

BATTLETECH™

OBJECTIVES™

The Clans™





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: The Clans describes the state of the major factories, training centers, and command centers of the Inner Sphere Clans in the wake of the events described in *Jihad Hot Spots: Terra*. Including detailed stats on every key system, this supplement also includes basic rules to help guide players in developing *BattleTech* scenarios focused on defending—or attacking—these critical sites.



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

The Clans never cease to amaze when given a task. Every indicator we have says that between the Jihad, troubles in the homeworlds and rebellion in the Occupation Zones the Clans industrial capacity has been shattered over the last decade. Yet through sheer determination they have all managed to establish viable factories capable of building everything from Battle Armor to WarShips.

The retreat to the Inner Sphere has meant that most have had to rebuild their logistics and command networks. In this area they may exceed the Inner Sphere. Their formerly stretched logistics tails have been compressed into a comfortable excess of shipping in their small Occupation Zones. Combined with their own independent HPG networks and Chatterweb it means all of the Clans can react to attacks far more quickly than most states.

As I have reported elsewhere the Clans are only an indirect threat to us, but the Combine and Lyrans are certainly nervous about them. By keeping a close watch on the Clan's industry we will be able to spot any buildups long before they become a threat.

HOW TO USE THIS BOOK

Objectives: Clans 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 each Clan's Military-Industrial complex immediately following the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

Each Inner Sphere Clan is given its own chapter of this document. For each nation, there will be an *Overview*—a brief synopsis on the systems within that nation. 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 section is *Industrial State*, covering the status of all the military industrial companies still functioning and producing war materiel within the nation and what defending units are stationed within the planetary system. The subsections are broken up into *Industrial systems* where factories produce war materiel and components, and other systems containing logistical targets including refit centers, academies, 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, after all the nations have been dealt with individually, the *Rules Annex* provides an index for where to find advanced game rules using the information from the planetary statistic boxes and loose guidelines for creating planetary and local militia defense forces typical to Clan installations.

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Developer's Note: For more information about Clan Industry see *Field Manual: Warden Clans*, *Field Manual: Crusader Clans*, *Field Manual: Updates*, any of the *Jihad* line of products, or *Technical Readout: 3085*.

OBJECTIVES

THE CLANS



CLAN DIAMOND SHARK OVERVIEW

Clan Diamond Shark remains perhaps the most enigmatic of the Clans. Despite establishing a web of trading posts they resent anyone prying into their affairs. Having arrived on the coattails of the Invading Clans, Clan Diamond Shark has long been trying to establish influence in the Inner Sphere. With minimal holdings but regular interaction with most of the Inner Sphere, they have been at once at the center and at the edge of events for the last twenty years. As the Jihad draws to a close, Clan Diamond Shark are once again central players. As one of the few political entities with the ability to support interstellar trade they are well positioned to exploit the recovery phase that is expected to begin in the next few years.

INDUSTRIAL UPDATE

Clan Diamond Shark was fortunate in that they had existing industrial complexes on Twycross and Itabaiana at the start of the Jihad. It is not clear whether they were establishing themselves in the Inner Sphere in anticipation of the upheavals in the homeworlds or just to move their factories closer to the markets of the Inner Sphere, but this made the loss of their homeworld facilities survivable though it left their product range unbalanced. The late 3060s saw Clan Diamond Shark branching out from BattleMech production into combat vehicles and battle armor. Aerospace was delayed until the mid 3070s and even then has been curtailed by the need to rebuild. Clan Diamond Shark's willingness to experiment with new technologies has been a very interesting development. It has aggressively purchased weapon systems from Inner Sphere sources and has reengineered many of them to Clan standards. As interstellar trade is limited by the number of available docking collars, small, high value items are highly desirable. Their refined products will no doubt be vital to Clan Diamond Shark's future.

STRATEGIC INTEGRITY

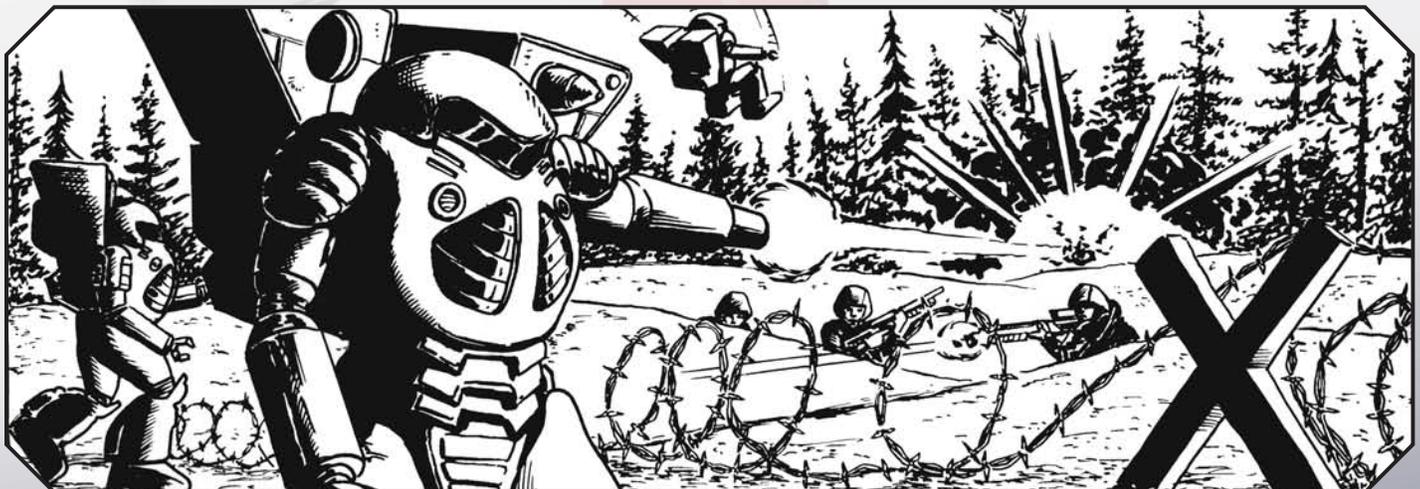
With its highly dispersed holdings, Clan Diamond Shark faces unique challenges in command and control. For their holdings in the Clan Occupation Zone they utilize very heavy defensive formations with their accompanying chains of command. Beyond that is the Chatterweb, keeping lines of communication easier than even ComStar can. There are also a number of merchant JumpShips with some Warrior support operating on their own throughout the Inner Sphere with a large degree of autonomy, ostensible to act as a distributed trade and communications network. As the Inner Sphere begins to recover, Clan Diamond Shark's trading network may act as a logistical backbone, and fill the gaps where the Great Houses' networks have been destroyed. For a price, of course.

The Clan's sibko program is a complete mystery. It is speculated that a program is maintained aboard a WarShip or one of Clan Diamond Shark's periphery holdings, but no one has seen a juvenile warrior in years.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Itabaiana (CDS Poseidon)	0%	65%
Itabaiana (Clan Diamond Shark IndustriPlex-C)	0%	100%
Itabaiana (Manufacturing Plant DSF-IT1)	0%	90%
Trondheim (Amau Electronics)	0%	100%
Trondheim (New York Vehicle Y2)	25%	85%
Trondheim (Sea Fox Y3)	20%	90%
Twycross (Trellshire Heavy Industries)	0%	100%
Twycross (DS Aero Assembly Site Rho)	0%	70%

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



INDUSTRIAL STATE

Clan Diamond Shark has been developing an industrial presence in the Inner Sphere since capturing Twycross in 3065. Since then the Clan has established industrial sites on Itabaiana and Trondheim and is likely to do so on their recently acquired Tukayyid holding. It is suspected that Clan Diamond Shark has established a new fleet base in the Chainelanes but there is no evidence to confirm this. It is also presumed that the Clan operates several other Operation REVIVAL vintage fleet bases in the Periphery, but the resources to confirm this have so far been lacking. Clan Diamond Shark has been operating a bare-bones assembly facility on the *CDS Poseidon*, a *Potemkin* class WarShip stationed over Itabaiana.

INDUSTRIAL SYSTEMS

ITABAIANA

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

Position in System: 4

Time to Jump Point: 6.19 days

Number of Satellites: 3 (São Cristóvão, Diamante, Cara dos Peixes)

Surface Gravity: 0.92

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water Coverage: 60 percent

Highest Native Life: Amphibians

Recharging Station: Zenith

HPG Class: A (Clan)

Population (3079): 2,385,715,000

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

Defending Forces: The Diamond Skate, Seventh Cruiser Squadron, Thirty-fifth Cruiser Squadron, Fifty-seventh Combined Assault, Rossei Keshik Supernova (CNC), Nova Cat Renegades (CNC)

Landmasses (Capital City): Mato Grosso (Brasília), Arado, Cauda do Macaco, Cerrado, Coelho, Tesouras

Importance: Command, Industrial, Logistical

CDS POSEIDON IPOTEMKIN CLASS/AUXILIARY PRODUCTION SITE #4

Main Products: *Dasher II*, *Ha Otoko*, *Piranha* and *Warhammer IIC* BattleMechs

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

CLAN DIAMOND SHARK INDUSTRIPLEX-C

Main Products: Clan Medium Battle Armor "Rabid" and Elemental battle armor

Location: Grass (Mato Grosso)

Local Terrain: Urban

Local Climate: Stormy

This modern facility was the Sharks' original supplier of Elementals for its own use. Once the "Rabid" was acquired from Clan Nova Cat, it was built here for export. This line is rumored to supply the DCMS with Clan technology units.

MANUFACTURING PLANT DSF-IT1

Main Products: *Crimson Hawk*, *Dasher II* and *Mad Cat Mk II* BattleMechs

Location: Sergipe (Mato Grosso)

Local Terrain: Urban

Local Climate: Mild

This factory began life as a number of mobile production sites created by stripping homeworld factories. Established on Itabaiana in 3071 it produced its first original BattleMech, the *Crimson Hawk*, in 3073. While lacking the output of the massive output of the Twycross facility, DSF-IT1 concentrates on more modern designs.

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Brasilia (Mato Grosso)

Local Terrain: Wetlands

Local Climate: Rainy

TRONDHEIM

Star Type (Recharge Time): G5V (186)
Position in System: 3
Time to Jump Point: 7.47 days
Number of Satellites: 4 (Strinda, Leinstrand, Byneset, Tiller)
Surface Gravity: 1.03
Atmosphere Pressure: High (Tainted)
Equatorial Temperature: 30°C (Temperate)
Surface Water Coverage: 37 percent
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class: B (Clan)
Population (3079): 1,867,000,000
Socio-Industrial Levels: A-C-B-B-C
Landmasses (Capital City): Nidaros, Fosen (Misby Flats), Heimdal, Dovre
Defending Forces: Sixth Strike Cluster, The Coral Skate, 101st Strike Cluster
Importance: Industrial, Logistical

AMAU ELECTRONICS

Main Products: Communication systems
Location: Tyholt (Dovre)
Local Terrain: Urban
Local Climate: Mild

Before the Clans, Amau made electronics for consumer use, with products ranging from microwave ovens and music chip players to home automatic hair stylers and holo displays. In addition they made communication systems for a variety of Rasalhagian and Combine 'Mechs. As the Clans have little use for such 'toys', the military element of this factory has been emphasized at the expense of civilian production. This has put financial pressure on the civilian retailers who used to sell these products and can't get access to military distribution.

NEW YORK VEHICLE Y2 FACILITY

Main Products: Asshur, Balac Strike VTOL, Morrígu Fire Support Vehicle, Pike Support Vehicle (Clan), Shamash Reconnaissance Vehicle
Location: Oklahoma (Fosen)
Local Terrain: Urban
Local Climate: Mild

The New York Vehicle Y2 Facility was established on Trondheim in 3068 as a virtual reproduction of the York Vehicle Y2 facility using plans purchased from Clan Blood Spirit. True to the Clan's mercantile nature, everything manufactured here can be purchased by anyone with the means.

SEA FOX Y3

Main Products: Clan Medium Battle Armor "Bär"
Location: Lund (Nidaros)
Local Terrain: Mountains
Local Climate: Arid

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Misby Flats (Fosen)
Local Terrain: Flatlands
Local Climate: Arid

TWYXCROSS

Star Type (Recharge Time): F0IV (171 hours)
Position in System: 3
Time to Jump Point: 21.94 days
Number of Satellites: 1 (Twycross III)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 65°C (Desert)
Surface Water Coverage: 40 percent
Highest Native Life: Mammals
Recharging Station: Zenith, Nadir
HPG Class: A (Clan)
Population (3079): 1,237,735,000
Socio-Industrial Levels: B-B-C-C-D
Defending Forces: Eighth Assault Cluster, Twenty-first Striker Cluster, Twenty-eighth Cruiser Cluster
Landmasses (Capital City): Twycross North, Twycross South (Camora), and Big Island
Importance: Command, Industrial, Logistical

Tornadoes and violent dust storms characterize the weather patterns for this world, which prompted the developers to build most cities and factories below ground. Captured from the Inner Sphere in 3065, Twycross has been a boon for Clan Diamond Shark. Not only have they found an analogue to HarJel there, they have turned the Trelshire plant into a major manufacturer of refitted Clan BattleMechs.

DS AERO ASSEMBLY SITE RHO

Main Products: *Ammon* and *Hydaspes* aerospace fighters; *Broad-sword*-class DropShip
Location: Unknown (Twycross South)
Local Terrain: Subterranean
Local Climate: N/A

JONAH'S REACH

Main Products: Hargel Analog

Location: Jonah's Reach (Position in System: 8)

Local Terrain: Underwater

Local Climate: N/A

TRELLSHIRE HEAVY INDUSTRIES

Main Products: *Crimson Hawk*, *Phoenix Hawk IIC*, *Rifleman IIC* and *Warhammer IIC* BattleMechs; Clan Medium battle armor "Rabid" and "Volk"; *Griffin IIC* and *Shadow Hawk IIC* BattleMech refits

Location: Doom Valley (Big Island)

Local Terrain: Subterranean

Local Climate: N/A

Formerly a producer of *Stalkers*, *BattleMasters* and *Rifleman*, Clan Diamond Shark produces a wide array of BattleMechs here. Starting with *Phoenix Hawk IICs* the lines have expanded to *Warhammers* and *Rifleman*s. Additionally facilities exist to refit *Griffins* and *Shadow Hawks* from the Nova Cats. Given Twycross' unique HarJel supply, THI was an obvious location for expansion into battle armor manufacture. Even decades after establishing this factory, Clan Diamond Shark remains loathe to sell the standard Elemental. The "Rabid" on the other hand is churned out in record numbers for sale to any buyer. "Volk" sales have sagged since the late 3070s, though Clan Wolf retains an exclusive buyer's right for that variant.

TRELLSHIRE HEAVY INDUSTRIES

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Camora (Twycross South)

Local Terrain: Subterranean

Local Climate: N/A

UPCOMING PROJECTS

Clan Diamond Shark has shown an enthusiasm for acquiring technology from across known space, always with an eye for turning it to a profit. They have been one of the great innovators of the Clans, with successes like the plasma cannon and Clan rotary auto-cannon developed through their trading connections. It is not surprising that they have a number of projects underway.

TUKAYYID

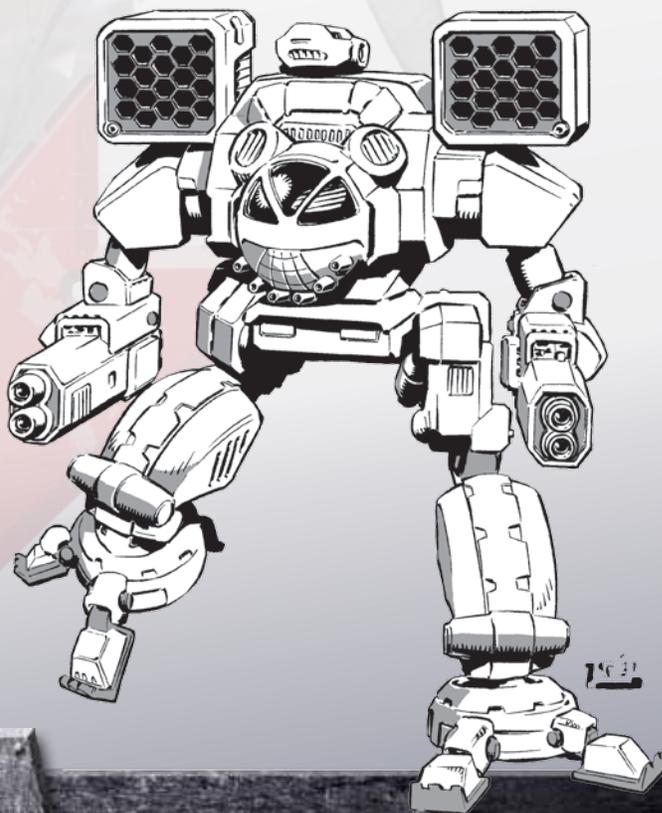
Clan Diamond Shark is doing something in orbit above Tukayyid. A number of ships have gathered and resources are being procured. It is possible that they are going to build a naval yard there in the near future.

DS AERO ASSEMBLY SITE RHO

DS Aero Assembly Site Rho is keen to expand upon its success with the *Broadsword* and has been prepping to build more Drop-Ships at this site. Interestingly, the Chatterweb says the new ship will be a merchant variant of the *Union*, though whether it will be based on the Clan or Inner Sphere hull is so far unclear. In addition they have been testing an advanced specification *Ammon* aerospace fighter, though it has not entered production yet.

ITABAIANA

Two projects are underway on this world. DSF-IT1 has produced a 'mini-Mad Cat', which they have begun to market heavily. Meanwhile, the mobile Auxiliary Production Site #4 has been testing a *Ha Otoko* that uses a number of Inner Sphere sourced parts, though whether for sale or internal use is unclear at this time.



CLAN HELL'S HORSES OVERVIEW

Sharing no common border with an Inner Sphere state, Clan Hell's Horses remains a mystery for most of the last decade. With time, we have been able to build up a more complete picture. The Clan was clearly preparing to return to the Inner Sphere before arriving in 3070. In addition to a massive refit and construction program at the Niles and Tokasha mega factories they established a deep periphery staging point to supply their planned assault on Clan Wolf.

Despite this, Clan Hell's Horses is less industrially sound than might be expected. Like all the other Clans they have been ejected from the Clan homeworlds, this has cut them off from their most productive factories just as they needed those most, forcing the Horses to rely on its transported facilities sooner than they likely planned for. They are further hampered by inhabiting a portion of the Inner Sphere that was generally lacking industrial capacity prior to Operation REVIVAL.

INDUSTRIAL UPDATE

Clan Hell's Horses' Inner Sphere industry is based around the mobile factories they brought from the homeworlds and a number of facilities they have captured from Clan Wolf. The Clan's preference for vehicles has worked to their advantage and production of these platforms was ramped up quickly. More difficult has been acquiring an internal source of BattleMechs and aerospace fighters. To improve their fighting capability the Horses have continued the refit program they started in the homeworlds to use existing chassis and refit them to more powerful standards. Additionally, they have leaned on their allies like Clan Wolf-in-Exile to provide technical and physical support.

While this push to establish an industrial complex where none existed before has produced impressive results, supplying the new factories has proven more difficult. The concentration on factories has allowed resource production and the supporting infrastructure to slip. Resistance movements also gained a new lease on life after Clan Hell's Horses replaced Clan Wolf. The Horses are still learning the art of counter insurgency combat. Until these problems are resolved, output will remain low.

STRATEGIC INTEGRITY

As they had planned to relocate to the Inner Sphere, Clan Hell's Horses made sure it brought copies of its genetic program as well as its sibko program. Both have been established in new complexes on Csesztreg.

Logistically Clan Hell's Horses' fortunes are mixed. They never possessed a large logistic arm, and the Clan is relatively under-equipped in JumpShips. On the other hand, the Occupation Zone they carved out of Clan Wolf is relatively small, meaning that they don't need an extensive network.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Csesztreg (Csesztreg Industriplex Alpha)	0%	80%
Csesztreg (Csesztreg Industriplex Beta)	0%	90%
Csesztreg (HH-1)	0%	95%
Csesztreg (Csesztreg Industriplex Epsilon)	0%	75%
Csesztreg (Csesztreg Industriplex Gamma)	0%	100%
Dark Nebula (Dark Nebula Facility)	100%	0%
Kirchbach (Swedenborg Heavy Industries)	0%	95%
New Oslo (Manufacturing Site #3)	20%	90%
Star's End (Star's End NavalYard)	100%	0%

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



INDUSTRIAL STATE

Returning to the Inner Sphere in 3070, Clan Hell's Horses set about establishing an industrial base using established facilities and mobile factories brought from the homeworlds. While behind schedule and not as far along as the Clan would like, stage one is now complete and they are entering the consolidation phase.

INDUSTRIAL SYSTEMS

CSESZTREG

Star Type (Recharge Time): MOV (201 hours)

Position in System: 4

Time to Jump Point: 3.14 days

Number of Satellites: 2 (Banjnok, Egylet)

Surface Gravity: 0.92

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 15°C (Cold-Temperate)

Surface Water Coverage: 30 percent (Tainted)

Highest Native Life: Birds

Recharging Station: Zenith, Nadir

HPG Class: A (Clan)

Population (3079): 15,026,000

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

Defending Forces: Alpha Keshik, Omega Keshik, Alpha Galaxy Command. Twenty-second Mechanized Assault

Landmasses (Capital City): Somogy (Budapest)

Importance: Command, Industrial, Logistical

Chosen as the Clan's new capital, Csesztreg is home to a major industrial center as well as Clan Hell's Horses' primary genetic repository and Touman headquarters. Combining the abundant local resources with prefabricated industrial units transported from the homeworlds, Csesztreg is already producing impressive quantities of components, armor, and munitions for the repair and refitting of the Horses Touman.

CSESZTREG INDUSTRIplex ALPHA

Main Products: *Cygnus* and *Hellstar* BattleMechs

Location: Tolna (Somogy)

Local Terrain: Flatlands

Local Climate: Mild

CSESZTREG INDUSTRIplex BETA

Main Products: Bellona Hover Tank, Donar Assault Helicopter, Epona Pursuit Tank, Hephaestus Scout Tank, Svantovt Infantry Fighting Vehicle

Location: Zala (Somogy)

Local Terrain: Flatlands

Local Climate: Rainy

CSESZTREG INDUSTRIplex EPSILON

Main Products: *Centaur*, *Minotaur* and *Orc* ProtoMechs; ProtoMech refit facility

Location: Balaton (Somogy)

Local Terrain: Flatlands

Local Climate: Mild

ProtoMech production started here in 3074 with the obsolescent *Centaur*, and more capable suits coming online after 3076. It is unclear how long marginal units like the *Centaur* will remain in production now the factory's capability is proven.

CSESZTREG INDUSTRIplex GAMMA

Main Products: Golem Assault Armor; Battle armor refit facility

Location: Baranya (Somogy)

Local Terrain: Flatlands

Local Climate: Stormy

CSESZTREG INDUSTRIplex DELTA

Main Products: *Xerxes* and *Vandal* aerospace fighters; Naval refit and repair

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

OLD REGRET TRAINING FACILITY

Main Programs: Aerospace, MechWarrior, Vehicle, Armored Infantry

Location: Zamardi (Somogy)

Local Terrain: Mountain

Local Climate: Stormy

Only recently established this facility is the primary training ground for the entire Clan. A sprawling village of prefabricated huts, making heavy use of natural features rather than prepared training grounds, Old Regret has been kindly described as "rustic" by visitors. This is expected to change with time.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Budapest (Somogy)

Local Terrain: Flatlands

Local Climate: Rainy

KIRCHBACH

Star Type (Recharge Time): F0V (171 hours)
Position in System: 3
Time to Jump Point: 21.94 days
Number of Satellites: None
Surface Gravity: 1.04
Atmosphere Pressure: Low (Breathable)
Equatorial Temperature: 30°C (Temperate)
Surface Water Coverage: 31 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class: B (Clan)
Population (3079): 862,400,000
Socio-Industrial Levels: A-B-B-B-B
Defending Forces: Seventy-first Mechanized Cavalry
Landmasses (Capital City): Hermagor (New Samos), Carinthia, Gailtal
Importance: Industrial

The planet has few resources, but its temperate climate allows its people to grow enough crops to sustain themselves. A nondescript world, Kirchbach had the beginnings of an armament industry when the Clans invaded in 3050. But it wasn't until 3071 when Clan Hell's Horses captured the world that this was expanded into military production of all kinds.



SWEDENBORG HEAVY INDUSTRIES

Main Products: Athena Combat Vehicle, Enyo Strike Tank, Hachiman Fire Support Tank, Ishtar Heavy Fire Support Tank, Ku Wheeled Assault Tank, Mars Assault Vehicle; Elemental and Gnome Heavy battle armor

Location: Jamtland (Carinthia)
Local Terrain: Coastal
Local Climate: Stormy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: East Samos (Hermagor)
Local Terrain: Hills
Local Climate: Rainy

NEW OSLO

Star Type (Recharge Time): A9V (170)
Position in System: 1
Time to Jump Point: 23.75 days
Number of Satellites: 1 (Nesodden)
Surface Gravity: 1.03
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 28°C (Temperate)
Surface Water Coverage: 49 percent
Highest Native Life: Reptiles
Recharging Station: Zenith
HPG Class: B (Clan)
Population (3079): 218,000,000
Socio-Industrial Levels: B-B-C-B-C
Defending Forces: Beta Galaxy Command, Ninety-ninth Mechanized Cavalry
Landmasses (Capital City): Nordmarka, Asker (Albany), Akershus, Christiania
Importance: Industrial

MANUFACTURING SITE #3

Main Products: *Balius*, *Blackhawk* (Standard) and *Locust IIC* BattleMechs; *Corvis*, *Shadow Hawk IIC*, *Great Wyrm* and *UrbanMech IIC* BattleMech refits

Location: Haakonstad (Christiania)
Local Terrain: Mountain
Local Climate: Windy

The former Gorton, Kingsley & Thorpe site has been extended by Clan Hell's Horses to be the Clan's primary BattleMech production facility. Notable are Hell's Horses' attempts to cut corners here such as building a *Blackhawk* as a BattleMech rather than an OmniMech, while the factory performs a variety of BattleMechs refits.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry
Location: Albany (Asker)
Local Terrain: Wetlands
Local Climate: Rainy

STRATEGIC SYSTEMS

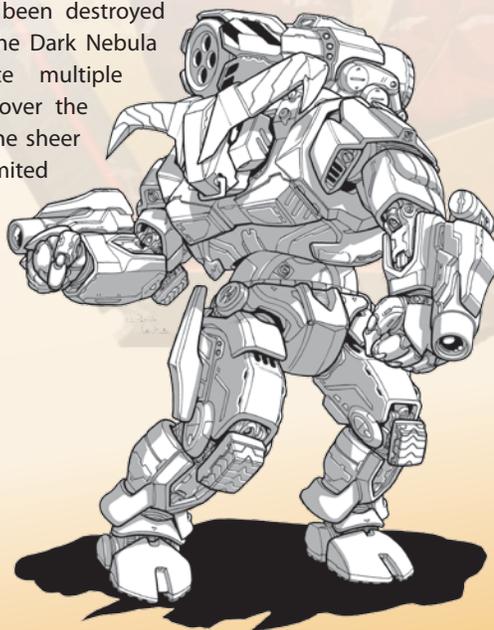
DARK NEBULA

Star Type (Recharge Time): K8V (199 hours)
Position in System: 15
Time to Jump Point: 19.35 days
Number of Satellites: None
Surface Gravity: 0.01
Atmosphere Pressure: Vacuum
Equatorial Temperature: N/A
Surface Water Coverage: 0 percent
Highest Native Life: None
Recharging Station: None
HPG Class: None
Population (3079): 5,000
Socio-Industrial Levels: B-C-D-D-E
Defending Forces: None
Landmasses (Capital City): N/A
Importance: Logistical

DARK NEBULAR WAYSTATION

Main Products: Naval repair and refit
Location: Underground
Local Terrain: N/A
Local Climate: N/A

Few sites have been destroyed as many times as the Dark Nebula Waystation. Despite multiple scuttling attempts over the past twenty years the sheer size of the facility limited the effectiveness of these operations. Nonetheless, the facility is now barely operational.

STAR'S END
(NOVO CRESSIDAS)

Position in System: 2
Time to Jump Point: 2.45 days
Number of Satellites: None (Asteroid Ring)
Surface Gravity: 0.03 or less (Asteroid Ring)/0.75 (Novo Cressidas)
Atmosphere Pressure: Vacuum
Equatorial Temperature: -270.15 °C
Surface Water Coverage: 0 percent (Asteroid Ring)/15 percent (Novo Cressidas)
Highest Native Life: None
Recharging Station: None
HPG Class: A (Clan)
Population (3079): 55,000
Socio-Industrial Levels: A-B-D-C-F
Defending Forces: Fifty-seventh BattleMech Cluster
Landmasses (Capital City): N/A
Importance: Industrial

STAR'S END NAVAL YARD

Main Products: Naval refit and repair
Location: Asteroid Ring
Local Terrain: N/A
Local Climate: N/A

Captured from the New Belt Pirates, it was hoped that this former Rim Worlds' naval yard would be able to build JumpShips one day. However no reports about the further development of the facility have been heard since 3072.

UPCOMING PROJECTS

Clan Hell's Horses is still growing into its new position in the Inner Sphere. Naturally there are number of projects underway to better establish themselves.

CSESZTREG INDUSTRIplex EPSILON

This facility has a number of projects underway. The first is a production version of the successful *Minotaur-XP*. This is expected to be completed this year. They are also looking at a major reconstruction of the *Procyon*.

SWEDENBORG HEAVY INDUSTRIES

Looking to expand their range, Swedenborg is looking at a new Infantry Support Vehicle as well as experimenting with an advanced Enyo.



CLAN JADE FALCON OVERVIEW

The last decade has seen waves of violence grip the Jade Falcon Occupation Zone. The power vacuum left in the aftermath of the Ice Hellion invasion prompted some within the Occupation Zone to rise up and challenge the Clan for control. These uprisings have likely received support from enemies of the Jade Falcons, but the specifics are unclear as the Clan shut down all communication nodes within the Occupation Zone and enforced violent quarantines around affected worlds. To add to their troubles, it would appear that Clan Jade Falcon was recently ejected from the homeworlds.

That Clan Jade Falcon survived these multiple threats is may be in part due to the Clan's ability to keep the full extent of their troubles hidden from view. Much of the Inner Sphere had any idea of their weakness until the late 3070s. Even now they continue to present themselves as if in a position of strength, but the damage taken by their supporting infrastructure means they are far more fragile than that.

INDUSTRIAL UPDATE

Clan Jade Falcon didn't start building Inner Sphere infrastructure until the late 3050s. Even then this effort was nearly snuffed out when General Christifori captured their early efforts on Butler in 3064. Events in the homeworlds have forced the Falcons to take concrete steps to establish Inner Sphere facilities, despite their perceived fragility.

In addition to the industrial megaplexes of Sudeten, Clan Jade Falcon has established a number of secondary facilities and took an interest in refitting the factories of Pandora. This effort bore fruit in the early 3070s when the Clan was ejected from the homeworlds, but was still susceptible to damage during the massive uprisings of 3071. With several facilities destroyed and most damaged, Clan Jade Falcon has been forced to begin rebuilding again. The Clan claims to meet quotas, and has brought a variety of new military vehicles production facilities online, but production rates and quality control are considered to be low. Analysts suggest a lack of trained overseers, but with its skilled scientist caste, it is hard to believe Clan Jade Falcon lacks the know-how needed.

STRATEGIC INTEGRITY

No one knows why Khan Marthe Pryde made provision for the establishment of genetic repositories within the Occupation Zone. It seems unlikely that she could have predicted the rapid reversals that awaited her Clan after 3067. Whatever the reason, her forethought has saved the genetic legacy of her Clan for future generations. While several sites were destroyed in the chaos of 3071, the majority still remain.

The Occupation Zone contained several Lyran military schools, but with its own sibko program in the homeworlds, Clan Jade Falcon had little interest in these facilities. That has changed and the three major facilities have all received an injection of resources.



STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Butler (Butler Ship Yards)	10%	35%
Erewhon (CJF Factory Zone 4)	35%	75%
Erewhon (CJF Factory Zone 5)	100%	0%
Erewhon (Eagle Craft Group)	55%	70%
Pandora (Quikscell)	0%	55%
Pandora (Red Devil Industries)	0%	85%
Sudeten (Falcon's Roost Orbital Assembly Plant)	0%	80%
Sudeten (Olivetti Weaponry)	65%	50%
Sudeten (Trellshire Heavy Industries)	20%	85%

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

INDUSTRIAL STATE

In 3067 Clan Jade Falcon had one of the most powerful industrial sectors in the Clans. The recent uprisings that wracked their Occupation Zone would leave Olivetti Weaponry gutted. Production has slowly recovered over the decade but quality control and output has slipped.

INDUSTRIAL SYSTEMS

BUTLER

Star Type (Recharge Time): M1V (202)
Position in System: 3
Time to Jump Point: 2.96 days
Number of Satellites: 1 (Valet)
Surface Gravity: 1.02
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 37°C Warm-Temperate
Surface Water Coverage: 49 percent
Highest Native Life: Birds
Recharging Station: Nadir
HPG Class: B (Clan)
Population (3079): 185,710,000
Socio-Industrial Levels: B-C-B-C-B
Defending Forces: Beta Second Falcon Jaegers
Landmasses (Capital City): Smithfield (Newton), Jenkins, Marlybone
Importance: Industrial

BUTLER SHIP YARDS

Main Products: *Invader*-class JumpShip
Location: Orbit
Local Terrain: N/A
Local Climate: N/A

Established in the 3060s, the shipyard has withstood several Lyran attacks. Shifting priorities finally allowed the production of a JumpShip in 3078. The shipyard is now the only remaining facility where Clan Jade Falcon could repair its navy. While some analysts fear WarShips will be built here, the Clan seems to have more pressing priorities at present.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry
Location: Newton (Smithfield)
Local Terrain: Flatlands
Local Climate: Arid

EREWHON

Star Type (Recharge Time): A7V (168 hours)
Position in System: 5
Time to Jump Point: 27.98 days
Number of Satellites: None
Surface Gravity: 0.82
Atmosphere Pressure: Low (Breathable)
Equatorial Temperature: 37°C (Warm-Temperate)
Surface Water Coverage: 40 percent
Highest Native Life: Plants
Recharging Station: Zenith
HPG Class: A (Clan)
Population (3079): 152,000,000
Socio-Industrial Levels: B-B-C-B-C
Defending Forces: Twenty-second Provisional Garrison Cluster
Landmasses (Capital City): Te Ika-a-Māui, Te Wai Pounamu (Rangitata)
Importance: Industrial

A haunt of the scientist caste, this world has remained largely hidden to outsiders. Previously, its output had been specialized and verging on experimental. Heavy fighting took place on Erewhon in the early part of the decade leaving the planet's infrastructure devastated. Before the arrival of the Clan Jade Falcon, Erewhon was renowned for its wool industry and large population of sheep. Reportedly there are even more now in huge feral herds.

CJF FACTORY ZONE 4

Main Products: *Jupiter* BattleMech
Location: Croix (Te Wai Pounamu)
Local Terrain: Hilly
Local Climate: Mild

EAGLE CRAFT GROUP

Main Products: *Griffin IIC*, *Thor* and *Uller* BattleMechs, *Snow Fox* BattleMech refit
Location: Orbit
Local Terrain: N/A
Local Climate: N/A

Nominally based out of Erewhon, Eagle Craft Group is actually made up of a series of mobile facilities spread across the Occupation Zone. These sites produce low volume runs of specialist BattleMechs as well as performing refits on request. While this approach is flexible and resistant to damage, it is not conducive to the advantages of mass production in a dedicated factory.

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Erewhemos (Te Wai Pounamu)
Local Terrain: Urban
Local Climate: Rainy

PANDORA

Star Type (Recharge Time): B7V (158 hours)
Position in System: 7
Time to Jump Point: 68.25 days
Number of Satellites: 1 (Hope)
Surface Gravity: 1.02
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 40°C (Tropical)
Surface Water Coverage: 69 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class: A (Clan)
Population (3079): 4,092,000,000
Socio-Industrial Levels: B-A-B-B-B
Defending Forces: Eighteenth Falcon Regulars
Landmasses (Capital City): Kaos (Deliverance), Limbo, Nirvana, Vestiga, Haven Islands, Megara, Hyginus
Importance: Industrial, Logistical

Captured by Clan Jade Falcon in 3064, Pandora held two tank factories and a BattleMech factory. Based on the new theories of the merchant caste, these lines would be used to produce tanks for trade to other Inner Sphere based Clans with a focus on designs of use to Clan Jade Falcon. Pandora now represents an important production center to Clan Jade Falcon. Heavily damaged in 3052, the former capital of Needgate has been left abandoned as a memorial of the perfidy of mercenaries choosing to fight in cities.



QUIKSCCELL

Main Products: Indra Infantry Transport, APC (tracked), SRM Carrier and Scorpion tank
Location: Athena (Haven Islands)
Local Terrain: Mountain
Local Climate: Snowy

THE PANDORA COLLEGE OF MILITARY SCIENCES

Main Programs: Naval
Location: Needgate (Kaos)
Local Terrain: Wetlands
Local Climate: Mild

Based in the former planetary capital of Needgate, the Pandora College of Military Sciences was largely forgotten by Clan Jade Falcon. The facility is only now starting to produce students since the Clan lacks any other naval training facilities.

RED DEVIL INDUSTRIES

Main Products: Rifleman C and BattleMaster C BattleMechs, Centipede Scout Car, Condor Heavy Hover Tank; Rifleman IIC BattleMech refit

Location: Deliverance (Kaos)
Local Terrain: Flatlands
Local Climate: Mild



PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Arcadia (Limbo)
Local Terrain: Flatlands
Local Climate: Rainy

Not even assigned the bare-bones Quikscell vehicles, the solahma forces on Pandora are the last stop in the Falcon Touman. Many members are suicidal in combat such that they are almost more trouble than they are worth.

SUDETEN

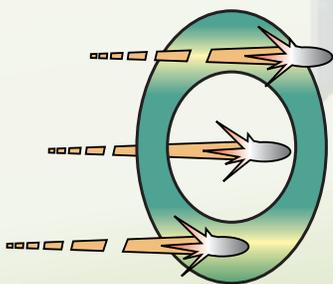
Star Type (Recharge Time): K5V (196 hours)
Position in System: 4
Time to Jump Point: 4.12 days
Number of Satellites: 2 (Saar, Sule)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class: A (Clan)
Population (3079): 2,352,000,000
Socio-Industrial Levels: B-B-A-B-C
Defending Forces: Turkina Keshik, First Falcon Hussars
Landmasses (Capital City): Dargoth (Hamarr), Holcomb, Jarho Islands
Importance: Command, Industrial, Logistical

FALCON'S ROOST ORBITAL ASSEMBLY PLANT

Main Products: *Carrier, Danais, Overlord* and *Union* class DropShips; *Scytha* aerospace fighter; Bus S-7AC, Dropshuttle K-1C, Escape Pod, Landing Craft Mark VII-C, Life Boat, Long-Range Shuttlecraft KR-61C, Shuttle ST-46C

Location: Orbit
Local Terrain: N/A
Local Climate: N/A

Serene above the chaos, Falcon's Roost Orbital Assembly Plant opened in 3072 as Sudeten burned below it. With the first DropShip launching in 3074 the facility has gone on to become the primary aerospace facility of Clan Jade Falcon though it lacks the ability to accommodate JumpShips.



OLIVETTI WEAPONRY

Main Products: *Black Hawk, Fire Falcon, Flamberge, Locust IIC, Loki, Marauder IIC* and *Shadow Cat II* BattleMechs; Afreet Medium, Elemental (Fire), Ironhold Assault and Salamander battle armors; Resgate PA(L) Exoskeleton

Location: Hamarr (Dargoth)
Local Terrain: Flatlands
Local Climate: Mild

Captured in 3051 Olivetti Weaponry lay dormant until 3061 when Clan Jade Falcon sought to establish limited military production in the Inner Sphere. Since then, slowly at first, the factory expanded to build eleven different 'Mechs as well as a bevy of battle armor. The fighting at the start of the decade saw six of those 'Mechs cease production while others have been replaced by all new designs.

TRELLSHIRE HEAVY INDUSTRIES

Main Products: Demolisher Heavy Tank (Clan), Huitzilopochtli Assault Tank
Location: Eldron (Holcomb)
Local Terrain: Wooded
Local Climate: Stormy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Salzberg (Dargoth)
Local Terrain: Hills
Local Climate: Mild

STRATEGIC SYSTEMS

BLACKJACK

Star Type (Recharge Time): G3V (184 hours)
Position in System: 3
Time to Jump Point: 8.53 days
Number of Satellites: 2 (Club, Spade)
Surface Gravity: 0.97
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 49°C (Arid-Desert)
Surface Water Coverage: 31 percent
Highest Native Life: Reptiles
Recharging Station: None
HPG Class: B
Population (3079): 1,105,000,000
Socio-Industrial Levels: B-B-D-C-D
Defending Forces: None
Landmasses (Capital City): Diamond, (Lott's Revenge), Vada, Orbule
Importance: Logistical

JADE FALCON SCHOOL OF CONFLICT ON BLACKJACK

Main Programs: MechWarrior, Police

Location: Steppes (Vada)

Local Terrain: Flatlands

Local Climate: Mild

Since reclaiming the world from the Lyran Alliance, Clan Jade Falcon has rebuilt the Blackjack School of Conflict to service its need for new warriors. Currently it includes Trueborn and Freeborn programs as well as a police program.

SOMERSET

Star Type (Recharge Time): K5V (196 hours)

Position in System: 1

Time to Jump Point: 4.12 days

Number of Satellites: 2 (Bull, Hind)

Surface Gravity: 1.08

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 34°C (Temperate)

Surface Water Coverage: 70 percent

Highest Native Life: Mammals

Recharging Station:

HPG Class: B (Clan)

Population (3079): 238,000,000

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

Defending Forces: None

Landmasses (Capital City): Bath (Taunton), Wells, Bristol, Yeovil, Bridgewater, Cheddar

Importance: Logistical

Somerset was famously depopulated in the Somerset Strikers holovid with the populace relocated to the homeworlds as slaves. Citizens of Somerset express surprise when this apparent relocation is brought up as the minor world was largely ignored by Clan Jade Falcon for most of the last twenty years.

THE MILITARY ACADEMY OF SOMERSET

Main Programs: MechWarrior, Aerospace

Location: Somerport (Wells)

Local Terrain: Urban

Local Climate: Mild

WALDORFF

Star Type (Recharge Time): G1V (182 hours)

Position in System: 5

Time to Jump Point: 9.75 days

Number of Satellites: 1 (Statler)

Surface Gravity: 0.92

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water Coverage: 40 percent

Highest Native Life: Reptiles

Recharging Station: Zenith

HPG Class: B (Clan)

Population (3079): 110,000,000

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

Defending Forces: None

Landmasses (Capital City): Mackenssen (Waldorff City), Wells, Brigallo, Rentax

Importance: Logistical

The former presence of a munitions factory made Waldorff an attractive target to both Clan Jade Falcon and Clan Steel Viper with the latter making it their capital. Both fought a major battle there in an abandoned city. More recently the city of Valenti was severely damaged in a local uprising that saw the planet cut off from contact for a year. The planet is also home to a genetic repository whose status is at present unclear.

UPCOMING PROJECTS

Clan Jade Falcon is concentrating on reconstruction more than innovation and little can be expected until the mid-3080s.

OLIVETTI WEAPONRY

Olivetti Weaponry research division was working on experimental versions of existing BattleMechs. These seem to be refitted test beds and there appears to be no ability to build these BattleMechs from scratch. The most recent rumor is of an advanced version of the venerable *OstScout*.

QUIKCELL

Quikcell has developed a reputation for cheap, effective counter insurgency vehicles. Several Falcon merchants have begun lobbying to build such vehicles again. It seems unlikely that the Jade Falcons would approve of using brand-new vehicles for Solahma duties.

CLAN SNOW RAVEN OVERVIEW

Clan Snow Raven and the Outworlds Alliance are increasingly intertwined. Together they share industry, logistic networks and command facilities. They have spilt blood together and healed each other's scars. Yet still there remain deep divisions between the nations which they will have to be overcome if they wish to live together. For now mutual advantage keeps them united. But with the Jihad winding down the inefficiencies and redundancies caused by the mutual desire to keep some separation is starting to result in jealousies and conflict over supplies and recognition. It has been suggested that this can only be overcome through unifying the two people, but for now this does not seem to be a priority.

INDUSTRIAL UPDATE

The development of Clan Snow Raven's industry has been confused and patchy. When their fleets arrived in the late 3060s they were totally dependent upon ship based mobile factories. While this was adequate for a low operating tempo, the need to support the rebuilding of both their own Touman, develop an industrial base and rebuild the shattered world of Alpheratz pushed these mobile factories away from military to civilian production. With Dante's industries wiped clean by orbital bombardment, new factories had to be built from scratch. Clan Snow Raven has concentrated on Quatre Belle as the core of a new aerospace industry. At the same time United Outworlders Corporation, eager for the advantages of Clan technology, has volunteered its own factories for development by the Clan.

Factories with the designation Facility 12-A through 12-E are mobile facilities based in WarShips. Over time many of these factories have been moved planet side.

STRATEGIC INTEGRITY

The situation in the Outworlds Alliance is one of duplication. Both the Outworlds Alliance and Clan Snow Raven operate separate command networks centered on their respective capitals, despite the shared responsibility in defending the Alliance. This is made more complex on worlds like Alpheratz and Ramora, where these networks run through the same buildings and offices with little interaction. This is also true of logistics, especially as Clan Snow Raven has established strategic alliances with preferred major producers like UOC.

Clan Snow Raven's sibko program status is mixed. While they were able to retain a large portion of their sibkin, they now lack the facilities to train them. The Alliance has the facilities available, but the Clan is unwilling to use these supposedly "inferior" facilities, while there is a strong reluctance within the Alliance Military Corps to allow Clan Snow Raven into their "elite" academies. For now it is

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Alpheratz (Alliance Defenders Limited)	0%	100%
Alpheratz (Arenthir Electronics)	0%	100%
Alpheratz (Bonaventure [Potemkin Class]/Facility 12-C)	0%	75%
Alpheratz (Mountain Wolf BattleMechs)	0%	80%
Dante (Eden Rose [Potemkin Class]/Facility 12-D)	0%	40%
Dante (Scavenger [Volga Class]/Facility 12-E)	0%	75%
Dante (Snow Raven Industrial Complex Alpha/ Facility 12-D)	0%	80%
Dante (Snow Raven Industrial Complex Kappa)	0%	75%
Lushann (Lushann Industrials Limited)	0%	100%
Mitchella (United Outworlders Corporation)	0%	100%
Praxton (Praxton Fusion Products Limited)	0%	100%
Quatre Belle (Crest Foundries)	0%	90%
Quatre Belle (Treachery [Potemkin]/Facility 12-A)	0%	70%
Ramora (CSR Battle Armor Facility Alpha)	0%	100%
Ramora (Raveena Electronics)	0%	100%
Ramora (United Outworlders Corporation)	50%	60%
Ramora (Wild Swan [Potemkin Class]/Facility 12-B)	35%	80%
Sevon (Alliance Mining and Geology)	0%	100%
Sevon (Alliance Motors Ltd.)	0%	100%

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

primarily the Clan that suffers. In the meantime the AMC makes use of its old training facilities on Alpheratz, Lushann, Dneiper and Ferris to produce below-average MechWarriors while every planet in the Alliance still has local facilities churning out militia.

INDUSTRIAL STATE

After relocating to the Inner Sphere, Clan Snow Raven had to rebuild its industrial base from scratch. Despite the apparent rushed nature of their relocation they were able to make use of a number of their WarShips as basic factories for military and civilian products. These proved invaluable in the wake of the Word of Blake attacks, but redirecting much of their output to the Outworld Alliance has compromised the Clan's own recovery.

INDUSTRIAL SYSTEMS

ALPHERATZ

Star Type (Recharge Time): K5V (196 hours)

Position in System: 4

Time to Jump Point: 4.12 days

Number of Satellites: 1 (Aisha)

Surface Gravity: 1.0

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 30°C (Temperate)

Surface Water Coverage: 70 percent

Highest Native Life: Mammals

Recharging Station: Nadir

HPG Class: B

Population (3079): 3,099,000

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

Defending Forces: First Alliance Air Wing, Avellar Guard

Landmasses (Capital City): Northern Continent (Famindas [destroyed 3071]), Southern Continent (Carolinas).

Importance: Command, Industrial, Logistical



ALLIANCE DEFENDERS LIMITED

Main Products: *Locust, Stinger* and *Wasp* BattleMechs;

Oro, Po Heavy Tank, Rommel Tank, Tracked APC

Location: Heminy Bay (Northern Continent)

Local Terrain: Urban/Coastal

Local Climate: Mild

A longtime producer of heavy tanks and light BattleMechs on Alpheratz, Alliance Defenders Limited suffered damage in 3071, but was operational again by 3077. A notable change to their lineup has been the introduction of the Oro tank alongside their existing products. ADL faces being sidelined as its BattleMech production is decidedly dated.

ARENTHIR ELECTRONICS

Main Products: Electronics

Location: Bolliard Mountains (Northern Continent)

Local Terrain: Mountain

Local Climate: Rainy

Protected in the Bolliard Mountains, Arenthir escaped damage and continues to provide electronic components for the Outworlds Alliance.



BONAVENTURE (POTEMKIN CLASS)/FACILITY 12-C

Main Products: Components

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

MOUNTAIN WOLF BATTLEMECHS

Main Products: *Merlin* and *Night Hawk* BattleMechs

Location: Altai (Southern Continent)

Local Terrain: Woodlands

Local Climate: Windy



AGDA TRAINING FACILITY ALPHERATZ

Main Programs: MechWarrior, Armor, Infantry

Location: Bambino (Southern Continent)

Local Terrain: Flatlands

Local Climate: Arid

One of the primary sources of training for the AMC before the introduction of the Columbia Academy, this facility now concentrates on the AGDA. Clan Snow Raven has provided trainers but the harshness of their methods has had mixed results.

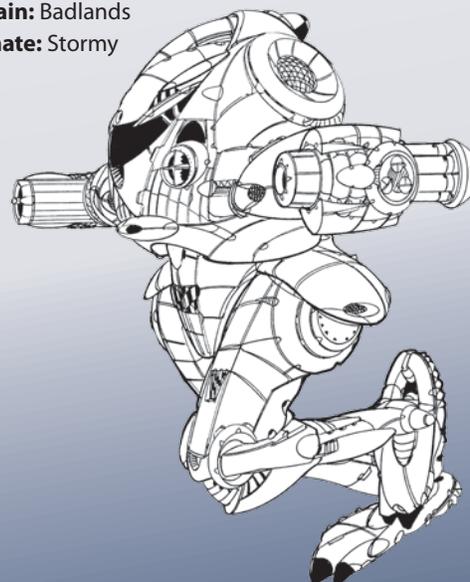
PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Carolinas (Southern Continent)

Local Terrain: Badlands

Local Climate: Stormy



DANTE

Star Type (Recharge Time): K4V (195 hours)

Position in System: 2

Time to Jump Point: 4.31 days

Number of Satellites: 1 (Beatrice)

Surface Gravity: 0.98

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 27°C (Temperate)

Surface Water Coverage: 42 percent

Highest Native Life: Fish

Recharging Station: Nadir

HPG Class: B (Clan)

Population (3079): 52,630,000

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

Defending Forces: Fifth Raven Wing Cluster,
Fifth Raven Auxiliaries

Landmasses (Capital City): Il Poeta, Petrarch,
Boccaccio (Certaldo), Guelph

Importance: Command, Industrial, Logistical

Dante is an agricultural world whose moderate climate is ideally suited to the cultivation of grains and other seasonal crops. After clearing the world of the Omnis terrorists, Clan Snow Raven has made this world their own. Not only have they built their new genetic repository here, this is the only place that the Snow Ravens manufacture new BattleMechs.

EDEN ROSE

IPOTEMKIN CLASS/FACILITY 12-D

Main Products: *Baboon*, *Clint IIC*, *Warhammer IIC* and *Kodiak*
BattleMech refits; components

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

SCAVENGER

IVOLGA CLASS/FACILITY 12-E

Main Products: Components

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

SNOW RAVEN INDUSTRIAL COMPLEX ALPHA

Main Products: *Diemos* and *Warhammer IIC* BattleMechs;
Elemental battle armor

Location: Scipio (Petrarch)

Local Terrain: Badlands

Local Climate: Arid

Initially only capable of refitting existing chassis, Snow Raven Industrial Complex Alpha grew from an array of mobile facilities into a major industrial site. Unfortunately the effects of Clan Snow Raven's bombardment made it difficult to re-establish the infrastructure needed to supply the factory and distribute the produce. This kept the site from producing completed 'Mechs until well into the 3070s.

SNOW RAVEN INDUSTRIAL COMPLEX KAPPA

Main Products: Hachiman Fire Support Tank

Location: Scipio (Petrarch)

Local Terrain: Flatlands

Local Climate: Arid

OWA TRAINING FACILITY ALPHA

Main Programs: MechWarrior, Aerospace

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

Operating out of Eden Rose with regular excursions to the surface of Dante, the onboard training facilities are apparently cramped and reliant on simulators. The instructors would dearly like to relocate to the surface, though logic suggests making use of the Outworld Alliance's existing facilities.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Certaldo (Boccaccio)

Local Terrain: Wetlands

Local Climate: Rainy

LUSHANN

Star Type (Recharge Time): M3V (204 hours)

Position in System: 8

Time to Jump Point: 2.67 days

Number of Satellites: 2

Surface Gravity: 0.95

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 6°C (Boreal)

Surface Water Coverage: 45 percent

Highest Native Life: Mammals

Recharging Station: Nadir

HPG Class: B

Population (3079): 33,000

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

Defending Forces: None

Landmasses (Capital City): Texas, Energia, Evergreen (Grimandi), Hellas

Importance: Industrial

Lushann is the main source of petrochemical production and refinement in the Alliance. Because of the planet's lengthy orbit and the weakness of its parent sun, much of Lushann's northern hemisphere is covered in permafrost.

LUSHANN INDUSTRIALS LIMITED

Main Products: Components

Location: Bassen (Hellas)

Local Terrain: Subterranean

Local Climate: N/A



AGDA TRAINING FACILITY LUSHANN

Main Programs: MechWarrior, Armor, Unarmored Infantry

Location: Devonas (Hellas)

Local Terrain: Wooded

Local Climate: Stormy

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Herbie (Texas)

Local Terrain: Badlands

Local Climate: Arid

MITCHELLA

Star Type (Recharge Time): G2V (183 hours)

Position in System: 2

Time to Jump Point: 9.12 days

Number of Satellites: None

Surface Gravity: 1.04

Atmosphere Pressure: High (Breathable)

Equatorial Temperature: 27°C (Mild-Temperate)

Surface Water Coverage: 77 percent

Highest Native Life: Fish

Recharging Station: None

HPG Class: B

Population (3079): 250,311,000

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

Defending Forces: Second Alliance Air Wing, Alliance Borderers

Landmasses (Capital City): Cascade (Mitchella City), Fergus, Garfield, Carter, Big Horn, Glacier

Importance: Industrial

UNITED OUTWORLDERS CORPORATION

Main Products: *Bombardier* BattleMech; Hunter Light Tank, Vedette Medium Tank

Location: Columbia (Cascade)

Local Terrain: Wetlands

Local Climate: Mild

Though little is known about the deals struck with the Alliance, it is obvious that the appearance of a massive factory complex, Clan enclave, and even a DropShip repair facility on Mitchella is directly tied to the sudden bonding of a Clan with the mediocre Periphery power.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Mitchella City (Cascade)

Local Terrain: Coastal

Local Climate: Arid

PRAXTON

Star Type (Recharge Time): M1V (202 hours)
Position in System: 1
Time to Jump Point: 2.96 days
Number of Satellites: None
Surface Gravity: 0.95
Atmosphere Pressure: Low (Breathable)
Equatorial Temperature: 37°C (Arid-Desert)
Surface Water Coverage: 16 percent
Highest Native Life: Reptiles
Recharging Station: Nadir
HPG Class: B
Population (3079): 157,000,000
Socio-Industrial Levels: B-B-C-C-C
Defending Forces: None
Landmasses (Capital City): Hudson (LeBrock), Chet
Importance: Industrial



PRAXTON FUSION PRODUCTS LIMITED

Main Products: Engines
Location: Williamsburg (Chet)
Local Terrain: Mountain
Local Climate: Arid

PLANETARY MILITIA

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

The militia focus their defense on the pumps that supply half of the water to the populace. Raiders are forced to come there eventually and the only other attractive target is the fortress-like engine facility deep in the Praxus mountains.

QUATRE BELLE

Star Type (Recharge Time): F4IV (175 hours)
Position in System: 4
Time to Jump Point: 16.10 days
Number of Satellites: 3 (Isis, Gaia, Pluto)
Surface Gravity: 0.90
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 35°C (Temperate)
Surface Water Coverage: 85 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class: B
Population (3079): 14,900,000
Socio-Industrial Levels: B-C-B-B-A
Defending Forces: First Raven Phalanx, Seventh, Raven Regulars
Landmasses (Capital City): Shiva (Belle), Vishnu, Agni, Indra, Soma, Rudra, Aryaman, Prithvi, Varuna
Importance: Industrial

For reasons that are not immediately obvious, Clan Snow Raven selected Quatre Belle as a nexus for its transplanted aerospace industry. The world itself is pleasant enough, making expansion entirely plausible.

CREST FOUNDRIES

Main Products: *Bashkir* and *Sabutai* aerospace fighters
Location: Orbit
Local Terrain: N/A
Local Climate: N/A

Though this factory bears a famous name it is not directly related to its famous forebear on Lum. Rather this factory started life as Mobile Facility 12-A onboard the Warship Treachery. It was attached to the shipyard and renamed, currently orbiting the furthest moon, Pluto.

QUATRE BELLE SHIPYARD

Main Products: Naval repairs and refits
Location: Orbit
Local Terrain: N/A
Local Climate: N/A

It is hoped in the near future this former Star League yard will begin to produce JumpShips. For now they continue to repair and refit what remains of Clan Snow Raven's fleet. It orbits exactly opposite from Crest Foundries.

TREACHERY IPOTEMKIN CLASS/FACILITY 12-A

Main Products: Aerospace components

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Belle (Shiva)

Local Terrain: Coastal

Local Climate: Windy

RAMORA

Star Type (Recharge Time): G3V (182 hours)

Position in System: 3

Time to Jump Point: 8.53 days

Number of Satellites: 1

Surface Gravity: 1.08

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 38°C (Warm-Temperate)

Surface Water Coverage: 54 percent

Highest Native Life: Mammals

Recharging Station: Nadir

HPG Class: B

Population (3079): 81,000

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

Defending Forces: Corvus Keshik, Ninth Raven Striker Cluster, Sixth Raven Regulars

Landmasses (Capital City): Mayaguana (Varnhagen), Eleuthera, Guanahani

Importance: Industrial, Logistical

CSR BATTLE ARMOR FACILITY ALPHA

Main Products: Aerie PA(L)

Location: Lignum (Mayaquana)

Local Terrain: Wetlands

Local Climate: Rainy

This facility has been an endless source of problems for the Clan. Not only has it proven a magnet for terrorist operations and an industrial spill involving the Clan's limited supply of HarJel brought the normally Clan friendly population out in protest. Clan Snow Raven is investigating removing the facility off world, but for now it remains the Clan's only internal source of battle armor outside of Dante.

RAVEENA ELECTRONICS

Main Products: *Charger* BattleMech

Location: Cuicocha (Eleuthera)

Local Terrain: Mountain

Local Climate: Rainy

No one quite knows how this company survives producing vintage Chargers. Recently it has even taken to a publicly anti-Clan stance to establish a point of difference between it and UOC.

UNITED OUTWORLDERS CORPORATION

Main Products: *Corax*, *Hellcat*, *Lightning*, *Seydlitz*, *Shilone* and *Slayer* aerospace fighters; Light Strike Fighter, 'Mechbuster Fighter, Protector Combat Support Fighter ASF-23; Bus S-7A, Dropshuttle K-1, Escape Pod, Landing Craft Mark VII, Life Boat, Long-Range Shuttlecraft KR-61, Shuttle ST46; *Titan*-class DropShip refit

Location: Various

Local Terrain: Varies

Local Climate: Varies

Ranging from surface factories to orbital dockyards, UOC dominates Ramora. This is undoubtedly why it came under repeated attack through 3067 to 3070. Eager to rebound UOC has courted Clan Snow Raven, which has paid off with the adoption of Clan construction techniques and assistance building a brand new DropShip manufacturing facility. This was used to refit a small number of Snow Raven *Titan*-class DropShips. UOC hopes to build JumpShips at its dockyard, but with Quatre Belle coming online it is unlikely the Ravens will allocate any further resources.

WILD SWAN IPOTEMKIN CLASS/FACILITY 12-B

Main Products: Components

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Awesome (Guanahani)

Local Terrain: Coastal

Local Climate: Mild

SEVON

Star Type (Recharge Time): M2V (203 hours)
Position in System: 5
Time to Jump Point: 2.86 days
Number of Satellites: 1
Surface Gravity: 1.08
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 31°C (Temperate)
Surface Water Coverage: 58 percent
Highest Native Life: Fish
Recharging Station: Zenith
HPG Class: B
Population (3079): 1,800,000
Socio-Industrial Levels: C-C-B-C-B
Defending Forces: Second Alliance Air Wing
Landmasses (Capital City): Jinnahpore, Karaj (Shandahar),
 Janobi Barr-e-Azam
Importance: Industrial

STRATEGIC SYSTEMS

DNEIPER

Star Type (Recharge Time): F4V (175 hours)
Position in System: 3
Time to Jump Point: 16.10 days
Number of Satellites: 1 (Mahilyow)
Surface Gravity: 1.02
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 46°C (Tropical)
Surface Water Coverage: 46 percent
Highest Native Life: Plant
Recharging Station:
HPG Class: B
Population (3079): 46,020,000
Socio-Industrial Levels: C-C-C-C-B
Defending Forces: 100th Raven Battle Cluster
Landmasses (Capital City): Drut, Pripyat (Arheima), Konka,
 Trubizh, Sozh
Importance: Logistical



ALLIANCE INDUSTRIES DIVERSIFIED

Main Products: Farming Equipment,
 Petrochemical, Pharmaceuticals, Ore and
 Refining, Armor
Location: Quami (Jinnahpore)
Local Terrain: Flatlands
Local Climate: Mild

AGDA TRAINING FACILITY DNEIPER

Main Programs: MechWarrior, Armor, Infantry
Location: Donets (Pripyat)
Local Terrain: Flatlands
Local Climate: Arid

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Shandahar City (Karaj)
Local Terrain: Coastal
Local Climate: Mild



FERRIS

Star Type (Recharge Time): G6V (187 hours)
Position in System: 2
Time to Jump Point: 7.01 days
Number of Satellites: None
Surface Gravity: 1.04
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 37°C (Arid)
Surface Water Coverage: 37 percent
Highest Native Life: Reptiles
Recharging Station:
HPG Class: B
Population (3079): 52,040,000
Socio-Industrial Levels: C-B-C-C-C
Defending Forces: Third Alliance Air Wing
Landmasses (Capital City): Wiener Riesenrad, Tempozan (Chicago), Diakanransha
Importance: Logistical

AGDA TRAINING FACILITY FERRIS

Main Programs: MechWarrior, Armor, Infantry

Location: Chicago (Tempozan)

Local Terrain: Light Urban

Local Climate: Rainy

This facility produces ground troops for the AGDA. This facility increasingly refuses to interact with its sister facilities, wishing to avoid the Clan taint. Training levels have fallen accordingly though they are attempting to reinitiate their aerospace program.

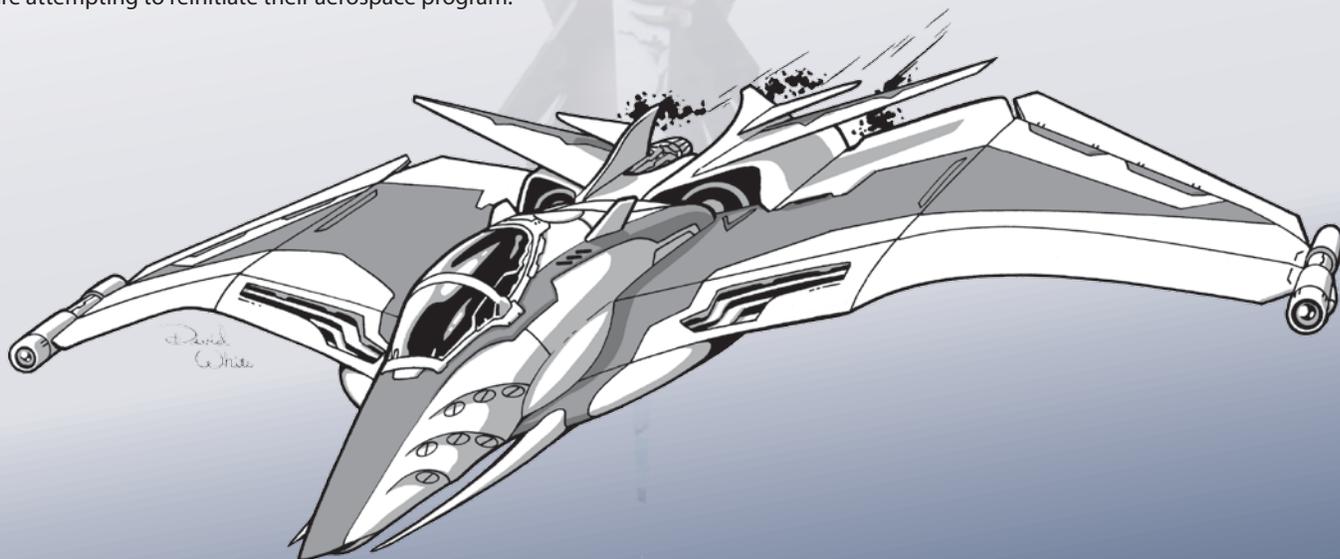
UPCOMING PROJECTS

Given the need to rebuild, neither the Outworlds Alliance nor Clan Snow Raven have many innovations planned. There are still a number of projects underway at Quatre Belle and Dante as Clan Snow Raven expands their holdings. Most notable are a new Battle Armor factory on Quatre Belle and a ProtoMech facility on Dante. Both expect to begin preliminary production in 3081. Additionally Quatre Belle's Shipyard has been building a JumpShip, a first for this Periphery realm. The proposed launch date is in 3081, but in many ways this is a proof of concept project, as the yard itself is reportedly allocated for the next five years.

UNITED OUTWORLDS CORPORATION

Thinking long term, UOC has been employing Clan know-how since producing the *Corax* in 3067. UOC reportedly has something big in the pipeline. A new factory building has been built with unusually high security for all workers onsite. 3081 has been announced as a major year when an existing aerospace fighter would be revealed to the world with a new face, but Camden Avellar himself is on record saying that this will only be a step towards the real goal in 3085.

Clan Snow Raven has been testing an advanced *Scytha XR*. Curiously it was first seen on Ramora suggesting UOC assistance. UOC was certainly involved with the refitting Titans with advanced technology, so it is not beyond the realms of possibility.



CLAN NOVA CAT OVERVIEW

The years of the Jihad have been one of trials for Clan Nova Cat. Their relationship with the Draconis Combine has soured, which cut off much needed resources. The Touman has been gutted by a decade of conflict and is in desperate need of rest and refit. At the same time internal forces urge the Clan to support the Coalition with ever more zeal. The future will require great delicacy if Clan Nova Cat is going to recover to a point where it will be able to stand on its own again.

INDUSTRIAL UPDATE

Clan Nova Cat has been ravaged by attacks from Word of Blake and the Black Dragons. This has cost them the ability to produce many of their traditional designs, but has allowed new platforms to come to the fore. As much by necessity as by design the Clan's armament's industry has gained balance, producing BattleMechs, vehicles and battle armor. Notably aerospace facilities are still lacking, with the Clan increasingly dependent upon the naval yards of the Draconis Combine.

STRATEGIC INTEGRITY

Clan Nova Cat established a sibko program on Irece not long after their Abjuration. Three training facilities were established on Irece with a fourth on Teniente while the program was expanded with an eye to an increased Touman. Unfortunately the Jihad has not been kind. The three Irece facilities did not survive Word of Blake's 3072 attack, though most of the students survived. Additionally the heavy combat of the Jihad has fully made use of the excess warriors leading to no net growth of the Touman.

Before the Jihad, Clan Nova Cat was able to tap the Combine for additional troops and access to training facilities. With the current distrust the old programs have to be restarted from scratch.

INDUSTRIAL STATE

Clan Nova Cat had never intended to establish itself in the Inner Sphere, but once the decision was made **for them**, they began to upgrade their holdings' industry. The unexpected devastation that followed in the Trial of Abjuration has left the unprepared Clan struggling for decades.

Clan Nova Cat's Irece facilities took heavy damage when attacked by Word of Blake in 3072, while Avon Alpha was temporarily taken offline by the Black Dragon raids. The Clan has since tried to rebuild but resources are extremely limited.

INDUSTRIAL SYSTEMS

AVON

Star Type (Recharge Time): G8V (189 hours)
Position in System: 5
Time to Jump Point: 6.19 days
Number of Satellites: None
Surface Gravity: 1.07
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 37C (Hot)
Surface Water Coverage: 47percent
Highest Native Life: Birds
Recharging Station: None
HPG Class: B
Population (3079): 1,125,000,000
Socio-Industrial Levels: A-A-B-B-B
Defending Forces: Nova Cat Dragoons Cluster
Landmasses (Capital City): Albion (Stratford), Britannia, Norman
Importance: Industrial

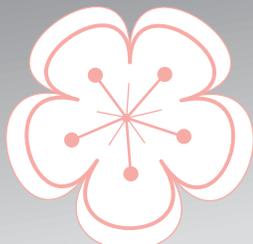
AVON ALPHA

Main Products: *Sphinx* BattleMech
Location: Godoy (Bellfontain)
Local Terrain: Light Urban
Local Climate: Mild

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Avon (Avon Alpha)	50%	70%
Avon (Matabushi, Inc)	35%	80%
Irece (Irece Alpha)	55%	65%
Irece (Barcella Battlearmor Facility)	35%	75%
Irece (Barcella Beta)	30%	80%
Irece (Irece Delta Refit Centre)	15%	100%
Irece (Barcella-LAW)	0%	90%
Coudoux (Mualang Alpha)	0%	90%

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



MATABUSHI, INC

Main Products: *Overlord* and *Union*-class DropShips; *Overlord C* and *Union C*-class DropShip refits
Location: Fresno (Albion)
Local Terrain: Flatlands
Local Climate: Windy

Long time producer of BattleMech transports for the Draconis Combine, Clan Nova Cat desires to upgrade the facility to produce Clan technology ships. Due to the Combine's logistical limitations, however, the majority of the vessels produced here are still manufactured to mere Inner Sphere standard, with only a handful of Clan technology modified vessels produced.

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Jhelom (Britannia)
Local Terrain: Coastal
Local Climate: Rainy

IRECE

Star Type (Recharge Time): F8III (179 hours)
Position in System: 4
Time to Jump Point: 12.01 days
Number of Satellites: 1 (Bahia)
Surface Gravity: 0.99
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Warm-Temperate)
Surface Water Coverage: 44 percent
Highest Native Life: Mammal
Recharging Station: Zenith, Nadir
HPG Class: A (Clan)
Population (3079): 3,100,000,000
Socio-Industrial Levels: A-A-A-A
Defending Forces: Nekoryu Keshik Supernova Trinary, Nova Cat Hussars Cluster, Nova Cat Fusiliers Cluster
Landmasses (Capital City): Santana (New Barcella), Salvador, Baiano
Importance: Command, Industrial, Logistical
 Irece has been core to Clan Nova Cat's industrial efforts since the world was gifted to them by Coordinator Theodore Kurita. After Abjuration, invasion by Clan Ghost Bear and attacks by Word of Blake and the Black Dragons the factories of this world have continually had to reinvent themselves with new products. Currently Irece is home to the Clan's three primary training facilities and the primary genetic repository.

IRECE ALPHA

Main Products: *Arbalest*, *Griffin IIC* and *Ocelot* BattleMechs; *Rifleman IIC* BattleMech refit
Location: : Bosueton (Santana)
Local Terrain: Light Urban
Local Climate: Stormy

Built on the ruins of LexaTech Industries, Irece Alpha is Clan Nova Cat's primary 'Mech factory. Irece Alpha has a reputation for building short runs of a bewildering variety of BattleMechs, suggesting a greater capacity than really exists.

BARCELLA BATTLE ARMOR FACILITY

Main Products: Clan Medium battle armor "Rabid"
Location: Savona (Santana)
Local Terrain: Mountain
Local Climate: Stormy

BARCELLA BETA

Main Products: *Griffin IIC* and *Shadow Cat* BattleMechs; Joust Medium tank
Location: Portugal (Salvador)
Local Terrain: Wetlands
Local Climate: Mild

Like Clan Wolf (In-Exile), when Clan Nova Cat arrived in the Inner Sphere they primarily relied on their host nation and the SLDF for vehicles but they soon established Barcella Beta. It took a few production runs of various Clan tanks before the Cats settled on the Ishtar as a strong defensive platform. This experience with heavy wheeled tanks would stand the Cats in good stead when they began producing the Shoden at the same factory. Barcella Beta also contains an annex called Barcella Alpha used to build Griffin IICs to different specifications than the Irece Alpha line.

BARCELLA-LAW

Main Products: SM1Tank Destroyer, Svantovit Infantry Fighting Vehicle
Location: Savona (Santana)
Local Terrain: Wooded
Local Climate: Mild



IRECE DELTA REFIT CENTER

Main Products: *Sai* aerospace fighter refit; *Satyr* ProtoMech refit
Location: Malaga (Salvador)
Local Terrain: Wetlands
Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

Location: Hister (Baiano)

Local Terrain: Flatlands

Local Climate: Mild

COUDOUX

Star Type (Recharge Time): G9V (190 hours)

Position in System: 2

Time to Jump Point: 5.82 days

Number of Satellites: 1 (Petit Coudoux)

Surface Gravity: 1.04

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 33°C (Temperate)

Surface Water Coverage: 74 percent

Highest Native Life: Mammals

Recharging Station: Zenith

HPG Class: B

Population (3079): 247,600,000

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

Defending Forces: Eighth Sword of Light

Landmasses (Capital City): Bouches-du-Rhône, Aix-en-Provence (Stedman), Marseille, Velaux, La Fare-les-Oliviers

Importance: Industrial

MUALANG ALPHA

Main Products: *Hankyu* BattleMech

Location: Mistal (Aix-en-Provence)

Local Terrain: Wooded

Local Climate: Mild

Clan Nova Cat operates this Clan technology level factory on a Combine World. Originally built as part of an unauthorized partnership with Luthien Armor Works, this factory is now completely in Nova Cat hands.

PLANETARY MILITIA

Main Programs: Vehicle, Unarmored Infantry

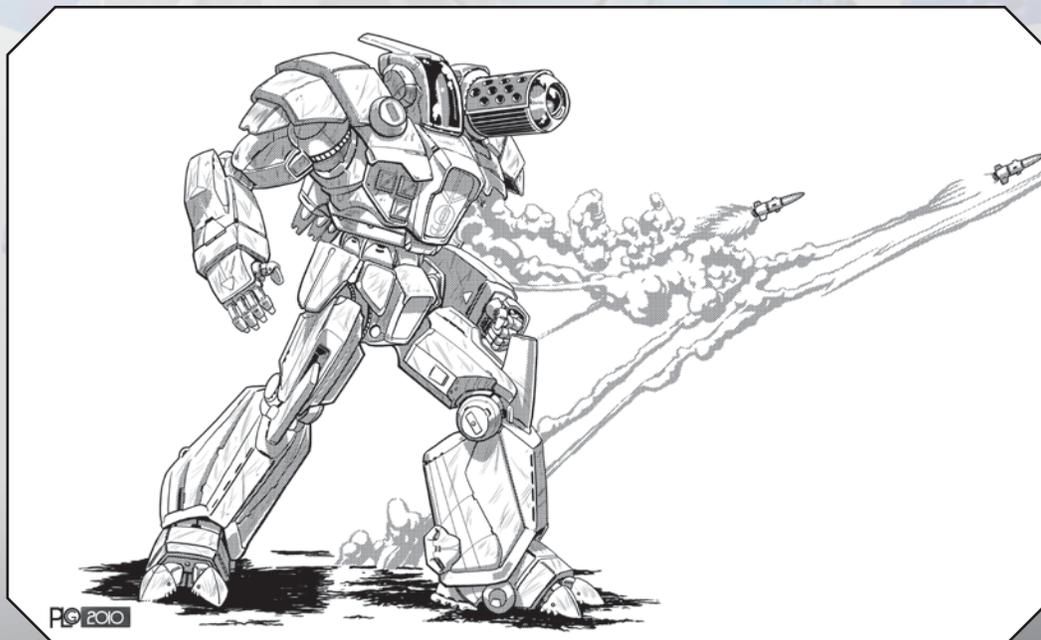
Location: D'eaux (Marseille)

Local Terrain: Hills

Local Climate: Rainy

UPCOMING PROJECTS

Always having to adapt, it is unsurprising that there are several projects underway in the Irece Prefecture though none are close to production status. Typically Irece Alpha continues to tinker with their ever-expanding range of *Griffin IICs*. Mualang Alpha is looking to produce a new BattleMech using resources from LAW, and Barcella battle armor Facility is still unsuccessfully trying to restart Elemental construction.



CLAN WOLF OVERVIEW

Of all the Clans, Clan Wolf is perhaps in the worst position. With no allies and minimal industry, Clan Wolf has had to buy their way out of trouble using the resources of the Occupation Zone. Still they retain their confidence and look forward to the future, but history has shown in modern warfare that élan is no match for materiel.

INDUSTRIAL UPDATE

Despite needing to build from scratch, Clan Wolf has achieved remarkable things over the last decade. Production has concentrated on BattleMechs, combat vehicles and battle armor, all cheap and easy to build and maintain. OmniMechs will likely have to wait, as will aerospace, though Clan Wolf has several maintenance facilities, which allows what aerospace and naval equipment they have to stay in top condition.

Something that is rarely mentioned in these documents is the development of Clan Wolf's resource gathering and processing. Heavily reliant on purchasing military equipment from other Clans, Clan Wolf has invested in industries like mining to secure raw materials for trade. The importance of these industries has made working conditions somewhat draconian making them ideal locations for any raider to find local assistance.

STRATEGIC INTEGRITY

Clan Hell's Horses' invasion has done Clan Wolf a favor in that it has reduced the area the relatively small Touman had to control. It has also made the internal lines of communication very secure. Twenty years of maintaining a logistical line back to the homeworlds mean that Clan Wolf is not lacking in JumpShips. With plenty of free docking collars, this makes internal trade easier than in most states. An example of this is the use of Tamar as a final assembly point for BattleMechs where many would prefer to build an assembly line on Weingarten. While these excess JumpShips are of marginal use now that the Clan is cut off from the Homeworlds, they will allow the Clan to accelerate growth and tie the worlds together economically.

Clan Wolf made great efforts to protect its genetic program and has publicly stated it retains the Kerensky legacy. However the needs of war have denuded the sibko program of even under aged Warriors. This has forced the acceptance of a significant number of freeborn volunteers into the program. Most are shuffled off to vehicle units with minimal training. So far natives are not given access to military hardware, probably a wise decision given the uprisings of recent times.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Dell (Dell Aerospace Industriplex)	0%	100%
Tamar (W-7 Facilities)	65%	60%
Weingarten (W-7 Facilities)	0%	100%
Zoetermeer (Zoetermeer Alpha Complex)	0%	100%

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

INDUSTRIAL STATE

Built virtually from scratch, Clan Wolf's new industrial centers are finally starting to provide the Clan with useful numbers of military vehicles.

INDUSTRIAL SYSTEMS

DELL

Star Type (Recharge Time): K3V (194 hours)

Position in System: 4

Time to Jump Point: 4.62 days

Number of Satellites: 2 (Ai Kanaka, Lona)

Surface Gravity: 0.98

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 27°C (Temperate)

Surface Water Coverage: 86 percent

Highest Native Life: Amphibians

Recharging Station: Zenith

HPG Class: B (Clan)

Population (3079): 300,000,000

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

Defending Forces: Fourth Striker Cluster

Landmasses (Capital City): Kauai (Cosmopolis), Honolulu, Kalawao, Maui, Hawaii, Sandwich

Importance: Industrial

DELL AEROSPACE INDUSTRIPLEX

Main Products: Aerospace components

Location: Hickam (Honolulu)

Local Terrain: Light Urban

Local Climate: Rainy

Formerly the location of Bowie's Star League Chippewa plant enough infrastructure remained for Clan Wolf to establish a basic aerospace industry.

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: A'oli (Sandwich)

Local Terrain: Wetlands

Local Climate: Rainy

TAMAR

Star Type (Recharge Time): G6V (187 hours)
Position in System: 3
Time to Jump Point: 7.01 days
Number of Satellites: 2 (Karachi, Islamabad)
Surface Gravity: 1.2
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 36° C (Temperate)
Surface Water Coverage: 32 percent
Highest Native Life: Plants
Recharging Station: Zenith
HPG Class: A (Clan)
Population (3079): 2,194,686,000
Socio-Industrial Levels: A-A-B-D-C
Defending Forces: None
Landmasses (Capital City): Dilis (Tamar City), Amirani, Kopala, Zadeni
Importance: Command, Industrial, Logistical

W-8 FACILITIES

Main Products: *Lobo*, *Sun Cobra* and *Tundra Wolf* BattleMechs
Location: Dali (Amirani)
Local Terrain: Light Urban
Local Climate: Mild

Built on the remains of WC Site OZ-1, this site does not actually build BattleMechs, but rather assembles parts sent from Weingarten. That this is even remotely economically viable is due to a lack of capacity on Weingarten and the survival of the OZ-1 assembly line. The 'Mechs assembled there leave with an above normal level of radioactivity.

WAR COLLEGE OF TAMAR

Main Programs: MechWarrior, Aerospace, Armored Infantry
Location: Barbale (Dilis)
Local Terrain: Wooded
Local Climate: Arid

Mothballed after Operation Revival, the War College was reopened in 3075 to address the Clan's need for trained Warriors. The disruption to the sibko program has meant that few trueborn trainees are available, with the majority being freeborn volunteers. Pointedly vehicle crews are not trained here and experience on-the-job training instead.

PLANETARY MILITIA

Main Programs: Unarmored Infantry
Location: Tamar City (Dilis)
Local Terrain: Coastal
Local Climate: Rainy

WEINGARTEN

Star Type (Recharge Time): G6V (184 hours)
Position in System: 3
Time to Jump Point: 8.53 days
Number of Satellites: 1 (Weintraube)
Surface Gravity: 1.0
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 33° C (Temperate)
Surface Water Coverage: 71 percent
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class: A (Clan)
Population (3079): 2,788,124,000
Socio-Industrial Levels: A-A-B-A-B
Defending Forces: The Golden Keshik, Thirteenth Wolf Regulars Cluster
Landmasses (Capital City): Wurttemberg (Neuberlin), Schussen, Baden, Ravensburg
Importance: Command, Industrial, Logistical

W-7 FACILITIES

Main Products: *MadCat*, *Blood Reaper* and *Locust IIC* BattleMechs; Elemental, Undine, Clan Medium "Rache" battle armors; Ares Medium Tank, Badger (C) Tracked Transport, Bandit (C) Hovercraft, Zorya Light Tank; *Guillotine IIC*, *Highlander IIC* and *Orion IIC* BattleMech refits; Clan Medium battle armor "Rache" refit
Location: Various
Local Terrain: Varies
Local Climate: Varies

Clan Wolf would like to see W-7 described as a massive industrial complex but the reality is harsher. A haphazard collection of industrial sites spread across the world close to needed resources, the only unifying feature are the assembly lines near the spaceport. Interestingly Clan Wolf has turned to a Golden Age tradition and started refitting Inner Sphere 'Mechs to Clan standards. For now the range is limited to designs that have existing simple refits and have chassis that Clan Wolf can salvage, buy or otherwise scrounge. Missing the data on how to reconstruct the factory, *MadCats* are being built by hand, with some parts individually machined, making it perhaps the least productive BattleMech line in the Inner Sphere.

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Nurnberg (Ravensburg)

Local Terrain: Woodland

Local Climate: Windy

ZOETERMEER

Star Type (Recharge Time): G9V (190 hours)

Position in System: 2

Time to Jump Point: 5.82 days

Number of Satellites: 1 (Zegwaard)

Surface Gravity: 0.98

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 35°C (Arid-Desert)

Surface Water Coverage: 11 percent

Highest Native Life: Reptiles

Recharging Station: Zenith

HPG Class: B (Clans)

Population (3079): 200,310,000

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

Defending Forces: None

Landmasses (Capital City): Sahara (Hohenzollern)

Importance: Industrial

Targeted by Clan Jade Falcon during the Invasion because it was rumored to have Star League depot, this world was captured in late 3066. The precarious nature of this world has meant that the Wolves have been reluctant to develop it further.

ZOETERMEER ALPHA COMPLEX

Main Products: Naval components

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

PLANETARY MILITIA

Main Programs: Unarmored Infantry

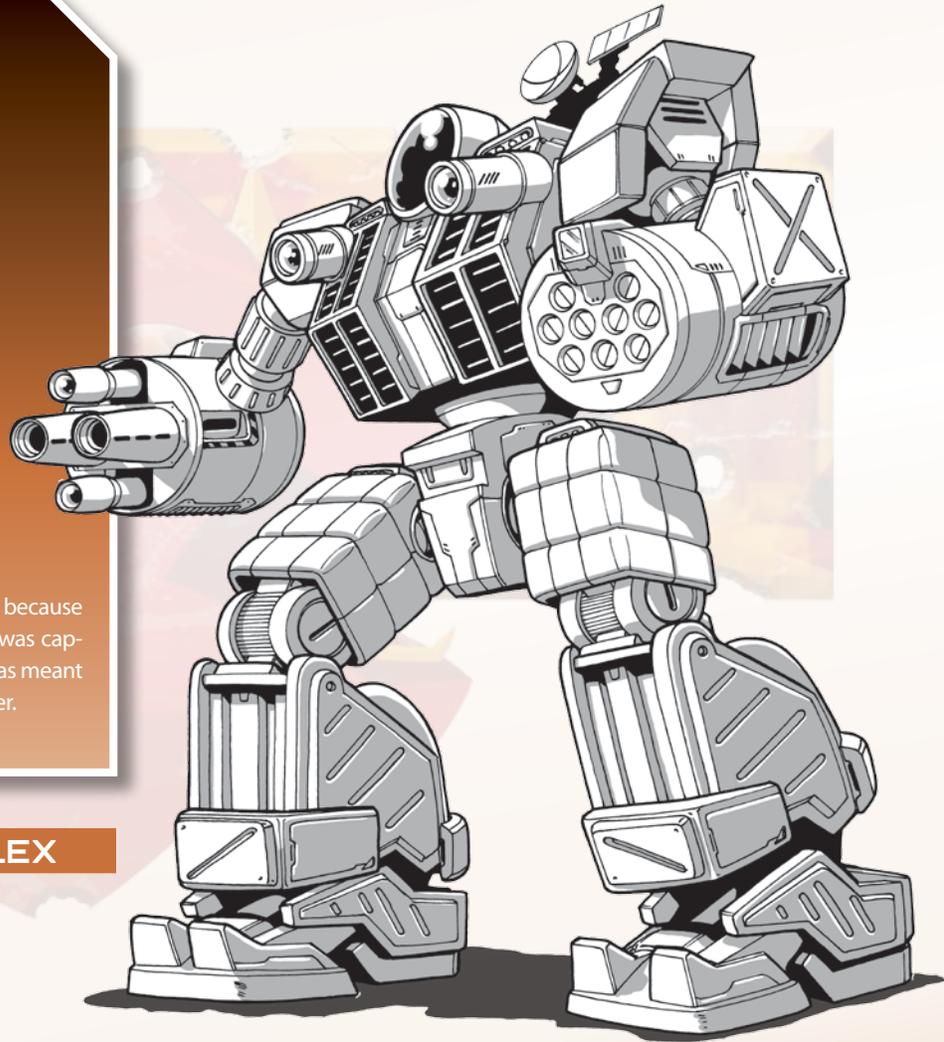
Location: Hohenzollem (Sahara)

Local Terrain: Badlands

Local Climate: Arid

UPCOMING PROJECTS

Mainly concerned with reconstruction, Clan Wolf has only a few new projects underway. They just introduced three new BattleMechs (*Blood Reaper*, *Sun Cobra* and *Tundra Wolf*).



CLAN WOLF (IN-EXILE) OVERVIEW

Clan Wolf (In-Exile) didn't hesitate about leaping into the Jihad and paid the price for its prominent role. Industrially the Clan came through the Jihad somewhat intact, despite having Shadow Divisions land on Arc-Royal. After coming through the fire Clan Wolf (In-Exile) now faces new challenges.

INDUSTRIAL UPDATE

Clan Wolf (In-Exile) had one of the more mature industrial complexes in 3067 and the years since then have generally seen it expand, gaining a degree of balance that did not exist previously. There has even been a constant stream of new equipment marching off the lines of Arc-Royal despite the disruption of attacks by Word of Blake.

Despite this there are signs of decline. The equipment in the Clan factories is old. Not Succession War old, but they do date back to the original mobile facilities captured from Clan Ghost Bear. As mobile facilities they lack the ruggedness of a traditional factory and twenty years of production have taken their toll. With only the resources of part of a single planet, Wolf (In-Exile)'s independence works against it. Where Arc-Royal Mech Works could lobby the Archon for funding for upgrades, the Wolf (In-Exile)s can only do so after making concessions for the sharing of Clan technology. Trade with Clan Hells Horses has helped, but any future deals may not be forthcoming as the Horses face scrutiny from their neighboring Clans.

STRATEGIC INTEGRITY

Arc-Royal is not the capital of the Donegal March. As such it is not a core hub of the Lyran command or logistic network. On the other hand, as the home base of ComStar, Wolf's Dragoons and a major mercenary industry it is a major communications hub all on its own.

On-world there are a number of training facilities for the mercenary groups that call Arc-Royal home. These are naturally shunned by the Wolf (In-Exile)s who makes use of a tract of the Grungurtel Jungle around the fortress of Solitude.

INDUSTRIAL STATE

Based out of Arc-Royal, Clan Wolf (In-Exile) was the stuff of legends. A combination of Lyran money and Clan industry saw an extensive industrial complex spring up in the years after 3058. It all came to a screeching halt in March, 3072 when Word of Blake managed to get three divisions on the surface. The result was the destruction of several BattleMech lines and the disruption of the rest. The Clan has struggled to recover, deploying several new BattleMechs, but many OmniMech designs are no longer being produced.

INDUSTRIAL SYSTEMS

ARC-ROYAL

Star Type (Recharge Time): G3V (184 hours)

Position in System: 4

Time to Jump Point: 8.53 days

Number of Satellites: 2 (Deven, Thorwatch)

Surface Gravity: 1.01

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 32° C (Mild-Temperate)

Surface Water Coverage: 74 percent

Highest Native Life: Mammal

Recharging Station: Zenith, Nadir

HPG Class: A

Population (3079): 1,823,000,000

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

Defending Forces: Golden Keshik, Wolf Spider Keshik, Thirteenth Wolf Guards Cluster, Second Wolf Legion Cluster plus mercenary units under Lyran Command

Landmasses (Capital City): Gerechtland, Grunwald, Gutheim (Old Connaught, Wolf City)

Importance: Command, Industrial, Logistical

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Arc-Royal (WC Aerospace Annex)	15%	90%
Arc-Royal (WC Auxiliary Factory Epsilon)	0%	10%
Arc-Royal (WC Site 1)	35%	80%
Arc-Royal (WC Site 2)	30%	90%
Arc-Royal (WC Site 3)	35%	75%
Arc-Royal (WC Site 4)	40%	75%

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

LUPIS MAJORIS

Main Products: Naval refits and repairs

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

Little has been done to expand Lupus Majoris beyond extra scaffolding to handle more ships during the Jihad. While it has been presumed that Lupus Majoris could build a JumpShip or even a WarShip, it would have to overcome a serious lack of institutional knowledge and experience.

WC AEROSPACE ANNEX

Main Products: *Avar* and *Jagatai* aerospace fighters;

Broadsword-class DropShip

Location: Knucklehead (Gutheim)

Local Terrain: Flatlands

Local Climate: Mild

WC AUXILIARY FACTORY EPSILON

Main Products: Kanga X

Location: Pinkston (Gutheim)

Local Terrain: Flatlands

Local Climate: Mild

WC SITE 1

Main Products: *Cygnus* and *Hellstar* BattleMechs

Location: Crashtest (Gutheim)

Local Terrain: Badlands

Local Climate: Stormy

Established by the Exiled Clan to meet its need for advanced equipment WC Site 1 has upgraded from its medium 'Mech roots into a producer of heavier platforms. Expansion in the 3070s forced the closure of the *Phantom* line in favor of new BattleMechs.

WC SITE 2

Main Products: Elemental battle armor

Location: Crashtest (Gutheim)

Local Terrain: Heavy Urban

Local Climate: Mild

WC SITE 3

Main Products: *Crimson Hawk* and *Pack Hunter II* BattleMechs

Location: Crashtest (Gutheim)

Local Terrain: Mountain

Local Climate: Windy

This facility had the misfortune to have a stray *Striga* slam into it in 3072. The resulting fire gutted the *Crimson Hawk* and *Fenris* lines. Complicating matters shrapnel ruptured the Myomer generation tanks flooding the facility with a mildly corrosive chemical stew. The needed repairs and decontamination played in no small part in the revision of the *Pack Hunter*, as it was not available until recently.

WC SITE 4

Main Products: Heimdall Ground Monitor Tank, Maxim Heavy

Hover Transport (Clan)

Location: Crackerjack (Gutheim)

Local Terrain: Flatlands

Local Climate: Rainy

SOLITUDE

Main Programs: MechWarrior, Aerospace, Armored infantry, Vehicle

Location: Gurngurtel Jungle (Gutheim)

Local Terrain: Wooded

Local Climate: Rainy

PLANETARY MILITIA

The planetary militia is under Lyran command; refer to Objectives: Lyran Alliance.

UPCOMING PROJECTS

Having just completed revised *Pack Hunters* and soon *Arctic Wolves*, as well as two new assault BattleMechs, it is unsurprising that Clan Wolf (In-Exile) has few new projects underway. Some optimistic souls would like to encourage the renovation of Lupis Majoris to be able to build WarShips, a laudable aim, but as one of only two functional naval yards in the Lyran Alliance, it is likely to be too busy with maintaining the nation's merchant fleet for the foreseeable future.

WC SITE 1

Phasing out the *Arctic Wolf* in favor of an OmniMech version, test pilot complaints are forcing WC Site 1 to look at further modifications.

WC AEROSPACE ANNEX

Plans are currently being made to expand the DropShip production line to include a new assault ship to ensure the future defense of Arc-Royal. A design already exists, but is currently under heavy security.

CLAN GHOST BEAR OVERVIEW

With its large Touman and superb infrastructure the Ghost Bear Dominion has come through the Jihad relatively well. Either good luck or good timing made sure that the Clan Ghost Bear had evacuated the Homeworlds long before the current troubles started and made sure they did not enter the Jihad too early so to exhaust themselves like Clan Nova Cat. Instead the challenges to the Dominion come from within. The ongoing terrorist attacks are less a threat than the mood of the people and their desire for freedom. The needs of the Jihad forced the Unity Council to relax many of their restrictions for both good and ill, but now they have to rein in these forces and it is unclear if they can.

INDUSTRIAL UPDATE

Clan Ghost Bear has taken a liberal approach to industry over the last fifteen years. The merchant caste has interacted directly with native factory boards, which has resulted in a far more capitalist economy than is normal in the command economies of the Clans. The results have been mixed. Production has skyrocketed both in the military and civilian sectors resulting in a more amiable population and more efficient industrial sector. Competition for the Clan's Kerenskies has seen innovative companies like Benson and Bjorn introduce more effective equipment to the Clan. At the same time this increased independence has had unexpected effects. Companies seem unwilling to produce an OmniMech when they can sell more specialist BattleMechs. Bergan Industries has sought funding and partners outside of the Dominion when internal funding wasn't forthcoming. Odin Manufacturing has started an economic war with Bergan for dominance within the Clan, inciting Rasalhagian nationalism in the process. And Joint Equipment Systems has found itself at the head of a web of factories in the Federated Suns selling hardware to the Inner Sphere. All of this is deeply concerning to the Unity Council, which has no experience with this kind of competition.

Against this backdrop military damage is thankfully straight forward. The Dominion has proven nearly immune to attacks from Word of Blake, partly because of its remoteness, and partly because twenty years of counter insurgency operations against Mimir have hardened the Clan's military facilities against easy attack. Despite this there have been ongoing incidents over the years. Radstadt has been virtually written off. The *Firemoth* factory on Thule was destroyed in 3073 and Odin Manufacturing suffered damage in 3068. We know the Dominion suffered further insurgent attacks in the aftermath of the Omni-Paradise Bombing, but for the most part this seems to have only affected civilian targets.

STRATEGIC INTEGRITY

Clan Ghost Bear has been establishing itself in the Inner Sphere since 3049. With typical patience, time and resources they have the most developed infrastructure of any Clan. Alshain has become the capital of the Ghost Bear Dominion, a teeming logistic and command hub, and home of the primary genetic repository and sibko program. Regional capitals have been established at Rasalhague and Skandia to improve reaction times, both militarily and to civilian concerns. Duplicate repositories and sibko facilities have been established on these worlds.

The Radstadt Academy was a painful loss but has been offset to a degree by increasing integration with the Tyra Miraborg Memorial Academy on Orestes. The Frihet Training Facility remains an open wound, and there has been resistance to efforts to introduce changes. Recent years have seen an effort made to have local training facilities in each of the three provinces.

Logistically the Dominion has retained its sophisticated transport networks, largely thanks to the Alshain shipyards. The ability to produce JumpShips allowed the Dominion to absorb losses to Blakist raiders though numbers are still down from 3067.

STATE OF THE INDUSTRY AT A GLANCE (DEC 3079)

System (Company)	Losses*	Current Operating Capacity
Alshain (Alshain Naval Yards (Civilian))	0%	100%
Alshain (Alshain Naval Yards (Military))	0%	85%
Alshain (Bergan Industries)	0%	90%
Alshain (Bergan Industries BA Annex)	0%	100%
Alshain (Joint Equipment Systems)	0%	100%
Alshain (Odin Manufacturing)	0%	85%
Alshain (Tseng Facility)	0%	80%
Goito (Dominion Facility Kappa-4)	0%	95%
Grumium (Grumium Creations)	0%	60%
Mannedorf (BA Facility Gamma)	0%	70%
Orestes (Janesek Industries)	20%	60%
Orestes (Odin Manufacturing)	30%	55%
Rasalhague (Gorton, Kingsley & Thorpe Enterprises)	0%	75%
Rasalhague (Rasalhague Armor Works)	0%	95%
Satalice (Gorton, Kingsley & Thorpe Enterprises)	0%	75%
Spittal (Benson and Bjorn)	0%	90%
Thule (Bergan Industries)	50%	25%
Tinaca (Odin Manufacturing)	0%	80%

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

INDUSTRIAL STATE

Battered but aggressively vibrant, the Jihad has allowed the industries of the Ghost Bear Dominion to grow into genuine international players. But with relative peace imposing a new range of restrictions, only time will show how these companies adapt.

INDUSTRIAL SYSTEMS

ALSHAIN

Star Type (Recharge Time): F8IV (179 hours)

Position in System: 5

Time to Jump Point: 12.01 days

Number of Satellites: 1 (Lemeshko)

Surface Gravity: 1.02

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 32°C (Temperate)

Surface Water Coverage: 85 percent

Highest Native Life: Reptiles

Recharging Station: Zenith, Nadir

HPG Class: A (Clan)

Population (3079): 2,879,000,000

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

Defending Forces: Command Supernova, Trinary Galaxy

Command, First Bear Guards, Third Bear Guards

Landmasses (Capital City): Aquilae (Silverdale),

Bunjil, Swan, Corvi

Importance: Command, Industrial, Logistical

ALSHAIN NAVAL YARD (CIVILIAN)

Main Products: *Odyssey*-class JumpShip; *Aqueduct* and *Mule*-class DropShips; Naval repair and refit facility

Location: Equatorial Orbit

Local Terrain: N/A

Local Climate: N/A

ALSHAIN NAVAL YARDS (MILITARY)

Main Products: *Leviathan II*-WarShip, *Hunter*-class JumpShip; *Aesir/Vanir* and *Union C*-class DropShips, Naval repair and refit facility

Location: Polar Orbit

Local Terrain: N/A

Local Climate: N/A

Three massive WarShip dockyards and their supporting infrastructure orbit above the northern pole. This is the site of component construction for fleet equipment like naval grade weapons. It is also the assembly point for combat assets like WarShips and military DropShips, with the latter in a series of smaller slips hidden in the shadows of the factory complex.

While still capable of building WarShips, this is unlikely to happen in the near future with yards filled with *GBS Rasalhague* and ships from Clan Snow Raven and Diamond Shark undergoing extended repairs.

BERGAN INDUSTRIES

BERGAN INDUSTRIES

Main Products: *Arcas*, *Bear Cub*, *Gladiator*, *Kodiak*, *Ryoken II*, *Vulture*, *Ursus* and *Ursus II* BattleMechs

Location: Bergan City (Aquilae)

Local Terrain: Flatlands

Local Climate: Mild

Formerly an industrial giant of the Draconis Combine, Bergan Industries has been key to Clan Ghost Bear establishing itself in the Inner Sphere. Starting in the mid-3050s vast investments by the Clan has allowed the company to expand production every year. With investments on multiple worlds Bergan Industries has expanded into ventures outside the Dominion. This success has made Bergan Industries into something of an independent operator, something the Unity Council is trying to suppress without restricting the company's productivity or profitability.

BERGAN INDUSTRIES BA ANNEX

Main Products: Elemental and Golem Assault battle armor

Location: Cowheard (Aquilae)

Local Terrain: Coastal

Local Climate: Mild

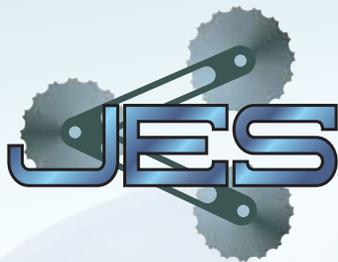
JOINT EQUIPMENT SYSTEMS

Main Products: APC (wheeled) and (tracked), Odin Scout Tank, Skulker Wheeled Scout Tank, Tyr Infantry Support Tank

Location: Uppsila (Aquilae)

Local Terrain: Wooded

Local Climate: Arid



ODIN MANUFACTURING

Main Products: Construction components

Location: Cowley (Aquilae)

Local Terrain: Hills

Local Climate: Windy

TSENG FACILITY

Main Products: *Jengiz, Ostrogoth and Sulla* aerospace fighters; *Bus S-7AC, Dropshuttle K-1C, Escape Pod, Landing Craft Mark VII-C, Life Boat, Long-Range Shuttlecraft KR-61C, Shuttle ST-46C*

Location: Orbit

Local Terrain: N/A

Local Climate: N/A

The elaborate Tseng Facility complex, which produces fighters and small craft in abundance, spreads like an elaborate glass spider web over the southern pole.

JORGENSSON COMBAT SCHOOL

Programs: MechWarrior, Armored Infantry, Aerospace

Location: Wooddale (Bunjil)

Local Terrain: Woodlands

Local Climate: Mild

A massive site devoted to training the next generation of Warriors in all branches, Jorgensson Combat School has been training sibkin since 3060. This site was renamed from Training Facility Alpha earlier this year.

PLANETARY MILITIA

Main Programs: Unarmored Infantry

Location: Elizabeth (Swan)

Local Terrain: Coastal

Local Climate: Rainy

GOITO

Star Type (Recharge Time): G1V (182 hours)

Position in System: 3

Time to Jump Point: 9.75 days

Number of Satellites: 1

Surface Gravity: 1.04

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 16°C (Cold-Temperate)

Surface Water Coverage: 58 percent

Highest Native Life: Mammals

Recharging Station: Nadir

HPG Class: B (Clan)

Population (3079): 272,000,000

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

Defending Forces: Second Freeman Cluster

Landmasses (Capital City): Rodigo, Volta Mantovana(Gonzaga), Roverbella, Marmiolo

Importance: Industrial

DOMINION FACILITY KAPPA-4

Main Products: *Dasher* BattleMech

Location: Bantua (Roverbella)

Local Terrain: Badlands

Local Climate: Stormy

This is one of Clan Ghost Bear's mobile factories. It has been established on Goito to avoid too much concentration on Alshain. However as a mobile factory it requires a number of components, such as engines and endo steel chassis, to be supplied from off world.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry

Location: Gonzaga (Volta Mantovana)

Local Terrain: Wetlands

Local Climate: Arid

GRUMIUM

Star Type (Recharge Time): F1V (172 hours)
Position in System: 2
Time to Jump Point: 20.26 days
Number of Satellites: 1
Surface Gravity: 1.10
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 34°C (Temperate)
Surface Water Coverage: 52 percent
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class: B
Population (3079): 350,000,000
Socio-Industrial Levels: B-B-C-C-B
Defending Forces: First Tyr Assault Cluster
Landmasses (Capital City): Draco (Grumdale), Crater, McAdoo
Importance: Industrial, Logistical

GRUMIUM CREATIONS

Main Products: *Cyclops* and *Viking* BattleMechs; Kobold battle armor
Location: Gibbs (McAdoo)
Local Terrain: Flatlands
Local Climate: Stormy

Grumium Creations has been unable to gain funding to upgrade its production lines. With the loss of the ComStar market the *Crockett* line has been shut down and it is unclear how long the others will survive.

FRIHET TRAINING FACILITY

Main Programs: MechWarrior, Armor, Unarmored infantry
Location: Herculis (Draco)
Local Terrain: Hill
Local Climate: Stormy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored Infantry
Location: Hel (Crater)
Local Terrain: Badlands
Local Climate: Arid

The planetary militia was dispatched to Hel last year for unknown reasons and has remained in the region, despite the lack of any inhabitants or important resources.

MANNEDORF

Star Type (Recharge Time): K1V (192 hours)
Position in System: 5
Time to Jump Point: 5.18 days
Number of Satellites: 3
Surface Gravity: 0.99
Atmosphere Pressure: Low (Breathable)
Equatorial Temperature: -20°C (Arctic)
Surface Water Coverage: 27 percent
Highest Native Life: Birds
Recharging Station: Nadir
HPG Class: B (Clan)
Population (3079): 24,000,000
Socio-Industrial Levels: B-B-C-B-C
Defending Forces: 243rd Battle Cluster
Landmasses (Capital City): Meilen (Zurich),
 Schiffahrtsgesellschaft
Importance: Industrial

A large, icy world, Mannedorf has attracted a surprising degree of intrigue over the years. Created to produce a second line suit of Battle Armor, BA Facility Gamma has an innovative mix of Rasalhagian, Combine and Clan staff that is already producing creative solutions for infantry operations.

BA FACILITY GAMMA

Main Products: Rogue Bear Heavy battle armor
Location: Silvermain Mines (Schiffahrtsgesellschaft)
Local Terrain: Subterranean
Local Climate: N/A

PLANETARY MILITIA

Main Programs: Vehicles
Location: Zurich (Meilen)
Local Terrain: Light Urban
Local Climate: Stormy

NOX

Star Type (Recharge Time): K2V (193 hours)
Position in System: 4
Time to Jump Point: 4.85 days
Number of Satellites: 2 (Reno, Jasper)
Surface Gravity: 0.99
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 34°C (Temperate)
Surface Water Coverage: 70 percent
Highest Native Life: Plants
Recharging Station: Nadir
HPG Class: B (Clan)
Population (3079): 210,000,000
Socio-Industrial Levels: B-B-B-B-C
Defending Forces: 332nd Assault Cluster
Landmasses (Capital City): Kiev (Bolsun), Rider, Aster
Importance: Industrial

ORESTES

Star Type (Recharge Time): A7V (168 hours)
Position in System: 3
Time to Jump Point: 27.98 days
Number of Satellites: 2 (Parus Major, Parus Minor)
Surface Gravity: 0.99
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 30°C (Temperate)
Surface Water Coverage: 65 percent
Highest Native Life: Mammals
Recharging Station: Zenith
HPG Class: B
Population (3079): 6,310,800,000
Socio-Industrial Levels: B-B-C-A-B
Defending Forces: First Rasalhague Bears
Landmasses (Capital City): Clytemnestra (Agamemnon),
 Tantalus, Niobe, Telemachus
Importance: Industrial, Logistical

METALS OF THE EARTH

Main Products: Myomers, Mining, Mining Equipment, Chemicals, Synthetics
Location: Jassen (Rider)
Local Terrain: Mountain
Local Climate: Mild



A company dating back to the Star League, board membership by the various Kuritas saw the Nox based company expand from a mid-sized mining firm into a major manufacturer. The formation of the Free Rasalhague Republic was a heavy blow to the company but a profit sharing deal with the Draconis Combine was worked out. This came to an end when the Clans invaded in 3050. MotE was of interest to Clan Wolf, but more importantly MotE's mining interests could be exploited to feed Clan Wolf's hungry homeworld factories. This saw MotE's board removed and employee conditions at its industrial sites drop. When Clan Ghost Bear seized Nox in 3063 it already held a number of MotE mining sites which were operating under mixed Merchant Caste/Rasalhagian control. These formed the basis of a new MotE board on Nox, who oversaw a reintroduction of Rasalhagian operating procedures.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Hiel Crossroads (Rider)
Local Terrain: Hills
Local Climate: Windy

JANESEK INDUSTRIES

Main Products: *Huscarl* and *Tyre* aerospace fighters
Location: Iphigenia(Clytemnestra)
Local Terrain: Flatlands
Local Climate: Mild

ODIN MANUFACTURING

Main Products: *Beowulf*, *Karhu*, *Ostscout* and *Shadow Hawk* BattleMechs; Mars Assault Tank
Location: Achilles (Clytemnestra)
Local Terrain: Mountain
Local Climate: Arid

A cornerstone of Rasalhague industry since 2310, Odin was very keen to access Clan technology after the Free Rasalhague Republic was annexed in 3070. Before that could happen the damage done by Word of Blake raids had to be repaired first. So despite producing an advanced OmniMech in 3079, the majority of Odin's BattleMech range uses Inner Sphere technology.

The real strength of Odin is its civilian operations, with tendrils in all manner of industries within the Dominion. Like Bergan Industries, it has been able to increase its independence from the Unity Council throughout the Jihad, so much so the Council has had to take steps to reassert its control.

TYRA MIRABORG MEMORIAL ACADEMY

Main Programs: MechWarrior, Aerospace, Naval

Location: Cassandra (Clytemnestra)

Local Terrain: Wetlands

Local Climate: Mild

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry

Location: Brome (Niobe)

Local Terrain: Flatlands

Local Climate: Mild

RASALHAGUE

Star Type (Recharge Time): K4V (195 hours)

Position in System: 6

Time to Jump Point: 4.31

Number of Satellites: 1 (Sigurd)

Surface Gravity: 1.1

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 25°C (Temperate)

Surface Water Coverage: 75 percent

Highest Native Life: Mammals

Recharging Station: Zenith, Nadir

HPG Class: A (Clan)

Population (3079): 5,390,000,000

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

Defending Forces: Trinary Galaxy Command, Fourth Kavalleri

Landmasses (Capital City): Ophiuchi (Reykjavik), Askja, Vik, Keflavik, Grindavik, Grimsey, Helgafell

Importance: Command, Industrial, Logistical



GORDON, KINGSLEY & THORPE ENTERPRISES

GORTON, KINGSLEY & THORPE ENTERPRISES

Main Products: Anhur Transport, Donar Assault Helicopter; *Ammon* aerospace fighter; *Sassanid*, *Aesir* and *Vanir*-class DropShips; Shamash Reconnaissance Vehicle refit

Location: Ptolemy (Ophiuchi)

Local Terrain: Flatlands

Local Climate: Mild

3066 would see Clan Ghost Bear capture Rasalhague from the Wolves. Key was Gorton Kingsley & Thorpe's aerospace facilities. While the Wolves had done minimal work, the Bears took the old 'Mechbuster lines and converted them to build modern Donars and Anhurs in addition to aerospace fighters and DropShips.

RASALHAGUE ARMOR WORKS

Main Products: Armor

Location: Cordoba (Ophiuchi)

Local Terrain: Subterranean

Local Climate: N/A

CHRISTIAN MÅNSDOTTIR SCHOOL OF COMBAT

Programs: MechWarrior, Aerospace

Location: Beta (Grimsey)

Local Terrain: Badlands

Local Climate: Arid

Established in 3068 this school was originally named Training Facility Beta. It was renamed following the Omni-Paradise bombing, at the same time as the Jorgensson School of Combat.

PLANETARY MILITIA

Main Programs: Unarmored infantry, VTOLs

Location: Rover (Vik)

Local Terrain: Mountain

Local Climate: Windy

SATALICE

Star Type (Recharge Time): K2V (193 hours)
Position in System: 4
Time to Jump Point: 4.85 days
Number of Satellites: 1 (Friedburg)
Surface Gravity: 0.92
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 27°C (Temperate)
Surface Water Coverage: 41 percent
Highest Native Life: Amphibians
Recharging Station: Nadir
HPG Class: B (Clan)
Population (3079): 290,000,000
Socio-Industrial Levels: C-C-B-B-C
Defending Forces: 332nd Assault Cluster
Landmasses (Capital City): Boleslav (Dranga), Liberec, Jane
Importance: Industrial

Satalice is a place of vast volcanic plains and harsh weather changes, with pockets of great beauty where humans clustered. First captured by Clan Wolf in 3051 it had only just begun to see development of its military industry before the world was taken by Clan Ghost Bear in 3061.

GORTON, KINGSLEY & THORPE ENTERPRISES

Main Products: *Locust IIC* and *Marauder IIC* BattleMechs
Location: Ascencius (Jane)
Local Terrain: Mountain
Local Climate: Windy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Dranga (Boleslav)
Local Terrain: Coastal
Local Climate: Rainy

SPITTAL

Star Type (Recharge Time): M0V (201 hours)
Position in System: 1
Time to Jump Point: 3.14 days
Number of Satellites: 2 (Jordan, Regis)
Surface Gravity: 1.04
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 37°C (Tropical)
Surface Water Coverage: 39 percent
Highest Native Life: Birds
Recharging Station: Nadir
HPG Class: B (Clan)
Population (3079): 150,000,000
Socio-Industrial Levels: B-B-C-C-B
Defending Forces: First Freeman Cluster
Landmasses (Capital City): Chesterfield (Spittal), Grampians
Importance: Industrial

BENSON AND BJORN

Main Products: APC (tracked), Axel Heavy Tank IIC, Huitzilopochtli Assault Tank
Location: Moray (Grampians)
Local Terrain: Flatlands
Local Climate: Mild

Investing in B&B meant replacing the APC, Scorpion and Vedette lines with newer tanks. With the Touman operating offensively, defense of the Dominion fell on KungsArmé defensive formations in turned relied tanks that dated back to the Succession Wars. The KungsArmé's unwillingness to use traditional Clan tanks forced the Bears to develop the Axel IIC MBT and a modernized Huitzilopochtli.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Arthurburg (Chesterfield)
Local Terrain: Flatlands
Local Climate: Windy

THULE

Star Type (Recharge Time): A8V (169 hours)
Position in System: 2
Time to Jump Point: 25.77 days
Number of Satellites: 1 (Ultima)
Surface Gravity: 0.97
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 24°C (Cool-Temperate)
Surface Water Coverage: 25 percent
Highest Native Life: Mammals
Recharging Station: Nadir
HPG Class: B (Clan)
Population (3079): 243,000,000
Socio-Industrial Levels: C-B-B-C-B
Defending Forces: Twenty-third Provisional Garrison Cluster
Landmasses (Capital City): Akranes, Husavik, Vik (Thule City)
Importance: Industrial

A well-established world, Clan Ghost Bear hoped to develop it as an industrial center. While Bergan Industries' facility remains, Dominion Facility Kappa-5 was destroyed in a three way battle in 3073 along with a nascent DropShip yard.

BERGAN INDUSTRIES

Main Products: Military Components
Location: Etna (Vik)
Local Terrain: Mountain
Local Climate: Rainy

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: New Thule (Vik)
Local Terrain: Coastal
Local Climate: Arid

TINACA

Star Type (Recharge Time): G5V (186 hours)
Position in System: 3
Time to Jump Point: 7.47 days
Number of Satellites: 2 (Assegai, Kris)
Surface Gravity: 1.02
Atmosphere Pressure: Standard (Breathable)
Equatorial Temperature: 37°C (Tropical)
Surface Water Coverage: 85 percent
Highest Native Life: Fish
Recharging Station: Zenith
HPG Class: B (Clan)
Population (3079): 195,000,000
Socio-Industrial Levels: C-C-C-C-C
Defending Forces: First Freeman Cluster
Landmasses (Capital City): The Island (Tandalola)
Importance: Industrial

ODIN MANUFACTURING

Main Products: Civilian components
Location: Scotland (The Island)
Local Terrain: Wooded
Local Climate: Arid

This was an existing Odin facility that produced civilian prefab buildings for the military and civilians. Working with the scientist caste it has reportedly perfected advanced 'memory steel'.

PLANETARY MILITIA

Main Programs: Vehicles, Unarmored infantry
Location: Em Bay (The Island)
Local Terrain: Coastal
Local Climate: Arid



STRATEGIC SYSTEMS

SKANDIA

Star Type (Recharge Time): G6 (187 hours)

Position in System: 2

Time to Jump Point: 7.01 days

Number of Satellites: 1 (Cimbri)

Surface Gravity: 1.13

Atmosphere Pressure: Standard (Breathable)

Equatorial Temperature: 27°C (Temperate)

Surface Water Coverage: 74 percent

Highest Native Life: Reptiles

Recharging Station: Nadir

HPG Class: A (Clan)

Population (3079): 302,000,000

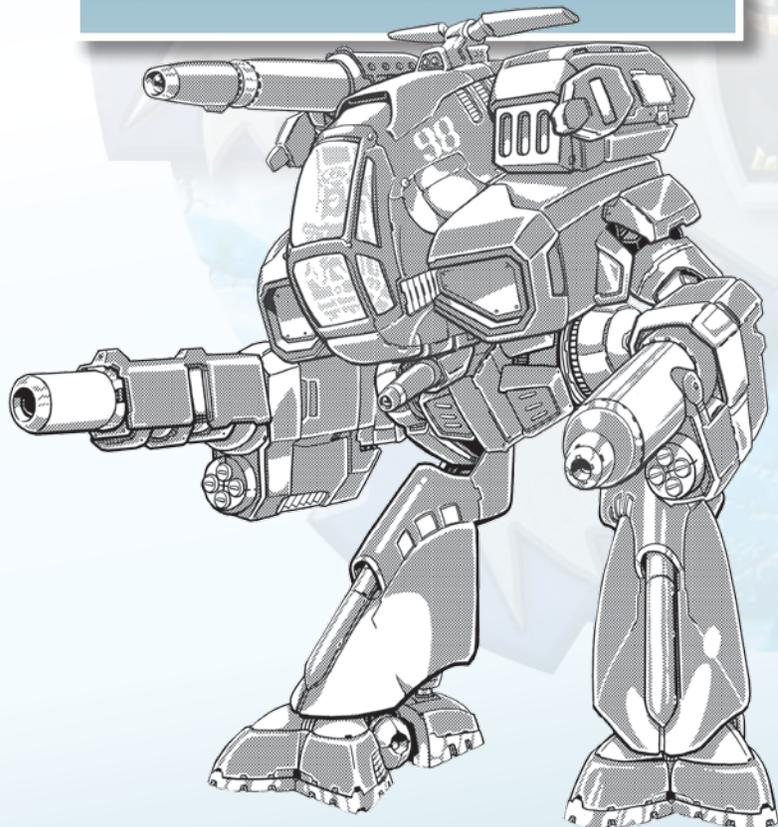
Socio-Industrial Levels: B-C-C-C-B

Defending Forces: None

Landmasses (Capital City): Kythira (Olaus), Pliny, Cimbri, Britannia

Importance: Command

Positioned more centrally than Orestes, Skandia is beginning to replace Orestes as the regional command center.



UPCOMING PROJECTS

While the industries of the Ghost Bear Dominion certainly have a number of future projects it is perhaps worth considering those which may have no future. Odin Manufacturing, Grumium Creations and Janesek Industries were all Free Rasalhagian companies. As such they missed out on Clan funding in the 3060s and when the Republic was annexed in 3070 their continued production was considered too important to have them taken offline to be refitted to Clan technology. Of the three, only Odin had the political clout and they had to wait till the late 3070s to be refitted.

The result is that both Grumium Creations and Janesek Industries are unable to compete with other factories within the Dominion and their only real source of funds is sales to other nations. With the Jihad winding down these sales are likely to decrease, even if the Unity Council doesn't ban external sales outright. Both of these companies have projects to encourage reinvestment, but if they cannot get that funding, their futures are bleak.

BA FACILITY GAMMA

The innovative team at BA Facility Gamma has begun looking at combining Clan technology and stealth tactics. While effective in the Inner Sphere it remains to be shown if the concept can be transferred to a Clan context.

BERGAN INDUSTRIES

In addition to continual tinkering with their solid *Ursus* chassis, started preproduction for a new assault 'Mech. In order to do this they will be reducing sales of the lackluster *Ryoken II* to free up a production line.

GORTON, KINGSLEY & THORPE ENTERPRISES

Gorton, Kingsley & Thorpe have announced plans to take on JES's Tyr hovercraft with a troop transport of their own. They have also testing a new *Marauder IIC* variant on Satalice. Finally, they will be ceasing production of the *Vanir* on Rasalhague. This line was built to provide hulls during the Jihad and the output had to go to Alshain for completion. With the end of the Jihad, production of this large DropShip is no longer economical wise.

RULES ANNEX

The following section is provided to assist both players and gamemasters in providing guidelines and reference tables for those wishing to use Objectives to create a game or campaign around one of the listed (or one newly created) 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 actually more a set of suggestions than they are "hard and fast" rules for game campaigns. Those creating tracks and scenarios are encouraged to accept, modify, or even completely ignore these rules if they prove too cumbersome.

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 the planet and its moon or moons 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 affect on the performance of virtually all combat units in game play. Values higher than 1.00 reflect worlds where units are significantly heavier than they are under normal Terran gravity, while values lower than 1.00 reflect worlds where units are significantly lighter. 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 somewhat. 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 rarely see much rainfall or snowfall weather effects, and water or woods features on terrain maps may 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, will much more likely 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 small and fairly 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 blown 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 by all but the most serious attack 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 within hours of an attacking force's discovery, many raiders target worlds with Class B stations (or no stations at all), in the hopes that their arrival will raise the alarm among nearby systems more slowly. Assault forces, meanwhile, may target Class A worlds in an effect 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 often raises 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 reflected in 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 citizens' 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 small and/or 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 then listed, with the planetary capital city listed (in parentheses) beside the name of the landmass where it is located. For brevity of this product, 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, the Eagle Craft Group plant on Erewhon produces *Thor* BattleMechs, which will likely appear in the home defense force, while the AGDA Training Facility Alpheratz trains infantry, vehicle crews and MechWarriors, which will add cadets (and instructors) as infantry, piloting fighters, and driving tanks to the local defense force.

The locations of these sites (by city/county, and landmass) will then 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, Stormy or Arid). 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

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, <i>TO</i>)
	2	Moderate Gale (see p. 61, <i>TO</i>)
	3	Strong Gale (see p. 61, <i>TO</i>)
	4	Storm (see p. 61, <i>TO</i>)
	5	Tornado F1-F3 (see p. 61, <i>TO</i>)
6+	Tornado F4+ (see p. 62, <i>TO</i>)	

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

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

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

in force). Otherwise, roll 1D6 again, apply the modifier shown 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 potential objectives. Examples and guidelines for these additional defenses are discussed here.

CORPORATE SECURITY

More so in the occupation zones than the homeworlds, military industry is accorded the best protection available. In most cases this exceeds the defenses allocated to governmental installations. Unlike many Inner Sphere nations, manufacturers in the Clan territories cannot rely upon mercenary forces to bolster their defenses, though local forces can serve as additional security. Additionally, the Clans forbid dedicated corporate security forces raised by the companies themselves.

As in the Inner Sphere, factory defense forces are composed largely of the units manufactured at that site. This can produce a limited force, such as the *Sphinxes* produced at Avon Alpha's plant, or a combined arms force, such as the 'Mechs and battle armor of the Trelshire Heavy Industries factory on Twycross. Regardless of whether the system has an assigned defender, there will be a local force fielding the homemade units in defense of the factory. This may be a dedicated component of the militia, but most likely will be technicians, engineers and laborers of Green quality desperately trying to protect their own livelihoods.

To determine the rough size and composition of local corporate defenses around a factory, a good rule of thumb is to provide up to a lance of each unit that the factory produces and augment this with conventional infantry.

REGIONAL AND LOCAL MILITIA

Typically militia forces in the Clans deploy around governmental installations and important sites such as factories or academies, where they follow the orders of the highest ranking warrior. These vary greatly depending on the nation in question. Clans Nova Cat and Wolf (in-Exile) are completely reliant upon their host-nations for such forces. The Ghost Bears and Snow Ravens have militias that are integral to the nations they have merged with, with the former far more integrated than the latter. Clans Wolf and Jade Falcon do not allow militia forces but have *solahma* units that fill the same role. The Hells Horse currently have *solahma* as well, but it is possible they may start working with the indigenous peoples to reestablish militias in the future.

The size and technological advancement of a planetary defense force is determined by the system's Population and Socio-Industrial Index values. Well-populated worlds with top tier A- or B-rated technological and industrial systems will have higher numbers of troops and be better equipped, not limited to the units produced on-world but including those made throughout the nation. Meanwhile, C-, D- and F-tier systems are limited to conventional vehicles to complement their infantry at best.

Typical Clan militias might contain 1 star of 'Mechs, 1 star of vehicles, and 1 or more clusters of foot infantry. Worlds with large populations are rare, but for worlds with 1 billion inhabitants or more, assign a total of 1 binary each of BattleMechs and vehicles, one star of aerospace fighters and 1 binary of Elementar battle armor. Besides variations noted in system descriptions, however, the following should be used for generating defense forces for various Clan worlds, based on their faction, in addition to the general forces noted above. Generally, BattleMechs, combat vehicles and aerospace fighters are half Clan designs and half of Inner Sphere origin.

Clan Wolf does not have enough vehicles to outfit more than a few of their *solahma* units. Replace each binary of vehicles with a cluster of infantry commanded by a point of battle armor. Clan Hells Horses, on the other hand, has plenty of combat vehicles and may use formations made up entirely of Clan designs. Clan Jade Falcon has a smaller *solahma* contingent than other Clans, but makes up the difference with their paramilitary police forces. About one third of all Falcon militia is comprised of Falcon police units.

Clan Snow Raven garrisons worlds they primarily operate on with their forces while Outworlds' troops protect the rest of the systems. The Outworlds forces are short on BattleMechs but make up for it in fighter support. Outworlds' militia receives half as many BattleMechs as other forces but replace those 'Mechs with aerospace or conventional fighters.

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 *solahma* or "campus security". Instead, as part of the curriculum, the Clans more than, Inner Sphere military academies, employ its own cadets for security patrols. The Rasahague and Outworlds' facilities do the

same to a less extent. While inexpensive and efficient from a financial point of view, patrols often have to be overseen by a higher-up to prevent 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, punctuated by Regular or even Veteran-level instructors.

Almost universally, the enrollment program dictates the type of patrols the Academy and University employs. Universities such as Jade Falcon School of Conflict on Blackjack has a star of cadets in BattleMechs patrolling the campus perimeter at all times, Dante's OWA Training Facility Alpha typically has a lance of fighters in the skies in addition to a lance of BattleMechs. 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 a full fledged 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 4d6 Stars/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 Star/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 or BattleMechs.

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.

A good example of a facility using static defenses is the Trelshire heavy Industries plant on Twycross. As a critical component of the Diamond Shark's military industry, considering it produces six distinct units in addition to two refits, its defenses are severe. Besides the *solahma*, there are a dozen turrets with interlocking fields of fire in a networked system with connecting underground tunnels. These turrets are ranged in concentric rings, with the armaments being those weapon systems built on site. The factory itself is surrounded

by a large wall that has withstood several raids by various raiding forces unlucky enough to survive the turret system to encounter the minefields scattered at the foot of the wall. Immense but well-camouflaged sally ports allow BattleMechs built within the factory to come to the site's defense as needed, using satellite observation to identify weaknesses in the attacker's formation.

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 if 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 on an immediate arrival or successful attack, the Game Master rolls 1d6/2 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 90% capacity (such as Sea Fox Y3), modifier the result by .90 (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.

**Western Clan Occupation Zones
Industrial Map
December 3079**

0 10 20 30 40 lightyears

Nation Capital
Province Capital

Coreward
Rimward
Anticlockwise
Clockwise

BattleMechs

Vehicles

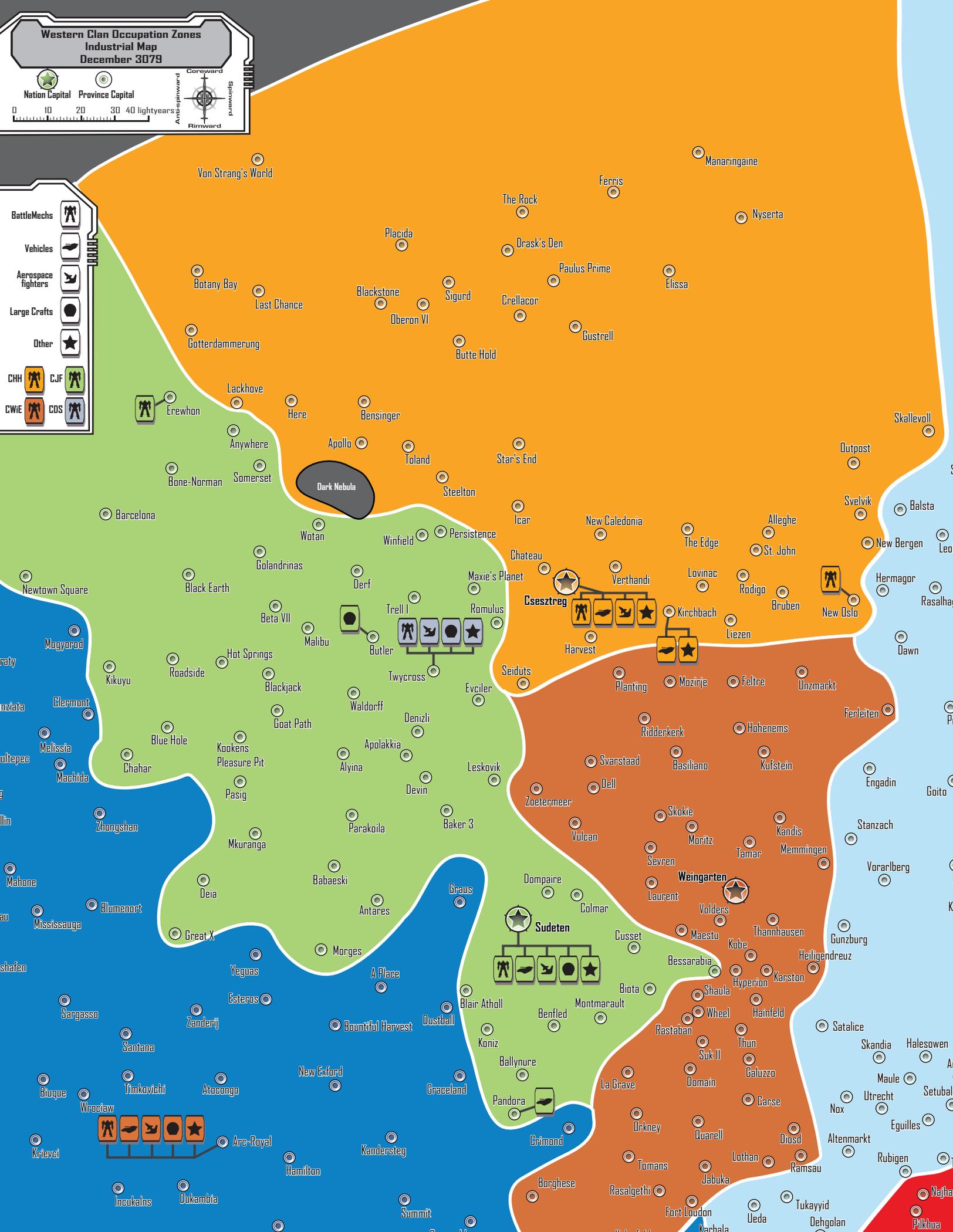
Aerospace fighters

Large Crafts

Other

CHH **CJF**

CWIE **COS**



Eastern Clan Occupation Zones Industrial map December 3079

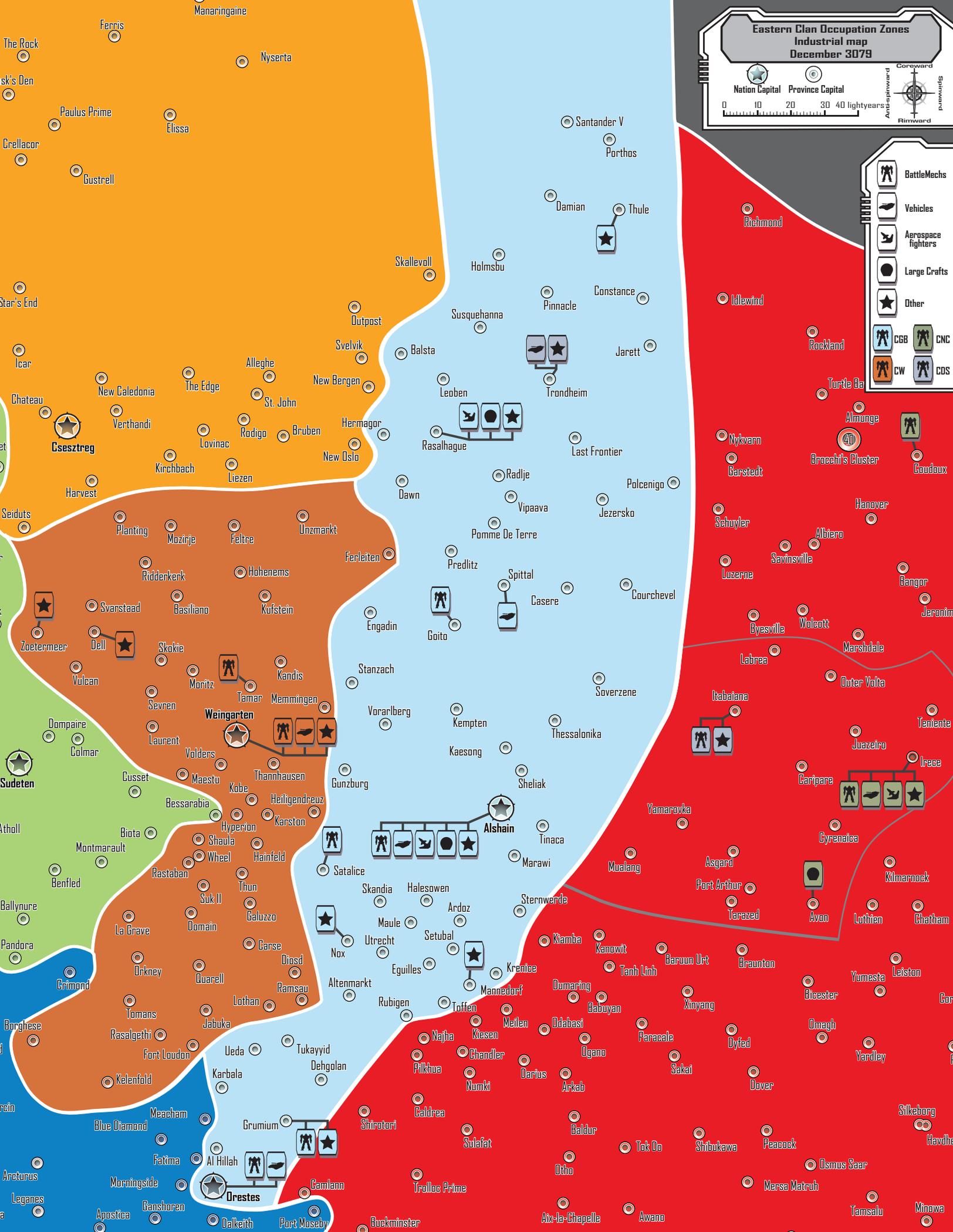
 Nation Capital
  Province Capital

0 10 20 30 40 lightyears

Coreward

 Rimward

 BattleMechs
 Vehicles
 Aerospace fighters
 Large Crafts
 Other
 CGB  CNC
 CW  CDS



Clan Snow Raven & Outworlds Alliance Industrial Map - December 3079

 Nation Capital
  Province Capital

0 10 20 30 40 lightyears

Anterward Coreward
 Rimward Purneward

 BattleMechs
 Vehicles
 Aerospace fighters
 Large Crafts
 Other

