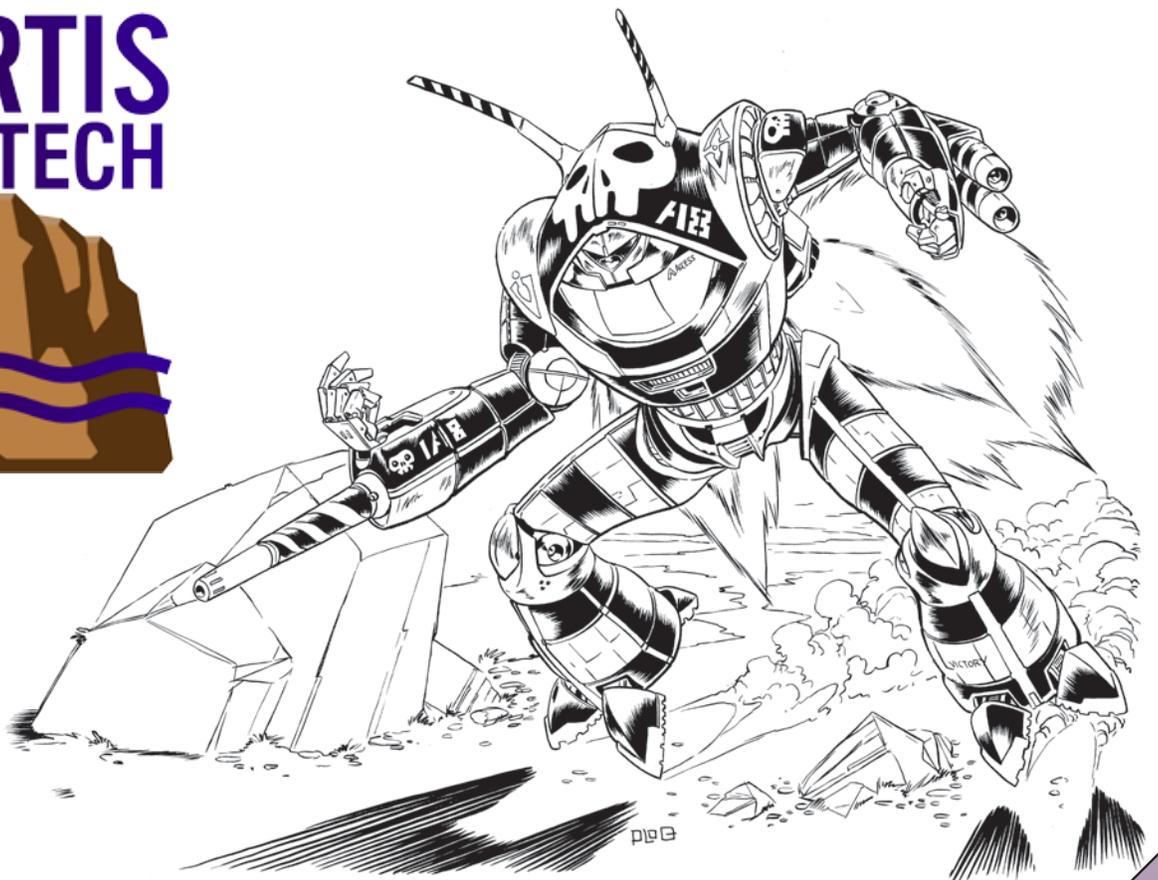
CURTISS MILITECH

Main Products: *Eagle, Wraith,* and *Yeoman* class BattleMechs
Location: Reunion (Eden)
Local Terrain: Wetlands/Light Urban
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: East Reunion (Eden)
Local Terrain: Mountains
Local Climate: Snowy

CURTIS MILITECH



DUCHY OF ORLOFF

One of the smallest provinces in the former League space, Orloff maintains a sizable military presence on all its systems and is wary of forcible annexation. With the larger Protectorate and Duchy of Oriente on either side of their border, there are reports of House Orloff negotiating trade and mutual defense pacts with its League neighbors.

INDUSTRIAL SYSTEMS

CARBONIS

Star Type (Recharge Time): M1V (202 hours)
Position in System: 2
Time to Jump Point: 2.96 days
Number of Satellites: 0
Surface Gravity: 0.85
Atm. Pressure: Thin (Breathable)
Equatorial Temperature: 40° C (Tropical)
Surface Water: 52 percent
Recharging Station: Both
HPG Class: B
Highest Native Life: Mammals
Population: 210,000,000
Socio-Industrial Levels: B-B-C-B-C
Defending Forces: Elements of the Eighth Orloff Grenadiers
Land Masses (Capital City): Karolina, Vassa (Budapest)
Importance: Industrial

IMB SYSTEMS INC.

Main Products: Targeting and Tracking Systems
Location: Budapest (Vassa)
Local Terrain: Heavy Urban
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicle
Location: Melrose Valley (South Whitman)
Local Terrain: Jungle
Local Climate: Rainy

STRATEGIC SYSTEMS

VANRA

Star Type (Recharge Time): G5II (186 hours)
Position in System: 4
Time to Jump Point: 7.47 days
Number of Satellites: 1 (Citadel)
Surface Gravity: 0.95
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 20° C (Cold-Temperate)
Surface Water: 55 percent
Recharging Station: Both
HPG Class: A
Highest Native Life: Reptiles
Population: 1,250,000,000
Socio-Industrial Levels: A-B-C-B-C
Defending Forces: Elements of the Eighth Orloff Grenadiers
Land Masses (Capital City): Cantania (Orloff City), Modena
Importance: Command, Logistical

ORLOFF MILITARY ACADEMY

Programs: BattleMech
Location: Orloff City (Cantania)
Local Terrain: Flatlands
Local Climate: Snowy

Unlike Princefield, the Orloff Military Academy has so far successfully resisted efforts to open up their doors to anyone other than the well-connected.



SILVER-HAWK COALITION

A smaller province, its sole remaining manufacturer on Amity currently only produces light Aerospace Fighters. This makes the deployment of the Gryphons to Kalidasa logical, but to many, it is still unacceptable.

INDUSTRIAL SYSTEMS

AMITY

Star Type (Recharge Time): M2V (203 Hours)
Position in System: 2
Time to Jump Point: 2.84 Days
Number of Satellites: None
Surface Gravity: 1.1
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 34° C (Temperate)
Surface Water: 63 percent
Recharging Station: Nadir
HPG Class: A
Highest Native Life: Mammal
Population: 281,000,000
Socio-Industrial Levels: B-B-B-C-C
Defending Forces: Elements of the Falcons
Land Masses (Capital City): Ashmolean, Bodlein, Cambridge (Stryker),
Importance: Command, Industrial

IMSTAR AEROSPACE

Main Products: *Cheetah* class aerospace fighter
Location: Panhandle (Bodein)
Local Terrain: Coastal
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Panhandle (Bodein)
Local Terrain: Coastal
Local Climate: Mild

Unlike many planets with industrial importance, the standard military force isn't posted near Imstar but rather the planetary militia is. With the smaller military, it is expected that the Falcons posted on Amity may have to leave suddenly.

THE PROTECTORATE

Jammed between several other provinces, the Protectorate has neither the space nor the military force to expand out, lacking the resources to defend what they currently have. A solution may be imminent. StarCorps' recent collaboration with the Halas family and Alys Rousset-Marik to design and produce the Kopis battle armor, apparently occurred with General Simonov's blessing. This increased co-operation may lead to a full-fledged merger of the Protectorate and the Duchy of Oriente. Doing so will also have to take the nearby Duchy of Orloff in to account in some way.

INDUSTRIAL SYSTEMS

EMRIS IV

Star Type (Recharge Time): G3V (184 hours)
Position in System: 4
Time to Jump Point: 8.54 days
Number of Satellites: 1 (Lot)
Surface Gravity: 1.2
Atm. Pressure: High (Breathable)
Equatorial Temperature: 23° C (Temperate)
Surface Water: 41 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Avian
Population: 225,730,000
Socio-Industrial Levels: A-B-B-D-D
Defending Forces: None
Land Masses (Capital City): Dinas, Glaslyn, Snowden (Urseinova)
Importance: Industrial

STARCORPS INDUSTRIES

Main Products: *Emperor*, *Longbow*, and *Warhammer* Class
 BattleMechs, Kopis class battle armor, Industrial Exoskeletons
Location: Ivanograd (Snowden)
Local Terrain: Heavy Urban
Local Climate: Mild



STARCORPS INDUSTRIES (HOLLY INDUSTRIES)

Main Products: BattleMech and vehicle missile systems
Location: Urseinova (Snowden)
Local Terrain: Heavy Urban
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: BattleMechs, Vehicle, Unarmored Infantry
Location: Smirnoff (Dinas)
Local Terrain: Plains
Local Climate: Mild

Able to purchase a lance of BattleMechs from StarCorps, the Emris militia packs quite a punch for such a small force. The lance rotates to the small outpost on Emris V for a few weeks twice per year.

STRATEGIC SYSTEMS

NEW DELOS

Star Type (Recharge Time): G8III (198 hours)
Position in System: 4
Time to Jump Point: 6.19 days
Number of Satellites: 1 (Lot)
Surface Gravity: 1.1
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 42° C (Tropical)
Surface Water: 78 percent
Recharging Station: Both
HPG Class: A
Highest Native Life: Reptile
Population: 1,715,000,000
Socio-Industrial Levels: D-C-C-D-C
Defending Forces: Iron Guard
Land Masses (Capital City): Beziers, Mindanao (Cienfuegos), Ostrov
Importance: Command

The de-facto capital of the League Protectorate, New Delos is strengthening its ties to the Halas family. They seem to prefer the Duchy of Oriente to the nearby Principality of Regulus or Marik Commonwealth.

RIM COMMONALITY

The only breakaway province without a military industrial facility or native provincial forces, the Commonality's governing body has instead reached out diplomatically to the nearby Niops Association and even Astrokaszy. Oddly enough, the Order of the Faithful seem to be entertaining the overtures, though this may be a ruse.

STRATEGIC SYSTEMS

LESNOVO

Star Type (Recharge Time): G4III (184 hours)
Position in System: 3
Time to Jump Point: 7.96 days
Number of Satellites: None
Surface Gravity: 0.88
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 29° C (Hot)
Surface Water: 68 percent
Recharging Station: Nadir
HPG Class: B
Highest Native Life: Plant
Population: 2,246,000,000
Socio-Industrial Levels: B-C-D-D-C
Defending Forces: Elements of the Fourth Marik Militia, Bad Dream
Land Masses (Capital City): Kuklica, Osogovo, Probstip (Zletovo)
Importance: Command

NON-ALIGNED

Depending on the location of the respective system, these military and strategic systems could play influential roles in the future of League politics and military operations. Even the new Hero Training Institutes could prove crucial, as they might turn a planet's militia into a significant force.

INDUSTRIAL SYSTEMS

BAINSVILLE

Star Type (Recharge Time): G9V (190 hours)
Position in System: 3
Time to Jump Point: 5.82 days
Number of Satellites: 1 (Ardia)
Surface Gravity: 1.05
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 34° C (Hot)
Surface Water: 62 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Mammal
Population: 243,300,000
Socio-Industrial Levels: C-C-C-D-B
Defending Forces: None
Land Masses (Capital City): Glenroy, Tyotown (McGillis), Williamstown
Importance: Industrial

AUSTEN-ARMSTRONG INDUSTRIES

Main Products: Personal arms
Location: Villafranca (Glenroy)
Local Terrain: Woodlands
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: McGillis (Tyotown)
Local Terrain: Mountain
Local Climate: Windy

BERNARDO

Star Type (Recharge Time): M4V (205 hours)
Position in System: 6
Time to Jump Point: 2.56 days
Number of Satellites: 0
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 22° C (Cool-Temperate)
Surface Water: 57 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Plant
Population: 226,910,000
Socio-Industrial Levels: B-B-B-C-C
Defending Forces: None
Land Masses (Capital City): Caico (Sao Fernando), Dianarte, Rio
Importance: Industrial

After the departure of the Tenth Marik Militia, Bernardo has scrambled to put together a sizable militia to fend off any possible Blakist or rogue League raids. They struck a deal with Kallon Industries to defend their facilities in exchange for discounted products. While the militia's size and equipment have increased significantly, it is still woefully inadequate against any dedicated raiding party.

EARTHWERKS-FWL INC

Main Products: *Flea* class BattleMech
Location: Sao Fernando (Caico)
Local Terrain: Light Urban
Local Climate: Mild

KALLON INDUSTRIES

Main Products: *Crusader* class BattleMech and personal arms
Location: Sao Fernando (Caico)
Local Terrain: Light Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Zamora (Puebla)
Local Terrain: Mountains/Badlands
Local Climate: Mild

CONNAUGHT

Star Type (Recharge Time): M2V (203 hours)
Position in System: 3
Time to Jump Point: 2.86 days
Number of Satellites: 0
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 30° C (Warm-Temperate)
Surface Water: 48 percent
Recharging Station: Both
HPG Class: B
Highest Native Life: Mammal
Population: 361,200,000
Socio-Industrial Levels: B-B-B-C-B
Defending Forces: None
Land Masses (Capital City): Galway (Ranelagh), Leitrim, Mayo, Sligo
Importance: Industrial, Logistical

KENDALL

Star Type (Recharge Time): F9V (180 hours)
Position in System: 4
Time to Jump Point: 11.19 days
Number of Satellites: 0
Surface Gravity: 0.75
Atm. Pressure: Thin (Breathable)
Equatorial Temperature: 29° C (Warm-Temperate)
Surface Water: 57 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Insect
Population: 2,094,000,000
Socio-Industrial Levels: B-B-B-C-B
Defending Forces: Elements of the Tenth Marik Militia
Land Masses (Capital City): Appleby (Lakeland), Lonsdale
Importance: Industrial

KONG INTERSTELLAR CORP.

Main Products: *Black Knight* and *Ostol* class BattleMechs, BattleMech repair and refit facilities
Location: Skellig (Leitrim)
Local Terrain: Heavy Urban
Local Climate: Rainy



PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Skellig (Leitrim)
Local Terrain: Heavy Urban
Local Climate: Rainy

The militia heavily favors short-ranged firepower, providing an excellent supplement to Kong's security force. It does make them less effective outside of the heavily populated Skellig metropolis.

BROOKS INC.

Main Products: Galleon and Main Gauche class tanks
Location: Lakeland (Appleby)
Local Terrain: Coastal
Local Climate: Mild

KALI YAMA/ ALPHARD TRADING CORP.

Main Products: *Hercules* and *Orion* class BattleMechs
Location: Lakeland (Appleby)
Local Terrain: Coastal
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Benzine (Lonsdale)
Local Terrain: Hills
Local Climate: Rainy
Notes: May use Bug Storm rules (see p. 40, TO).

MACKENZIE

Star Type (Recharge Time): MOVI (201 hours)
Position in System: 6
Time to Jump Point: 3.14 days
Number of Satellites: 1 (Rhodes)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 28° C (Warm-Temperate)
Surface Water: 60 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Reptilian
Population: 155,000,000
Socio-Industrial Levels: B-B-B-C-C
Defending Forces: None
Land Masses (Capital City): McDuggen, Gerry (Ben Loen)
Importance: Industrial, Logistical

UMKA

Star Type (Recharge Time): K6V (197 hours)
Position in System: 4
Time to Jump Point: 3.91 days
Number of Satellites: 0
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 38° C (Very Hot)
Surface Water: 80 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Avian
Population: 228,000,000
Socio-Industrial Levels: B-C-A-C-C
Defending Forces: Elements of the Eighteenth Marik Militia
Land Masses (Capital City): Adriatic, Barajevo (Shenville),
 Meljak, Sava, Vranic, Velimer
Importance: Industrial



BRIGADIER CORPORATION.

Main Products: *Behemoth* class DropShip, JumpShip repair and
 refit facilities
Location: L1 Point
Local Terrain: Orbital
Local Climate: Not Applicable

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Ben Loen (Gerry)
Local Terrain: Coastal
Local Climate: Mild

KERR-MCGINNIS

Main Products: BattleMech and vehicle armor
Location: Shenville (Barajevo)
Local Terrain: Hills
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Beevale (Vranic)
Local Terrain: Flatlands
Local Climate: Mild

WESTOVER

Star Type (Recharge Time): F6V (177 hours)
Position in System: 4
Time to Jump Point: 13.87 days
Number of Satellites: 1 (Duban)
Surface Gravity: .95
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Arid)
Surface Water: 41 percent
Recharging Station: None
HPG Class: A
Highest Native Life: Avian
Population: 164,900,000
Socio-Industrial Levels: B-B-C-C-C
Defending Forces: None
Land Masses (Capital City): Bournemouth, Dorset (Ennis)
Importance: Industrial

ANDURIEN AEROTECH

Main Products: *Stingray* and *Riever* class aerospace fighters, Military and Commercial Small Craft
Location: Ennis (Ennis)
Local Terrain: Flatlands
Local Climate: Windy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Ennis (Ennis)
Local Terrain: Flatlands
Local Climate: Windy

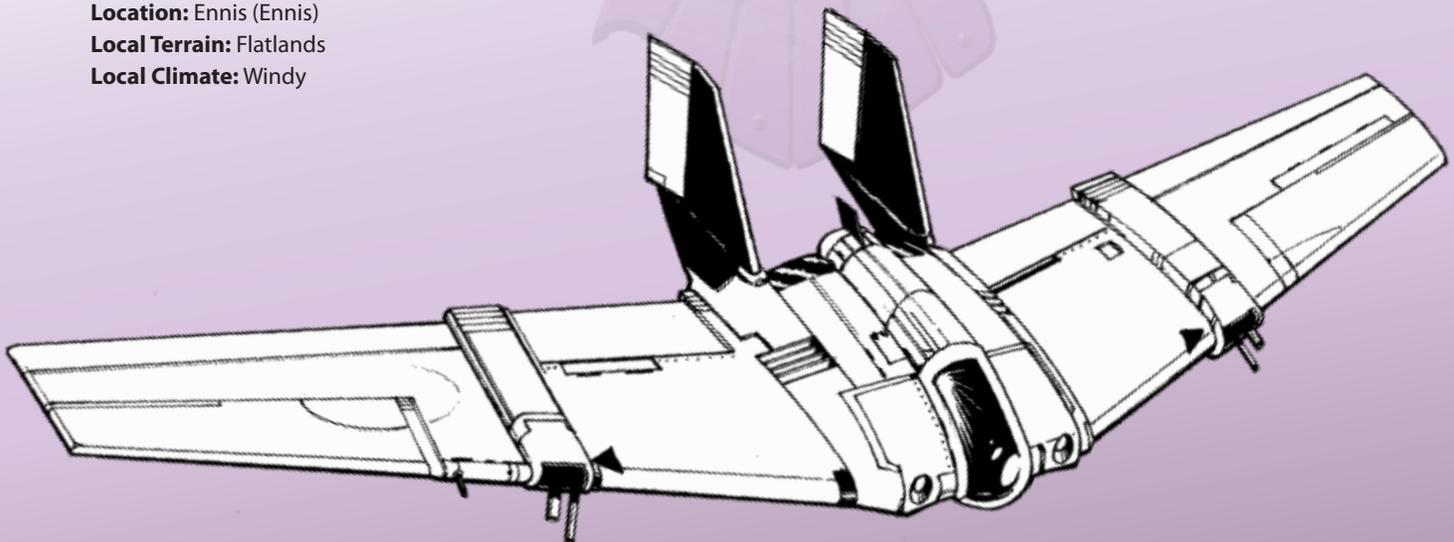
STRATEGIC SYSTEMS

CAP ROUGE

Star Type (Recharge Time): A9V (170 hours)
Position in System: 5
Time to Jump Point: 23.81 days
Number of Satellites: 1 (Stadacona)
Surface Gravity: .9
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Arid)
Surface Water: 41 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Reptilian
Population: 86,000,000
Socio-Industrial Levels: C-C-C-C-D
Defending Forces: None
Land Masses (Capital City): Beauport, Sainte-Foy, Sillery (Saint Roch)
Importance: Logistical

HERO TRAINING INSTITUTE

Programs: BattleMech, Aerospace
Location: Sillery
Local Terrain: Badlands
Local Climate: Windy



MAXWELL

Star Type (Recharge Time): K9III (180 hours)
Position in System: 5
Time to Jump Point: 11.19 days
Number of Satellites: 1 (Portents)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 42° C (Tropical)
Surface Water: 63 percent
Recharging Station: Zenith
HPG Class: B
Highest Native Life: Amphibian
Population: 205,400,000
Socio-Industrial Levels: C-D-C-D-B
Defending Forces: None
Land Masses (Capital City): Kenjac (Romanici), Oakley, Tripp
Importance: Logistical

HERO TRAINING INSTITUTE

Programs: BattleMech, Aerospace, Armored infantry, Dropship, Officer
Location: Romanici (Kenjac)
Local Terrain: Mountains
Local Climate: Mild

The corporate headquarters of the Hero Training Institute corporation, Maxwell has the oldest of the privately owned and operated universities. This facility has expanded to encompass all advanced military training, including battler armor. They have updated their equipment to near modern levels, and are beginning to turn into a respectable university. This could be the consequence of the start-up of the JB Memorial University, and the increasing likelihood of a merger of the Tamarind and Abbey Districts.

PAYVAND

Star Type (Recharge Time): F2V (173 hours)
Position in System: 4
Time to Jump Point: 18.75 days
Number of Satellites: 1 (Portents)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 23° C (Temperate)
Surface Water: 59 percent
Recharging Station: None
HPG Class: B
Highest Native Life: Avian
Population: 195,000,000
Socio-Industrial Levels: C-C-C-C-C
Defending Forces: None
Land Masses (Capital City): Gooya (Pejman), Rahavard, Tehran
Importance: Logistical

HERO TRAINING INSTITUTE

Programs: BattleMech, Aerospace
Location: Pejman (Gooya)
Local Terrain: Hills
Local Climate: Windy

The second oldest Hero Training Institute, Payvand's is considered the most decrepit, with the same old simulators it's had for the past thirty-odd years.

SORUNDA

Star Type (Recharge Time): M3V (204 hours)
Position in System: 6
Time to Jump Point: 2.67 days
Number of Satellites: 1 (Stockholm)
Surface Gravity: 1.2
Atm. Pressure: High (Breathable)
Equatorial Temperature: 38° C (Warm-Temperate)
Surface Water: 52 percent
Recharging Station: Both
HPG Class: B
Highest Native Life: Mammals
Population: 3,575,000,000
Socio-Industrial Levels: B-B-B-C-C
Defending Forces: None
Land Masses (Capital City): Black Falls (New Tibet), Serenity, Xeno
Importance: Logistical

HERO TRAINING INSTITUTE

Programs: BattleMech, Aerospace
Location: Modesty Grasslands (Serenity)
Local Terrain: Flatlands
Local Climate: Mild

The most unlikely spot for a Hero Training Institute, Sorunda's predominantly Buddhist population has accepted the military academy because of the fear of being left undefended. However, the HTI was forced to locate their campus far from population centers as to not disturb the general populace's pacifistic mindset.

STERLING

Star Type (Recharge Time): M4V (205 hours)

Position in System: 4

Time to Jump Point: 2.56 days

Number of Satellites: 1 (Precious)

Surface Gravity: .9

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 29° C (Warm-Temperate)

Surface Water: 42 percent

Recharging Station: Both

HPG Class: A

Highest Native Life: Mammals

Population: 75,820,000

Socio-Industrial Levels: B-B-B-C-D

Defending Forces: None

Land Masses (Capital City): Graham (Pristine)

Importance: Logistical

TRINIDAD

Star Type (Recharge Time): G6V (187 hours)

Position in System: 3

Time to Jump Point: 7.03 days

Number of Satellites: 2 (Arima, Siparia)

Surface Gravity: 1.0

Atm. Pressure: Standard (Breathable)

Equatorial Temperature: 39° C (Very Hot)

Surface Water: 61 percent

Recharging Station: Nadir

HPG Class: B

Highest Native Life: Amphibian

Population: 4,115,000,000

Socio-Industrial Levels: B-B-B-B-C

Defending Forces: None

Land Masses (Capital City): Arawak, Galibi, Raleigh (Warao)

Importance: Logistical

HERO TRAINING INSTITUTE

Programs: BattleMech, Aerospace

Location: Starlight (Graham)

Local Terrain: Badlands

Local Climate: Windy



HERO TRAINING INSTITUTE

Programs: BattleMech, Aerospace, Armored infantry

Location: Arawak Marshlands (Arawak)

Local Terrain: Wetlands/Coastal

Local Climate: Stormy

The newest and oddest of the Hero Institutes, Trinidad's academy was formed by a group of native ex-SAFE veterans looking to start up the first private Special Operations training group in the Inner Sphere. Not listed in its official program list, its "logistics studies" course maintains by far the highest enrollment costs and fees, the best equipment out of all the HTI's. Applicants are screened, and can only enroll with prior permission from the dean. The majority of applicants rely heavily on referrals.

DISPUTED SYSTEMS

Falling within the bounds of the former protectorate border, these systems are considered vital to both the Republic and former League provinces whose claim to them has been subverted by the Word of Blake. The units in these systems seem poised for a fight, but we hope Alys can negotiate a peaceful resolution.

KALIDASA

Star Type (Recharge Time): G11a (182 hours)

Position in System: 4

Time to Jump Point: 9.75 days

Number of Satellites: 2 (Carbons, Deons)

Surface Gravity: 1.1

Atm. Pressure: Thin (Breathable)

Equatorial Temperature: 56° C (Arid)

Surface Water: 67 percent

Recharging Station: Both

HPG Class: A

Highest Native Life: Plant

Population: 2,520,000,000

Socio-Industrial Levels: B-A-C-B-C

Defending Forces: Elements of the Gryphons

Land Masses (Capital City): Kaleen, Kalmia (Sakuntalem),
Kumar

Importance: Industrial

Rebel partisans were able to drive off the Word of Blake shortly before the coalition's Comguard's detachment landed to claim the system, leading to a brief confusion and firefight. Capitalizing on this mistrust between the partisans and the Coalition, the Silver Hawk Gryphons arrived in "support" of the rebels, though they have not made a move against the coalition's garrisoning militia yet.



KALI-YAMA INC.

Main Products: *Hunchback*, *Hercules*, *Orion*, *Perseus*, *Trebuchet* and *Wasp* class BattleMechs, Inner Sphere Standard and Longinus battle armor

Location: Westport (Kalmia)

Local Terrain: Heavy Urban

Local Climate: Mild

While production capability remains intact, the research and development branch has yet to recover from 3070, when the Word of Blake forcibly relocated every member and their families. With the Word's departure in 3077, Kali-Yama began to rebuild its R&D division.

QUIKCELL, INC.

Main Products: Standard and Heavy Armored Personnel Carriers, Hetzer and Scorpion tanks.

Location: Port Royal (Kalmia)

Local Terrain: Coastal

Local Climate: Mild



PLANETARY MILITIA

Main Programs: BattleMech, Vehicle, Unarmored Infantry

Location: Sakuntalem (Kalmia)

Local Terrain: Light Urban

Local Climate: Rainy

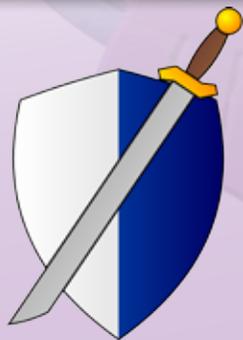
STEWART

Star Type (Recharge Time): G8V (198 hours)
Position in System: 4
Time to Jump Point: 6.19 days
Number of Satellites: 4 (Argyle, Leon, Carthage and Clyde)
Surface Gravity: 1.0
Atm. Pressure: Standard (Breathable)
Equatorial Temperature: 45° C (Arid)
Surface Water: 81 percent
Recharging Station: Both
HPG Class: A
Highest Native Life: Mammals
Population: 3,005,250,000
Socio-Industrial Levels: B-A-B-B-B
Defending Forces: Home Guard
Land Masses (Capital City): Aberdeenshire, Angus, Highland (Glencoe), Lankshire, Lothian
Importance: Industrial

Stewart was only lightly defended when Coalition forces arrived to re-take the system. The garrisoning Coalition militia had only started to get used to the populace and terrain when the Stewart Commonwealth's Home Guard, battered and exhausted from the bitter fighting on Terra, arrived to reclaim their provincial capital. They ejected the coalition garrison with the exception of those willing to pledge loyalty to the Commonwealth, and seem to be furiously rebuilding in anticipation of a fight for control of the system.

COREAN ENTERPRISES

Main Products: *Locust*, *Sirocco*, *Tarantula*, and *Trebuchet* class BattleMechs, Inner Sphere Standard and Longinus battle armor
Location: Glencoe (Highland)
Local Terrain: Heavy Urban
Local Climate: Mild



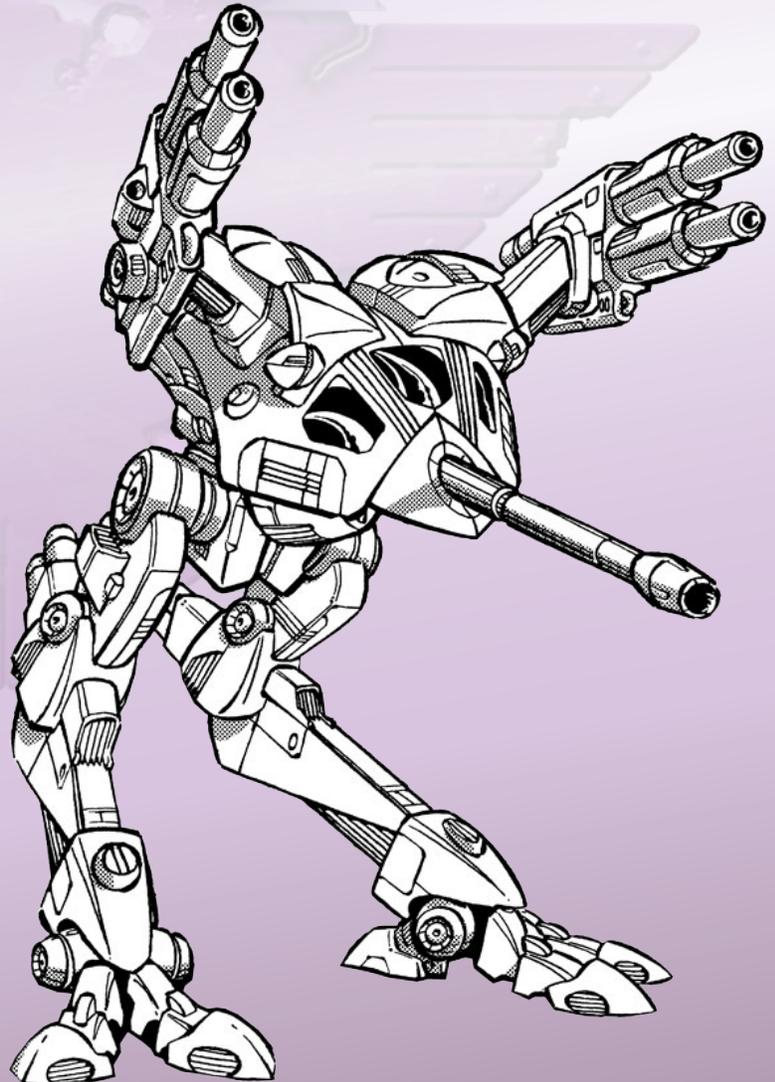
MAGNA METALS

Main Products: BattleMech, vehicle, and aerospace fighter fusion engines
Location: Glencoe (Highland)
Local Terrain: Light Urban
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Leaux (Angus)
Local Terrain: Wetlands
Local Climate: Mild

The Stewart militia is focusing on defending the mining and smelting operations on Angus, supplementing the older mines on Highland.



NO MORE NICETIES

Cousin,

Perhaps my other communications have not gotten to you, now that your robed allies are not around to man your HPGs.

Perhaps the liberation efforts have disrupted communications, and my messages are arriving at another Captain General.

Or perhaps your minions are simply ignoring your orders. Not everyone inspires loyalty.

No matter what the cause is, I am done with diplomatic phrasing:

You are to immediately remove the Gryphons from Kalidasa and the Home Guard from Stewart.

Yes, I know those are former League worlds. I realize it must be particularly hard for the Home Guard –who I fought side by side with– to not be able to remain on their own homeworlds. They are good men, they deserve better, but their occupation cannot be permitted.

The Free Worlds League forfeited the right to govern said systems when they stood by and let the Word of Blake annex them. We must now let those people decide for themselves who will govern them, rather than letting the biggest local army make the decision for them. Only if they decide in favor of you will forces loyal to you be tolerated on those worlds.

You agreed to this before; now I am holding you to that agreement. With force, if I must. Know that this will haunt me and my soldiers to the end of our days, but also know that I believe that this is the right thing to do. And trust me: I will win.

While we are on the topic of control: I intend to return to Augustine soon. But not to submit to your rule.

Time to back off, Corinne.

-Verified Communique from Duchess Alys Rousset-Marik to Captain General Corinne Marik, 10 August, 3079.

DUCHY OF ORIENTE

The Oriente space navy was dealt a massive blow when its newly finished orbital yard was destroyed by a Blakist attack in 3079. At this point the need for such a facility outweighs the cost, and construction of another facility (with increased defenses) began in the past two months.

The Princefield Military Academy has chafed at the opening up of their doors to more common folk, but so far has acquiesced to the Halas' demands to produce more graduates. Construction of a new facility has commenced on Les Halles with its rough climate deemed "suitable" for

UPCOMING PROJECTS

The systems that once made up the League have undertaken a massive initiative to rebuild their destroyed manufacturing capability. What makes this impressive is that they are doing this without any central government directing their efforts. While corporations and provinces are trying to take control within and around their respective borders, the more numerous independent systems now have only themselves to rely on.

The past two years have seen a bevy of new trade agreements and small multi-system pacts to improve their economies. Also included in most of these agreements are treaties of non-aggression and even mutual defense. While largely symbolic considering most independent worlds have outdated and ineffective militias, and most lack the transport capability to mount an effective offensive operation, this is showing considerable foresight or optimism.

The following are known projects in the fractured League.

MARIK COMMONWEALTH

Reports about Irian Technologies planning a massive expansion on four Marik-Commonwealth systems have turned out to be partially true. Four massive complexes were in the process of being built, with the first one going online in late 3076 on Angell II, and the second on Washburn in early 3079. The Coalition's actions massively disrupted the flow of supplies, rerouting them to Protectorate systems. Now lacking the means to create full production lines, these instead became two of the main "Refit" complexes first started in Tamarind. Refit Complexes took old and mothballed BattleMechs, vehicles, fighters, and even DropShips, and cannibalized useless and damaged ones to repair and upgrade others. So far plans for the next two complexes have been discarded, and Irian instead concentrates on upgrading the ones on Washburn and Angell II to full out manufacturing centers. A massive undertaking such as this is not expected to see completion until 3087 at the earliest.

The Illium yards refuse to be content with just JumpShip repair. They are shutting down slips one at a time to convert them to conventional JumpShip production, primarily updated versions of *Invader* and *StarLord* classes. One drydock supposedly remains shut down. This "closed" slip has tight security, with constant traffic between it and the ground facility leading many to suspect that they are attempting to slowly build a new WarShip. Without Blakist assistance, it should take many years for any new WarShip to be produced.

PRINCIPALITY OF REGULUS

With its primary facility at its maximum size and capacity, Ronin Inc. has now begun investing its profits into Harmony Metalwork to fulfill the sizable demand for BattleMechs to provide the Regular Hussars. Its *Ostwar* line is already at maximum capacity.

Its recent acquisition of Clipperton in 3078 has been a boon to local industry, with the Regular buying up every DropShip and JumpShip that the yard can produce. Amassed in a massive flotilla, the added vessels were instrumental in the attack on Gibson months later. Expectations that orders would drop off soon afterward were proven untrue, with new ships replacing destroyed or crippled vessels. The yards are in the process of expanding, as orders are still coming in, possibly in anticipation of heavy casualties of some unspecified operation.

the cadets without the proper connections. Any possible protest has been cut-off with the use of donated funds and resources from the alumni themselves, avoiding the bureaucratic standards government money would come attached with.

TAMARIND DISTRICT

With their warehouses of mothballed equipment depleted, the Brett-Mariks have begun building a vehicle production facility on Loongana. With many resources devoted to defending their territory, construction is extremely slow and behind schedule. Our current analysis gives it no completion date until the turn of the next decade unless the District can find a source of additional resources.

DUCHY OF ANDURIEN

It's relatively secure position is leaving the Andurien content with its interior infrastructure and wide selection of units. This is not to say that they are stagnating, however. Irian, after opening a new facility on Lopez is looking to expand it to rival the size of its Shiro III complex. Though work has not yet commenced, the plants executives are negotiating with the Humpreys to be permitted to export products to other friendly provinces and systems.

RIM COMMONALITY

Much like its nearest neighbor, the Rim Commonality has suffered a major setback with the loss of their sole BattleMech facility on Tematagi. Plans are underway for the construction of a new military production site, but not even the blueprints have been finalized. Their source of relief may ironically come from the very system that put them in that position, Astrokasz. With the offering of pardons, regular trade, and revocations of bounties, the Rim's benevolence may actually be swaying many of the more pragmatic Caliphs and possibly even the Order of the Faithful, who are now without Blakist support.

NON-ALIGNED SYSTEMS AND CORPORATIONS

Outside of Keystone, Earthwerks-FWL looks to be in the position of strength with the Jihad winding down. With re-construction of shattered lines on Keystone progressing right on schedule, its small plant on Bernardo may be in prime position for expansion.

Sensing an opportunity to finally get away from the taint of the Word of Blake, Andurien Aerotech at the start of 3078 announced that they were breaking away from the Free Worlds League Defense Industries they merged with centuries prior. Questioned on the legalities of such an action and FWDI's reaction, public relation officials dryly responded that "They have no say in the matter". The issue of potential lawsuits was resolved when the Principality of Regulus viciously assaulted Gibson, leaving nothing. Many of the FWDI associates outside of Gibson swiftly joined Andurien Aerotech and executives are currently looking at ways to start up their own 'Mech or vehicle production plant.

The Hero Training Institutes have paused the opening of three new academies throughout League space. This seems due to the massive debt they have incurred opening up the other four Institutes, with expenses ranging from construction costs to bribing officials to repeal or enact certain laws that facilitated their growth. There is no shortage of applicants willing to pay the high fees, and this pause will likely only last a couple of years.

In recent months communication between the Ibarra, Tuamotu and Trinidad systems have steadily increased, possibly signaling the first post-fracture province to appear. This could be a response to the expansion of the Principality of Regulus, whose recent attack on Norfolk included the use of tactical nuclear weapons against Blakist formations.

CONSCIENTIOUS OBJECTOR

"It is disheartening to announce, but as of today, Andurien Aerotech is officially no longer considered part of the Free Worlds Defense Industries corporation.

We merged with Gibson Federated BattleMechs centuries ago to remain competitive with other military corporations, and for centuries it was beneficial. As time went on we became more than just two companies looking to stay competitive; we became friends and family. When they arranged to have Word of Blake technical assistance, we were all pleased with the prospect of advanced technologies making their way into our projects.

But then Word of Blake struck out with those very same products we had hoped to sell to our various customers. While it pleased us to see them so effective against our traditional enemies, the pleasure turned sour and bitter as those same weapons were used against us, our friends and families. Countless innocent League citizens were killed by BattleMechs and tanks manufactured by the Free Worlds Defense Incorporated.

As this Jihad continued, we made our objections known, sometimes very vocally. But every time we were ignored by our supposed partners on Gibson.

But as time wore on we began acting independently, quietly not filling orders placed by the Word of Blake and instead filling those of other customers. Afraid not for our business, but for our very lives we kept these acts secret.

But now that the Blakist scourge is being removed from the Inner Sphere, we can make our stance public and shed any reluctance we once had to airing our political, business, and ethical views. From here on out we are a completely separate entity from Free Worlds Defense Incorporated. They have not been consulted on this. This conference also serves as our notice to them.

To those still part of the Gibson Federated company, I extend the following offer: come work for us.

I want our customers and investors, present and future to rest assured. Even without the backing of Gibson Federated BattleMechs, Andurien Aerotech remains viable, competitive, and profitable.

I will now take your questions."

-Opening Statement by acting Andurien Aerotech CEO Jeremiah Johnson, 8 January, 3078.

RULES ANNEX

The following section is provided to assist both players and game-masters in providing guidelines and reference tables for those wishing to use *Objectives* create a game or campaign around one of the listed (or a newly made up) target system, factory, or city. The following rules primarily rely on the players' understanding of the core game play rules found in *Total Warfare (TW)* and *Tactical Operations (TO)*, but additional references may be made to *Strategic Operations (SO)*.

Players and gamemasters alike should realize that these rules are intended as a set of suggestions, and are not "hard and fast" rules for game campaigns. Those creating Tracks and scenarios are encouraged to accept, modify, or even completely ignore these rules if you prefer.

USING PLANETARY INFORMATION

Each of the objective systems in this book was presented with a block of basic planetary data. This data provides key details that players can use to further tailor their game play, reflecting the unique features of the target world and the objective in question. The following rules identify the core rules that apply, based on the indicated world data.

STAR TYPE, POSITION IN SYSTEM, TIME TO JUMP POINT

These lines are most pertinent to the advanced aerospace aspects of gameplay defined in *Strategic Operations*, and will generally have no impact on games that focus entirely on ground combat.

Star Type identifies the color, size, and stability of the world's primary star, as well as how long an arriving JumpShip requires to charge its K-F drive while in system (using only its jump sail). Particularly large and/or unstable stars can be prone to odd lighting effects that can affect combat, such as glares and solar flares. Rules for Glare and Solar Flare effects may be found in *Tactical Operations* (see p. 58, *TO*).

Position in System indicates how many orbital positions away from the star the world orbits; a "position" could be held by other planets or asteroid belts.

The *Time to Jump Point* indicates how many days' worth of travel DropShips accelerating (at 1 G, the same acceleration produced by gravity on Terra) would take to travel from the system's standard zenith or nadir jump points to the target world. This transit time includes a mid-point turnover and 1 G deceleration rate as well, which are standard transit rates to and from most worlds. Longer distances between the world and its local jump point mean longer transit times for incoming vessels and thus more time for local defenders to arrange defenses once they realize there are inbound attackers.

NUMBER OF SATELLITES

This line indicates how many natural satellites (moons) the target world has (and their names, if applicable). Many orbital facilities may be found in the LaGrange Points (regions where the gravitational forces between two astronomical bodies cancel each other out), and some of these same points (specifically, places near the L-1 points) are occasionally used as "pirate points" by daring raiders who wish to radically cut down transit times and local defense preparations. In night combat situations, worlds with one or more moons or rings may produce lighting effects caused by solar reflections off the lunar surfaces (depending, of course, on lunar phases), while worlds without any moons at all may present equally distracting effects. To reflect these possible effects as applicable, see the Full Moon Night, Moonless Night, or Pitch Black rules, on p. 58 of *Tactical Operations*.

SURFACE GRAVITY

Surface Gravity has a distinct effect on the performance of virtually all combat units in game play. Values higher than 1.00 reflect worlds where units weigh more than they are under normal Ter-ran gravity, while values lower than 1.00 reflect worlds where units weigh less. The full effects of gravity on combat may be found on p. 55 of *Tactical Operations*.

ATMOSPHERIC PRESSURE

This detail describes the relative density and breathability of the local atmosphere, and can have a profound impact on game play if the atmosphere is anything but "Standard (Breathable)". Thinner or Thicker atmospheres can affect the use of several unit types in game-play and may even have an impact on weather conditions (see *Local Weather Rules*, later in this section). Likewise, atmospheres classified as Tainted or Toxic can affect how various combat units function and suffer damage in game play. For rules covering Atmospheric Pressure, see pp. 54-55 of *Tactical Operations* for pressure variations, and p. 56 of *Tactical Operations* for Tainted and Toxic Atmosphere effects.

EQUATORIAL TEMPERATURE AND SURFACE WATER

A world's *Equatorial Temperature* helps define whether the world can be broadly classified as hot, warm, or cold by indicating the temperate (in degrees Celsius) it averages at the equator—typically the warmest region on the planet's surface. Temperatures at the north and south pole of most worlds may average as much as 30 degrees colder than at the world's equator, but it is always important to know that local conditions such as weather and terrain can vary these averages even further. Nevertheless, the equatorial temperature helps players gauge whether much of the world will likely be arctic, tropical, desert, and so forth. If objectives fall in regions where temperatures are extreme (below -30 Celsius or above 50 Celsius), Extreme Temperature rules (see p. 62, *TO*), will apply.

Surface Water reflects the percentage of the world's surface that is covered in water, and essentially defines whether the world might be covered in vast, lifeless wastelands, lush forests, or miniscule, rocky islands. Worlds with low Surface Water values (50 percent or less) will see less rainfall or snowfall weather effects, and water or woods features on terrain maps can instead be considered sinkholes, craters, and rough terrain instead to reflect the lack of significant water sources and vegetation. Worlds with higher Surface Water values, meanwhile, may have active, precipitation-heavy weather patterns, and support more water and woods terrain features.

RECHARGING STATION, HPG CLASS, NATIVE LIFE, AND POPULATIONS

These details describe other noteworthy features of a target system that could affect campaigns to greater or lesser degree.

Recharging Stations describes whether a system has any space station capable of recharging a JumpShip's KF drive (and, if so, at which of the two standard Jump Points they are located). Recharging stations are often unarmed, but also act as spaceborne hubs of trade and communication to the local world. Raiders often avoid these stations by taking non-standard jump points, so their arrival cannot be relayed to the locals, but more significant invasions often begin by seizing the local recharge stations instead, to secure effective strategic control over the jump point.

HPG Class defines the presence of a local hyperpulse generator on the planet, indicating its ability to transmit signals to other systems nearby. Such stations are always located on the planetary surface, and are largely considered inviolate most hostile forces. Attacking an HPG is still considered a crime against humanity by most civilized realms. Class A stations reflect major interstellar communications hubs, while Class B stations usually send transmissions in massive bundles less frequently. Although any HPG can send an emergency signal to a nearby system after an attacking force's discovery, some raiders target worlds with Class B stations (or no stations at all), in the hopes that their attack will not raise the alarm at nearby systems. Assault forces, meanwhile, may target Class A worlds in an attempt to secure a realm's communications hub and disrupt responses to a border-wide campaign.

Native Life describes (in very basic terms) the highest level of native-born life forms the world has. More life-barren worlds in the Inner Sphere may be host only to microbes or plants, while more evolved planets often host their own species of animal life up to and including mammals. Though this rarely impacts a planetary campaign, it cannot be ignored that many local creatures can pose a threat—or a boon—to raiders and invaders in some circumstances, ranging from being a source for local food in the event of supply shortage, or a hazard to establishing secure perimeters while operating outside of vehicular protection. This detail, however, does not cover introduced species the human population may have imported to the world, so while a target world may be host only to native-born trees, horses originally raised on Terra may yet make an appearance.

Population defines the number of humans estimated to be living on the target world. Worlds with particularly high populations—those numbering in the billions—are often highly developed, with many major cities. Sparsely populated worlds—with populations in the millions or less—are less likely to have major cities than they are small towns or even tiny outposts and domed arcologies. As a more densely populated world can raise the threat of local armed resistance or merely more eyes to spot incoming invaders and more voices to raise an alarm, raiders tend to target less populace worlds, while invaders often attempt to secure the greater manpower and infrastructure common on high population worlds.

SOCIO-INDUSTRIAL LEVELS AND DEFENDING FORCES

These two factors define the development level of the world and name what military forces (if any) are likely going to be present to oppose incoming attack forces.

The world's *Socio-Industrial Level* is a five-letter code used to broadly define the world's level of wealth and development using a series of classic A-F letter grades. The more "A"s and "B"s that appear in this code versus "D"s and "F"s will generally denote a world that is more self-sufficient, technological sophisticated, and resource-wealthy than the average. As many of these factors can be used to enhance role-playing aspects of game play, an in-depth explanation of this code structure may be found on pp. 366-373 of *A Time of War*.

The world's *Defending Forces* detail identifies (by name) what on-planet regiments (aside from local police and conventional militia) an attack force might encounter. Raiders tend to target worlds that do not have major defense forces or worlds where such forces are known to be damaged. Assault forces, meanwhile, tend to come prepared for more strenuous resistance and may even target more heavily defended worlds to tie up or destroy key parts of an enemy realm's border defenses.

LANDMASSES, CAPITAL CITIES, AND IMPORTANCE

The major landmasses (continents, regions, and/or island chains) identified on each world are indicated, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. Maps are not included, though players may readily presume that any landmasses worth naming account for large regions of a planet's surface, and are likely separated from other landmasses either by large expanses of water or other difficult-to-traverse terrains (such as extensive mountain ranges). Traveling between landmasses will thus often require the use of high-speed rails (overland), aerospace transit (via DropShips or airships), or seagoing vessels.

Finally, a world's *Importance* defines its main role(s) in the infrastructure of its parent realm. Worlds with *Industrial Importance* reflect those where factory development is significant and vital to the military capabilities of the parent state. *Logistical* worlds are those that play a key role in raising or training military forces and/or sup-

plying basic war materials not covered by heavy industrial output. Command worlds are those with significant interstellar government functions, such as regional capitals and military command centers. Raiders tend to favor Industrial worlds for their resources and finished products, while invasion forces tend to favor targeting Command and Logistical centers to cripple the enemy's leadership and supply lines pending (if possible) the conquest of Industrial worlds.

USING TARGET SITE DATA

In addition to planetary data, each entry listed in this book also includes brief data on the various factories and facilities that make critical objectives for BattleTech campaigns. These objectives come in two broad classes: production sites and training sites. Production sites (factories and such) will be identified by listing what their main products are, while training sites are identified by listing what their main programs are. In both cases, an attacker may expect some of the site's "products" scrambled to defend the target sites. For example, a factory that produces Pegasus hover tanks will likely field a home defense force that includes Pegasus hover tanks, while a training academy that includes BattleMech programs will have a home defense force that includes cadets (and instructors) piloting BattleMechs.

The locations of these sites (by city/county, and landmass) will also be listed. These tie into the planet's local geography, as defined under the planet's Landmasses data.

LOCAL TERRAIN AND CLIMATE

Finally, the local terrain and climate around the target site is identified. These factors help players set up the battlefield by helping to identify what mapsheets and/or terrain dominates the lands around the target site. For the *Local Terrain*, this most directly defines the specific Random Mapsheet Table (see p. 263, TW) that applies to the region around the target site. If a site indicates Orbital terrain, it is a space station, and thus all action would take space on a space mapsheet. If additional advanced terrain features apply—most often the Heavy Industrial Zone feature—they will be noted in parentheses beside the Local Terrain listing, and can be found by referencing the terrain tables on p. 69 of *Tactical Operations*.

Local Climate then defines the dominant weather "type" that forces may encounter in the vicinity of the objective (Mild, Windy, Rainy, Snowy, Stormy, Arid/Icy or Foggy). This is a broad classification of weather conditions that are common to that site, but the actual nature of any weather at the time forces land and do battle in the area can vary randomly. To reflect this, before a scenario begins, the game master should roll 1D6 and consult the appropriate Local Climate column of the Local Weather Table shown below. If the result is No Weather, then combat may begin with no atmospheric activities (though lighting effects, gravity, and temperatures may still be in force). Otherwise, roll 1D6 again, apply the modifier shown

LOCAL WEATHER TABLES

Roll	Mild	Windy	Rainy	Stormy	Arid/Icy
1	No Weather	No Weather	No Weather	*	No Weather
2	No Weather	Table 1 (-1)	Table 2 (-1)	Table 4 (-1)	No Weather
3	Table 1 (-1)	Table 1 (+0)	Table 2 (+0)	Table 4 (+0)	No Weather
4	Table 2 (-1)	Table 1 (+1)	Table 2 (+1)	Table 4 (+1)	Table 1 (+1)
5	Table 3 (-1)	Table 2 (-1)	Table 3 (-2)	Table 3 (+2)	Table 1 (+0)
6	Table 4 (-2)	Table 4 (-2)	Table 4 (-2)	Table 2 (+2)	Table 2/3**(+2)

*Roll 1D6 Again; On 1-3 No Weather; On 4, Table 1 (-1); on 5, Table 2 (-1); on 6, table 3 (-1)

**Use Table 2 for Arid and Table 3 for Icy

WEATHER TABLE 1: WIND	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Light Gale (see p. 61, TO)
	2	Moderate Gale (see p. 61, TO)
	3	Strong Gale (see p. 61, TO)
	4	Storm (see p. 61, TO)
	5	Tornado F1-F3 (see p. 61, TO)
	6+	Tornado F4+ (see p. 62, TO)

WEATHER TABLE 2: RAIN	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Light Fog (see p. 57, TO)
	2	Heavy Fog (see p. 57, TO)
	3	Light Rainfall (see p. 59, TO)
	4	Moderate Rainfall (see p. 59, TO)
	5	Heavy Rainfall (see p. 59, TO)
	6+	Torrential Downpour (see p. 59, TO)

WEATHER TABLE 3: SNOW	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Sleet (see p. 60, TO)
	2	Light Hail (see p. 57, TO)
	3	Heavy Hail (see p. 58, TO)
	4	Light Snowfall (see p. 60, TO)
	5	Moderate Snowfall (see p. 60, TO)
	6+	Heavy Snowfall (see p. 60, TO)

WEATHER TABLE 4: COMBINED	1D6 Result	Weather Conditions
	0 or less	No Weather
	1	Gusting Rain (see p. 59, TO)
	2	Snow Flurries (see p. 60, TO)
	3	Blizzard (see p. 60, TO)
	4	Blowing Sand (see p. 62, TO)
	5	Ice Storm (see p. 62, TO)
	6+	Lightning Storm (see p. 59, TO)

in parentheses, and consult the referenced Weather Table to find the actual weather conditions in the area. (For example, at an objective with a “Windy” Local Climate, if the first 1D6 roll is a 4, the player rolls 1D6 again and applies a +1 modifier to the result before consulting Weather Table 1: Wind. If this second roll is a 3, applying +1 makes the result 4, and the result is a Storm in the area. The player then consults p. 61 of *Tactical Operations* to find the rules governing Storm conditions.)

These weather conditions described by these tables are defined fully in *Tactical Operations* (with page references as shown in the table). These weather conditions will then take place for the duration of the scenario. If the result is unlikely to occur (such as snow on an extremely hot world), then either re-roll, or simply consider the weather as a normal day.

Note the above rules presume the availability of mapsheets and the presence of a gamemaster to determine terrain and weather effects. If mapsheets are unavailable, players should feel free to create terrain appropriate to the objective site, based on the short description given. If no game master is available, players may devise their own methods for determining who resolves the weather conditions randomly.

OTHER DEFENSES

In addition to a target’s listed defense forces, players may encounter other defenses around objectives. Examples and guidelines for these additional defenses are discussed here.

CORPORATE SECURITY

As a general rule, installations of any military value contain some sort of inherent security or defensive capability. As a garrisoning military force may be suddenly shipped off-world during war, or distracted by a diversionary raid leaving their wards undefended, many companies have their own permanently stationed corporate force on site to add another layer of defense against raids and invasions.

Almost all of a corporation’s integral security forces will be made up of designs and equipment produced by the factory (or by sister site shipped from a different system, or by an affiliated company if the site itself doesn’t produce combat units). It is also common for many companies to hire mercenaries (or other “independent contractors”) to augment their site defenses. For less affluent companies or those that specialize in small components, mercenary security can outnumber the corporate security forces in heavy equipment.

Unlike front-line, home guard, or planetary militia forces, corporate security rarely shifts away from the site it is charged with defending, nor are they typically bound to any command outside of the company’s officers. This makes corporate forces some of the most independent-minded in the Inner Sphere, and even more so in the mercantile remains of the Free World League.

To determine the rough size and composition of local corporate defenses around a factory, a good rule of thumb is to provide

a lance worth of every BattleMech, vehicle, or aerospace fighter line that factory produces, and augment this with a platoon of additional conventional infantry for every lance. Facilities that produce only components for BattleMechs and vehicles almost always have just one lance, backed up by one to four platoons of conventional infantry. Most corporate security forces tend to be of Regular quality.

Mercenary forces may be hired to provide additional protection. The strength, numbers, and quality of such forces should be based on the gamemaster’s discretion. These added defenses should be dealt with on a case-by-case basis. For example, Earthwerks on Bernardo produces BattleMechs, and so most likely will not have corporate aerospace fighters protecting its facility but instead a company of motorized infantry, supported by a lance or two of locally produced BattleMechs. A fairly central system that is well protected by regional forces is unlikely to have more than a company’s worth of various mercenary BattleMechs for additional ground protection around their facility. A more exposed system might have over a battalion of BattleMechs—some mercenary, some in-house forces using ‘Mechs awaiting shipment—to back up their regiment of unarmored Infantry.

REGIONAL AND LOCAL MILITIA

The past decade has seen the tumultuous fracturing of the Free Worlds League into many provinces and non-aligned worlds. The sudden self-reliance and vulnerability to outside influences has forced many League systems into building up their local militia forces to fend off attacks from neighbors and pirates.

Previously, most League planetary militias consisted of tanks, conventional fighters, and unarmored infantry (mostly foot). Many of these were often attached to garrisoned Front-Line BattleMech and aerospace fighter formations, while the rest simply were temporarily deactivated until an event occurred that required the extra manpower (invasion, natural disaster, etc). Those that are activated are spread out across the planet. Though they can respond just about anywhere quickly, this also means that a raider or attacker will only meet minimal resistance initially in most instances when it’s solely the local militia defending the planet.

The size and technological advancement of the planetary militia is loosely based on the systems Population and Socio-Industrial Index. Planets will typically have one mixed militia regiment per one billion residents, with planets that are major industrial, logistical or command worlds deploying double this. Top Tier A or B rated technological and Industrial systems will have higher numbers and a better equipped militias. Some even have small numbers of light BattleMechs or armed IndustrialMechs within the militia or capitals police departments, as well as tactical vehicles armed with heavy grade weapons. C, D and F tier systems in the former League are more likely to only have the oldest conventional vehicles and Infantry forces. Quality of the soldiers typically averages out to Green or Regular, depending on the importance of the world and proximity to a hostile border.

ACADEMIES AND LOCAL TRAINING CENTERS

Unlike factories and command centers, most academies will not boast a dedicated security team beyond a platoon or two of “campus security”. Instead, as part of the curriculum, the former League states—like almost all other Inner Sphere military academies—tend to employ its own cadets for security patrols. While inexpensive and efficient from a financial point of view, patrols often have to be overseen by a higher-up to prevent incompetence, slacking and irresponsible actions. As expected, though cost effective, this generally means that the majority of the troops in a campus security patrol will be of Green experience quality, with some Regular or even Veteran-level instructors.

Almost universally, the enrollment program dictates the type of patrols the Academy and University employs. Universities such as Allison Mechwarrior Institute on New Olympia has a lance of cadets in BattleMechs patrolling the campus perimeter at all times, the nearby Lloyd Marik-Stanley Aerospace School typically has a squadron of fighters and a single assault DropShip in the skies. While major academies have large class sizes, the available equipment dictate how many can actual fight should real combat occur around them. When a system with a major academy is under assault, cadets assigned equipment often fall under the command of the head instructors, who will report to the militia/provincial garrison commander on how to assist in the system defense.

To reflect this, most academies will have approximately 3d6 Lances/Platoons/Squadrons of various weights (BattleMechs, fighters, and vehicles) and types (infantry) of Green-quality troops available for defense, with the commanders of each Lance/Platoon/Squadron of Regular or Veteran. Training centers will have vehicles and infantry, but only wealthy or highly advanced planets will possess 2d6 Fighters, BattleMechs or MilitiaMechs.

STATIC DEFENSES

Solely dependent on the importance and location, the amount, type and even the very possibility of static defenses can vary widely from system to system. Interior systems without any real targets of interest rarely have permanent static defenses, relying on impromptu erected anti-vehicle and infantry traps, or large ditches made to simply slow down a BattleMech advance. Strictly military objectives isolated from civilian sectors, meanwhile, may have permanent gun emplacements ready to oppose invaders, along with extensive hangars for housing troops. Many of these tend to be armed with weapons produced by former League companies, so it is not surprising many of the former League static defenses contain laser and missile turrets, a perimeter of ditches, with artillery support available in areas not near population centers. Almost all factories producing war material allocate some of their excess production to build up static defenses, so factories that produce long range missiles will likely have those weapons mounted on many of their weapon turrets.

For example, Austen-Armstrong Industries on Angell II, and Irian Technologies facility on Shiro III. AAI currently maintains approximately a dozen small anti-personnel emplacements armed with some Bat-

tleMech grade machine guns and small lasers for use against support vehicles, backed up by some anti-infantry field-works. Since it is unlikely to be hit with anything other than some raiders equipped with light vehicles, this is deemed sufficient by the operating facilities security force. On the other hand, the large facility on Shiro III has nearly three times that number of Anti-personnel turrets backed up by over a dozen anti-BattleMech and fighter gun turrets, armored walls, and four command and coordination centers before even getting to the main complexes.

When setting a scenario that takes place within a factory complex, players should note that there is no set template for factory or command center set-ups; every facility is uniquely made to fit into its surrounding terrain, and accommodate whatever its products or programs entail. Most may be defined by outer barriers and interior structures for housing, manufacturing, and storage, but how these are arranged should be best suited to the needs of your campaigns.

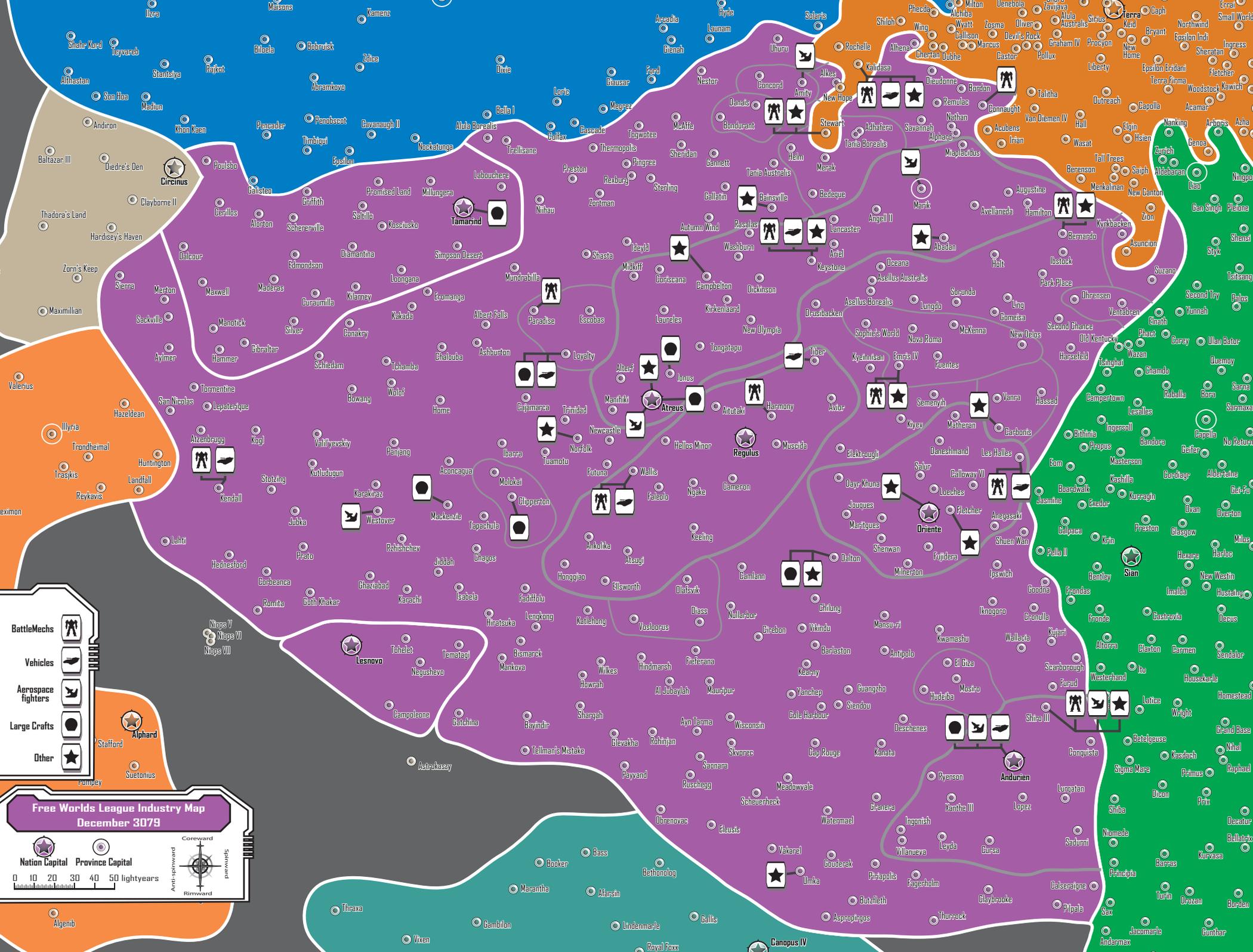
SPOILS OF WAR (REFIT KITS AND SUPPLIES)

Not all attacks on systems are to conquer or to destroy the infrastructure. Some units may be raiding a factory site to load up on parts and advanced equipment to continue their military campaign, unable to get back to their own stockpiles.

It should be noted when one is raiding for refit kits and spare parts, that all facilities that produces units (i.e., BattleMechs and aerospace units) also can do custom work and produce Refit kits of E level (see p.188, SO) for the units it produces and D for units it does not. Component factories that do not produce any designs can produce at most C-level (maintenance) kits. If a unit is attempting to garner a refit for a unit whose unit type is different from those produced at the site (i.e., a BattleMech trying to get parts at a vehicle factory and the opposite) drop the rating by an additional two ratings, to a minimum level of A.

Due to many factories business models and production capabilities, only a certain amount of refit kits may be available at the time the attackers take the site and when they depart. Most are assembled at the time of chassis production to avoid unnecessary overhead. We suggest that after a successful attack, the Game Master rolls 1d6/2 (round up) per chassis produced. That is the amount of refit kits available for capture if the unit intends to leave immediately. If they intend to stay for a length of time, roll 1d6, modified by 1 if the unit stays more than a week but leaves before week 5. After week 5, remove that -1 modifier, and for every full 3 weeks after that add a +1 modifier to the roll (cumulative). This is the amount of additional refit kits per unit produced by the time of departure. Groups are also suggested to modify this tally by the current production capability of the factory. If the factory hit is currently running at 82% capacity (such as Nanking), modifier the result by .82 (round down) before determining the final amount of kits available.

As always, these are solely up to the gamemaster and the player group, who may choose to modify this suggestion as deemed necessary. If specific equipment for a particular variant is sought, it is suggested to look at the *Technical Readout* entry for that design to see if that variant is produced at that site.



Free Worlds League Industry Map
December 3079

★ Nation Capital
 ★ Province Capital

0 10 20 30 40 50 lightyears

↑ Coreward
↓ Rimward
← Antispinward
→ Proximal

- BattleMechs**
- Vehicles**
- Aerospace fighters**
- Large Crafts**
- Other**

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